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# HTML Applications Reference

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Microsoft® Internet Explorer version 5 is the platform for developing [html applications](#) (HTA). A number of object model extensions (HTA) enable the developer to customize an application's user interface.

The following links provide access to HTA-specific functionality.

<b>Elements</b>	<a href="#">HTA:APPLICATION</a>
<b>Properties</b>	<a href="#">applicationName</a>
	<a href="#">border</a>
	<a href="#">borderStyle</a>
	<a href="#">caption</a>
	<a href="#">commandLine</a>
	<a href="#">icon</a>
	<a href="#">maximizeButton</a>
	<a href="#">minimizeButton</a>
	<a href="#">showInTaskBar</a>
	<a href="#">singleInstance</a>
	<a href="#">sysMenu</a>
	<a href="#">version</a>
	<a href="#">windowState</a>
<b>Attributes</b>	<a href="#">APPLICATION</a>

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## ▶ !Doctype Element ◀ DHTML Referenc

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# DHTML Objects

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The following is a list of the objects defined by Dynamic HTML. The links take you to the object definitions, which contain the set of members for the object.

<a href="#">!DOCTYPE</a>	<a href="#">A</a>	<a href="#">ACRONYM</a>	<a href="#">ADDRESS</a>
<a href="#">APPLET</a>	<a href="#">AREA</a>	<a href="#">Attribute</a>	<a href="#">B</a>
<a href="#">BASE</a>	<a href="#">BASEFONT</a>	<a href="#">BDO</a>	<a href="#">BGSOUND</a>
<a href="#">BIG</a>	<a href="#">BLOCKQUOTE</a>	<a href="#">BODY</a>	<a href="#">BR</a>
<a href="#">BUTTON</a>	<a href="#">CAPTION</a>	<a href="#">CENTER</a>	<a href="#">CITE</a>
<a href="#">clientInformation</a>	<a href="#">clipboardData</a>	<a href="#">CODE</a>	<a href="#">COL</a>
<a href="#">COLGROUP</a>	<a href="#">COMMENT</a>	<a href="#">currentStyle</a>	<a href="#">custom</a>
<a href="#">dataTransfer</a>	<a href="#">DD</a>	<a href="#">DEL</a>	<a href="#">DFN</a>
<a href="#">DIR</a>	<a href="#">DIV</a>	<a href="#">DL</a>	<a href="#">document</a>
<a href="#">DT</a>	<a href="#">EM</a>	<a href="#">EMBED</a>	<a href="#">event</a>
<a href="#">external</a>	<a href="#">FIELDSET</a>	<a href="#">FONT</a>	<a href="#">FORM</a>
<a href="#">FRAME</a>	<a href="#">FRAMESET</a>	<a href="#">HEAD</a>	<a href="#">history</a>
<a href="#">Hn</a>	<a href="#">HR</a>	<a href="#">HTML</a>	<a href="#">I</a>
<a href="#">IFRAME</a>	<a href="#">IMG</a>	<a href="#">INPUT</a>	<a href="#">INS</a>
<a href="#">ISINDEX</a>	<a href="#">KBD</a>	<a href="#">LABEL</a>	<a href="#">LEGEND</a>
<a href="#">LI</a>	<a href="#">LINK</a>	<a href="#">LISTING</a>	<a href="#">location</a>
<a href="#">MAP</a>	<a href="#">MARQUEE</a>	<a href="#">MENU</a>	<a href="#">META</a>
<a href="#">navigator</a>	<a href="#">NEXTID</a>	<a href="#">NOBR</a>	<a href="#">NOFRAMES</a>
<a href="#">NOSCRIPT</a>	<a href="#">OBJECT</a>	<a href="#">OL</a>	<a href="#">OPTION</a>
<a href="#">P</a>	<a href="#">PARAM</a>	<a href="#">PLAINTEXT</a>	<a href="#">PRE</a>
<a href="#">Q</a>	<a href="#">RT</a>	<a href="#">RUBY</a>	<a href="#">rule</a>
<a href="#">runtimeStyle</a>	<a href="#">S</a>	<a href="#">SAMP</a>	<a href="#">screen</a>
<a href="#">SCRIPT</a>	<a href="#">SELECT</a>	<a href="#">selection</a>	<a href="#">SMALL</a>
<a href="#">SPAN</a>	<a href="#">STRIKE</a>	<a href="#">STRONG</a>	<a href="#">style</a>
<a href="#">STYLE</a>	<a href="#">styleSheet</a>	<a href="#">SUB</a>	<a href="#">SUP</a>
<a href="#">TABLE</a>	<a href="#">TBODY</a>	<a href="#">TD</a>	<a href="#">TEXTAREA</a>
<a href="#">TextNode</a>	<a href="#">TextRange</a>	<a href="#">TextRectangle</a>	<a href="#">TFOOT</a>
<a href="#">TH</a>	<a href="#">THEAD</a>	<a href="#">TITLE</a>	<a href="#">TR</a>
<a href="#">TT</a>	<a href="#">U</a>	<a href="#">UL</a>	<a href="#">userProfile</a>
<a href="#">VAR</a>	<a href="#">WBR</a>	<a href="#">window</a>	<a href="#">XML</a>
<a href="#">XMP</a>			

## Input Types

<a href="#">button</a>	<a href="#">checkbox</a>	<a href="#">file</a>	
<a href="#">hidden</a>	<a href="#">image</a>	<a href="#">password</a>	
<a href="#">radio</a>	<a href="#">reset</a>	<a href="#">submit</a>	<a href="#">text</a>

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## ▸ DHTML Properties

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# Internet Explorer 5.5 Properties

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The following DHTML properties from the latest release of Microsoft® Internet Explorer 5.5 are fully documented in the MSDN® Online Web Workshop.

Property	Description
<a href="#">contentEditable</a> 	Sets or retrieves a string that indicates whether the user can edit the content of the object.
<a href="#">scrollbar3dLightColor</a> 	Sets or retrieves the color of the top and left edges of the scroll box and scroll arrows of a scroll bar.
<a href="#">scrollbarArrowColor</a> 	Sets or retrieves the color of the arrow element in a scroll arrow.
<a href="#">scrollbarBaseColor</a> 	Sets or retrieves the color for elements of a scroll bar. If no other properties are set, this property sets the color for all elements of the scroll bar. If a specific scrollbar element property is set, it overrides the scrollbarBaseColor setting for that element.
<a href="#">scrollbarDarkShadowColor</a> 	Sets or retrieves the color of the gutter of a scroll bar. This color occurs immediately outside the scrollbarShadowColor and affects the bottom and right edges of the scroll box and scroll arrows.
<a href="#">scrollbarFaceColor</a> 	Sets or retrieves the color of the scroll box and scroll arrows of a scroll bar.
<a href="#">scrollbarHighlightColor</a> 	Sets or retrieves the color for highlight areas in a scroll bar. This affects the arrow element in the scroll arrow, and the top and left edges of the scroll box and scroll arrows. If the scrollbarTrackColor property is not set, highlight areas in the track are affected.
<a href="#">scrollbarShadowColor</a> 	Sets or retrieves the color of the bottom and right edges of the scroll box and scroll arrows of a scroll bar.
<a href="#">scrollbarTrackColor</a> 	Sets or retrieves the color of the track element of a scroll bar.
<a href="#">writingMode</a> 	Sets or retrieves the direction and flow of the content in the object.
<a href="#">zoom</a> 	Sets or retrieves the magnification scale of the object.

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## ▸ DHTML References

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## Color Table

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Colors can be specified in HTML pages in two ways—by using a color name, or by using numbers to denote a red-green-blue (RGB) color value. An RGB color value consists of three two-digit hexadecimal numbers specifying the intensity of the corresponding color.

For example, the color value #FF0000 is rendered red because the red number is set to its highest value, FF (or 255 in decimal form).

**Note** While these color names might not be recognized by other browsers, the RGB color values should display accurately across browsers. When specifying color values for Web pages targeted to work across different browsers, use the RGB color values.

The following table lists the colors supported as of Microsoft® Internet Explorer 4.0.

aliceblue (#F0F8FF)	antiquewhite (#FAEBD7)	aqua (#00FFFF)	aquamarine (#7FFFD4)
azure (#F0FFFF)	beige (#F5F5DC)	bisque (#FFE4C4)	black (#000000)
blanchedalmond (#FFEBCD)	blue (#0000FF)	blueviolet (#8A2BE2)	brown (#A52A2A)
burlywood (#DEB887)	cadetblue (#5F9EA0)	chartreuse (#7FFF00)	chocolate (#D2691E)
coral (#FF7F50)	cornflower (#6495ED)	cornsilk (#FFF8DC)	crimson (#DC143C)
cyan (#00FFFF)	darkblue (#00008B)	darkcyan (#008B8B)	darkgoldenrod (#B8860B)
darkgray (#A9A9A9)	darkgreen (#006400)	darkkhaki (#BDB76B)	darkmagenta (#8B008B)
darkolivegreen	darkorange (#FF8C00)	darkorchid (#9932CC)	darkred

(#556B2F)			(#8B0000)
darksalmon (#E9967A)	darkseagreen (#8FBC8B)	darkslateblue (#483D8B)	darkslategray (#2F4F4F)
darkturquoise (#00CED1)	darkviolet (#9400D3)	deeppink (#FF1493)	deepskyblue (#00BFFF)
dimgray (#696969)	dodgerblue (#1E90FF)	firebrick (#B22222)	floralwhite (#FFFAF0)
forestgreen (#228B22)	fuchsia (#FF00FF)	gainsboro (#DCDCDC)	ghostwhite (#F8F8FF)
gold (#FFD700)	goldenrod (#DAA520)	gray (#808080)	green (#008000)
greenyellow (#ADFF2F)	honeydew (#F0FFF0)	hotpink (#FF69B4)	indianred (#CD5C5C)
indigo (#4B0082)	ivory (#FFFFFF)	khaki (#F0E68C)	lavender (#E6E6FA)
lavenderblush (#FFF0F5)	lawngreen (#7CFC00)	lemonchiffon (#FFFACD)	lightblue (#ADD8E6)
lightcoral (#F08080)	lightcyan (#E0FFFF)	lightgoldenrodyellow (#FAFAD2)	lightgreen (#90EE90)
lightgray (#D3D3D3)	lightpink (#FFB6C1)	lightsalmon (#FFA07A)	lightseagreen (#20B2AA)
lightskyblue (#87CEFA)	lightslategray (#778899)	lightsteelblue (#B0C4DE)	lightyellow (#FFFFE0)
lime (#00FF00)	limegreen (#32CD32)	linen (#FAF0E6)	magenta (#FF00FF)
maroon (#800000)	mediumaquamarine (#66CDAA)	mediumblue (#0000CD)	mediumorchid (#BA55D3)
mediumpurple (#9370DB)	mediumseagreen (#3CB371)	mediumslateblue (#7B68EE)	mediumspringgreen (#00FA9A)
mediumturquoise (#48D1CC)	mediumvioletred (#C71585)	midnightblue (#191970)	mintcream (#F5FFFA)
mistyrose (#FFE4E1)	moccasin (#FFE4B5)	navajowhite (#FFDEAD)	navy (#000080)
oldlace (#FDF5E6)	olive (#808000)	olivedrab (#6B8E23)	orange (#FFA500)
orangered (#FF4500)	orchid (#DA70D6)	palegoldenrod (#EEE8AA)	palegreen (#98FB98)
paleturquoise (#AFEEEE)	palevioletred (#DB7093)	papayawhip (#FFEFD5)	peachpuff (#FFDAB9)
peru (#CD853F)	pink (#FFC0CB)	plum (#DDA0DD)	powderblue (#B0E0E6)

purple (#800080)	red (#FF0000)	rosybrown (#BC8F8F)	royalblue (#4169E1)
saddlebrown (#8B4513)	salmon (#FA8072)	sandybrown (#F4A460)	seagreen (#2E8B57)
seashell (#FFF5EE)	sienna (#A0522D)	silver (#C0C0C0)	skyblue (#87CEEB)
slateblue (#6A5ACD)	slategray (#708090)	snow (#FFFAFA)	springgreen (#00FF7F)
steelblue (#4682B4)	tan (#D2B48C)	teal (#008080)	thistle (#D8BFD8)
tomato (#FF6347)	turquoise (#40E0D0)	violet (#EE82EE)	wheat (#F5DEB3)
white (#FFFFFF)	whitesmoke (#F5F5F5)	yellow (#FFFF00)	yellowgreen (#9ACD32)

## User-Defined System Colors

Microsoft® Windows® maintains a set of system colors for painting various parts of the display. In addition to the colors defined in the color table, as of Internet Explorer 4.0 these system colors may also be specified as color values in Web pages.

Users can set system colors for future Windows sessions using the Windows Control Panel. The following table illustrates the correspondence of these color names with the colors defined in the Control Panel.

**Note** The colors that do not correspond to any Control Panel colors can only be set programmatically using Windows APIs and cannot be defined by the user.

activeborder	activecaption	appworkspace	background
buttonface	buttonhighlight	buttonshadow	buttontext
captiontext	graytext	highlight	highlighttext
inactiveborder	inactivecaption	inactivecaptiontext	infobackground
infotext	menu	menutext	scrollbar
threeddarkshadow	threedface	threedhighlight	threedlightshadow
threedshadow	window	windowframe	windowtext

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# Command Identifiers

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Command identifiers specify an action to take on the given object. Use them with the following methods:

- [execCommand](#)
- [queryCommandEnabled](#)
- [queryCommandIndeterm](#)
- [queryCommandState](#)
- [queryCommandSupported](#)
- [queryCommandValue](#)

The following command identifiers are currently available:

<a href="#">BackColor</a>	Sets or retrieves the background color of the current selection.
<a href="#">Bold</a>	Toggles the current selection between bold and nonbold.
<a href="#">ClearAutocompleteForForms</a>	Clears saved forms data.
<a href="#">Copy</a>	Copies the current selection to the clipboard.
<a href="#">CreateBookmark</a>	Retrieves the name of a bookmark anchor or creates a bookmark anchor for the current selection or insertion point.
<a href="#">CreateLink</a>	Retrieves the URL of a hyperlink or creates a hyperlink on the current selection.
<a href="#">Cut</a>	Copies the current selection to the clipboard and then deletes it.
<a href="#">Delete</a>	Deletes the current selection.
<a href="#">Find</a>	Finds and selects text in the current document.
<a href="#">FontName</a>	Sets or retrieves the font for the current selection.
<a href="#">FontSize</a>	Sets or retrieves the font size for the current selection.
<a href="#">ForeColor</a>	Sets or retrieves the foreground (text) color of the current selection.
<a href="#">FormatBlock</a>	Sets or retrieves the current block format tag.
<a href="#">Indent</a>	Increases the indent of the selected text by one indentation increment.
<a href="#">InsertButton</a>	Overwrites a button control on the current selection.
<a href="#">InsertFieldset</a>	Overwrites a box on the current selection.
<a href="#">InsertHorizontalRule</a>	Overwrites a horizontal line on the current selection.
<a href="#">InsertIFrame</a>	Overwrites an inline frame on the current selection.
<a href="#">InsertImage</a>	Overwrites an image on the current selection.
<a href="#">InsertInputButton</a>	Overwrites a button control on the current selection.
<a href="#">InsertInputCheckbox</a>	Overwrites a check box control on the current selection.
<a href="#">InsertInputFileUpload</a>	Overwrites a file upload control on the current selection.
<a href="#">InsertInputHidden</a>	Inserts a hidden control on the current selection.

<a href="#">InsertInputImage</a>	Overwrites an image control on the current selection.
<a href="#">InsertInputPassword</a>	Overwrites a password control on the current selection.
<a href="#">InsertInputRadio</a>	Overwrites a radio control on the current selection.
<a href="#">InsertInputReset</a>	Overwrites a reset control on the current selection.
<a href="#">InsertInputSubmit</a>	Overwrites a submit control on the current selection.
<a href="#">InsertInputText</a>	Overwrites a text control on the current selection.
<a href="#">InsertMarquee</a>	Overwrites an empty marquee on the current selection.
<a href="#">InsertOrderedList</a>	Toggles the current selection between an ordered list and a normal format block.
<a href="#">InsertParagraph</a>	Overwrites a line break on the current selection.
<a href="#">InsertSelectDropdown</a>	Overwrites a drop-down selection control on the current selection.
<a href="#">InsertSelectListbox</a>	Overwrites a list box selection control on the current selection.
<a href="#">InsertTextArea</a>	Overwrites a multiline text input control on the current selection.
<a href="#">InsertUnorderedList</a>	Toggles the current selection between an ordered list and a normal format block.
<a href="#">Italic</a>	Toggles the current selection between italic and nonitalic.
<a href="#">JustifyCenter</a>	Centers the format block in which the current selection is located.
<a href="#">JustifyLeft</a>	Left-justifies the format block in which the current selection is located.
<a href="#">JustifyRight</a>	Right-justifies the format block in which the current selection is located.
<a href="#">Outdent</a>	Decreases by one increment the indentation of the format block in which the current selection is located.
<a href="#">OverWrite</a>	Toggles the text-entry mode between insert and overwrite.
<a href="#">Paste</a>	Overwrites the contents of the clipboard on the current selection.
<a href="#">Refresh</a>	Refreshes the current document.
<a href="#">RemoveFormat</a>	Removes the formatting tags from the current selection.
<a href="#">SelectAll</a>	Selects the entire document.
<a href="#">UnBookmark</a>	Removes any bookmark from the current selection.
<a href="#">Underline</a>	Toggles the current selection between underlined and not underlined.
<a href="#">Unlink</a>	Removes any hyperlink from the current selection.
<a href="#">Unselect</a>	Clears the current selection.

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## ▸ DHTML References

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# Language Codes

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The following table lists all the possible language codes used to specify various system settings.

af Afrikaans	sq Albanian
ar-sa Arabic (Saudi Arabia)	ar-iq Arabic (Iraq)
ar-eg Arabic (Egypt)	ar-ly Arabic (Libya)
ar-dz Arabic (Algeria)	ar-ma Arabic (Morocco)
ar-tn Arabic (Tunisia)	ar-om Arabic (Oman)
ar-ye Arabic (Yemen)	ar-sy Arabic (Syria)
ar-jo Arabic (Jordan)	ar-lb Arabic (Lebanon)
ar-kw Arabic (Kuwait)	ar-ae Arabic (U.A.E.)
ar-bh Arabic (Bahrain)	ar-qa Arabic (Qatar)
eu Basque	bg Bulgarian
be Belarusian	ca Catalan
zh-tw Chinese (Taiwan)	zh-cn Chinese (PRC)
zh-hk Chinese (Hong Kong, S.A.R. China)	zh-sg Chinese (Singapore)
hr Croatian	cs Czech
da Danish	nl Dutch (Standard)
nl-be Dutch (Belgium)	en English
en-us English (United States)	en-gb English (Great Britain)
en-au English (Australia)	en-ca English (Canada)
en-nz English (New Zealand)	en-ie English (Ireland)
en-za English (South Africa)	en-jm English (Jamaica)
en English (Caribbean)	en-bz English (Belize)
en-tt English (Trinidad)	et Estonian
fo Faeroese	fa Farsi
fi Finnish	fr French (Standard)
fr-be French (Belgium)	fr-ca French (Canada)
fr-ch French (Switzerland)	fr-lu French (Luxembourg)
gd Gaelic (Scotland)	gd-ie Gaelic (Ireland)
de German (Standard)	de-ch German (Switzerland)
de-at German (Austria)	de-lu German (Luxembourg)
de-li German (Liechtenstein)	el Greek
he Hebrew	hi Hindi
hu Hungarian	is Icelandic
in Indonesian	it Italian (Standard)
it-ch Italian (Switzerland)	ja Japanese
ko Korean	ko Korean (Johab)
lv Latvian	lt Lithuanian
mk Macedonian (FYROM)	ms Malaysian

mt Maltese	no Norwegian (Bokmal)
no Norwegian (Nynorsk)	pl Polish
pt-br Portuguese (Brazil)	pt Portuguese (Portugal)
rm Rhaeto-Romanic	ro Romanian
ro-mo Romanian (Moldavia)	ru Russian
ru-mo Russian (Moldavia)	sz Sami (Lappish)
sr Serbian (Cyrillic)	sr Serbian (Latin)
sk Slovak	sl Slovenian
sb Sorbian	es Spanish (Spain – Traditional)
es-mx Spanish (Mexico)	es Spanish (Spain – Modern)
es-gt Spanish (Guatemala)	es-cr Spanish (Costa Rica)
es-pa Spanish (Panama)	es-do Spanish (Dominican Republic)
es-ve Spanish (Venezuela)	es-co Spanish (Colombia)
es-pe Spanish (Peru)	es-ar Spanish (Argentina)
es-ec Spanish (Ecuador)	es-cl Spanish (Chile)
es-uy Spanish (Uruguay)	es-py Spanish (Paraguay)
es-bo Spanish (Bolivia)	es-sv Spanish (El Salvador)
es-hn Spanish (Honduras)	es-ni Spanish (Nicaragua)
es-pr Spanish (Puerto Rico)	sx Sutu
sv Swedish	sv-fi Swedish (Finland)
th Thai	ts Tsonga
tn Tswana	tr Turkish
uk Ukrainian	ur Urdu
ve Venda	vi Vietnamese
xh Xhosa	ji Yiddish
zu Zulu	

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# DHTML, HTML & CSS

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Looking for technical information on using DHTML, HTML, CSS, and associated technologies? In this area of the MSDN Online Web Workshop you'll find articles, white papers, and lessons that will help guide you through the thickets of web page design.



## HTML

For information on HTML, the best starting place is our [html beginner's guide](#). Here you'll find information on tags, elements, setting font sizes, and the mysteries of markup code. Next, have a look at [authoring basics](#), where you'll find answers to "Seven Questions You Should Never Fear to Ask" and other information resources for beginners. Seasoned pros who want to finesse their code can turn to [authoring effective pages](#) and [designing efficient pages](#) for advanced tips on layout, design, and form.

## DHTML

If you're looking to enhance your pages with DHTML, you'll find a general introduction in our [dynamic html overview](#) and [faqs](#) articles. These articles will show you how to use DHTML to bring movement and interactivity to your web pages. Web page designers who want to hot-rod their pages should turn to [boosting performance](#) and [building high performance html pages](#) for pointers on how to make web pages more immediate and responsive. MSDN's DHTML Dude answers questions on such subjects as positioning, mouseover support, and baffling modal dialogues in his [dhtml dude questions and answers](#).

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## CSS

Working with Cascading Style Sheets? The [css overview](#) provides an introductory look at DHTML, CSS, CSS positioning, and font embedding. For a more complete analysis of CSS, try out [user's guide to style sheets](#).

## HTML Help

Developers who create content for software programs, multimedia titles, intranets, extranets, or for the Internet often need to write HTML Help programs to go with their products. The [introducing html help](#) guide provides samples, software, and a helpful user's guide.

Finally, if you've been working with an HTML-related technology and can't unravel a difficult problem in your script, look to MSDN's [knowledge base](#) articles for detailed answers to specific HTML, DHTML, and scripting issues.

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## ▸ Welcome to Scriptlet Tech...

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# Scriptlets Overview

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A *scriptlet* is a Web page based on Dynamic HTML (DHTML) that you can use as a control in any application that supports controls. The scriptlet is a complete Web-ready .htm file, but it includes information that allows you to work with it as a control—you can get and set its properties, call its methods, and so on.

Scriptlets:

- Allow Web page authors to create reusable user interface components without having to harness the full power of C, C++, or other control-building environments.
- Allow developers using Microsoft Visual Basic®, Microsoft Visual InterDev®, and other development environments that support controls to make use of features built into Web pages.
- Are easy to create and maintain.
- Are small and efficient.

For example, with scriptlets you can:

- Use the graphical and hypertext capabilities of Web pages as visually rich interfaces for your application.
- Change the appearance and behavior of Web pages from within the host environment. For example, you can use a Visual Basic application to read information from files and then write it into the scriptlet.
- Prototype controls that you intend to write in other environments. Because you can put scriptlets together quickly and easily, you can test ideas. When you have completed your design, you can reimplement the control in another environment—such as C++, Visual Basic, or J++—if you want greater performance or a different means of packaging your control.

## How Scriptlets Work

You use a scriptlet like a standard control. In the scriptlet, you create any properties, methods, or events that you want by simply creating scripts in common active scripting languages such as JScript® (compatible with ECMA 262 language specification), Visual Basic Scripting Edition (VBScript), or another language. The scripts rely on the scripting capabilities of DHTML, which gives you a complete object model for elements on the scriptlet.

For example, a scriptlet might be a Web page that contains animation based on DHTML that moves and resizes text on the page. You can write scripts to expose properties that allow another application to set the text, speed, and direction of the animation text, as well as methods that allow another application to start, stop, and pause the animation.

**Note** To learn more about using Dynamic HTML in your Web pages, you can view the documentation for the Internet Client SDK located at <http://msdn.microsoft.com/workshop/author/default.asp>.

Support for scriptlets is built into Internet Explorer 4.0. You can use the standard **OBJECT** tag to insert and work with scriptlets as you do any other object on a Web page.

To use the scriptlet in applications that support ActiveX® controls, you use a control called the *scriptlet container object*, which hosts the scriptlet. The host application, such as Visual Basic, uses the scriptlet container object to create a window for the scriptlet and provide a way for the host application to specify which scriptlet to use, where it displays, at what size, and so on. The scriptlet container object also provides the interface for you to set and get the scriptlet's properties, call its methods, and respond to its events.

## Scriptlet Security

In a security-aware host application such as Internet Explorer, the scriptlet and any controls contained within it are subject to Internet Explorer 4.0 security. For information about security settings in Internet Explorer 4.0, see Internet Explorer Help.

Typically, the security settings for the zone containing the scriptlet's server must be Medium or Low. If the setting is High, the scriptlet will not download to your computer. If you usually set custom security settings for a zone, set both "Script ActiveX controls marked safe for scripting" and "Initialize and script ActiveX controls not marked as safe" to either Prompt or Enable.

The same applies to any controls that the scriptlet contains, including other scriptlets, especially if the scriptlet contains controls that reside on a server in a different zone.

When you distribute an application that uses a scriptlet, make sure that users set the security settings in their copy of Internet Explorer to the correct level to allow them to use your scriptlets.

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## ▸ Welcome to Scriptlet Tech...

*Web Workshop | Component Development*

# Designing and Using Scriptlets

---

You can easily create scriptlets and add them to your applications.

To	See
Choose a method for creating a scriptlet from your Web page	<a href="#">Designing a Scriptlet</a>
Use your scriptlet as a control	<a href="#">Adding Scriptlets to Your Application</a>
React to events in your applications	<a href="#">Defining Event Handlers</a>

---

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## ▸ Welcome to Scriptlet Tech...

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# Scriptlet Container Object Reference

---

When you work with scriptlets in your application, you can use the following properties and events of the scriptlet container object:

## Properties

[event](#)

[readyState](#)

[scrollbar](#)

[url](#)

## Events

[onclick](#)

[ondblclick](#)

[onkeydown](#)

[onkeypress](#)

[onkeyup](#)

[onmousedown](#)

[onmousemove](#)

[onmouseup](#)

[onreadystatechange](#)

[onscriptletevent](#)

---

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# Scriptlet Model Extensions

---

When creating the scripts in the scriptlet, you can use the following specific extensions to the Dynamic HTML Object Model. All extensions are available in the DHTML **window.external** object.

Properties
<a href="#">frozen</a>
<a href="#">selectableContent</a>
<a href="#">version</a>
Methods
<a href="#">bubbleEvent</a>
<a href="#">raiseEvent</a>
<a href="#">setContextMenu</a>

---

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# ▶ CSS Length Units ◀ DHTML Referenc

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# CSS Attributes Reference

---

This section defines the supported cascading style sheets (CSS) attributes. An asterisk (\*) indicates the attribute is available as of Microsoft® Internet Explorer 5 or later. If an attribute or property has been proposed to the World Wide Web Consortium (W3C) but not yet made standard, it is marked as "proposed."

<b>Behavior properties</b>	<a href="#">behavior</a> (proposed)*
<b>Font and text properties</b>	<a href="#">direction</a> *
	<a href="#">font</a>
	<a href="#">@font-face</a>
	<a href="#">font-family</a>
	<a href="#">font-size</a>
	<a href="#">font-style</a>
	<a href="#">font-variant</a>
	<a href="#">font-weight</a>
	<a href="#">ime-mode</a> (proposed)*
	<a href="#">layout-grid</a> (proposed)
	<a href="#">layout-grid-char</a> (proposed)
	<a href="#">layout-grid-char-spacing</a> (proposed)
	<a href="#">layout-grid-line</a> (proposed)
	<a href="#">layout-grid-mode</a> (proposed)
	<a href="#">layout-grid-type</a> (proposed)
	<a href="#">line-break</a> (proposed)*
	<a href="#">line-height</a>
	<a href="#">letter-spacing</a>
	<a href="#">ruby-align</a> (proposed)*
	<a href="#">ruby-overhang</a> (proposed)*
	<a href="#">ruby-position</a> (proposed)*
	<a href="#">text-align</a>
	<a href="#">text-decoration</a>
	<a href="#">text-justify</a> (proposed)*
	<a href="#">text-indent</a>
	<a href="#">text-transform</a>
	<a href="#">unicode-bidi</a>
	<a href="#">vertical-align</a>
	<a href="#">word-break</a> (proposed)*
	<a href="#">word-spacing</a> (Macintosh only)
<b>Color and background properties</b>	<a href="#">background</a>



	background-attachment
	background-color
	background-image
	background-position
	background-repeat
	color
<b>Layout properties</b>	border
	border-bottom
	border-bottom-color
	border-bottom-style
	border-bottom-width
	border-collapse <sup>*</sup>
	border-color
	border-left
	border-left-color
	border-left-style
	border-left-width
	border-right
	border-right-color
	border-right-style
	border-right-width
	border-style
	border-top
	border-top-color
	border-top-style
	border-top-width
	border-width
	clear
	float
	margin
	margin-bottom
	margin-left
	margin-right
	margin-top
	padding
	padding-bottom
	padding-left
	padding-right
	padding-top
	table-layout <sup>*</sup>
<b>Classification properties</b>	display
	list-style
	list-style-image
	list-style-position

	<a href="#">list-style-type</a>
<b>Positioning properties</b>	<a href="#">bottom</a>
	<a href="#">clip</a>
	<a href="#">height</a>
	<a href="#">left</a>
	<a href="#">overflow</a>
	<a href="#">overflow-x (proposed)</a>
	<a href="#">overflow-y (proposed)</a>
	<a href="#">position</a>
	<a href="#">right</a>
	<a href="#">top</a>
	<a href="#">visibility</a>
	<a href="#">width</a>
	<a href="#">z-index</a>
<b>Printing properties</b>	<a href="#">page-break-after</a>
	<a href="#">page-break-before</a>
<b>Filter properties</b>	<a href="#">filter (proposed)</a>
<b>Pseudo-classes and other properties</b>	<a href="#">active</a>
	<a href="#">cursor</a>
	<a href="#">hover</a>
	<a href="#">@import</a>
	<a href="#">!important</a>
	<a href="#">link</a>
	<a href="#">visited</a>
<b>Unsupported CSS attributes</b>	<a href="#">first-letter pseudo</a>
	<a href="#">first-line pseudo</a>
	<a href="#">white-space</a>

---

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# ◀ CSS Attributes Reference ▶ DHTML F

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# CSS Length Units

---

This section defines the supported length units for [CSS attributes](#). Unless otherwise specified, the length units are supported as of Microsoft® Internet Explorer 3.0 or later. An asterisk (\*) indicates the length unit is available as of Internet Explorer 4.0 or later.

Relative length units	
em *	The height of the element's font.
ex *	The height of the letter "x".
px	Pixels.
%	Percentage.
Absolute length units	
in	Inches ( <i>1 inch = 2.54 centimeters</i> ).
cm	Centimeters.
mm	Millimeters.
pt	Points ( <i>1 point = 1/72 inches</i> ).
pc	Picas ( <i>1 pica = 12 points</i> ).

Measurements and positions in cascading style sheets (CSS) properties are indicated in length units. Internet Explorer supports two types of length units: relative and absolute.

A relative length unit specifies a length in relation to another length property. Relative length units scale better from one output device to another, such as from a monitor to a printer.

An absolute length unit specifies an absolute measurement, such as inches or centimeters. Absolute length units are useful when the physical properties of the output device are known.

## See Also

[CSS Attributes Reference](#)

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html applications overvie...



APPLIC

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# HTA:APPLICATION Element | HTA:APPLICATION Object

---

Enables an extended object model for building HTML Applications (HTA).

## Members

## Remarks

You can create an HTA by saving an HTML page with an .hta file extension. However, to take advantage of the applications-oriented functionality discussed in this reference, you must include the **HTA:APPLICATION** tag and position it within the paired [HEAD](#) tag to take effect.

You can turn off the scroll bars for the application window by including `SCROLL="no"` in the BODY tag.

## Example

This example retrieves all the properties exposed by **HTA:APPLICATION**.

## See Also

[html applications overview](#)☐

---

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# ◀ APPLICATION Attribute ▶ BORDER A

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# APPLICATIONNAME Attribute | applicationName Property

---

Retrieves the name of the HTML Application (HTA).

## Syntax

<b>HTML</b>	<code>&lt;HTA:APPLICATION APPLICATIONNAME=sAppName&gt;</code>
<b>Scripting</b>	<code>[ sAppName = ] oHTA.applicationName</code>

## Possible Values

<i>sAppName</i>	String that specifies the application name.
-----------------	---

The property is read-only with no default value.

## Remarks

When set to true, the [singleInstance](#) property checks the **applicationName** value before launching an instance of the application. For this check to be valid, the **applicationName** property must have a unique value assigned to it. You can use the **applicationName** property to identify a single application, regardless of the URL used to access it.

## Example

This example shows how to retrieve the **applicationName** property.

```
<HTML>
<HEAD>
  <HTA:APPLICATION ID="oHTA"
    APPLICATIONNAME="myApp"
  >
  <SCRIPT>
```

```
    alert("applicationName  = " + oHTA.applicationName);  
</SCRIPT>  
</HEAD>  
<BODY SCROLL="no">  
  
</BODY>  
</HTML>
```

This feature requires Internet Explorer 5 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[HTA:APPLICATION](#)

## See Also

[html applications overview](#)☐

---

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◀ APPLICATIONNAME Attribute... ▶ BC

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# BORDER Attribute | border Property

---

Retrieves the type of window border for the HTML Application (HTA).

## Syntax

<b>HTML</b>	<code>&lt;HTA:APPLICATION BORDER=<i>sType</i>&gt;</code>
<b>Scripting</b>	<code>[ <i>sType</i> = ] oHTA.border</code>

## Possible Values

<i>sType</i>	String that specifies one of the following values:
<b>thick</b>	Thick window border, plus a size grip and sizing border for resizing the window.
<b>dialog</b>	Dialog window border.
<b>none</b>	No window border.
<b>thin</b>	Thin window border with a caption.

The property is read-only with a default value of **thick**.

## Remarks

The **border** property affects the window border and is valid only for HTA windows that contain a title bar or caption. Setting **border** to **none** eliminates the title bar, program icon, and Minimize/Maximize buttons. This property can be used with the [borderStyle](#) property, which controls the content border within the window.

## Example

This example uses the **border** property to apply a thin border to the window.

```
<HTML>
<HEAD>
  <TITLE>Hello, World!</TITLE>
```

```
<HTA:APPLICATION ID="oHTA"
  APPLICATIONNAME="myApp"
  BORDER="thin"
>
<SCRIPT>
  alert("border  = " + oHTA.border);
</SCRIPT>
</HEAD>
<BODY SCROLL="no">

</BODY>
</HTML>
```

This feature requires Internet Explorer 5 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[HTA:APPLICATION](#)

## See Also

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◀ BORDER Attribute | border... ▶ CAPTION

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# BORDERSTYLE Attribute | borderStyle Property

---

Retrieves the style set for the content border within the HTML Application (HTA) window.

## Syntax

<b>HTML</b>	<code>&lt;HTA:APPLICATION BORDERSTYLE=sStyle&gt;</code>
<b>Scripting</b>	<code>[ sStyle = ] oHTA.borderStyle</code>

## Possible Values

<i>sStyle</i>	String that specifies one of the following values:
<b>normal</b>	Normal border.
<b>complex</b>	Raised and sunken border.
<b>raised</b>	Raised 3-D border.
<b>static</b>	3-D border typically used for windows that do not accept user input.
<b>sunken</b>	Sunken 3-D border.

The property is read-only with a default value of **normal**.

## Remarks

All HTAs have two adjacent borders: one for the content of a window, and one for the application window. The **borderStyle** property sets the style for the content border, while the [border](#) property controls the application window border.

## Example

This example uses the **borderStyle** property to apply a normal border around the content of a window.

## Applies To

[HTA:APPLICATION](#)

## See Also

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◀ BORDERSTYLE Attribute | b... ▶ com

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# CAPTION Attribute | caption Property

---

Retrieves whether the window is set to display a title bar, or caption, for the HTML Application (HTA).

## Syntax

<b>HTML</b>	<code>&lt;HTA:APPLICATION CAPTION=<i>bTitleBar</i>&gt;</code>
<b>Scripting</b>	<code>[ <i>bTitleBar</i> = ] oHTA.caption</code>

## Possible Values

<i>bTitleBar</i>	Boolean that specifies one of the following values: <b>yes</b> Title bar is displayed. <b>no</b> Title bar is not displayed.
------------------	--

The property is read-only with a default value of **yes**.

## Remarks

The application [title](#) appears only when the **caption** property is set to yes. Turning off the caption also disables the program icon and the Minimize and Maximize buttons. In this case, you must provide an alternate way for the user to quit the HTA, such as a button that invokes the [close](#) method of the [window](#) object.

## Example

This example shows how to retrieve the **caption** property.

```
<HTML>
<HEAD>
  <HTA:APPLICATION ID="oHTA"
    CAPTION="yes"
```

```
>
<SCRIPT>
    alert ("caption  = " + oHTA.caption);
</SCRIPT>
</HEAD>
<BODY SCROLL="no">

</BODY>
</HTML>
```

This feature requires Internet Explorer 5 or later. Click the icon below to install the latest caption. Then reload this page to view the sample.



## Applies To

[HTA:APPLICATION](#)

## See Also

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---

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◀ CAPTION Attribute | capti... ▶ ICON A

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# commandLine Property

---

Retrieves the argument used to launch the HTML Application (HTA).

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>sPath</i> = ] <i>oHTA.commandLine</i>

## Possible Values

*sPath* String that specifies the path and arguments used to launch the HTA.

The property is read-only with no default value.

## Remarks

The **commandLine** property returns an empty string when the HTA is launched over the [http protocol](#)☐.

## Example

This example shows how to retrieve the **commandLine** property value.

```
<HTML>
<HEAD>
  <HTA:APPLICATION ID="oHTA"
    APPLICATIONNAME="myApp"
  >
  <SCRIPT>
    alert("commandLine  = " + oHTA.commandLine);
  </SCRIPT>
</HEAD>
<BODY SCROLL="no">
```

```
</BODY>  
</HTML>
```

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## Applies To

[HTA:APPLICATION](#)

## See Also

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◀ commandLine Property ▶ MAXIMIZEE

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# ICON Attribute | icon Property

---

Retrieves the name and location of the icon specified in the HTML Application (HTA).

## Syntax

<b>HTML</b>	<code>&lt;HTA:APPLICATION ICON=<i>sIcon</i>&gt;</code>
<b>Scripting</b>	<code>[ <i>sIcon</i> = ] oHTA.icon</code>

## Possible Values

*sIcon* String that specifies an icon for the application.

The property is read-only with a default value of the system application icon.

## Remarks

The **icon** attribute recognizes the standard 32x32 pixel Microsoft® Windows® format for .ico image files.

## Example

This example shows how to retrieve the **icon** property.

```
<HTML>
<HEAD>
  <HTA:APPLICATION ID="oHTA"
    APPLICATIONNAME="myApp"
    ICON="graphics/face01.ico"
  >
  <SCRIPT>
    alert ("icon  = " + oHTA.icon);
```

```
</SCRIPT>
</HEAD>
<BODY SCROLL="no">

</BODY>
</HTML>
```

This feature requires Microsoft® Internet Explorer 5 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[HTA:APPLICATION](#)

## See Also

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◀ ICON Attribute | icon Pro... ▶ MINIMIZ

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# MAXIMIZEBUTTON Attribute | maximizeButton Property

---

Retrieves whether a Maximize button is displayed in the title bar of the HTML Application (HTA) window.

## Syntax

<b>HTML</b>	<code>&lt;HTA:APPLICATION MAXIMIZEBUTTON=<i>bShowButton</i>&gt;</code>
<b>Scripting</b>	<code>[ <i>bShowButton</i> = ] oHTA.<b>maximizeButton</b></code>

## Possible Values

<i>bShowButton</i>	Boolean that specifies one of the following values: <b>yes</b> Maximize button is displayed. ">no Maximize button is not displayed.
--------------------	---

The property is read-only with a default value of **yes**.

## Remarks

The window must have a title bar, or caption, for the Minimize and Maximize buttons to display.

## Example

This example shows how to retrieve the **maximizeButton** property.

```
<HTML>
<HEAD>
  <TITLE>Hello, World!</TITLE>
  <HTA:APPLICATION ID="oHTA"
    APPLICATIONNAME="myApp"
    CAPTION="yes"
    MAXIMIZEBUTTON="yes"
```

```
>
<SCRIPT>
    alert("maximizeButton  = " + oHTA.maximizeButton);
</SCRIPT>
</HEAD>
<BODY SCROLL="no">

</BODY>
</HTML>
```

This feature requires Microsoft® Internet Explorer 5 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[HTA:APPLICATION](#)

## See Also

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◀ MAXIMIZEBUTTON Attribute ... ▶ SH

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# MINIMIZEBUTTON Attribute | minimizeButton Property

---

Retrieves whether a Minimize button is displayed in the title bar of the HTML Application (HTA) window.

## Syntax

<b>HTML</b>	<code>&lt;HTA:APPLICATION MINIMIZEBUTTON=<i>bShowButton</i>&gt;</code>
<b>Scripting</b>	<code>[ <i>bShowButton</i> = ] oHTA.<b>minimizeButton</b></code>

## Possible Values

<i>bShowButton</i>	Boolean that specifies one of the following values: <b>yes</b> Minimize button is displayed. ">no Minimize button is not displayed.
--------------------	---

The property is read-only with a default value of **yes**.

## Remarks

The window must have a title bar, or caption, for the Minimize and Maximize buttons to display.

## Example

This example shows how to retrieve the **minimizeButton** property.

```
<HTML>
<HEAD>
  <TITLE>Hello, World!</TITLE>
  <HTA:APPLICATION ID="oHTA"
    APPLICATIONNAME="myApp"
    CAPTION="yes"
    MINIMIZEBUTTON="yes"
```



```
>
<SCRIPT>
    alert ("minimizeButton  = " + oHTA.minimizeButton);
</SCRIPT>
</HEAD>
<BODY SCROLL="no">

</BODY>
</HTML>
```

This feature requires Microsoft® Internet Explorer 5 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[HTA:APPLICATION](#)

## See Also

[html applications overview](#)☐

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◀ MINIMIZEBUTTON Attribute ... ▶ SINC

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# SHOWINTASKBAR Attribute | showInTaskBar Property

---

Retrieves whether the HTML Application (HTA) is displayed in the Microsoft® Windows® taskbar.

## Syntax

<b>HTML</b>	<code>&lt;HTA:APPLICATION SHOWINTASKBAR=<i>bShow</i>&gt;</code>
<b>Scripting</b>	<code>[ <i>bShow</i> = ] oHTA.showInTaskBar</code>

## Possible Values

<i>bShow</i>	Boolean that specifies one of the following values: <ul style="list-style-type: none"><li><b>yes</b> Application is displayed in the Windows taskbar.</li><li><b>no</b> Application is not displayed in the Windows taskbar.</li></ul>
--------------	--

The property is read-only with a default value of **yes**.

## Remarks

The **showInTaskBar** property does not affect whether the application appears in the list of applications displayed when the user presses ALT+TAB.

## Example

This example shows how to retrieve the **showInTaskBar** property.

```
<HTML>
<HEAD>
  <HTA:APPLICATION ID="oHTA"
    APPLICATIONNAME="myApp"
    SHOWINTASKBAR="no"
  >
  <SCRIPT>
```

```
    alert ("showInTaskBar    = " + oHTA.showInTaskBar);  
</SCRIPT>  
</HEAD>  
<BODY SCROLL="no">  
  
</BODY>  
</HTML>
```

This feature requires Microsoft® Internet Explorer 5 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[HTA:APPLICATION](#)

## See Also

[html applications overview](#)☐

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◀ SHOWINTASKBAR Attribute |... ▶ SY:

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# SINGLEINSTANCE Attribute | singleInstance Property

---

Retrieves whether only one instance of the specified HTML Application (HTA) can run at a time.

## Syntax

<b>HTML</b>	<code>&lt;HTA:APPLICATION SINGLEINSTANCE=<i>bOpen</i>&gt;</code>
<b>Scripting</b>	<code>[ <i>bOpen</i> = ] oHTA.singleInstance</code>

## Possible Values

<i>bOpen</i>	Boolean that specifies one of the following values:
<b>yes</b>	Only one instance of the specified application can run at a time.
<b>no</b>	Multiple instances of the specified application can run at the same time.

The property is read-only with a default value of **no**.

## Remarks

When set to true, the **singleInstance** property checks the value of the [applicationName](#) property before launching an instance of the application. For this check to be valid, the **applicationName** property must have a unique value assigned to it. You can use the **applicationName** property to identify a single application, regardless of the URL used to access it.

## Example

This example shows how to retrieve the **singleInstance** property.

```
<HTML>
<HEAD>
  <HTA:APPLICATION ID="oHTA"
    APPLICATIONNAME="myApp"
```

```
SINGLEINSTANCE="yes"
>
<SCRIPT>
    alert("singleInstance  = " + oHTA.singleInstance);
</SCRIPT>
</HEAD>
<BODY SCROLL="no">

</BODY>
</HTML>
```

This feature requires Internet Explorer 5 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[HTA:APPLICATION](#)

## See Also

[html applications overview](#)☐

---

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◀ SINGLEINSTANCE Attribute ... ▶ VEF

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# SYSMENU Attribute | sysMenu Property

---

Retrieves whether a system menu is displayed in the HTML Application (HTA).

## Syntax

<b>HTML</b>	<code>&lt;HTA:APPLICATION SYSMENU=<i>bMenu</i>&gt;</code>
<b>Scripting</b>	<code>[ <i>bMenu</i> = ] oHTA.sysMenu</code>

## Possible Values

<i>bMenu</i>	Boolean that specifies one of the following values: <b>yes</b> System menu is displayed in the title bar. <b>no</b> System menu is not displayed in the title bar.
--------------	--

The property is read-only with a default value of **yes**.

## Remarks

The HTA system menu is denoted by the program icon on the far left corner of the title bar. When clicked, the HTA system menu displays all the commands included in the standard Microsoft® Windows® system menu, including restore, move, size, minimize, maximize, and close.

Many of the properties that affect the user interface of the window are interdependent. For example, setting **sysMenu** to no disables the program icon and the Minimize and Maximize buttons. Similarly, setting the [border](#) property to none disables the program icon, title bar, and Minimize and Maximize buttons.

## Example

This example shows how to retrieve the **sysMenu** property.

```
<HTML>
<HEAD>
  <HTA:APPLICATION ID="oHTA"
    APPLICATIONNAME="myApp"
    SYSMENU="yes"
  >
  <SCRIPT>
    alert("sysMenu  = " + oHTA.sysMenu);
  </SCRIPT>
</HEAD>
<BODY SCROLL="no">

</BODY>
</HTML>
```

This feature requires Internet Explorer 5 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[HTA:APPLICATION](#)

## See Also

[html applications overview](#)☐

---

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◀ [SYSMENU Attribute | sysMe...](#) ▶ [WINI](#)

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# VERSION Attribute | version Property

---

Retrieves the version number of the HTML Application (HTA).

## Syntax

<b>HTML</b>	<code>&lt;HTA:APPLICATION VERSION=<i>sVersion</i>&gt;</code>
<b>Scripting</b>	<code>[ <i>sVersion</i> = ] oHTA.version</code>

## Possible Values

<i>sVersion</i>	String that specifies the version number of the application.
-----------------	--

The property is read-only with a default value of an empty string.

## Example

This example shows how to retrieve the **version** property.

```
<HTML>
<HEAD>
  <HTA:APPLICATION ID="oHTA"
    VERSION="1.0"
  >
  <SCRIPT>
    alert("version  = " + oHTA.version);
  </SCRIPT>
</HEAD>
<BODY SCROLL="no">

</BODY>
</HTML>
```

This feature requires Microsoft® Internet Explorer 5 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

HTA:APPLICATION

## See Also

[html applications overview](#)☐

---

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◀ [VERSION Attribute | versi...](#) ▶ [HTML /](#)

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# WINDOWSTATE Attribute | windowState Property

---

Sets or retrieves the initial size of the HTML Application (HTA) window.

## Syntax

<b>HTML</b>	<code>&lt;HTA:APPLICATION WINDOWSTATE=<i>sWindowSize</i>&gt;</code>
<b>Scripting</b>	<code>oHTA.windowState[ = <i>sWindowSize</i> ]</code>

## Possible Values

<i>sWindowSize</i>	String that specifies one of the following values: <ul style="list-style-type: none"><li><b>normal</b> Window is the default size for Microsoft Internet Explorer.</li><li><b>minimize</b> Window does not display on launch. Instead, the <a href="#">title</a> of the minimized application appears in the taskbar.</li><li><b>maximize</b> Window is sized to fill the screen.</li></ul>
--------------------	---

The property is read/write with a default value of **normal**.

## Example

This example shows how to retrieve the **windowState** property.

```
<HTML>
<HEAD>
  <HTA:APPLICATION ID="oHTA"
    APPLICATIONNAME="myApp"
    WINDOWSTATE="maximize"
  >
  <SCRIPT>
    alert("windowState  = " + oHTA.windowState);
  </SCRIPT>
</HEAD>
<BODY SCROLL="no">
```

```
</BODY>  
</HTML>
```

This feature requires Microsoft® Internet Explorer 5 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[HTA:APPLICATION](#)

## See Also

[html applications overview](#)☐

---

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# ◀ HTA:APPLICATION ▶ APPLICATION

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# APPLICATION Attribute

---

Indicates whether the content of the [FRAME](#) or [IFRAME](#) object is an HTML Application (HTA) and, therefore, exempt from the browser security model.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENTAPPLICATION=<i>bApplication</i> ... &gt;</code>
<b>Scripting</b>	N/A

## Possible Values

<i>bApplication</i>	Boolean that specifies one of the following values: <ul style="list-style-type: none"><li><b>yes</b> Treats all content of the <b>FRAME</b> or <b>IFRAME</b> as an HTA, in which case the content is trusted.</li><li><b>no</b> Treats all content of the <b>FRAME</b> or <b>IFRAME</b> as part of an HTML document by applying the browser security rules for unsafe content.</li></ul>
---------------------	--

The attribute has a default value of **no**.

## Remarks

The **APPLICATION** attribute can be used only in HTAs.

You can use the **APPLICATION** attribute to control the content of your Web pages. For example, you can use the attribute to create an HTA that has one **FRAME** that accesses unsafe content, such as Internet URLs, and another **FRAME** that accesses safe content. You can also use the attribute for cross-domain scripting between HTA-enabled frames.

A nested **FRAME** or **IFRAME** requires each container **FRAME** to be HTA-enabled (for example, `APPLICATION="yes"`) for the innermost **FRAME** or **IFRAME** to accept the value of `APPLICATION="yes"`. Take, for instance, an **IFRAME** that contains a [frameset](#). Each **FRAME** within the **frameset** qualifies as being nested. For the innermost **FRAME** to be

considered safe, it and each each parent **FRAME** must be declared as APPLICATION="yes".

HTAs are designed to prevent each untrusted HTML **FRAME** and **IFRAME** from having script access to the HTA that contains them. In the case of a non-HTA-enabled **FRAME**, the highest level frame comprises the top window for each **FRAME** that it contains. The [window.top](#) and [window.self](#) are the same for that **FRAME**. In addition, an unsafe **FRAME** or **IFRAME** receives neither a [referrer](#) nor an [opener](#) URL from the parent HTA. This means **FRAME** or **IFRAME** are not affected by the the parent window of the containing HTA.

## Applies To

[FRAME](#), [IFRAME](#)

## See Also

[html applications overview](#)☐, [HTML Applications References](#)

---

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▸ A Element | A Object ▸ DHTML Object

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# !DOCTYPE Element

---

Specifies the HTML document type definition (DTD) to which the document corresponds.

## Remarks

Different versions of the DTD can be used depending on the level of compatibility the author wants to indicate.

The **!DOCTYPE** element does not require a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0.

## Example

The first example uses the **!DOCTYPE** element to indicate compatibility with the HTML 3.2 DTD, while the second uses it to indicate a strict adherence to the HTML 4.0 DTD.

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 3.2//EN">  
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Strict//EN
```

---

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 dynamic html 

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# DHTML References

---

The reference material accessed through the following links will help you to create compelling Web pages.

## Dynamic HTML Object Model References

- [Objects](#)
- [Properties](#)
- [Methods](#)
- [Events](#)
- [Collections](#)

## HTML References

- [Elements](#)
- [Character Sets](#)

## CSS References

- [CSS Attributes](#)
- [CSS Length Units](#)

## Additional References

- [Color Table](#)
  - [Command Identifiers](#)
  - [Default Behaviors Reference](#)
  - [Language Codes](#)
  - [Tips and Tricks](#)
  - [Visual Filters and Transitions Reference](#)
-

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◀ !DOCTYPE Element ▶ ACRONYM Element

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## A Element | A Object

---

Designates the start or destination of a hypertext link.

### Remarks

The **A** (anchor) element requires the [href](#) or the [name](#) property to be specified.

Both text and images can be included within an anchor. An image that is an anchor has a border whose color indicates whether the link has been visited.

The **A** element is an inline element and requires a closing tag.

This element is available in HTML and script as of Microsoft® Internet Explorer 3.0.

### Members

### Example

The following examples use the **A** element to link files, open a file, include an image as part of a link, define an anchor, and invoke a function.

```
<!-- Link to a server. -->
<A HREF="http://www.microsoft.com">Microsoft home page.</A>

<!-- Link to a file in the same directory. -->
<A HREF="home.htm">home.htm</A>

<!-- Open a file in the window specified by TARGET. -->
<A TARGET="viewer" HREF="sample.htm">Open in window</A>
```

```
<-- Include an IMG element as a part of the link. -->
<A HREF="http://www.microsoft.com"><IMG SRC="images/bulle

<-- Link to an anchor. -->
<A HREF="#anchor">anchor</A>

<-- Define an anchor. -->
<A NAME="anchor">

<-- Invoke a JScript function -->
<A HREF="javascript:window.open()">link</A>
```

---

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◀ A Element | A Object ▶ ADDRESS Ele

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# ACRONYM Element | ACRONYM Object

---

Indicates an acronym abbreviation.

## Remarks

The **ACRONYM** element is an inline element and requires a closing tag.

This element is available in HTML and script as of Microsoft® Internet Explorer 4.0.

## Members

## Example

```
<ACRONYM>MSN</ACRONYM>
```

## See Also

[ADDRESS](#), [CITE](#), [DFN](#), [EM](#), [I](#)

---

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◀ [ACRONYM Element | ACRONYM...](#) ▶

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## ADDRESS Element | ADDRESS Object

---

Specifies information, such as address, signature, and authorship, of the current document.

### Remarks

Microsoft® Internet Explorer displays the content of an **ADDRESS** element in italics.

The **ADDRESS** element is a block element and requires a closing tag.

This element is available in HTML as of Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

### Members

### Example

This example uses the **ADDRESS** element to italicize text.

```
<ADDRESS>This text will be italic.</ADDRESS>
```

### See Also

[ACRONYM](#), [CITE](#), [DFN](#), [EM](#), [I](#)

---

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◀ ADDRESS Element | ADDRESS... ▶ /

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# APPLET Element | APPLET Object

---

Places executable content on the page.

## Remarks

The **APPLET** element is a block element and requires a closing tag.

To use executable content specified by the **APPLET** element, a user's computer must have the Microsoft virtual machine installed.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

## Members

---

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◀ APPLET Element | APPLET O... ▶ Att

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## AREA Element | AREA Object

---

Defines the shape, coordinates, and associated URL of one hyperlink region within a client-side image [MAP](#).

### Remarks

Any number of **AREA** elements can be contained within the same [MAP](#) element.

The format of the [COORDS](#) value depends on the value of the [SHAPE](#) attribute.

The **AREA** element is not rendered and requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

### Members

### Example

This example provides the code for an image map of the solar system. It creates links from the image map to individual images of the planets using the **AREA** element with the **MAP** element, **COORDS** value, and **SHAPE** attribute. The user clicks the sun or any planet to link to an individual image. To return to the solar system image map, the user clicks the Back button.

---

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◀ AREA Element | AREA Objec... ▶ B E

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# Attribute Object

---

Represents an attribute or property of an HTML element as an object.

## Remarks

The **Attribute** object is accessible through the [attributes](#) collection.

A valid attribute or property can be any Dynamic HTML (DHTML) [property](#) or [event](#) that applies to the object, or an [expando](#).

This object is available in script as of Microsoft® Internet Explorer 5.

## Members

## Example

This example uses the **Attribute** object to create a list of attributes that are [specified](#).

```
<SCRIPT>
function fnFind(){
    for(var i=0;i<oList.attributes.length;i++){
        if(oList.attributes[i].specified){
            alert(oList.attributes[i].nodeName + " = "
                + oList.attributes[i].nodeValue);
        }
    }
}
</SCRIPT>

<UL onclick="fnFind()">
<LI ID = "oItem1" ACCESSKEY = "L">List Item 1
```

</UL>

---

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◀ Attribute Object ▶ BASE Element | BA

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## B Element | B Object

---

Specifies that the text should be rendered in bold.

### Remarks

The **B** element is an inline element and requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

### Members

### Example

This example uses the **B** element to boldface the text.

```
<B>This text displays boldface.</B>
```

### See Also

[STRONG](#)

---

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◆ ◀ B Element | B Object ▶ BASEFONT E

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# BASE Element | BASE Object

---

Specifies an explicit URL used to resolve links and references to external sources such as images and style sheets.

## Remarks

When used, the **BASE** element must appear within the [HEAD](#) of the document, before any elements that refer to an external source.

The **BASE** element does not require a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

## Members

## Example

This example sets the base URL of the document to a reference folder. Internet Explorer uses the **BASE** element to resolve the link to [http://msdn.microsoft.com/workshop/author/dhtml/reference/properties/href\\_2](http://msdn.microsoft.com/workshop/author/dhtml/reference/properties/href_2)

```
<HEAD>
<BASE HREF="http://msdn.microsoft.com/workshop/author/dhtml
</HEAD>

<BODY>
Click <A HREF="properties/href_2.asp">here< to learn about the
href property.
</BODY>
```

This example retrieves the base URL from the document if a valid **BASE** element is specified in the document. Otherwise, the function returns null.

```
<SCRIPT>
function GetBase()
{
    var oBaseColl = document.all.tags('BASE');
    return ( (oBaseColl && oBaseColl.length) ? oBaseColl[0].href :
        null );
}
</SCRIPT>
```

---

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◀ [BASE Element](#) | [BASE Objec...](#) ▶ [BDC](#)

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# BASEFONT Element | BASEFONT Object

---

Sets a base font value to be used as the default font when rendering text.

## Remarks

This element can be used only within the [BODY](#) element or the [HEAD](#) element. **BASEFONT** should appear before any displayed text in the **BODY** of the document.

The **BASEFONT** element does not require a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

## Members

## Example

This example uses the **BASEFONT** element to set the base font size, and the **FONT** element to temporarily override it.

```
No BASEFONT size specified yet.  
<BASEFONT SIZE=4> Set the BASEFONT size.  
<FONT SIZE=2> Temporarily override the BASEFONT size.</FONT>  
Resume the BASEFONT size.
```

---

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◀ BASEFONT Object | BASEFON... ▶ B

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## BDO Element | BDO Object

---

Allows authors to disable the bidirectional algorithm for selected fragments of text.

### Remarks

The **BDO** element can be used to control the reading order of a block of text.

The Unicode bidirectional algorithm automatically reverses embedded character sequences according to their inherent direction. For example, the base direction of an English document is left-to-right (ltr). If portions of a paragraph within this document contain a language with the right-to-left (rtl) reading order, you can reverse the direction of that language by applying the bidirectional algorithm.

The bidirectional algorithm and the [DIR](#) attribute generally suffice for embedded direction changes. However, incorrect presentations can occur when you expose formatted text to the bidirectional algorithm. For example, a paragraph containing English and Hebrew that is formatted for e-mail could be incorrectly inverted by the bidirectional algorithm. Because the reading order of the Hebrew text was inverted once for the e-mail, exposing it to the bidirectional algorithm would invert the words a second time.

The **BDO** element turns off the algorithm and controls the reading order. The **DIR** attribute is required when you use the **BDO** element.

The **BDO** element is an inline element and requires a closing tag.

This element is available in HTML and script as of Microsoft® Internet



Explorer 5.

## Members

## Example

## See Also

[direction](#)

---

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◀ BDO Element | BDO Object ▶ BIG Ele

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## BGSOUND Element | BGSOUND Object

---

Enables pages with background sounds or soundtracks to be created.

### Remarks

The **BGSOUND** element can be used only within the [HEAD](#) element.

The **BGSOUND** element does not require a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

### Members

---

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## ◀ BGSOUND Element | BGSOUND... ▶

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## BIG Element | BIG Object

---

Specifies that the enclosed text should be displayed in a larger font than the current font.

### Remarks

The **BIG** element is an inline element and requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

### Members

### Example

This example uses the **BIG** element to enlarge text.

```
<BIG>This text is larger</BIG> than this text.
```

---

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◀ BIG Element | BIG Object ▶ BODY Element

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# BLOCKQUOTE Element | BLOCKQUOTE Object

---

Sets apart a quotation in text.

## Remarks

The **BLOCKQUOTE** element is a block element and requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

## Members

## Example

This example uses the **BLOCKQUOTE** element to set off a quotation that renders as indented text.

```
<P>He said,  
<BLOCKQUOTE>"Hi there!"</BLOCKQUOTE>
```

## See Also

[Q](#)

---

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◀ BLOCKQUOTE Element | BLOC... ▶ E

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# BODY Element | body Object

---

Specifies the beginning and end of the document body.

## Remarks

You can access the **BODY** element from script through the [document](#) object.

The [window](#) object for the **BODY** element can host event handlers for the [onblur](#), [onfocus](#), [onload](#), or [onunload](#) events.

The **BODY** element is a block element and requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

## Members

## Example

This example exposes the **BODY** element in script.

```
var oBody = document.body;
```

## Applies To

[document](#)

---

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◀ BODY Element | body Objec... ▶ BUT

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## BR Element | BR Object

---

Inserts a line break.

### Remarks

The **BR** element does not require a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

### Members

---

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◀ BR Element | BR Object ▶ CAPTION |

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## BUTTON Element | BUTTON Object

---

Specifies a container for rich HTML that is rendered as a button.

### Remarks

When the **BUTTON** element is submitted in a form, Microsoft® Internet Explorer 5 and later submits the **VALUE** attribute, if it exists. Otherwise, the **innerText** property is submitted. In Internet Explorer 4.0, only the **innerText** value is submitted.

The **BUTTON** element is an inline element and requires a closing tag.

This element is available in HTML and script as of Internet Explorer 4.0.

### Members

---

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## ◀ BUTTON Element | BUTTON O... ▶ C

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# CAPTION Element | CAPTION Object

---

Specifies a brief description for a [TABLE](#).

## Remarks

The **CAPTION** element should be a child of the **TABLE** element.

The **CAPTION** element is a block element and requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

## Members

## Example

This example uses the **CAPTION** element to provide a brief description for a table.

```
<TABLE>
<CAPTION VALIGN=BOTTOM>
This caption will appear below the table.
</CAPTION>
<TBODY>
<TR>
<TD>
This text is inside the table.
</TD>
</TR>
</TBODY>
</TABLE>
```

---



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◀ CAPTION Element | CAPTION... ▶ CI

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# CENTER Element | CENTER Object

---

Centers subsequent text and images.

## Remarks

The **CENTER** element is a block element and requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

## Members

## Example

This example uses the **CENTER** element to center text on a page.

```
<CENTER>This text appears centered on the page.</CENTER>
```

---

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◀ CENTER Element | CENTER O... ▶ cl

*Web Workshop | DHTML, HTML & CSS*

# CITE Element | CITE Object

---

Indicates a citation by rendering text in italic.

## Remarks

A citation is a reference to a book, paper, or other published source material.

The **CITE** element is an inline element and requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

## Members

## Example

This examples uses the **CITE** element to render a citation in italic.

```
<CITE>Book Title.</CITE>
```

## See Also

[ACRONYM](#), [ADDRESS](#), [DFN](#), [EM](#), [I](#)

---

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◀ CITE Element | CITE Objec... ▶ clipbo

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# clientInformation Object

---

Contains information about the Web browser.

## Remarks

This object is available in script as of Microsoft® Internet Explorer 4.0.

## Members

## Example

This example shows how to determine whether the [userAgent](#) of the browser contains "MSIE". If it does, the browser is Internet Explorer.

```
<SCRIPT LANGUAGE="JScript">  
if (window.clientInformation.userAgent.indexOf( "MSIE " ) > 0)  
    // The browser is Microsoft Internet Explorer.  
</SCRIPT>
```

This example shows how to determine whether the browser can run Java applets.

```
<SCRIPT LANGUAGE="JScript">  
if (window.clientInformation.javaEnabled() == true )  
    // Java is enabled; applets can run.  
</SCRIPT>
```

## Applies To

[window](#)

---

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# ◀ clientInformation Object ▶ CODE Elen

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# clipboardData Object

---

Provides access to predefined clipboard formats for use in editing operations.

## Remarks

The **clipboardData** object is reserved for editing actions performed through the Edit menu, shortcut menu, and shortcut keys. It transfers information using the system clipboard and retains it until data from the next editing operation supplants it. This form of data transfer is particularly suited to multiple pastes of the same data.

This object is available in script as of Microsoft® Internet Explorer 5.

## Members

## Example

This example uses the **setData** and **getData** methods with the **clipboardData** object to perform a cut-and-paste operation through the shortcut menu.

## Applies To

[window](#)

## See Also

[data transfer overview](#)☐

---

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## ◀ clipboardData Object ▶ COL Element

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# CODE Element | CODE Object

---

Specifies a code sample.

## Remarks

The **CODE** element is an inline element and requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

## Members

## Example

This example uses the CODE element to display text in a font used to represent computer code, such as values or variable names.

```
<CODE>Here is some text in a small, fixed-width font.</CODE>
```

## See Also

[SAMP](#)

---

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◀ CODE Element | CODE Objec... ▶ CC

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# COL Element | COL Object

---

Specifies column-based defaults for the table properties.

## Remarks

The **COL** element is a block element and does not require a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

## Members

## Example

This examples uses the **COL** element to specify characteristics for default columns in a table.

```
<TABLE>
<COLGROUP><COL ALIGN=RIGHT><COL ALIGN=LEFT></COLGROUP>
<COLGROUP><COL ALIGN=CENTER></COLGROUP>
<TBODY>
<TR>
<TD>This is the first column in the group and it is right-aligned.</TD>
<TD>This is the second column in the group and it is left-aligned.</TD>
<TD>This column is in a new group and it is centered.</TD>
</TR>
</TABLE>
```

## See Also

[COLGROUP](#)

---

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◀ COL Element | COL Object ▶ COMME

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# COLGROUP Element | COLGROUP Object

---

Contains a group of columns.

## Remarks

The **COLGROUP** element is a block element and requires a closing tag if the **COLGROUP** has [COL](#) elements nested within it; otherwise it does not require a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

## Members

## Example

This example uses the **COLGROUP** element to assign specific characteristics to columns in a table.

```
<TABLE>
<COLGROUP ALIGN="RIGHT"></COLGROUP>
<COLGROUP SPAN="2" ALIGN="LEFT"></COLGROUP>
<TBODY>
<TR>
<TD>This column is in the first group and is right-aligned.</TD>
<TD>This column is in the second group and is left-aligned.</TD>
<TD>This column is in the second group and is left-aligned.</TD>
</TR>
</TABLE>
```

## See Also

COL

---

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◀ COLGROUP Element | COLGRO... ▶

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## COMMENT Element | COMMENT Object

---

Indicates a comment that is not displayed.

### Remarks

The **COMMENT** element is treated as a no-scope element and does not expose any [children](#).

The **COMMENT** element requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

### Members

### See Also

[HTML Comment Element](#)

---

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## ◀ COMMENT Element | COMMENT... ▶

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## currentStyle Object

---

Represents the cascaded format and style of the object as specified by global style sheets, inline styles, and HTML attributes.

### Remarks

The **currentStyle** object returns the cascaded styles on an element, but the **style** object returns only the styles that have been applied inline on an element through the **STYLE** attribute. Thus, the style values retrieved through the **currentStyle** object might differ from the style values retrieved through the **style** object. For example, if the **color** property is set on a paragraph only through a linked or embedded style sheet, and not inline, then object.**currentStyle**.color returns the color, whereas object.**style**.color does not return a value. If, however, the author specifies <P STYLE="color:'red'">, the **currentStyle** and **style** objects return the value red.

The **currentStyle** object reflects the order of style precedence in cascading style sheets (CSS). The CSS order of precedence for the presentation of HTML is:

1. Inline styles
2. Style sheet rules
3. Attributes on HTML tags
4. Intrinsic definition of the HTML tag

Accordingly, the **currentStyle** object returns the **fontWeight** value normal on a bold tag if normal is specified in a style sheet.

The **currentStyle** object returns values that reflect the applied style settings

for the page and might not reflect what is rendering at the time a value is retrieved. For example, an object that has "color:red; display:none" returns **currentStyle**.color as red even though the object is not rendered on the page. The **currentStyle** object, then, is not affected by the rendering constraints. The third example in the Example section demonstrates this behavior. Disabled style sheets also do not affect **currentStyle** values.

The returned value is in the same units as those used to set the object. For example, if the color of an object is set inline using STYLE="color:'green'", then *object*.**currentStyle**.color returns green and not #00FF00 (the red-green-blue hexadecimal equivalent to green). However, capitalization and redundant white space that appear in the object values set by the author are lost when the **currentStyle** object returns the object values.

The **currentStyle** object supports user-defined properties in style rules. See the second example in the Example section.

The **currentStyle** object is asynchronous. This means a style cannot be set and then immediately queried—instead, the old value is returned. Thus, for a script to obtain the expected behavior of **currentStyle** with methods such as [addImport](#), the script needs to include a function that calls the method and a function that checks **currentStyle**. For a script to check the current style while a page is loading, the script must wait until the [BODY](#) element is loaded and the page has rendered, or the value of **currentStyle** might not reflect what is being displayed.

This object is available in script as of Microsoft® Internet Explorer 5.

## Members

## Example



This example uses the **currentStyle** object to set the text color to brown. If you click a colored area and the background color is the same as the text color, the checkColor function changes the background color, so the text can be read. Otherwise, the function takes no action.

This example uses the **currentStyle** object to retrieve values of the user-defined property created in the style rule. The alert returns the value myvalue.

This example shows that the **TD** object width returned by the **currentStyle** object is its cascaded width value rather than the width rendered on the screen.

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BDO, BGSOUND, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, HEAD, Hn, HTML, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, ISINDEX, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, META, NEXTID, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, STYLE, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, WBR, XMP

## See Also

### STYLE

---

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◆ ◀ `currentStyle` Object ▶ `dataTransfer` Ok

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## *custom* Element | *custom* Object

---

Represents a user-defined element.

### Remarks

Microsoft® Internet Explorer's support for custom tags on an HTML page requires that a namespace be defined for the tag. Otherwise, the custom tag is treated as an unknown tag when the document is parsed. Although navigating to a page with an unknown tag in Internet Explorer does not result in an error, unknown tags have the disadvantage of not being able to contain other tags, nor can they have behaviors applied to them.

To declare a namespace, use the [XMLNS](#) attribute of the HTML element.

When defining custom tags, you must enclose custom tag definitions within an [@media](#) wrapper.

Custom tags become much more interesting when applied with a DHTML behavior. [dhtml behaviors](#) (or behaviors) and styles are applied to elements on a page the same way—using cascading style sheets (CSS) attributes. More specifically, the proposed CSS [behavior](#) attribute allows a Web author to specify the location of the behavior and apply that behavior to an element on a page.

The **custom** element is an inline element and requires a closing tag.

This element is available in HTML and script as of Internet Explorer 5.

### Members

### Example

This example uses the **custom** element to create custom RED, GREEN, and BLUE elements. These elements change the color of the text to red, green, or blue, depending on whether it is surrounded by RED, GREEN, or BLUE tags. In this example, the RED, GREEN, and BLUE tags are defined within a namespace called CUSTOMTAG.

## See Also

[using custom tags in internet explorer](#)☐

---

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◀ custom Element | custom O... ▶ DD E

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# dataTransfer Object

---

Provides access to predefined clipboard formats for use in drag-and-drop operations.

## Remarks

The **dataTransfer** object makes it possible to customize the handling of drag-and-drop operations. It is available through the [event](#) object.

The **dataTransfer** object is used in source and target events. Typically, the [setData](#) method is used with source events to provide information about the data being transferred. In contrast, the [getData](#) method is used with target events to stipulate which data and data formats to retrieve.

This object is available in script as of Microsoft® Internet Explorer 5.

## Members

## Example

This example uses the **setData** and **getData** methods of the **dataTransfer** object to perform a drag-and-drop operation.

## Applies To

[event](#)

---

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## ◀ dataTransfer Object ▶ DEL Element |

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## DD Element | DD Object

---

Indicates the definition in a definition list. The definition is usually indented in the definition list.

### Remarks

The **DD** element is a block element and does not require a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

### Members

### Example

This example uses the **DD** element with the **DL** and **DT** elements to create a definition list.

```
<DL>
<DT>Cat
<DD>A small domesticated mammal.
<DT>Lizard
<DD>A reptile generally found in dry areas.
</DL>
```

---

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◀ DD Element | DD Object ▶ DFN Element

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# DEL Element | DEL Object

---

Indicates text that has been deleted from the document.

## Remarks

The **DEL** element is an inline element and requires a closing tag.

This element is available in HTML and script as of Microsoft® Internet Explorer 4.0.

## Members

## Example

This example uses the **DEL** element to mark deleted text.

```
<DEL>This text has been revised.</DEL>
```

## See Also

[INS](#)

---

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◀ DEL Element | DEL Object ▶ DIR Eler

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## DFN Element | DFN Object

---

Indicates the defining instance of a term.

### Remarks

The **DFN** element is an inline element and requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

### Members

### Example

This example uses the **DFN** element to indicate a term definition.

```
<DFN>HTML stands for hypertext markup language.</DFN>
```

### See Also

[ACRONYM](#), [ADDRESS](#), [CITE](#), [I](#)

---

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◀ DFN Element | DFN Object ▶ DIV Ele

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## DIR Element | DIR Object

---

Denotes a directory list.

### Remarks

The **DIR** element is a block element and requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

### Members

### Example

This example uses the **DIR** element to create a directory list.

```
<DIR>
<LI>Art
<LI>History
<LI>Literature
<LI>Sports
<LI>Entertainment
<LI>Science
</DIR>
```

---

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◀ DIR Element | DIR Object ▶ DL Eleme

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## DIV Element | DIV Object

---

Specifies a container that renders HTML.

### Remarks

The **DIV** element is a block element and requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

### Members

### Example

This example uses two **DIV** elements to align two sections of text differently.

```
<DIV>
```

```
This text represents a section.
```

```
</DIV>
```

```
<DIV ALIGN=CENTER>
```

```
This text represents another section, and its text is centered.
```

```
</DIV>
```

---

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◀ DIV Element | DIV Object ▶ document

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## DL Element | DL Object

---

Denotes a definition list.

### Remarks

The **DL** element is a block element and requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

### Members

### Example

This example uses the **DL** element with the **DD** and **DT** elements to create a definition list.

```
<DL>
<DT>Cat
<DD>A small domesticated mammal.
<DT>Lizard
<DD>A reptile generally found in dry areas.
</DL>
```

---

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◀ DL Element | DL Object ▶ DT Element

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# document Object

---

Represents the HTML document in a given browser window.

## Remarks

Use the **document** object to retrieve information about the document, to examine and modify the HTML elements and text within the document, and to process events.

The **document** object is available at all times. Retrieve the object by applying the **document** property to a [window](#) or an element object. When used by itself, the **document** object represents the document in the current window.

This object is available in script as of Microsoft® Internet Explorer 3.0.

## Windows CE

In Microsoft® Windows® CE, the **document** object is not available through scripting for a **window** opened using the [open](#) method.

## Members

## Example

This example uses the **document** object to check for a document title, and displays the title (if not null) in a message box.

```
if (document.title!="")  
    alert("The title is " + document.title)
```

This example shows an event handler function that displays the current

position of the mouse, relative to the upper-left corner of the document, in the browser's status window.

```
<HTML>
<HEAD><TITLE>Report mouse moves</TITLE>
<SCRIPT LANGUAGE="JScript">
function reportMove() {
    window.status = "X=" + window.event.x + " Y=" + window.event.y;
}
</SCRIPT>
<BODY onmousemove="reportMove()">
<H1>Welcome!</H1>
</BODY>
</HTML>
```

## Applies To

[custom](#), [window](#)

---

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◀ document Object ▶ EM Element | EM

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## DT Element | DT Object

---

Indicates a definition term within a definition list.

### Remarks

The **DT** element is a block element and does not require a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

### Members

### Example

This example uses the **DT** element with the [DD](#) and [DL](#) elements to create a definition list.

```
<DL>
<DT>Cat
<DD>A small domesticated mammal.
<DT>Lizard
<DD>A reptile generally found in dry areas.
</DL>
```

---

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◀ DT Element | DT Object ▶ EMBED Ele

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## EM Element | EM Object

---

Emphasizes text, usually by rendering it in italic.

### Remarks

The **EM** element is an inline element and requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

### Members

### Example

This example uses the **EM** element to emphasize text.

```
<EM>This text will be emphasized in some way (most likely in ital.
```

### See Also

[ACRONYM](#), [ADDRESS](#), [CITE](#), [I](#)

---

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◆ ◀ EM Element | EM Object ▶ event Object

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## EMBED Element | EMBED Object

---

Allows documents of any type to be embedded.

### Remarks

The **EMBED** element must appear inside the [BODY](#) element of the document.

Users need to have an application that can view the data installed on their computer.

The **EMBED** element is a block element and does not require a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

### Members

---

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◀ EMBED Element | EMBED Obj... ▶ ex

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## event Object

---

Represents the state of an event, such as the element in which the event occurred, the state of the keyboard keys, the location of the mouse, and the state of the mouse buttons.

### Remarks

The **event** object is available only during an event—that is, you can use it in event handlers but not in other code.

Although all **event** properties are available to all **event** objects, some properties might not have meaningful values during some events. For example, the [fromElement](#) and [toElement](#) properties are meaningful only when processing the [onmouseover](#) and [onmouseout](#) events.

In Microsoft® Visual Basic® Scripting Edition (VBScript), you must access the **event** object through the [window](#) object.

This object is available in script as of Microsoft® Internet Explorer 4.0.

### Members

### Example

This example uses the **event** object to check whether the user clicked the mouse within a link, and to prevent the link from being navigated if the SHIFT key is down.

```
<HTML>
<HEAD><TITLE>Cancels Links</TITLE>
<SCRIPT LANGUAGE="JScript">
```

```
function cancelLink() {  
    if (window.event.srcElement.tagName == "A" && window.event  
        window.event.returnValue = false;  
}  
</SCRIPT>  
<BODY onclick="cancelLink()">
```

This example displays the current mouse position in the browser's status window.

```
<BODY onmousemove="window.status = 'X=' + window.event.x +  
    + window.event.y">
```

## Applies To

[window](#)

---

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◀ event Object ▶ FIELDSET Element | F

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## external Object

---

Allows access to an additional object model provided by host applications of the Microsoft® Internet Explorer browser components.

### Remarks

In a hosting scenario, the object model is defined by the application hosting the Internet Explorer components (refer to the hosting application for documentation). For more information about how to implement extensions to the DHTML object model, see [extending the dynamic html object model](#) ☐.

This object is not supported in [html applications](#) ☐.

This object is available in script as of Internet Explorer 4.0.

### Members

### Applies To

[window](#)

---

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◆ external Object ▶ FONT Element | FO

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## FIELDSET Element | FIELDSET Object

---

Draws a box around the text and other elements that the field set contains.

### Remarks

This element is useful for grouping elements in a form and for distinctively marking text in a document.

The **FIELDSET** element has the same behavior as a window frame. Since window frames do not have scroll bars, assigning the [overflow](#) property a value of scroll will render it as if the value were hidden.

The **FIELDSET** element is a block element and requires a closing tag.

This element is available in HTML and script as of Microsoft® Internet Explorer 4.0.

### Members

---

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◀ FIELDSET Element | FIELDS... ▶ FOF

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## FONT Element | FONT Object

---

Specifies a new font, size, and color to be used for rendering the enclosed text.

### Remarks

The **FONT** element requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

### Members

---

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◀ FONT Element | FONT Objec... ▶ FR/

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## FORM Element | FORM Object

---

Specifies that the contained controls take part in a form.

### Remarks

Forms enable client-side users to submit data to a server in a standardized format. The creator of a form designs the form to collect the required data using a variety of controls, such as [INPUT](#) or [SELECT](#). Users viewing the form fill in the data and then click the [Submit](#) button to send the data to the server. A script on the server then processes the data.

Each control element's [NAME](#) attribute must be defined if the data is to be submitted with the form. An element in a form can be referenced by the **NAME** property or the [ID](#) property, or through the [elements](#) collection.

When the focus is on a control in a form and the user presses ESC, the value of the control reverts to the last value. The form resets if the user presses ESC again. If the focus is on the form but not on a particular control and the user presses ESC once, the form resets.

If the form includes only one text box and the user presses ENTER, the [onsubmit](#) event fires. If the form has a [Submit](#) button, the button has a dark border, which indicates the user can press ENTER to submit the form.

The **FORM** element is a block element and requires a closing tag.

This element is available in HTML and script as of Microsoft® Internet Explorer 3.0.

### Members

## Example

This example uses the **FORM** element to create a basic form containing a text entry box for the user's name and a select control for choosing a favorite ice cream flavor. When the user clicks the Submit button, the form sends the data to the URL listed in the **ACTION** property. The value of the **METHOD** property determines how to send the data to the server.

```
<HTML>
  <FORM ACTION="http://example.microsoft.com/sample.asp" M
    Enter your name: <INPUT NAME="FName"><BR>
    Favorite Ice Cream Flavor:
    <SELECT NAME="Flavor">
      <OPTION VALUE="Chocolate">Chocolate
      <OPTION VALUE="Strawberry">Strawberry
      <OPTION VALUE="Vanilla" SELECTED>Vanilla
    </SELECT>
    <P><INPUT TYPE=SUBMIT>
  </FORM>
</HTML>
```

## See Also

[1,001 ways to get input from web users](#)☐

---

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◀ FORM Element | FORM Objec... ▶ FR

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# FRAME Element | FRAME Object

---

Specifies an individual frame within a [FRAMESET](#) element.

## Remarks

If a user opens a [web folder](#) inside a frame and then clicks something in the Web folder, the file or folder that the user clicks takes over the entire window. For example, suppose that a page contains two frames, one frame pointing to <http://www.microsoft.com> and the second frame pointing to a network drive. If the user clicks a file or folder in the second frame, that frame takes control of the entire window, including the first frame. For file types that the browser cannot host, such as .txt files, a separate window in the appropriate host application is opened.

A Web folder is a part of the file system hierarchy, but it does not necessarily represent anything in the file system. An example is Network Neighborhood.

The **FRAME** element is a block element and does not require a closing tag.

This element is available in HTML and script as of Microsoft® Internet Explorer 3.0.

## Members

## Example

This example uses the **FRAME** element to define properties of the frame, including the location of the page loaded by the frame.

```
<FRAME FRAMEBORDER=0 SCROLLING=NO SRC="sample.l
```

This example shows how to reference an object with ID=sID in FRAME2, from another frame of the same frameset.

```
parent.frames.FRAME2.sID.innertext
```

## See Also

[FRAMESET](#)

---

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◀ FRAME Element | FRAME Obj... ▶ HE

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## FRAMESET Element | FRAMESET Object

---

Specifies a frameset, which is used to organize multiple frames and nested framesets.

### Remarks

If a user opens a Web folder inside a frame and then clicks something in the Web folder, the file or folder that the user clicks takes over the entire window. For example, suppose that a page contains two frames, one frame pointing to <http://www.microsoft.com> and the second frame pointing to a network drive. If the user clicks a file or folder in the second frame, that frame takes control of the entire window, including the first frame. For file types that the browser cannot host, such as .txt files, a separate window in the appropriate host application is opened.

A Web folder is a part of the file system hierarchy, but it does not necessarily represent anything in the file system. An example is Network Neighborhood.

The **FRAMESET** element is a block element and requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

### Members

### Example

This example uses the **FRAMESET** element to define three columns of rectangular frames on a page.

```
<FRAMESET COLS="25%, 50%, *">  
<FRAME SRC="contents.htm">  
<FRAME SRC="info.htm">  
<FRAME SCROLLING="NO" SRC="graphic.htm">  
</FRAMESET>
```

## See Also

[FRAME](#)

---

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## ◀ FRAMESET Element | FRAMES... ▶

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# HEAD Element | HEAD Object

---

Provides an unordered collection of information about the document.

## Remarks

The **HEAD** element provides information that does not affect the rendering of the document but could be of use to the browser. The following tags are valid in this element:

- [BASE](#)
- [BASEFONT](#)
- [BGSOUND](#)
- [LINK](#)
- [META](#)
- [NEXTID](#)
- [SCRIPT](#)
- [STYLE](#)
- [TITLE](#)

The **HEAD** element requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

## Members

## Example

This example uses the **HEAD** element to create a document title.

```
<HEAD>  
<TITLE>A Simple Document</TITLE>  
</HEAD>
```

---

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## ◀ HEAD Element | HEAD Objec... ▶ Hn

*Web Workshop | DHTML, HTML & CSS*

# history Object

---

Contains information about the URLs visited by the client.

## Remarks

For security reasons, the **history** object does not expose the actual URLs in the browser history. It does allow navigation through the browser history by exposing the [back](#), [forward](#), and [go](#) methods. A particular document in the browser history can be identified as an index relative to the current page. For example, specifying -1 as a parameter for the **go** method is the equivalent of clicking the Back button.

This object is available in script as of Microsoft® Internet Explorer 3.0.

## Members

## Applies To

[window](#)

---

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◀ history Object ▶ HR Element | HR Obj

*Web Workshop | DHTML, HTML & CSS*

# Hn Element | Hn Object

---

Renders text in heading style.

## Remarks

Use H1 through H6 to specify different sizes and styles of headings.

The **Hn** element is a block element and requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

## Members

## Example

This example uses the **H1** element to apply a level-1 heading style to the contained text.

```
<H1>Welcome to Internet Explorer!</H1>
```

---

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◀ Hn Object ▶ HTML Element | HTML O

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## HR Element | HR Object

---

Draws a horizontal rule.

### Remarks

The **HR** element is a block element and does not require a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

### Members

---

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◀ HR Object ▶ HTML Comment Elemen

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# HTML Element | HTML Object

---

Identifies the document as containing HTML elements.

## Remarks

By default, the [document](#) object is the [parent](#) of the **HTML** element.

The **HTML** element requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

## Members

## Example

This example uses the **HTML** element to identify the document as an HTML document.

```
<HTML>
<BODY>
<P>This is an HTML document.</P>
</BODY>
</HTML>
```

---

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## ◀ HTML Comment Element ▶ IFRAME E

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# I Element | I Object

---

Specifies that the text should be rendered in italic, where available.

## Remarks

The **I** element is an inline element and requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

## Members

## Example

This example uses the **I** element to italicize the text.

```
<I>This text is italic.</I>
```

## See Also

[ADDRESS](#), [CITE](#), [DFN](#), [EM](#)

---

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◆ ◀ I Element | I Object ▶ IMG Element | II

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# IFRAME Element | IFRAME Object

---

Creates inline floating frames.

## Remarks

The **IFRAME** element functions as a document within a document, or like a floating **FRAME**. The **frames** collection provides access to the contents of an **IFRAME**. Use the **frames** collection to read or write to elements contained in an **IFRAME**. For example, the syntax for accessing the **backgroundColor** style of the **BODY** object in an **IFRAME** is:

```
sColor = document.frames("sFrameName").document.body.style.ba
```

You can access the **IFRAME** object's properties, but not its contents, through the object model of the page where the **IFRAME** object resides. For example, the syntax for accessing the **border** style of the **IFRAME** object is:

```
sBorderValue = document.all.oFrame.style.border;
```

The **IFRAME** element is a block element and requires a closing tag.

This element is available in HTML and script as of Microsoft® Internet Explorer 4.0.

## Members

## Example

This example uses the **IFRAME** element and an HTML fragment to create a frame containing the page sample.htm.

```
<IFRAME ID=IFrame1 FRAMEBORDER=0 SCROLLING=NO S
```

This example returns a reference to the [all](#) collection of the document contained by the **IFRAME**.

```
var collAll = document.frames("IFrame1").document.all
```

---

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## ◀ IFRAME Element | IFRAME O... ▶ INF

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# IMG Element | IMG Object

---

Embeds an image or a video clip in the document.

## Remarks

This element does not fire the [onfocus](#) event when it receives the input focus, unless it has been associated with a [MAP](#) element.

The **IMG** element is an inline element and does not require a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

## Members

## Example

This example uses the **IMG** element to embed a bitmap image (.bmp file) on a page.

```
<IMG SRC=mygraphic.bmp>
```

## See Also

[INPUT](#)

---

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## ◀ IMG Element | IMG Object ▶ INPUT ty

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# INPUT Element | INPUT Object

---

Creates a variety of form input controls.

## Remarks

The **TYPE** attribute for the **INPUT** element is used to specify one of the following form input controls:

button	checkbox	file	
hidden	image	password	
radio	reset	submit	text

The **INPUT** element controls are inline elements and do not require a closing tag.

## Example

This example uses the **INPUT** element to create different types of input controls.

```
<FORM ACTION="http://intranet/survey" METHOD=POST>
<P>Name</P>
<BR><INPUT NAME="CONTROL1" TYPE=TEXT VALUE="Your Name">
<P>Password</P>
<BR><INPUT TYPE="PASSWORD" NAME="CONTROL2">
<P>Color</P>
<BR><INPUT TYPE="RADIO" NAME="CONTROL3" VALUE="Red">Red
<INPUT TYPE="RADIO" NAME="CONTROL3" VALUE="1">Green
<INPUT TYPE="RADIO" NAME="CONTROL3" VALUE="2">Blue
<P>Comments</P>
<BR><INPUT TYPE="TEXT" NAME="CONTROL4" SIZE="20">
<P><INPUT NAME="CONTROL5" TYPE=CHECKBOX CHECKED="">
<P><INPUT TYPE="SUBMIT" VALUE="OK"><INPUT TYPE="RESET" VALUE="Cancel">
```

```
</FORM>
```

## See Also

[BUTTON](#), [SELECT](#), [TEXTAREA](#)

---

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## ◀ INPUT type=text Element |... ▶ INSINI

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# INS Element | INS Object

---

Specifies text that has been inserted into the document.

## Remarks

Text contained by the **INS** element is rendered underlined.

The **INS** element is an inline element and does not require a closing tag.

This element is available in HTML and script as of Microsoft® Internet Explorer 4.0.

## Members

## Example

This example uses the **INS** element to specify text inserted into a document.

```
<INS datetime="1997-10-01T12:15:30-05:00">This text has been i
```

## See Also

[DEL](#)

---

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◀ INS Element | INS Object ▶ KBD Elen

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## ISINDEX Element | ISINDEX Object

---

Causes the browser to display a dialog window that prompts the user for a single line of input.

### Remarks

In HTML 4, this element is deprecated, and [INPUT](#) recommended for use instead. The [tagName](#) property for **ISINDEX** returns **INPUT**.

The **ISINDEX** element belongs in the [body](#) of the document.

The **ISINDEX** element is an inline element and does not require a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

### Members

### Example

This example uses the **ISINDEX** element to replace the default prompt.

```
<ISINDEX PROMPT="Enter a keyword to search for in the index">
```

---

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◀ ISINDEX Element | ISINDEX... ▶ LAB

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## KBD Element | KBD Object

---

Renders text in a fixed-width font.

### Remarks

The **KBD** element is an inline element and requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

### Members

### Example

This example uses the **KBD** element to render text in a fixed-width font.

```
<KBD>This text renders in a fixed-width font.</KBD>
```

---

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◀ KBD Element | KBD Object ▶ LEGEND

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# LABEL Element | LABEL Object

---

Specifies a label for another element on the page.

## Remarks

To bind **LABEL** to another control, set the **FOR** attribute of the **LABEL** element equal to the **ID** of the control. Binding **LABEL** to the **NAME** attribute of the control has no effect. However, to submit a form, you must specify a **NAME** on the control to which the **LABEL** element is being bound.

There are two ways to underline the designated access key. The rich text support in the **LABEL** object makes it possible to wrap the **U** element around the character in the label text specified by the **accessKey** property. If you prefer to use cascading style sheets (CSS) to apply style formatting, enclose the designated character in a **SPAN** and set the style to "text-decoration: underline".

If the user clicks the label, the **onclick** event goes to the label and then bubbles to the control specified by the **htmlFor** property. Pressing the access key for the label is the same as clicking the label.

The **LABEL** element is an inline element and requires a closing tag. Labels cannot be nested.

This element is available in HTML and script as of Microsoft® Internet Explorer 4.0.

## Members

## Example

This example uses the **LABEL** object and the **accessKey** property to set focus on a text box.

```
<LABEL FOR="oCtrlID" ACCESSKEY="1">  
  #<U>1</U>: Press Alt+1 to set focus to textbox  
</LABEL>  
<INPUT TYPE="text" NAME="TXT1" VALUE="binding sample"  
  SIZE="20" TABINDEX="1" ID="oCtrlID">
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



---

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◀ LABEL Element | LABEL Obj... ▶ LI EI

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## LEGEND Element | LEGEND Object

---

Inserts a caption into the box drawn by the [FIELDSET](#) object.

### Remarks

This element must be the first element in **FIELDSET**.

The **LEGEND** element is a block element and requires a closing tag.

This element is available in HTML and script as of Microsoft® Internet Explorer 4.0.

### Members

---

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◀ LEGEND Element | LEGEND O... ▶ L|

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## LI Element | LI Object

---

Denotes one item in a list.

### Remarks

The [TYPE](#) attribute values disc, circle, and square apply to unordered lists; the values 1, a, A, i, and I apply to ordered lists.

The **LI** element is an inline element and does not require a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

### Members

### Example

This example uses the **LI** element to create individual items in a directory list.

```
<DIR>
<LI>Art
<LI>History
<LI>Literature
<LI>Sports
<LI>Entertainment
<LI>Science
</DIR>
```

### See Also

[DIR](#), [MENU](#), [OL](#), [UL](#)

---

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◀ LI Element | LI Object ▶ LISTING Eler

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# LINK Element | LINK Object

---

Enables the current document to establish links to external documents.

## Remarks

The **LINK** element can be used only within the [HEAD](#) tag.

The **LINK** element does not require a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

## Members

## Example

This example uses the **LINK** element to apply an external style sheet, called styles.css, to the page.

```
<LINK REL=stylesheet HREF="styles.css">
```

---

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◀ LINK Element | LINK Objec... ▶ locatic

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## LISTING Element | LISTING Object

---

Renders text in a fixed-width font.

### Remarks

This tag is no longer recommended. Use the [PRE](#) or [SAMP](#) tag instead.

### Members

---

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◀ LISTING Element | LISTING... ▶ MAP

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# location Object

---

Contains information about the current URL.

## Remarks

The [href](#) property contains the entire URL, while the other properties contain portions of the URL. The default property for the **location** object is **location.href**. For example, setting `location='http://microsoft.com'` is equivalent to setting `location.href='http://microsoft.com'`.

The browser immediately navigates to the specified URL when any of the properties listed below are set.

This object is available in script as of Microsoft® Internet Explorer 3.0.

## Members

## Applies To

[document](#), [window](#)

---

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## ◀ location Object ▶ MARQUEE Element

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## MAP Element | MAP Object

---

Contains coordinate data for client-side image maps.

### Remarks

An image map is a graphic image, with predefined regions, that contains links to other documents or anchors. For example, you could create an image of the solar system containing links that the user can click to navigate to pages for the individual planets.

The **MAP** object is referenced with the [USEMAP](#) attribute in an [IMG](#) element, as follows:

```
<IMG SRC="solarsys.gif" USEMAP="#SystemMap">
```

A **MAP** element contains a set of [AREA](#) elements defining the linking regions in the image.

The **MAP** element requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

### Members

### Example

This example provides the full code for an image map of the solar system. It creates links from the image map to individual images of the planets using the [AREA](#) element with the **MAP** element, [COORDS](#) value, and [SHAPE](#) attribute. The user clicks the sun or any planet to link to an



individual image. To return to the solar system image map, the user clicks the Back button.

---

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◀ MAP Element | MAP Object ▶ MENU |

*Web Workshop | DHTML, HTML & CSS*

# MARQUEE Element | MARQUEE Object

---

Creates a scrolling text marquee.

## Remarks

The default width of the **MARQUEE** element is equal to the width of its parent element. When a **MARQUEE** is in a **TD** that does not specify a width, you should explicitly set the width of **MARQUEE**. If neither the **MARQUEE** nor the **TD** has a width specified, the marquee is collapsed to a 1-pixel width.

To create a vertically scrolling **MARQUEE**, set its [scrollLeft](#) property to 0. To create a horizontally scrolling marquee, set its [scrollTop](#) property to 0, overriding any script setting.

The **MARQUEE** element is a block element and requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

## Members

## Example

This example uses the **MARQUEE** element to scroll the marquee from left to right across the screen, moving it 10 pixels every 200 milliseconds.

```
<MARQUEE DIRECTION=RIGHT BEHAVIOR=SCROLL SCRC  
This is a scrolling marquee.  
</MARQUEE>
```

---

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## ◀ MARQUEE Element | MARQUEE... ▶

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# MENU Element | MENU Object

---

Creates an unordered list of items.

## Remarks

The **MENU** element is a block element and requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

## Members

## Example

This example uses the **MENU** element to create a menu with two items.

```
<MENU>
<LI>This is the first item in the menu.
<LI>And this is the second item in the menu.
</MENU>
```

---

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.">



◀ MENU Element | MENU Objec... ▶ na

*Web Workshop | DHTML, HTML & CSS*

# META Element | META Object

---

Conveys hidden information about the document to the server and the client.

## Remarks

The **META** element also embeds document information that some search engines use to index and categorize documents on the World Wide Web.

This element can be used only within the [HEAD](#) element.

The **META** element does not require a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

## Members

---

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◀ META Element | META Objec... ▶ NE▶

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# navigator Object

---

Contains information about the Web browser.

## Remarks

This object is available in script as of Microsoft® Internet Explorer 3.0.

## Members

## Applies To

[window](#)

---

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◀ navigator Object ▶ NOBR Element | N

*Web Workshop | DHTML, HTML & CSS*

# NEXTID Object

---

Creates unique identifiers that text editing software can read.

## Remarks

This element can be used only within the [HEAD](#) tag.

The **NEXTID** element does not require a closing tag.

This element is available in HTML and script as of Microsoft® Internet Explorer 4.0.

## Members

---

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 ◀ NEXTID Object ▶ NOFRAMES Eleme

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# NOBR Element | NOBR Object

---

Renders text without line breaks.

## Remarks

The **NOBR** element requires a closing tag.

This element is available in HTML and script as of Microsoft® Internet Explorer 4.0.

## Members

## Example

This example uses the **NOBR** element to prevent text lines from breaking.

```
<NOBR>Here's a line of text I don't want to be broken . . .  
here's the end of the line.</NOBR>
```

---

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◀ NOBR Element | NOBR Objec... ▶ NC

*Web Workshop | DHTML, HTML & CSS*

# NOFRAMES Element | NOFRAMES Object

---

Contains HTML for browsers that do not support [FRAMESET](#) elements.

## Remarks

The **NOFRAMES** element is a block element and requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

## Members

## Example

This example uses the **NOFRAMES** element to specify HTML that is rendered by browsers incapable of displaying frames.

```
<FRAMESET>
<NOFRAMES>You need Internet Explorer version 3.0 or later to view
frames!</NOFRAMES>
</FRAMESET>
```

## See Also

[FRAME](#)

---

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## ◀ NOFRAMES Element | NOFRAM... ▶

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# NOSCRIPT Element | NOSCRIPT Object

---

Specifies HTML to be displayed in browsers that do not support scripting.

## Remarks

The **NOSCRIPT** element is a block element and requires a closing tag.

This element is available in HTML and script as of Microsoft® Internet Explorer 4.0.

## Members

---

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◀ [NOSCRIPT Element | NOSCRI...](#) ▶ [OI](#)

*Web Workshop | DHTML, HTML & CSS*

# OBJECT Element | OBJECT Object

---

Inserts an object into the HTML page.

## Remarks

An object can appear in the [HEAD](#) or the [BODY](#) of a document.

Possible return values (those generated by DHTML Object Model properties) on the **OBJECT** element depend on the implementation of the **OBJECT**. For example, the [readyState](#) property returns null or error if the **OBJECT** does not implement a **readyState** property. DHTML Object Model properties available for an **OBJECT** depend on the content of the **OBJECT**. For information about supported properties, see the documentation for the individual object.

Events are sent directly to the **OBJECT** element. If the event is returned by the embedded object, it bubbles accordingly. If the event is not returned, it does not bubble.

**OBJECT** event handlers also can be defined in script (see Example).

**Note** You can use the [object](#) property for the **OBJECT** element to reconcile DHTML Object Model members that are duplicated by the **OBJECT** element's implementation and by DHTML. For instance, if the **OBJECT** implements an item method, and DHTML implements an item method, use `document.all.objectID.object.item()` to access the one defined for the **OBJECT**.

The **OBJECT** element is a block element and requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0,

and in script as of Internet Explorer 4.0.

## Members

## Example

This example uses script to define event handlers on the **OBJECT** element.

```
<SCRIPT FOR=oObject EVENT=eEvent>
:
</SCRIPT>

<OBJECT ID=oObject CLASSID="xyz.abc">
</OBJECT>
```

---

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◀ OBJECT Element | OBJECT O... ▶ OF

*Web Workshop | DHTML, HTML & CSS*

# OL Element | OL Object

---

Draws lines of text as a numbered list.

## Remarks

The **TYPE** attribute sets the list type for all ensuing lists unless a different type value is set.

The **OL** element is a block element and requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

## Members

## Example

This example uses the **OL** element to create a numbered list.

```
<OL>
<LI>This is the first item in the list.
<LI>And this is the second item in the list.
</OL>

<OL START=3>
<LI>This is item number 3.
</OL>

<OL TYPE=A>
<LI>This is item A.
</OL>
```

## See Also

[LI](#)

---

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◀ OL Element | OL Object ▶ P Element |

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## OPTION Element | OPTION Object

---

Denotes one choice in a [SELECT](#) element.

### Remarks

Although **OPTION** elements do not appear in the [all](#) collection, you can gain access to these elements by applying the [options](#) collection to the **SELECT** element.

You can add **OPTION** elements only to a **SELECT** element located in the same window where the **OPTION** elements are created.

Except for [background-color](#) and [color](#), style settings applied through the [style](#) object for the **OPTION** element are ignored. In addition, style settings applied directly to individual **options** override those applied to the containing **SELECT** element as a whole.

The **OPTION** element does not require a closing tag.

This element is available in HTML and script as of Microsoft® Internet Explorer 3.0.

### Members

### Example

This example uses the **OPTION** element to create individual items in a drop-down list box.

```
<SELECT ID="oCars" SIZE="1" onchange="fnChange()">  
<OPTION VALUE="1">BMW  
<OPTION VALUE="2">PORSCH
```

```
<OPTION VALUE="3" SELECTED>MERCEDES  
</SELECT>  
<TEXTAREA ID="oData"></TEXTAREA>
```

This example uses the [options](#) collection to append the selected item of the list box in a text area.

```
<SCRIPT LANGUAGE="JScript">  
function fnChange(){  
    oData.value+=oCars.options[oCars.selectedIndex].text + "\n";  
}  
</SCRIPT>
```

---

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◀ OPTION Element | OPTION O... ▶ PA

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## P Element | P Object

---

Denotes a paragraph.

### Remarks

The **P** element is a block element and does not require a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

### Members

### Example

This example uses the **P** element to create a paragraph.

```
<P>This is a paragraph.</P>
```

---

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◀ P Element | P Object ▶ PLAINTEXT E

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## PARAM Element | PARAM Object

---

Sets the property value for a given object.

### Remarks

The **PARAM** element is valid within the [APPLET](#), [EMBED](#), and [OBJECT](#) elements.

The **PARAM** element does not require a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0.

### Members

---

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◀ PARAM Element | PARAM Obj... ▶ PF

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## PLAINTEXT Element | PLAINTEXT Object

---

Renders text in a fixed-width font without processing tags.

### Remarks

This element is no longer recommended.

### Members

### See Also

[XMP](#)

---

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◀ PLAINTEXT Element | PLAIN... ▶ Q E

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# PRE Element | PRE Object

---

Renders text in a fixed-width font.

## Remarks

Text within the **PRE** element is formatted. Spaces and carriage returns are preserved.

The **PRE** element is a block element and requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

## Members

## Example

This example uses the **PRE** element to format text so that it renders exactly as it's typed.

```
<PRE>
This text is formatted
  exactly
    as
      it
        is
          typed.
</PRE>
```

## See Also

[XMP](#)

---

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◀ PRE Element | PRE Object ▶ RT Elen

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# Q Element | Q Object

---

Sets apart a quotation in text.

## Remarks

The **Q** element is an inline element and requires a closing tag.

This element is available in HTML and script as of Microsoft® Internet Explorer 4.0.

## Members

## Example

This example uses the **Q** element to set apart a quotation in text.

```
<P>He said,  
<Q>"Hi there!"</Q>
```

## See Also

[BLOCKQUOTE](#)

---

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◀ Q Element | Q Object ▶ RUBY Element

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## RT Element | RT Object

---

Designates the ruby text for the [RUBY](#) element.

### Remarks

A *ruby* is an annotation or pronunciation guide for a string of text. The string of text annotated with a ruby is referred to as the *base*.

The ruby text specified by the **RT** element is positioned above or inline with the [rubyPosition](#) property. Browsers that do not support the **RT** element render the ruby text inline with the base text.

The **RT** element is an inline element and does not require a closing tag.

This element is available in HTML and script as of Microsoft® Internet Explorer 5.

### Members

### Example

This example uses the **RT** element to specify a string of text as an annotation or pronunciation guide to the base text.

```
<RUBY>  
  Base Text  
  <RT>Ruby Text  
</RUBY>
```

This feature requires Internet Explorer 5 or later. Click the icon below to install the latest version. Then reload this page to view the sample.





## See Also

[RUBY](#)

---

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◆ ◀ RT Element | RT Object ▶ rule Object

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## RUBY Element | RUBY Object

---

Designates an annotation or pronunciation guide to be placed above or inline with a string of text.

### Remarks

A *ruby* is an annotation or pronunciation guide for a string of text. The string of text annotated with a ruby is referred to as the *base*.

The only valid object within the **RUBY** element is the [RT](#) element. Text not contained within the ruby text object, **RT**, is assumed to be a part of the base.

The **RUBY** element is an inline element and requires a closing tag.

This element is available in HTML and script as of Microsoft® Internet Explorer 5.

### Members

### Example

This example uses the **RUBY** element to specify the first string of text as the base, and the **RT** element to specify the second string of text as the ruby.

```
<RUBY>  
  Base Text  
  <RT>Ruby Text  
</RUBY>
```

This feature requires Internet Explorer 5 or later. Click the icon below to

install the latest version. Then reload this page to view the sample.



## See Also

[RT](#)

---

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◀ RUBY Element | RUBY Objec... ▶ run

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# rule Object

---

Represents a style within a cascading style sheet (CSS) that consists of a selector and one or more declarations.

## Remarks

The **rule** object defines a set of CSS attributes applied to a set of HTML elements. For example, a rule consisting of the selector [H1](#) and the declaration [font-family](#):Arial defines all **H1** elements to render in the Arial font.

This object is available in script as of Microsoft® Internet Explorer 5.

## Members

## Example

This example uses a **rule** object consisting of the selector **H1** to define a single rule that changes the H1 heading(s) in a document to red.

```
<STYLE>
  H1 { color: red }
</STYLE>
```

If the style sheet containing the preceding rule is the first style sheet in the document, the following code returns the **rule** object associated with the rule.

```
oRule=document.styleSheets(0).rules(0)
```

## See Also

rules

---

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◆ ◀ rule Object ▶ S Element | S Object ▶ [

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## runtimeStyle Object

---

Represents the cascaded format and style of the object that overrides the format and style specified in global style sheets, inline styles, and HTML attributes.

### Remarks

The **runtimeStyle** object sets and retrieves the format and style of an object, and overrides existing formats and styles in the process. Other than having precedence over the [style](#) object and not persisting, the **runtimeStyle** object is equivalent to the **style** object.

### Members

### Example

This example sets a value on the **runtimeStyle** object to affect the **currentStyle** object, but not the **style** object.

```
<SCRIPT>
function fnChangeValue(sValue){
    if(oDIV.runtimeStyle.backgroundColor == oDIV.style.backgroundColor)
        sValue="";
    }
    oDIV.runtimeStyle.backgroundColor = sValue;
    alert(oDIV.style.backgroundColor +
        "\n" + oDIV.currentStyle.backgroundColor +
        "\n" + oDIV.runtimeStyle.backgroundColor);
}
</SCRIPT>

<DIV ID = "oDIV">
```

This is a demonstration DIV.

</DIV>

<INPUT TYPE = "button" VALUE = "Change Color" onclick="fnC

This feature requires Internet Explorer 5 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BGSOUND, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, META, NEXTID, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, rule, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, XMP

## See Also

[currentStyle](#)

---

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## runtimeStyle Object ▶ SAMP Element

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## S Element | S Object

---

Renders text in strike-through type.

### Remarks

The **S** element is an inline element and requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

### Members

### Example

This example uses the **S** element to render the text with a line through it.

```
<S>This text has a line through it.</S>
```

### See Also

[STRIKE](#)

---

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◆ ◀ S Element | S Object ▶ screen Object

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## SAMP Element | SAMP Object

---

Specifies a code sample.

### Remarks

The **SAMP** element is an inline element and requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

### Members

### Example

This example uses the **SAMP** element to create a code sample.

```
<SAMP>Here is some text in a small fixed-width font.</SAMP>
```

### See Also

[CODE](#)

---

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◀ SAMP Element | SAMP Objec... ▶ SC

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# screen Object

---

Contains information about the client's screen and rendering capabilities.

## Remarks

This object is available in script as of Microsoft® Internet Explorer 4.0.

## Members

## Applies To

[window](#)

---

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◀ screen Object ▶ SELECT Element | S

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# SCRIPT Element | SCRIPT Object

---

Specifies a script for the page that is interpreted by a script engine.

## Remarks

Code within the **SCRIPT** block that is not contained within a function is executed immediately as the page is loaded. To keep scripts from being displayed on down-level browsers, nest the **SCRIPT** block within a [COMMENT](#) block.

Script appearing after a [FRAMESET](#) element is ignored.

The **SCRIPT** element is a block element and requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

## Members

## See Also

[embedding an xml data island into an html page](#)☐

---

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◀ SCRIPT Element | SCRIPT O... ▶ sele

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# SELECT Element | SELECT Object

---

Denotes a list box or drop-down list.

## Remarks

The **SELECT** element is an inline element and requires a closing tag.

This element is available in HTML and script as of Microsoft® Internet Explorer 3.0.

## Members

## Example

This example uses the **SELECT** element to create a drop-down list box.

```
<SELECT NAME="Cats" SIZE="1">  
<OPTION VALUE="1">Calico  
<OPTION VALUE="2">Tortie  
<OPTION VALUE="3" SELECTED>Siamese  
</SELECT>
```

This example uses the **SELECT** element to create a multi-select list box by setting the **SIZE** and **MULTIPLE** attributes. To retrieve the selected options for a multi-select list box, iterate through the [options](#) collection and check to see where **SELECTED** is set to true.

```
<SELECT NAME="Cars" SIZE="3" MULTIPLE>  
<OPTION VALUE="1" SELECTED>BMW  
<OPTION VALUE="2">PORSCHE  
<OPTION VALUE="3" SELECTED>MERCEDES
```

</SELECT>

This example adds a new option to the end of an existing **SELECT** list. The new Option constructor can also be used in Microsoft® JScript® (compatible with ECMA 262 language specification).

```
<SCRIPT LANGUAGE="JScript">
var oOption = document.createElement("OPTION");
oOption.text="Apples";
oOption.value="5";
document.all.oMyList.add(oOption);
</SCRIPT>
```

## See Also

### OPTION

---

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◀ SELECT Element | SELECT O... ▶ SM

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# selection Object

---

Represents the active selection, which is a highlighted block of text, and/or other elements in the document on which a user or a script can carry out some action.

## Remarks

You typically use the **selection** object as input from the user to identify which portion of the document to act on, or as output to the user to show the results of an action.

Users and scripts can create selections. Users create selections by dragging the mouse over a portion of the document. Scripts create selections by calling the [select](#) method on a text range or similar object. To retrieve the active selection, apply the **selection** keyword to the document object. To carry out work on a selection, create a text range object from the selection using the [createRange](#) method.

A document can have only one selection at a time. The selection has a type that determines whether it is empty or contains a block of text and/or elements. Although an empty selection contains nothing, you can use it to mark a position in the document.

This object is available in script as of Microsoft® Internet Explorer 4.0.

## Members

## Applies To

[document](#)

---

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◀ selection Object ▶ SPAN Element | SF

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## SMALL Element | SMALL Object

---

Specifies that the enclosed text should be displayed in a smaller font.

### Remarks

The **SMALL** element is an inline element and requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

### Members

### Example

This example uses the **SMALL** element to display text in a smaller font.

```
<SMALL>This text is smaller</SMALL> than this text.
```

---

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◀ SMALL Element | SMALL Obj... ▶ STF

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# SPAN Element | SPAN Object

---

Specifies an inline text container.

## Remarks

This element is especially useful for applying cascading style sheets (CSS) styles.

The **SPAN** element is an inline element and requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

## Members

## Example

This example uses the **SPAN** element to create an inline text container that changes the color of a word to blue.

```
<P>This paragraph contains a single <SPAN STYLE="color: blue">
```

---

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◀ SPAN Element | SPAN Objec... ▶ STF

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# STRIKE Element | STRIKE Object

---

Renders text in strike-through type.

## Remarks

The **STRIKE** element is an inline element and requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

## Members

## Example

This example uses the **STRIKE** element to create strike-through type.

```
<STRIKE>This text has a line through it.</STRIKE>
```

## See Also

[S](#)

---

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◀ STRIKE Element | STRIKE O... ▶ STY

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# STRONG Element | STRONG Object

---

Renders text in bold.

## Remarks

The **STRONG** element is an inline element and requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

## Members

## Example

This example uses the **STRONG** element to emphasize text in boldface type.

```
<STRONG>This text is strongly emphasized (shown as bold).</STRONG>
```

## See Also

[ACRONYM](#), [ADDRESS](#), [B](#), [CITE](#)

---

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◀ STYLE Element | STYLE Obj... ▶ style

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# style Object

---

Represents the current settings of all possible inline styles for a given element.

## Remarks

Inline styles are cascading style sheets (CSS) style assignments that you apply directly to individual HTML elements using the **STYLE=** attribute. Use the **style** object to examine these assignments and to make new assignments or change existing ones.

To retrieve the **style** object, apply the **style** keyword to an **element** object. To retrieve the current setting for an inline style, apply the corresponding **style** property to the **style** object.

The **style** object does not provide access to the style assignments in style sheets. To obtain information about styles in style sheets, use the [styleSheets](#) collection to access to the individual style sheets defined in the document.

The following properties are not available when the [rule](#) object accesses the **style** object: [posHeight](#), [posWidth](#), [posTop](#), [posLeft](#), [pixelHeight](#), [pixelWidth](#), [pixelTop](#), and [pixelLeft](#).

This object is available in script in Internet Explorer 4.0.

## Members

## Example

This example uses the **style** object to set the document body text font to Verdana.

---

```
document.body.style.fontFamily = "Verdana"
```

This example positions all absolutely positioned images in the given document at the top of the document.

```
var oImages = document.all.tags("IMG");
if (oImages.length) {
    for (var iImg = 0; iImg < oImages.length; iImg++) {
        var oImg = oImages[iImg];
        if (oImg.style.position == "absolute") {
            oImg.style.top = 0;
        }
    }
}
```

This example copies the inline style of the second element (div2) to the first (div1) while preserving the styles of the second. The background color of div1 is overwritten during the assignment.

```
<DIV ID="div1" STYLE="background-color:blue;font-weight:bold
<DIV ID="div2" STYLE="background-color:red;font-size:18pt;
    font-family:Verdana;">Item 2</DIV>

<SCRIPT>
div1.style.cssText += (';' + div2.style.cssText);
</SCRIPT>
```

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BGSOUND, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, META, NEXTID, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, rule,

S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, XMP

---

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## ◀ STRONG Element | STRONG O... ▶ s

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# STYLE Element | style Object

---

Specifies a style sheet for the page.

## Remarks

The **STYLE** element should appear in the [HEAD](#) section of an HTML document. Microsoft® Internet Explorer 4.0 and later permit multiple style blocks.

The **STYLE** element is a block element and requires a closing tag.

This element is available in HTML as of Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

## Members

## Example

This example encloses style declarations in the **STYLE** tag and changes one of those settings using the **style** object.

```
<HEAD>
<STYLE>
  BODY { background-color: white; color: black; }
  H1 { font: 8pt Arial bold; }
  P { font: 10pt Arial; text-indent: 0.5in; }
  A { text-decoration: none; color: blue; }
</STYLE>
<SCRIPT>
  oParagraph.style.fontSize = 14;
</SCRIPT>
</HEAD>
```

```
<BODY>  
<P>Sample Paragraph Text</P>  
</BODY>
```

---

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◀ style Object ▶ SUB Element | SUB Ok

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# styleSheet Object

---

Represents a single style sheet in the document.

## Remarks

You can use this object to retrieve style sheet information, such as the URL of the source file for the style sheet and the element in the document that owns (defines) the style sheet. You also can use it to modify style sheets.

You can retrieve a **styleSheet** object from the [styleSheets](#) collection or from the [imports](#) collection. Each item in these collections is a style sheet. A **styleSheet** object is available for a style sheet only if it is included in a document with a [STYLE](#) or [LINK](#) element, or with an [@import](#) statement in a **STYLE** element.

This object is available in script as of Microsoft® Internet Explorer 4.0.

## Members

## Example

This example uses the **styleSheet** object to change the cascading style sheets (CSS) values of inline and imported styles.

```
<STYLE>
BODY {background-color: #CFCFCF;}
@import url("otherStyleSheet.css");
</STYLE>
<SCRIPT>
window.onload=fnInit;
function fnInit(){
```

```
// Access a rule in the styleSheet, change backgroundColor to blue
var oStyleSheet=document.styleSheets[0];
var oRule=oStyleSheet.rules[0];
oRule.backgroundColor="#0000FF";
// Add a rule for P elements to have yellow backgrounds.
oStyleSheet.addRule("P","background-color: #FFFF00;");
// Change and imported rule:
oStyleSheet.imports[0].color="#000000";
}
</SCRIPT>
```

## Applies To

[styleSheets](#)

---

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◀ [styleSheet Object](#) ▶ [SUP Element](#) | [SL](#)

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## SUB Element | SUB Object

---

Specifies that the enclosed text should be displayed in subscript, using a smaller font than the current font.

### Remarks

The **SUB** element is an inline element and requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

### Members

### Example

This example uses the **SUB** element to change some of the text to a subscript font.

```
(X<SUB>1</SUB>,Y<SUB>1</SUB>)
```

The preceding code causes the text to render as follows:

(X<sub>1</sub>,Y<sub>1</sub>)

### See Also

[SUP](#)

---

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◀ SUB Element | SUB Object ▶ TABLE |

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## SUP Element | SUP Object

---

Specifies that the enclosed text should be displayed in superscript, using a smaller font than the current font.

### Remarks

The **SUP** element is an inline element and requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

### Members

### Example

This example uses the **SUP** element to change some of the text to a superscript font.

```
(X<SUP>2</SUP> + Y<SUP>2</SUP>)
```

The preceding code causes the text to render as follows:

$(X^2 + Y^2)$

### See Also

[SUB](#)

---

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◀ SUP Element | SUP Object ▶ TBODY

*Web Workshop | DHTML, HTML & CSS*

## TABLE Element | TABLE Object

---

Specifies that the contained content is organized into a table with rows and columns.

### Remarks

The following tags are valid within a table: [CAPTION](#), [COL](#), [COLGROUP](#), [TBODY](#), [TD](#), [TFOOT](#), [TH](#), [THEAD](#), and [TR](#).

While a document loads, modifications to a table are restricted until the **window.onload** event occurs. Read-only access is allowed at any time.

The **TABLE** object model is read-only for databound tables. For example, script used to remove a table row works correctly on an unbound table, but not on a databound table. The properties of a **table** object are still available, but changes to the bound data in a table must be made to the data source.

The properties of a table are distinct from the properties of cells contained within the table. For example, the [offsetLeft](#) property of a multicolumn table is not the same as the **offsetLeft** property of the left-most cell in the table. Refer to the appropriate object when writing scripts involving table and/or cell objects.

The **TABLE** element is a block element and requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

### Members

### Example

This example uses the **TABLE** element with **THEAD**, **TR**, and **TH** to create a table with three rows and two columns.

```
<TABLE BORDER=1 WIDTH=80%>
<THEAD>
<TR>
<TH>Heading 1</TH>
<TH>Heading 2</TH>
</TR>
</THEAD>
<TBODY>
<TR>
<TD>Row 1, Column 1 text.</TD>
<TD>Row 1, Column 2 text.</TD>
</TR>
<TR>
<TD>Row 2, Column 1 text.</TD>
<TD>Row 2, Column 2 text.</TD>
</TR>
</TBODY>
</TABLE>
```

---

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◀ TABLE Element | TABLE Obj... ▶ TD E

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# TBODY Element | TBODY Object

---

Designates rows as the body of the table.

## Remarks

Valid tags within the **TBODY** element include:

- [TD](#)
- [TH](#)
- [TR](#)

This element is exposed for all tables, even if the table does not explicitly define a **TBODY** element.

The **TBODY** element is a block element and requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

## Members

## Example

This example uses the **TBODY** element with the [TABLE](#), [TD](#), [THEAD](#), and [TR](#) objects to create a table with the first row in the table head and the second row in the table body.

```
<TABLE>  
<THEAD>  
<TR>  
<TD>
```

This text is in the THEAD.

```
</TD>
```

```
</TR>
```

```
</THEAD>
```

```
<TBODY>
```

```
<TR>
```

```
<TD>
```

This text is in the TBODY.

```
</TD>
```

```
</TR>
```

```
</TBODY>
```

```
</TABLE>
```

---

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◀ TBODY Element | TBODY Obj... ▶ TE

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## TD Element | TD Object

---

Specifies a cell in a table.

### Remarks

The **TD** element is a block element and requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

### Members

### See Also

[TABLE](#), [TH](#), [TR](#), [borderCollapse](#)

---

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◀ TD Element | TD Object ▶ TextNode C

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# TEXTAREA Element | TEXTAREA Object

---

Specifies a multiline text input control.

## Remarks

The default font is fixed pitch.

The **TEXTAREA** element is an inline element and requires a closing tag.

This element is available in HTML and script as of Microsoft® Internet Explorer 3.0.

## Members

## Example

This example uses the **TEXTAREA** element to set the cascading style sheets (CSS) [overflow](#) attribute to "hidden" to remove the scroll bars from the **TEXTAREA**.

```
<TEXTAREA STYLE="overflow:hidden" ID=txtComments>  
  The patient is in stable condition after suffering an attack of  
  the insatiable munchies.  
</TEXTAREA>
```

## See Also

[INPUT](#)

---

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◀ TEXTAREA Element | TEXTAR... ▶ Te

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# TextNode Object

---

Represents a string of text as a node in the document hierarchy.

## Remarks

Use the [createTextNode](#) method to create a **TextNode** object. Once you create the **TextNode**, you can add to it using the [appendChild](#), [replaceNode](#), or [insertBefore](#) methods.

This object is available in script as of Microsoft® Internet Explorer 5.

## Members

## Example

This example uses the **TextNode** object to change the text of an [LI](#) object.

```
<SCRIPT>
function fnChangeText(){
    var oTextNode = document.createTextNode("New List Item 1");
    var oReplaceNode = oItem1.firstChild.replaceNode(oTextNode);
}
</SCRIPT>

<UL onclick = "fnChangeText()">
<LI ID = oItem1>List Item 1
</UL>
```

---

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## ◀ TextNode Object ▶ TextRectangle Obj

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# TextRange Object

---


Represents text in an HTML element.

## Remarks

Use this object to retrieve and modify text in an element, to locate specific strings in the text, and to carry out commands that affect the appearance of the text.

To retrieve a text range object, apply the [createTextRange](#) method to a [BODY](#), [BUTTON](#), or [TEXTAREA](#) element or an [INPUT](#) element that has [text](#) type.

Modify the extent of the text range by moving its start and end positions with methods such as [move](#), [moveToElementText](#), and [findText](#). Within the text range, you can retrieve and modify plain text or HTML text. These forms of text are identical except that HTML text includes HTML tags, and plain text does not.

This feature might not be available on non-Win32® platforms. See article [q172976](#)  in the Microsoft® Knowledge Base for the latest information on Internet Explorer cross-platform compatibility.

This object is available in script as of Microsoft® Internet Explorer 4.0.

## Members

## Example

This example changes the text of a **BUTTON** element to "Clicked" through the **TextRange** object.

---



```
<SCRIPT LANGUAGE="JScript">
var b = document.all.tags("BUTTON");
if (b!=null) {
    var r = b[0].createTextRange();
    if (r != null) {
        r.text = "Clicked";
    }
}
</SCRIPT>
```

### See Also

[createTextRange](#)

---

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## ◀ TextRange Object ▶ TFOOT Element

*Web Workshop | DHTML, HTML & CSS*

# TextRectangle Object

---

Specifies a rectangle that contains a line of text in either an element or a [TextRange](#) object.

## Remarks

Apply the [getClientRects](#) method to an element or text range object to retrieve a collection of **TextRectangle** objects. The **getClientRects** method returns a collection of rectangles, exposing for each rectangle the left, top, right, and bottom coordinates relative to the client.

In the following excerpt from the Gettysburg Address, four **TextRectangle** objects are contained in the **B** element (bold text).

Four score and seven years ago **our fathers brought forth . . . a new nation, conceived in liberty and dedicated to the proposition that all men are created equal**. Now we are engaged in a great civil war . . .

The four **TextRectangle** objects are:

1. "our fathers"
2. "brought forth . . . a new nation, conceived in liberty"
3. "and dedicated to the proposition that all men are"
4. "created equal"

If you resize the window containing this text, the **TextRectangle** objects do not update. Since the objects are a snapshot of the layout, the objects should update following after an [onresize](#) event occurs.

This object is available in script as of Microsoft® Internet Explorer 5.

## Members

## Example

This example uses the **getClientRects** and [getBoundingClientRect](#) methods to highlight text lines in an object.

This example uses the [TextRectangle](#) collection with the **getClientRects** and **getBoundingClientRect** methods to determine the position of the text rectangle within an element. In each line, the left-justified text does not extend to the right margin of the box that contains the text. Using this collection, you can determine the coordinates of the rectangle that surrounds only the content in each line. The example code reads these rectangle coordinates and instructs the ball to move over the text only, and not to the end of the line.

---

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## ◀ TextRectangle Object ▶ TH Element |

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# TFOOT Element | TFOOT Object

---

Designates rows as the table's footer.

## Remarks

Valid tags within the **TFOOT** element include:

- [TD](#)
- [TH](#)
- [TR](#)

The **TFOOT** element is a block element and requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

## Members

## Example

This example uses the **TFOOT** element with the [TABLE](#), [TBODY](#), [TD](#), and [TR](#) objects to create a table with the first row in the table body and the second row in the table footer.

```
<TABLE>
<TBODY>
<TR>
<TD>
This text is in the table body.
</TD>
</TR>
</TBODY>
```

```
<TFOOT>
<TR>
<TD>
This text is in the table footer.
</TD>
</TR>
</TFOOT>
</TABLE>
```

---

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◀ TFOOT Element | TFOOT Obj... ▶ TH

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## TH Element | TH Object

---

Specifies a header column. Header columns are centered within the cell and are bold.

### Remarks

The **TH** element is a block element and requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

### Members

### See Also

[TD](#), [TR](#)

---

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◀ TH Element | TH Object ▶ TITLE Elen

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# THEAD Element | THEAD Object

---

Designates rows as the table's header.

## Remarks

Valid tags within the **THEAD** element include:

- [TD](#)
- [TH](#)
- [TR](#)

The **THEAD** element is a block element and requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

## Members

## Example

This example uses the **TFOOT** element with the [TABLE](#), [TBODY](#), [TD](#), and [TR](#) objects to create a table with the first row in the table header and the second row in the table body.

```
<TABLE>
<THEAD>
<TR>
<TD>
This text is in the table header.
</TD>
</TR>
</THEAD>
```

```
<TBODY>
```

```
<TR>
```

```
<TD>
```

This text is in the table body.

```
</TD>
```

```
</TR>
```

```
</TBODY>
```

```
</TABLE>
```

---

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◀ THEAD Element | THEAD Obj... ▶ TR

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# TITLE Element | title Object

---

Contains the title of the document.

## Remarks

This element can be used only within the [HEAD](#) element. Any text between the opening and closing **TITLE** tags displays in the browser title bar and in the Microsoft® Windows® taskbar. In Web pages, "Microsoft Internet Explorer" is appended to the title. In HTML Applications, by contrast, only the specified title appears.

The **TITLE** element is a block element and requires a closing tag.

This element is available in HTML as of Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

## Members

## Example

This example uses the **TITLE** element to specify a title for the document.

```
<HEAD>  
<TITLE>"Welcome to Internet Explorer!"</TITLE>  
</HEAD>
```

## Applies To

[document](#)

---

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◀ TITLE Element | TITLE Obj... ▶ TT Ele

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## TR Element | TR Object

---

Specifies a row in a table.

### Remarks

The [TD](#) and [TH](#) tags are valid within a row.

The **TR** element does not explicitly support the [HEIGHT](#) attribute. To achieve the same effect, use the cascading style sheets (CSS) [height](#) attribute.

To change the HTML in the **TR** element, use the table object model. For example, use the [rowIndex](#) property or the [rows](#) collection to retrieve a reference to a specific table row. You can add or delete rows using the [insertRow](#) and [deleteRow](#) methods. To retrieve a reference to a specific cell, use the [cellIndex](#) property or the [cells](#) collection. You can add or delete rows using the [insertCell](#) and [deleteCell](#) methods. To change the content of a particular cell, use the [innerHTML](#) or [innerText](#) property.

The **TR** element is a block element and requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

### Members

### Example

The following examples show how to create a table row in HTML and script.

### See Also

TABLE, borderCollapse

---

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◆ ◀ TR Element | TR Object ▶ U Element

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## TT Element | TT Object

---

Renders text in a fixed-width font.

### Remarks

The **TT** element is an inline element and requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

### Members

### Example

This example uses the **TT** element to render text in a fix-width font.

```
<TT>Here's some plain text.</TT>
```

### See Also

[XMP](#)

---

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 ◀ TT Element | TT Object ▶ UL Element

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## U Element | U Object

---

Renders text that is underlined.

### Remarks

The **U** element is an inline element and requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

### Members

### Example

This example uses the **U** element to underline text.

```
<U>This text is underlined.</U>
```

---

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◆ ◀ U Element | U Object ▶ userProfile Ok

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# UL Element | UL Object

---

Draws lines of text as a bulleted list.

## Remarks

The **TYPE** attribute sets the list type for all ensuing lists unless a different type value is set.

The **UL** element inherits its **line-height** from the height of the **font** attribute for the **BODY**. For example, if the **font-size** attribute for the **BODY** is larger than the **font-size** attribute for the **UL** element, the list items in the **UL** are spaced according to the **font-size** of the **BODY**.

The **UL** element is a block element and requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

## Members

## Example

This example uses the **UL** element to create a bulleted list.

```
<UL>  
<LI>This is the first bulleted item in the list.  
<LI>And this is the second bulleted item in the list.  
</UL>
```

## See Also

[LI](#)



---

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◆ ◀ UL Element | UL Object ▶ VAR Eleme

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## userProfile Object

---

Provides methods that allow a script to request read access to and perform read actions on a user's profile information.

### Remarks

The script request is queued before reading or writing is performed. This simplifies user experience, because users are prompted only once for profile release permissions for a batch of requests.

This object is available in script as of Microsoft® Internet Explorer 4.0.

### Members

### Example

This script example runs on the client and uses the **userProfile** object to read various values from the profile information.

```
// Queue a request for read access to multiple profile attributes.
navigator.userProfile.addReadRequest("vcard.displayname");
navigator.userProfile.addReadRequest("vcard.gender");

// Request access to the information.
navigator.userProfile.doReadRequest(usage-code, "Acme Corporati

// Now perform read operations to access the information.
name = navigator.userProfile.getAttribute("vcard.displayname");
gender = navigator.userProfile.getAttribute("vcard.gender");

// The script can now use the 'name' and 'gender' variables
// to personalize content or to send information back to the server.
```

```
// Clear the request queue to prepare for future information requests  
navigator.userProfile.clearRequest();
```

## Applies To

[clientInformation](#), [navigator](#)

## See Also

[profile assistant](#)☐

---

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◀ userProfile Object ▶ WBR Element | V

*Web Workshop | DHTML, HTML & CSS*

## VAR Element | VAR Object

---

Renders text in a small fixed-width font.

### Remarks

The **VAR** element is an inline element and requires a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

### Members

### Example

This example uses the **VAR** element to render the word "filename" in a small fixed-width font.

Enter the <VAR>filename</VAR> in the dialog box.

---

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 ◀ VAR Element | VAR Object ▶ window

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# WBR Element | WBR Object

---

Inserts a soft line break into a block of [NOBR](#) text.

## Remarks

The **WBR** element does not require a closing tag.

This element is available in HTML as of Microsoft® Internet Explorer 3.0, and in script as of Internet Explorer 4.0.

## Members

## Example

This example uses the **WBR** element to create line breaks. In contrast, the [NOBR](#) element does not break lines.

```
<NOBR>This line of text will not break, no matter how narrow the  
<NOBR>This one, however,<WBR> will break after the word "hov  
if the window gets small enough.</NOBR>
```

## See Also

[BR](#)

---

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◀ WBR Element | WBR Object ▶ XML E

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# window Object

---

Represents an open window in the browser.

## Remarks

You can use the **window** object to retrieve information about the state of the window. You also can use this object to gain access to the document in the window, to the events that occur in the window, and to features of the browser that affect the window.

Typically, the browser creates one **window** object when it opens an HTML document. However, if a document defines one or more frames (that is, contains one or more [FRAME](#) or [IFRAME](#) tags), the browser creates one **window** object for the original document and one additional **window** object for each frame. These additional objects are *child windows* of the original window and can be affected by actions that occur in the original. For example, closing the original window causes all child windows to close. You can also create new windows (and corresponding window objects) using methods such as [open](#), [showModalDialog](#), and [showModelessDialog](#).

You can apply any window property, method, or collection to any variable or expression that evaluates to a **window** object, regardless of how that window was created. Additionally, you can access all window properties, methods, and collections in the current window by using the property, method, or collection name directly—that is, without prefixing it with an expression that evaluates to the current **window** object. However, to help make more readable code and to avoid potential ambiguities, many authors use the **window** keyword when accessing window properties, methods, and collections for the current window. This keyword always refers to the current window.

**Note** Window property, method, and collection names are reserved keywords and cannot be used as the names of variables and routines.

The [dialogArguments](#), [dialogHeight](#), [dialogLeft](#), [dialogTop](#), [dialogWidth](#), and [returnValue](#) properties are available only for windows created using the [showModalDialog](#) and [showModelessDialog](#) methods.

This object is available in script as of Microsoft® Internet Explorer 3.0.

## Windows CE

In Microsoft® Windows® CE, the [document](#) object is not available through scripting for a **window** opened using the **open** method.

## Members

## Example

This example displays an alert for the current window.

```
alert("A simple message.")
```

This example checks whether the current window contains child windows and, if it does, displays the names of those child windows.

```
if ( window.frames != null ) {  
    for ( i = 0; i< window.frames.length; i++ )  
        window.alert ("Child window " +i+ " is named "+window.frame  
}
```

This example shows a simple event handler function for the window's [onload](#) event. In the absence of a "window" element, the [BODY](#) element

hosts the following window object events: [onblur](#), [onbeforeunload](#), [onfocus](#), [onload](#), and [onunload](#).

```
<BODY onload="window.status='Page is loaded!'">
```

---

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◀ window Object ▶ XMP Element | XMP

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## XML Element | XML Object

---

Defines an `xml data island` on an HTML page.

### Remarks

The `readyState` property of the **XML** element, available as a string value, corresponds to the `readystate` property of the `xml dom document` object, which is available as a long value. The string values correspond to the long values of the XML document object's property as follows:

0	uninitialized
1	loading
2	loaded
3	interactive
4	complete

Consider the following XML data island:

```
<XML ID=xml doc SRC="123.xml"></XML>
```

Use the following two methods to check the value of the **readyState** property to determine whether the XML data island is completely downloaded.

- This method uses the `readyState` property of the **XML** element:

```
if (xml doc.readyState == "complete")  
    window.alert ("The XML document is ready.");
```

- This method uses the `readystate` property of the **XML DOM Document** object:

```
if (xml doc.XMLDocument.readyState == 4)
```

```
window.alert ("The XML document is ready.");
```

The **XML** element requires a closing tag.

This element is available in HTML and script as of Microsoft® Internet Explorer 5.

## Members

## Example

This example uses the **XML** element to define a simple XML data island that can be embedded directly into an HTML page.

```
<XML ID="oMetaData">
  <METADATA>
    <AUTHOR>John Smith</AUTHOR>
    <GENERATOR>Visual Notepad</GENERATOR>
    <PAGETYPE>Reference</PAGETYPE>
    <ABSTRACT>Specifies a data island</ABSTRACT>
  </METADATA>
</XML>
```

This script example retrieves the text contained within the ABSTRACT field of the data island.

```
var oNode = oMetaData.XMLDocument.selectSingleNode("MET
alert(oNode.text);
```

---

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 ◀ XML Element | XML Object ▶ DHTML

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## XMP Element | XMP Object

---

Renders text used for examples in a fixed-width font.

### Remarks

Use of this element is no longer recommended. Use the [PRE](#) or [SAMP](#) element instead.

### Members

### See Also

[TT](#)

---

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◀ INPUT Element | INPUT Obj... ▶ INPL

*Web Workshop | DHTML, HTML & CSS*

# INPUT type=button Element | INPUT type=button Object

---

Creates a button control.

## Remarks

The **button** element is an inline element and does not require a closing tag.

This element is available in HTML and script as of Microsoft® Internet Explorer 3.0.

## Members

## Example

This example uses the **button** element to define a button that responds appropriately when clicked.

```
<INPUT TYPE=button ID=btnEmergency VALUE="In case of emergency, push this button!"  
onClick="alert('Aaaaaaaggggghh!!!!!')">
```

The preceding HTML code creates this button:

In case of emergency, push this button!

## See Also

[BUTTON](#), [INPUT](#)

---

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◀ INPUT type=button Element... ▶ INPU

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# INPUT type=checkbox Element | INPUT type=checkbox Object

---

Creates a check box control.

## Remarks

When a **checkbox** element is selected, a [name/value](#) pair is submitted with the [FORM](#). The default value of **checkbox** is *on*.

The [height](#) and [width](#) styles are exposed to the **checkbox** element as of Microsoft® Internet Explorer 5. The size of the element is set based on the values provided by the author, except when a given size is below a particular minimum. The size is calculated as follows:

- If the **height** or **width** is greater than 20 pixels, the padding around the check box is set to 4 pixels, and the inner height or width is set to 8 pixels.
- If the **height** or **width** is less than 20 pixels but greater than 13 pixels, the padding around the check box is equal to one half the specified **height** or **width** minus 13. For example, if the specified **width** of the check box is 17, the equation would be:  $(17-13)/2$ .
- If the **height** or **width** is less than 12 pixels, the padding around the check box is set to 0 and the inner width is set to the value specified by the author.

The **checkbox** element is an inline element and does not require a closing tag.

This element is available in HTML and script as of Internet Explorer 3.0.

## Members

## Example

This example uses the **checkbox** element to create two check boxes with explanatory text. The [onclick](#) events call two script functions. The first check box is checked.

```
<INPUT TYPE=checkbox CHECKED ID=chk1 onclick="choosebox1()">C  
    this check box for some free advice.  
<P><INPUT TYPE=checkbox ID=chk2 onclick="choosebox2()">C  
    this check box for a message from our sponsors.  
<P ID=SampText>
```

This example implements the script when the user clicks either check box.

```
<SCRIPT>  
function choosebox1(){  
    alert("Never play leapfrog with a unicorn!")  
}  
function choosebox2(){  
    SampText.insertAdjacentHTML("AfterBegin","Buy WonderW  
}  
</SCRIPT>
```

The preceding HTML code and script examples create and implement the following check boxes:

- ☒ Uncheck this check box for some free advice.
- ☐ Or check this check box for a message from our sponsors.

## See Also

### [INPUT](#)

---

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◆ ◀ INPUT type=checkbox Eleme... ▶ INP

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# INPUT type=file Element | INPUT type=file Object


---

Creates a file upload object with a text box and Browse button.

## Remarks

For a file upload to take place:

- The **file** element must be enclosed within a **FORM** element.
- A value must be specified for the **NAME** attribute of the **file** element.
- The **METHOD** attribute of the **FORM** element must be set to post.
- The **ENCTYPE** attribute of the **FORM** element must be set to multipart/form-data.

To handle a file upload to the server, a server-side process must be running that can handle multipart/form-data submissions. For example, the [microsoft posting acceptor](#)  allows Microsoft® Internet Information Server to accept file uploads. Additional Common Gateway Interface (CGI) scripts that can handle multipart/form-data submissions are available on the Web.

The **file** element is an inline element and does not require a closing tag.

This element is available in HTML and script as of Microsoft® Internet Explorer 4.0. The file upload add-on is required to use the **file** element in Internet Explorer 3.02. Users can enter a file path in the text box or click the Browse button to browse the file system.

## Members

## Example

The following examples use the **file** element to upload a file to a server. The first example requires Microsoft® Posting Acceptor, which can be used with Internet Information Server (IIS) or Personal Web Server.

## See Also

[INPUT, upload files to the internet information server](#) , [uploading a file to iis using a browser](#) 

---

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## ◀ INPUT type=file Element |... ▶ INPUT

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# INPUT type=hidden Element | INPUT type=hidden Object

---

Transmits state information about client/server interaction.

## Remarks

This input type presents no control to the user, but sends the value of the [value](#) property with the submitted form.

The **hidden** element does not require a closing tag.

This element is available in HTML and script as of Microsoft® Internet Explorer 3.0.

## Members

## See Also

[INPUT](#), [INPUT type=submit](#)

---

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◀ INPUT type=hidden Element... ▶ INPL

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# INPUT type=image Element | INPUT type=image Object

---

Creates an image control that, when clicked, causes the form to be immediately submitted.

## Remarks

The x-coordinate is submitted under the name of the control with `.x` appended, and the y-coordinate is submitted under the name of the control with `.y` appended. Any [value](#) property is ignored. The [src](#) property specifies the **image** element the same way it specifies the [IMG](#) element.

The **image** element is an inline element and does not require a closing tag.

This element is available in HTML and script as of Microsoft® Internet Explorer 3.0.

## Members

## See Also

[IMG](#), [INPUT](#)

---

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◀ INPUT type=image ▶ INPUT type=rad

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# INPUT type=password Element | INPUT type=password Object

---

Creates a single-line text entry control similar to the [text](#) control, except that text is not displayed as the user enters it.

## Remarks

The **password** element is an inline element and does not require a closing tag.

This element is available in HTML and script as of Microsoft® Internet Explorer 3.0.

## Members

## Example

This example uses the **password** element to define a password field.

```
Username <INPUT TYPE=button ID=txtUser>  
Password <INPUT TYPE=password ID=txtPassword>
```

This example uses script to determine whether the password is valid for the specified user.

```
<SCRIPT>  
if (txtUser.value == "Paul")  
  if (txtPassword.value == "2ifbysea")  
  {  
    alert("Password accepted. Enjoy your ride.");  
    return true;  
  }
```

```
}  
</SCRIPT>
```

## See Also

[INPUT](#)

---

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◀ INPUT type=password ▶ INPUT type=

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# INPUT type=radio Element | INPUT type=radio Object

---

Creates a radio button control.

## Remarks

Use a radio button control to limit a user's selection to a single [value](#) within a set of values. To do this, you must link together each button in a set of radio buttons by assigning each button the same [name](#).

When a user submits a form, a selected radio button only generates a **name/value** pair in the form data if the button has a **value**.

To select a radio button as the default button in a set, set the [checked](#) property of the button to true.

A user can select a radio button only if the button has a **name**. To clear a selected radio button, a user must select another button in the set.

The **radio** element is an inline element and does not require a closing tag.

This element is available in HTML and script as of Microsoft® Internet Explorer 3.0.

## Members

## Example

This example uses the **radio** element to create three radio buttons.

```
<INPUT type=radio name="radio" CHECKED>1-10 years old  
<INPUT type=radio name="radio">11 years old  
<INPUT type=radio name="radio">12-120 years old
```

This example uses script to detect which radio button the user selects.

```
<SCRIPT>
function detect()
{
  if (radio[0].checked)
    alert("You're between 1 and 10 years old.")
  else if (radio[1].checked)
    alert("You're 11 years old.")
  else
    alert("You're between 12 and 120 years old.")
}
</SCRIPT>
```

The preceding HTML code and script examples create and implement the following radio buttons.

- ☒ 1-10 years old
- ☐ 11 years old
- ☐ 12-120 years old

How old are you?

## See Also

[INPUT, forms overview](#)☐

---

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◀ INPUT type=radio ▶ INPUT type=submit

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# INPUT type=reset Element | INPUT type=reset Object

---

Creates a button that, when clicked, resets the form's controls to their initial values.

## Remarks

The [value](#) property specifies the label displayed on the Reset button the same way it specifies it on the [Submit](#) button.

The **reset** element is an inline element and does not require a closing tag.

This element is available in HTML and script as of Microsoft® Internet Explorer 3.0.

## Members

## See Also

[BUTTON](#), [INPUT](#)

---

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◀ INPUT type=reset ▶ INPUT type=text

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# INPUT type=submit Element | INPUT type=submit Object

---

Creates a button that, when clicked, submits the form.

## Remarks

Use the [value](#) attribute to create a button with a display label that cannot be edited by the user. The default label is application-specific. If the user clicks the Submit button to submit the form, and that button has a [name](#) attribute specified, that button contributes a **name/value** pair to the submitted data.

The **submit** element is an inline element and does not require a closing tag.

This element is available in HTML and script as of Microsoft® Internet Explorer 3.0.

## Members

## See Also

[BUTTON](#), [INPUT](#)

---

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## ◀ INPUT type=submit ▶ INS Element | II

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# INPUT type=text Element | INPUT type=text Object

---

Creates a single-line text entry control.

## Remarks

The [SIZE](#) attribute sets the number of visible characters in the **text** element. The [MAXLENGTH](#) attribute sets the maximum number of characters that can be entered.

The **text** element is an inline element and does not require a closing tag.

This element is available in HTML and script as of Microsoft® Internet Explorer 3.0.

## Members

## Example

This example uses the **text** element to create an empty text control that can contain 15 characters without requiring the user to scroll to read all of the text.

```
<INPUT TYPE=text VALUE="" NAME="textbox" SIZE=15>
```

This example uses script to detect the content of the text box and display it in a dialog box.

```
<SCRIPT>
function detectEntry()
{
    alert("Your name is " + textbox.value)
```

```
}  
</SCRIPT>
```

The preceding HTML code and script examples implement the following text box. Click the What Is Your Name? button to call the detectEntry() function.

**Enter your name:**

**See Also**

[INPUT, TEXTAREA](#)

---

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▶ !important Declaration ▶ DHTML Refe

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# DHTML Properties

---

The following table lists the properties in the Dynamic HTML Object Model. For properties that appear in multiple table cells, roll the mouse over the text to view a ToolTip indicating the objects to which the property applies. Click the text to jump to a full description of that property.

<a href="#">!important</a>	<a href="#">@charset</a>	<a href="#">@font-face</a>
<a href="#">@import</a>	<a href="#">@media</a>	<a href="#">accessKey</a>
<a href="#">action</a>	<a href="#">activeElement</a>	<a href="#">align</a>
<a href="#">align</a>	<a href="#">align</a>	<a href="#">align</a>
<a href="#">aLink</a>	<a href="#">aLinkColor</a>	<a href="#">alt</a>
<a href="#">altHTML</a>	<a href="#">altKey</a>	<a href="#">appCodeName</a>
<a href="#">appMinorVersion</a>	<a href="#">appName</a>	<a href="#">appVersion</a>
<a href="#">autocomplete</a>	<a href="#">availHeight</a>	<a href="#">availWidth</a>
<a href="#">background</a>	<a href="#">background</a>	<a href="#">background</a>
<a href="#">backgroundAttachment</a>	<a href="#">backgroundColor</a>	<a href="#">backgroundImage</a>
<a href="#">backgroundPosition</a>	<a href="#">backgroundPositionX</a>	<a href="#">backgroundPositionY</a>
<a href="#">backgroundRepeat</a>	<a href="#">balance</a>	<a href="#">behavior</a>
<a href="#">behavior</a>	<a href="#">bgColor</a>	<a href="#">bgProperties</a>
<a href="#">border</a>	<a href="#">border</a>	<a href="#">border</a>
<a href="#">borderBottom</a>	<a href="#">borderBottomColor</a>	<a href="#">borderBottomStyle</a>
<a href="#">borderBottomWidth</a>	<a href="#">borderCollapse</a>	<a href="#">borderColor</a>
<a href="#">borderColor</a>	<a href="#">borderColorDark</a>	<a href="#">borderColorLight</a>
<a href="#">borderLeft</a>	<a href="#">borderLeftColor</a>	<a href="#">borderLeftStyle</a>
<a href="#">borderLeftWidth</a>	<a href="#">borderRight</a>	<a href="#">borderRightColor</a>
<a href="#">borderRightStyle</a>	<a href="#">borderRightWidth</a>	<a href="#">borderStyle</a>
<a href="#">borderTop</a>	<a href="#">borderTopColor</a>	<a href="#">borderTopStyle</a>
<a href="#">borderTopWidth</a>	<a href="#">borderWidth</a>	<a href="#">bottom</a>
<a href="#">bottom</a>	<a href="#">bottomMargin</a>	<a href="#">boundingHeight</a>
<a href="#">boundingLeft</a>	<a href="#">boundingTop</a>	<a href="#">boundingWidth</a>
<a href="#">browserLanguage</a>	<a href="#">bufferDepth</a>	<a href="#">button</a>
<a href="#">cancelBubble</a>	<a href="#">canHaveChildren</a>	<a href="#">caption</a>
<a href="#">cellIndex</a>	<a href="#">cellPadding</a>	<a href="#">cellSpacing</a>
<a href="#">checked</a>	<a href="#">classid</a>	<a href="#">className</a>
<a href="#">clear</a>	<a href="#">clear</a>	<a href="#">clientHeight</a>
<a href="#">clientLeft</a>	<a href="#">clientTop</a>	<a href="#">clientWidth</a>
<a href="#">clientX</a>	<a href="#">clientY</a>	<a href="#">clip</a>
<a href="#">clipBottom</a>	<a href="#">clipLeft</a>	<a href="#">clipRight</a>
<a href="#">clipTop</a>	<a href="#">closed</a>	<a href="#">code</a>
<a href="#">codeBase</a>	<a href="#">codeType</a>	<a href="#">color</a>



color	colorDepth	cols
cols	cols	colSpan
compact	complete	content
cookie	cookieEnabled	coords
cpuClass	cssText	ctrlKey
cursor	data	data
dataFld	dataFld	dataFormatAs
dataPageSize	dataSrc	defaultCharset
defaultChecked	defaultSelected	defaultStatus
defaultValue	defer	designMode
dialogArguments	dialogHeight	dialogLeft
dialogTop	dialogWidth	dir
direction	direction	disabled
disabled	display	documentElement
domain	dropEffect	dynsrc
effectAllowed	encoding	event
expando	face	fgColor
fileCreatedDate	fileModifiedDate	fileSize
fileUpdatedDate	filter	firstChild
font	fontFamily	fontSize
fontSmoothingEnabled	fontStyle	fontVariant
fontWeight	form	frame
frameBorder	frameSpacing	fromElement
hash	height	height
height	hidden	host
hostname	href	href
href	href	hspace
htmlFor	htmlFor	htmlText
httpEquiv	id	imeMode
indeterminate	index	innerHTML
innerText	isMap	isTextEdit
keyCode	lang	language
lastChild	lastModified	layoutGrid
layoutGridChar	layoutGridCharSpacing	layoutGridLine
layoutGridMode	layoutGridType	left
left	leftMargin	length
length	letterSpacing	lineBreak
lineHeight	link	linkColor
listStyle	listStyleImage	listStylePosition
listStyleType	loop	loop
lowsrc	margin	marginBottom
marginHeight	marginLeft	marginRight
marginTop	marginWidth	maxLength
media	menuArguments	method
Methods	multiple	name

name	name	nameProp
nextSibling	nodeName	nodeType
nodeValue	noHref	noResize
noShade	noWrap	object
offscreenBuffering	offsetHeight	offsetLeft
offsetParent	offsetTop	offsetWidth
offsetX	offsetY	onLine
opener	outerHTML	outerText
overflow	overflowX	overflowY
owningElement	padding	paddingBottom
paddingLeft	paddingRight	paddingTop
pageBreakAfter	pageBreakBefore	palette
parent	parentElement	parentNode
parentStyleSheet	parentTextEdit	parentWindow
pathname	pixelBottom	pixelHeight
pixelLeft	pixelRight	pixelTop
pixelWidth	platform	pluginspage
port	posBottom	posHeight
position	posLeft	posRight
posTop	posWidth	previousSibling
propertyName	protocol	qualifier
readOnly	readOnly	readyState
reason	recordNumber	recordset
referrer	rel	repeat
returnValue	returnValue	rev
right	right	rightMargin
rowIndex	rows	rows
rowSpan	rubyAlign	rubyOverhang
rubyPosition	rules	scopeName
screenLeft	screenTop	screenX
screenY	scroll	scrollAmount
scrollDelay	scrollHeight	scrolling
scrollLeft	scrollTop	scrollWidth
search	sectionRowIndex	selected
selectedIndex	selectorText	self
shape	shiftKey	size
size	size	sourceIndex
span	specified	src
src	src	srcElement
srcFilter	srcUrn	start
start	status	status
styleFloat	systemLanguage	tabIndex
tableLayout	tagName	tagUrn
target	text	text
text	text	textAlign

textAutospace	textDecoration	textDecorationLineThrough
textDecorationNone	textDecorationOverline	textDecorationUnderline
textIndent	textJustify	textTransform
tFoot	tHead	title
title	toElement	top
top	top	topMargin
trueSpeed	type	type
type	type	type
type	type	type
type	unicodeBidi	uniqueID
units	updateInterval	URL
urn	useMap	userAgent
userLanguage	vAlign	vAlign
value	value	value
vcard_name	verticalAlign	visibility
vLink	vlinkColor	volume
vspace	whiteSpace	width
width	width	wordBreak
wordSpacing	wrap	x
XMLDocument	y	zIndex

---

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◆ ◀ empty Method ▶ execScript Method ▶

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# execCommand Method

---

Executes a command over the given selection or text range.

## Syntax

```
bSuccess = object.execCommand(sCommand [, bUserInterface] [, vValue])
```

## Parameters

<i>sCommand</i>	Required. String that specifies the command to execute, which can be any valid <a href="#">command identifier</a> .
<i>bUserInterface</i>	Optional. Boolean that specifies one of the following values: <b>false</b> Default. Does not display a user interface. <b>true</b> Displays a user interface, if the command supports one.
<i>vValue</i>	Optional. Variant that specifies the string, number, or other value to assign. Possible values depend on <i>sCommand</i> .

## Return Value

Boolean. Returns true if the command is successful, or false otherwise.

## Remarks

Do not invoke the **execCommand** method until after the page loads.

## Applies To

[document](#), [controlRange](#), [TextRange](#)

## See Also

[queryCommandEnabled](#), [queryCommandIndeterm](#), [queryCommandState](#),  
[queryCommandSupported](#), [queryCommandValue](#)

---

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◀ prompt Method ▶ queryCommandInde

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# queryCommandEnabled Method

---

Returns whether the command can be successfully executed using [execCommand](#), given the current state of the document.

## Syntax

```
bEnabled = object.queryCommandEnabled(sCmdID)
```

## Parameters

**sCmdID** Required. String that specifies a [command identifier](#).

## Return Value

Boolean. Returns true if the command is enabled, or false otherwise.

## Remarks

Using **queryCommandEnabled("delete")** on a **TextRange** object returns true, while **queryCommandEanbled("delete")** on a **document** object returns false. However, **execCommand("delete")** can still be used to delete the selected text.

## Applies To

[document](#), [controlRange](#), [TextRange](#)

## See Also

[execCommand](#), [queryCommandIndeterm](#), [queryCommandState](#),  
[queryCommandSupported](#), [queryCommandValue](#)

---



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◀ queryCommandEnabled Metho... ▶ qu

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# queryCommandIndeterm Method

---

Returns whether the specified command is in the indeterminate state.

## Syntax

```
bIndeterminate = object.queryCommandIndeterm(sCmdID)
```

## Parameters

*sCmdID* Required. String that specifies a [command identifier](#).

## Return Value

Boolean. Returns true if indeterminate, or false otherwise.

## Applies To

[document](#), [controlRange](#), [TextRange](#)

## See Also

[execCommand](#), [queryCommandEnabled](#), [queryCommandState](#),  
[queryCommandSupported](#), [queryCommandValue](#)

---

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◀ queryCommandIndeterm Meth... ▶ qu

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# queryCommandState Method

---

Returns the current state of the command.

## Syntax

```
bDone = object.queryCommandState(sCmdID)
```

## Parameters

*sCmdID* Required. String that specifies a [command identifier](#).

## Return Value

Boolean. Returns true if the given command has been executed on the object, false if it has not, and null if it is not possible to determine the command state.

## Applies To

[document](#), [controlRange](#), [TextRange](#)

## See Also

[execCommand](#), [queryCommandEnabled](#), [queryCommandIndeterm](#),  
[queryCommandSupported](#), [queryCommandValue](#)

---

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◆ ◀ queryCommandState Method ▶ query

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# queryCommandSupported Method

---

Returns whether the current command is supported on the current range.

## Syntax

```
bSupported = object.queryCommandSupported(sCmdID)
```

## Parameters

*sCmdID* Required. String that specifies a [command identifier](#).

## Return Value

Boolean. Returns true if the command is supported, or false otherwise.

## Applies To

[document](#), [controlRange](#), [TextRange](#)

## See Also

[execCommand](#), [queryCommandEnabled](#), [queryCommandIndeterm](#),  
[queryCommandState](#), [queryCommandValue](#)

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◀ queryCommandSupported Met... ▶ re

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# queryCommandValue Method

---

Returns the current value of the given command.

## Syntax

```
vCmdValue = object.queryCommandValue(sCmdID)
```

## Parameters

*sCmdID* Required. String that specifies a [command identifier](#).

## Return Value

String or Boolean. Returns a string representing the command value if the command is supported, or true/false otherwise.

## Remarks

If the command returns a value, such as a color, rather than a true/false state, this command retrieves the current value of the document or range.

## Applies To

[document](#), [controlRange](#), [TextRange](#)

## See Also

[execCommand](#), [queryCommandEnabled](#), [queryCommandIndeterm](#),  
[queryCommandState](#), [queryCommandSupported](#)

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▸ BlockDirLTR Command | IDM... ▸ Cor

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# BackColor Command | IDM\_BACKCOLOR Command ID

---

Sets or retrieves the background color of the current selection.

## Scripting Information

Command	BackColor
<b>execCommand vValue</b>	Required. String that specifies one of the color names or red-green-blue (RGB) values in the <a href="#">Color Table</a> .
<b>Applies to</b>	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

## C++ Information

<b>Command group</b>	CGID_MSHTML
<b>Symbolic constant</b>	IDM_BACKCOLOR
<b>User interface</b>	None
<b>IOleCommandTarget::Exec parameters</b>	<div><div><i>pvaIn</i></div><div>Required. VT_14 or VT_BSTR. Numeric red-green-blue (RGB) color value or color name (such as white or black) taken from the <a href="#">Color Table</a>.</div></div> <div><div><i>pvaOut</i></div><div>VT_14 or VT_BSTR. Numeric RGB color value or color name (such as white or black) taken from the <a href="#">Color Table</a>.</div></div>
<b>Header file</b>	Mshtmlcid.h
<b>Applies to</b>	<a href="#">IOleCommandTarget::Exec</a> , <a href="#">IOleCommandTarget::QueryStatus</a>

## Minimum Availability

Internet Explorer 4.0 and later

---

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◀ BlockDirRTL Command | IDM... ▶ Bro

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# Bold Command | IDM\_BOLD Command ID

---

Toggles the current selection between bold and nonbold.

## Scripting Information

Command	Bold
<code>execCommand vValue</code>	Not applicable.
Applies to	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

## C++ Information

Command group	CGID_MSHTML
Symbolic constant	IDM_BOLD
User interface	None
<code>IOleCommandTarget::Exec</code> parameters	<i>pvaIn</i> Not applicable. <i>pvaOut</i> Not applicable.
Header file	Mshtmcmd.h
Applies to	<a href="#">IOleCommandTarget::Exec</a> , <a href="#">IOleCommandTarget::QueryStatus</a>

## Minimum Availability

Internet Explorer 4.0 and later

---

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◀ BrowseMode Command | IDM\_... ▶ C

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# IECMDID\_CLEAR\_AUTOCOMPLETE\_FOR\_FORMS

## Command ID

---

Clears saved forms data.

### C++ Information

Command group	CGID_InternetExplorer
Symbolic constant	IECMDID_CLEAR_AUTOCOMPLETE_FOR_FORMS
User interface	None
IoleCommandTarget::Exec parameters	<p><i>pvaIn</i> Required. One of the following values:</p> <ul style="list-style-type: none"><li>• IECMDID_ARG_CLEAR_FORMS_ALL=0</li><li>• IECMDID_ARG_CLEAR_FORMS_ALL_BUT_PASSWORDS</li><li>• IECMDID_ARG_CLEAR_FORMS_PASSWORDS_ONLY</li></ul> <p><i>pvaOut</i> Not applicable.</p>
Header file	Msiehost.h
Applies to	<a href="#">IoleCommandTarget::Exec</a> , <a href="#">IoleCommandTarget::QueryStatus</a>

### Minimum Availability

Internet Explorer 5 and later

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## ◀ IECMDID\_CLEAR\_AUTOCOMPLET..

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# Copy Command | IDM\_COPY Command ID

---

Copies the current selection to the clipboard.

## Scripting Information

Command	Copy
<code>execCommand vValue</code>	Not applicable.
<b>Applies to</b>	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

## C++ Information

<b>Command group</b>	CGID_MSHTML
<b>Symbolic constant</b>	IDM_COPY
<b>User interface</b>	None
<b>IOleCommandTarget::Exec parameters</b>	<i>pvaIn</i> Not applicable. <i>pvaOut</i> Not applicable.
<b>Header file</b>	Mshtmcmd.h
<b>Applies to</b>	<a href="#">IOleCommandTarget::Exec</a> , <a href="#">IOleCommandTarget::QueryStatus</a>

## Minimum Availability

Internet Explorer 4.0 and later

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◀ Copy Command | IDM\_COPY C... ▶ C

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# CreateBookmark Command | IDM\_BOOKMARK

## Command ID

---

Retrieves the name of a bookmark anchor or creates a bookmark anchor for the current selection or insertion point.

### Scripting Information

Command	CreateBookmark
<b>execCommand vValue</b>	Required. String that specifies a valid anchor name. Providing an empty string will create the tag but will leave the anchor name blank.
<b>Applies to</b>	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

### C++ Information

<b>Command group</b>	CGID_MSHTML
<b>Symbolic constant</b>	IDM_BOOKMARK
<b>User interface</b>	Yes
<b>IoleCommandTarget::Exec parameters</b>	<div><div><i>pvaIn</i></div><div>Required. VT_BSTR that specifies a valid anchor name. Providing an empty string will create the tag but will leave the anchor name blank.</div></div> <div><div><i>pvaOut</i></div><div>VT_BSTR representing the anchor name of the bookmark.</div></div>
<b>Header file</b>	Mshtmlcid.h
<b>Applies to</b>	<a href="#">IoleCommandTarget::Exec</a> , <a href="#">IoleCommandTarget::QueryStatus</a>

### Minimum Availability

Internet Explorer 4.0 and later

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◀ CreateBookmark Command | ... ▶ Cut

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# CreateLink Command | IDM\_HYPERLINK Command ID

---

Inserts a hyperlink on the current selection.

## Scripting Information

Command	CreateLink
execCommand vValue	Required. String that specifies a URL. Providing an empty string will leave the URL blank.
Applies to	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> ,

## C++ Information

Command group	CGID_MSHTML
Symbolic constant	IDM_HYPERLINK
User interface	Yes.
IoleCommandTarget::Exec parameters	<i>pvaIn</i> Required. VT_BSTR specifying a URL. Providing an empty string will leave the URL blank. <i>pvaOut</i> Not Applicable.
Header file	Mshtmcid.h
Applies to	<a href="#">IoleCommandTarget::Exec</a> , <a href="#">IoleCommandTarget::QueryStatus</a>

## Minimum Availability

Internet Explorer 4.0 and later

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◀ CreateLink Command | IDM\_... ▶ Delete

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# Cut Command | IDM\_CUT Command ID

---

Copies the current selection to the clipboard and then deletes it.

## Scripting Information

Command	Cut
<b>execCommand vValue</b>	Not applicable.
<b>Applies to</b>	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

## C++ Information

<b>Command group</b>	CGID_MSHTML
<b>Symbolic constant</b>	IDM_CUT
<b>User interface</b>	None
<b>IOleCommandTarget::Exec parameters</b>	<i>pvaIn</i> Not applicable. <i>pvaOut</i> Not applicable.
<b>Header file</b>	Mshtmcmd.h
<b>Applies to</b>	<a href="#">IOleCommandTarget::Exec</a> , <a href="#">IOleCommandTarget::QueryStatus</a>

## Minimum Availability

Internet Explorer 4.0 and later

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◀ Cut Command | IDM\_CUT Com... ▶ D

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# Delete Command | IDM\_DELETE Command ID

---

Deletes the current selection.

## Scripting Information

Command	Delete
<code>execCommand vValue</code>	Not applicable.
<b>Applies to</b>	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

## C++ Information

<b>Command group</b>	CGID_MSHTML
<b>Symbolic constant</b>	IDM_DELETE
<b>User interface</b>	None
<b>IOleCommandTarget::Exec parameters</b>	<i>pvaIn</i> Not applicable. <i>pvaOut</i> Not applicable.
<b>Header file</b>	Mshtmcd.h
<b>Applies to</b>	<a href="#">IOleCommandTarget::Exec</a> , <a href="#">IOleCommandTarget::QueryStatus</a>

## Minimum Availability

Internet Explorer 4.0 and later

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◀ EditMode Command | IDM\_ED... ▶ Fc

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# Find Command | IDM\_FIND Command ID

---

Finds and selects text in the current document.

## Scripting Information

Command	Find
<b>execCommand vValue</b>	Required. String that specifies the text to be found.
<b>Applies to</b>	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

## C++ Information

<b>Command group</b>	CGID_MSHTML
<b>Symbolic constant</b>	IDM_FIND
<b>User interface</b>	None
<b>IOleCommandTarget::Exec parameters</b>	<i>pvaIn</i> Required. BSTR specifying the text to be found. <i>pvaOut</i> Not applicable.
<b>Header file</b>	Mshtmcd.h
<b>Applies to</b>	<a href="#">IOleCommandTarget::Exec</a> , <a href="#">IOleCommandTarget::QueryStatus</a>

## Minimum Availability

Internet Explorer 5 and later

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◀ Find Command | IDM\_FIND C... ▶ For

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# FontName Command | IDM\_FONTNAME Command ID

---

Sets or retrieves the font for the current selection.

## Scripting Information

Command	FontName
<b>execCommand vValue</b>	Required. String that specifies a legal font name, as described by the <a href="#">FONT</a> attribute.
<b>Applies to</b>	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

## C++ Information

<b>Command group</b>	CGID_MSHTML
<b>Symbolic constant</b>	IDM_FONTNAME
<b>User interface</b>	None
<b>IOleCommandTarget::Exec parameters</b>	<div><div><i>pvaIn</i></div><div>Required. VT_BSTR specifying a legal font name, as described by the <a href="#">FONT</a> attribute.</div></div> <div><div><i>pvaOut</i></div><div>VT_BSTR representing a legal font name, as described by the <a href="#">FONT</a> attribute.</div></div>
<b>Header file</b>	Mshtmlcid.h
<b>Applies to</b>	<a href="#">IOleCommandTarget::Exec</a> , <a href="#">IOleCommandTarget::QueryStatus</a>

## Minimum Availability

Internet Explorer 4.0 and later

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◀ FontName Command | IDM\_FO... ▶ F

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# FontSize Command | IDM\_FONTSIZE Command ID

---

Sets or retrieves the font size for the current selection.

## Scripting Information

Command	FontSize
<b>execCommand vValue</b>	Required. String that specifies the font size, as described by the <a href="#">size</a> attribute. This must be a value between 0 and 7, inclusive.
<b>Applies to</b>	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

## C++ Information

<b>Command group</b>	CGID_MSHTML
<b>Symbolic constant</b>	IDM_FONTSIZE
<b>User interface</b>	None
<b>IOleCommandTarget::Exec parameters</b>	<div><div><i>pvaIn</i></div><div>Required. VT_I4 specifying the font size, as described by the <a href="#">size</a> attribute. This must be a value between 0 and 7, inclusive.</div></div> <div><div><i>pvaOut</i></div><div>VT_I4 specifying the font size, as described by the <a href="#">size</a> attribute. This will be a value between 0 and 7, inclusive.</div></div>
<b>Header file</b>	Mshtmcid.h
<b>Applies to</b>	<a href="#">IOleCommandTarget::Exec</a> , <a href="#">IOleCommandTarget::QueryStatus</a>

## Minimum Availability

Internet Explorer 4.0 and later

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◀ FontSize Command | IDM\_FO... ▶ Fo

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# ForeColor Command | IDM\_FORECOLOR Command ID

---

Sets or retrieves the foreground (text) color of the current selection.

## Scripting Information

Command	ForeColor
<b>execCommand vValue</b>	Required. String that specifies one of the color names or red-green-blue (RGB) values in the <a href="#">Color Table</a> .
<b>Applies to</b>	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

## C++ Information

<b>Command group</b>	CGID_MSHTML
<b>Symbolic constant</b>	IDM_FORECOLOR
<b>User interface</b>	None
<b>IOleCommandTarget::Exec parameters</b>	<div><div><i>pvaIn</i></div><div>Required. VT_I4 or VT_BSTR specifying a color. This can be any one of the color names or values given in the <a href="#">Color Table</a>.</div></div> <div><div><i>pvaOut</i></div><div>VT_I4 or VT_BSTR specifying a color. This will be one of the color names or values given in the <a href="#">Color Table</a>.</div></div>
<b>Header file</b>	Mshtmlcid.h
<b>Applies to</b>	<a href="#">IOleCommandTarget::Exec</a> , <a href="#">IOleCommandTarget::QueryStatus</a>

## Minimum Availability

Internet Explorer 4.0 and later

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◀ ForeColor Command | IDM\_F... ▶ IDM

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# FormatBlock Command | IDM\_BLOCKFMT Command ID

---

Sets or retrieves the current block format tag.

## Scripting Information

Command	FormatBlock
<b>execCommand vValue</b>	Optional. String that specifies a valid block formatting tag.
<b>Applies to</b>	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

## C++ Information

<b>Command group</b>	CGID_MSHTML
<b>Symbolic constant</b>	IDM_BLOCKFMT
<b>User interface</b>	None
<b>IOleCommandTarget::Exec parameters</b>	<i>pvaIn</i> Optional. BSTR specifying a valid block format tag. <i>pvaOut</i> Optional. BSTR representing a valid block format tag.
<b>Header file</b>	Mshtmlcid.h
<b>Applies to</b>	<a href="#">IOleCommandTarget::Exec</a> , <a href="#">IOleCommandTarget::QueryStatus</a>

## Remarks

The available block formatting strings may change in subsequent releases of the MSHTML component. Call **IOleCommandTarget::Exec** with the [IDM\\_GETBLOCKFMTS](#) Command ID to obtain the current list of available block formatting commands that can be passed with the **IDM\_BLOCKFMT** Command ID.

## Minimum Availability

Internet Explorer 4 and later

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## ◀ IDM\_GETBLOCKFMTS Command ...

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# Indent Command | IDM\_INDENT Command ID

---

Increases the indent of the selected text by one indentation increment.

## Scripting Information

Command	Indent
<b>execCommand vValue</b>	Not applicable.
<b>Applies to</b>	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

## C++ Information

<b>Command group</b>	CGID_MSHTML
<b>Symbolic constant</b>	IDM_INDENT
<b>User interface</b>	None
<b>IOleCommandTarget::Exec parameters</b>	<i>pvaIn</i> Not applicable. <i>pvaOut</i> Not applicable.
<b>Header file</b>	Mshtmcmd.h
<b>Applies to</b>	<a href="#">IOleCommandTarget::Exec</a> , <a href="#">IOleCommandTarget::QueryStatus</a>

## Minimum Availability

Internet Explorer 4.0 and later

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◀ InlineDirRTL Command | ID... ▶ Insert

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# InsertButton Command | IDM\_BUTTON Command ID

---

Overwrites a button control on the current selection.

## Scripting Information

<b>Command</b>	<b>InsertButton</b>
<b>execCommand vValue</b>	Optional. String that specifies an identifier for the button control.
<b>Applies to</b>	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

## C++ Information

<b>Command group</b>	CGID_MSHTML
<b>Symbolic constant</b>	IDM_BUTTON
<b>User interface</b>	None
<b>IOleCommandTarget::Exec parameters</b>	<i>pvaIn</i> Optional. String that specifies an identifier for the button control. <i>pvaOut</i> Not applicable.
<b>Header file</b>	Mshtmcd.h
<b>Applies to</b>	<a href="#">IOleCommandTarget::Exec</a> , <a href="#">IOleCommandTarget::QueryStatus</a>

## Minimum Availability

Internet Explorer 4.0 and later

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◀ InsertButton Command | ID... ▶ Insert|

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# InsertFieldset Command | IDM\_INSFIELDSET

## Command ID

---

Overwrites a box on the current selection.

### Scripting Information

Command	InsertFieldset
execCommand vValue	Optional. String that specifies an identifier for the box.
Applies to	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

### C++ Information

Command group	CGID_MSHTML
Symbolic constant	IDM_INSFIELDSET
User interface	None
IoleCommandTarget::Exec parameters	<i>pvaIn</i> Optional. String that specifies an identifier for the box. <i>pvaOut</i> Not applicable.
Header file	Mshtmcd.h
Applies to	<a href="#">IoleCommandTarget::Exec</a> , <a href="#">IoleCommandTarget::QueryStatus</a>

### Minimum Availability

Internet Explorer 4.0 and later

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◀ InsertFieldset Command | ... ▶ InsertIf

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# InsertHorizontalRule Command | IDM\_HORIZONTALLINE Command ID

---

Overwrites a horizontal line on the current selection.

## Scripting Information

<b>Command</b>	<b>InsertHorizontalRule</b>
<b>execCommand vValue</b>	Not applicable.
<b>Applies to</b>	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

## C++ Information

<b>Command group</b>	CGID_MSHTML
<b>Symbolic constant</b>	IDM_HORIZONTALLINE
<b>User interface</b>	None
<b>IOleCommandTarget::Exec parameters</b>	<i>pvaIn</i> Optional. String that specifies an identifier for the horizontal line. <i>pvaOut</i> Not applicable.
<b>Header file</b>	Mshtmcmd.h
<b>Applies to</b>	<a href="#">IOleCommandTarget::Exec</a> , <a href="#">IOleCommandTarget::QueryStatus</a>

## Minimum Availability

Internet Explorer 4.0 and later

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◀ InsertHorizontalRule Comm... ▶ Insert

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# InsertIFrame Command | IDM\_IFRAME Command ID

---

Overwrites an inline frame on the current selection.

## Scripting Information

<b>Command</b>	<b>InsertIFrame</b>
<b>execCommand vValue</b>	Optional. String that specifies an identifier for the inline frame.
<b>Applies to</b>	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

## C++ Information

<b>Command group</b>	CGID_MSHTML
<b>Symbolic constant</b>	IDM_IFRAME
<b>User interface</b>	None
<b>IOleCommandTarget::Exec parameters</b>	<i>pvaIn</i> Optional. String that specifies an identifier for the inline frame. <i>pvaOut</i> Not applicable.
<b>Header file</b>	Mshtmcmd.h
<b>Applies to</b>	<a href="#">IOleCommandTarget::Exec</a> , <a href="#">IOleCommandTarget::QueryStatus</a>

## Minimum Availability

Internet Explorer 4.0 and later

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◀ InsertIFrame Command | ID... ▶ Insert

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# InsertImage Command | IDM\_IMAGE Command ID

---

Overwrites an image on the current selection.

## Scripting Information

<b>Command</b>	<b>InsertImage</b>
<b>execCommand vValue</b>	Optional. String that specifies the path and name of the image file to be inserted.
<b>Applies to</b>	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

## C++ Information

<b>Command group</b>	CGID_MSHTML
<b>Symbolic constant</b>	IDM_IMAGE
<b>User interface</b>	Yes
<b>IOleCommandTarget::Exec parameters</b>	<i>pvalIn</i> Optional. VT_BSTR that specifies the path and file name of the image to be inserted. If the default UI is toggled on, this parameter is ignored. <i>pvaOut</i> Not applicable.
<b>Header file</b>	Mshtmlcid.h
<b>Applies to</b>	<a href="#">IOleCommandTarget::Exec</a> , <a href="#">IOleCommandTarget::QueryStatus</a>

## Remarks

If no path is provided for the image file, the path will default to the location of the current document.

## Minimum Availability

Internet Explorer 5 and later

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◀ InsertImage Command | IDM... ▶ Inse

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# InsertInputButton Command | IDM\_INSINPUTBUTTON Command ID

---

Overwrites a button control on the current selection.

## Scripting Information

<b>Command</b>	<b>InsertInputButton</b>
<b>execCommand vValue</b>	Optional. String that specifies an identifier for the button control.
<b>Applies to</b>	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

## C++ Information

<b>Command group</b>	CGID_MSHTML
<b>Symbolic constant</b>	IDM_INSINPUTBUTTON
<b>User interface</b>	None
<b>IOleCommandTarget::Exec parameters</b>	<i>pvaIn</i> Optional. String that specifies an identifier for the button control. <i>pvaOut</i> Not applicable.
<b>Header file</b>	Mshhtml.h
<b>Applies to</b>	<a href="#">IOleCommandTarget::Exec</a> , <a href="#">IOleCommandTarget::QueryStatus</a>

## Minimum Availability

Internet Explorer 4.0 and later

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◀ InsertInputButton Command... ▶ Insert

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# InsertInputCheckbox Command | IDM\_CHECKBOX Command ID

---

Overwrites a check box control on the current selection.

## Scripting Information

<b>Command</b>	<b>InsertInputCheckbox</b>
<b>execCommand vValue</b>	Optional. String that specifies an identifier for the check box control.
<b>Applies to</b>	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

## C++ Information

<b>Command group</b>	CGID_MSHTML
<b>Symbolic constant</b>	IDM_CHECKBOX
<b>User interface</b>	None
<b>IOleCommandTarget::Exec parameters</b>	<i>pvaIn</i> Optional. String that specifies an identifier for the check box control. <i>pvaOut</i> Not applicable.
<b>Header file</b>	Mshtml.h
<b>Applies to</b>	<a href="#">IOleCommandTarget::Exec</a> , <a href="#">IOleCommandTarget::QueryStatus</a>

## Minimum Availability

Internet Explorer 4.0 and later

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◀ InsertInputCheckbox Comma... ▶ Inse

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# InsertInputFileUpload Command | IDM\_INSINPUTUPLOAD Command ID

---

Overwrites a file upload control on the current selection.

## Scripting Information

<b>Command</b>	<b>InsertInputFileUpload</b>
<b>execCommand vValue</b>	Optional. String that specifies an identifier for the file upload control.
<b>Applies to</b>	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

## C++ Information

<b>Command group</b>	CGID_MSHTML
<b>Symbolic constant</b>	IDM_INSINPUTUPLOAD
<b>User interface</b>	None
<b>IoleCommandTarget::Exec parameters</b>	<i>pvaIn</i> Optional. String that specifies an identifier for the file upload control. <i>pvaOut</i> Not applicable.
<b>Header file</b>	Mshhtml.h
<b>Applies to</b>	<a href="#">IoleCommandTarget::Exec</a> , <a href="#">IoleCommandTarget::QueryStatus</a>

## Minimum Availability

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◀ InsertInputFileUpload Com... ▶ InsertI

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# InsertInputHidden Command | IDM\_INSINPUTHIDDEN Command ID

---

Inserts a hidden control on the current selection.

## Scripting Information

<b>Command</b>	<b>InsertInputHidden</b>
<b>execCommand vValue</b>	Not applicable.
<b>Applies to</b>	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

## C++ Information

<b>Command group</b>	CGID_MSHTML
<b>Symbolic constant</b>	IDM_INSINPUTHIDDEN
<b>User interface</b>	None
<b>IOleCommandTarget::Exec parameters</b>	<i>pvaIn</i> Optional. String that specifies an identifier for the hidden control. <i>pvaOut</i> Not applicable.
<b>Header file</b>	Mshtmcd.h
<b>Applies to</b>	<a href="#">IOleCommandTarget::Exec</a> , <a href="#">IOleCommandTarget::QueryStatus</a>

## Minimum Availability

Internet Explorer 4.0 and later

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◀ InsertInputHidden Command... ▶ Inse

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# InsertInputImage Command | IDM\_INSINPUTIMAGE Command ID

---

Overwrites an image control on the current selection.

## Scripting Information

<b>Command</b>	<b>InsertInputImage</b>
<b>execCommand vValue</b>	Optional. String that specifies an identifier for the image control.
<b>Applies to</b>	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

## C++ Information

<b>Command group</b>	CGID_MSHTML
<b>Symbolic constant</b>	IDM_INSINPUTIMAGE
<b>User interface</b>	None
<b>IOleCommandTarget::Exec parameters</b>	<i>pvaIn</i> Optional. String that specifies an identifier for the image control. <i>pvaOut</i> Not applicable.
<b>Header file</b>	Mshhtml.h
<b>Applies to</b>	<a href="#">IOleCommandTarget::Exec</a> , <a href="#">IOleCommandTarget::QueryStatus</a>

## Minimum Availability

Internet Explorer 4.0 and later

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◀ InsertInputImage Command ... ▶ Inser

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# InsertInputPassword Command | IDM\_INSINPUTPASSWORD Command ID

---

Overwrites a password control on the current selection.

## Scripting Information

<b>Command</b>	<b>InsertInputPassword</b>
<b>execCommand vValue</b>	Not applicable.
<b>Applies to</b>	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

## C++ Information

<b>Command group</b>	CGID_MSHTML
<b>Symbolic constant</b>	IDM_INSINPUTPASSWORD
<b>User interface</b>	None
<b>IOleCommandTarget::Exec parameters</b>	<i>pvaIn</i> Optional. String that specifies an identifier for the password control. <i>pvaOut</i> Not applicable.
<b>Header file</b>	Mshhtml.h
<b>Applies to</b>	<a href="#">IOleCommandTarget::Exec</a> , <a href="#">IOleCommandTarget::QueryStatus</a>

## Minimum Availability

Internet Explorer 4.0 and later

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◀ InsertInputPassword Comma... ▶ Inse

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# InsertInputRadio Command | IDM\_RADIOBUTTON Command ID

---

Overwrites a radio control on the current selection.

## Scripting Information

<b>Command</b>	<b>InsertInputRadio</b>
<b>execCommand vValue</b>	Optional. String that specifies an identifier for the radio control.
<b>Applies to</b>	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

## C++ Information

<b>Command group</b>	CGID_MSHTML
<b>Symbolic constant</b>	IDM_RADIOBUTTON
<b>User interface</b>	None
<b>IOleCommandTarget::Exec parameters</b>	<i>pvaIn</i> Optional. String that specifies an identifier for the radio control. <i>pvaOut</i> Not applicable.
<b>Header file</b>	Mshmtcid.h
<b>Applies to</b>	<a href="#">IOleCommandTarget::Exec</a> , <a href="#">IOleCommandTarget::QueryStatus</a>

## Minimum Availability

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◀ InsertInputRadio Command ... ▶ Insert

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# InsertInputReset Command | IDM\_INSINPUTRESET Command ID

---

Overwrites a reset control on the current selection.

## Scripting Information

<b>Command</b>	<b>InsertInputReset</b>
<b>execCommand vValue</b>	Optional. String that specifies an identifier for the reset control.
<b>Applies to</b>	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

## C++ Information

<b>Command group</b>	CGID_MSHTML
<b>Symbolic constant</b>	IDM_INSINPUTRESET
<b>User interface</b>	None
<b>IOleCommandTarget::Exec parameters</b>	<i>pvaIn</i> Optional. String that specifies an identifier for the reset control. <i>pvaOut</i> Not applicable.
<b>Header file</b>	Mshhtml.h
<b>Applies to</b>	<a href="#">IOleCommandTarget::Exec</a> , <a href="#">IOleCommandTarget::QueryStatus</a>

## Minimum Availability

Internet Explorer 4.0 and later

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◀ InsertInputReset Command ... ▶ Insert

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# InsertInputSubmit Command | IDM\_INSINPUTSUBMIT Command ID

---

Overwrites a submit control on the current selection.

## Scripting Information

<b>Command</b>	<b>InsertInputSubmit</b>
<b>execCommand vValue</b>	Optional. String that specifies an identifier for the submit control.
<b>Applies to</b>	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

## C++ Information

<b>Command group</b>	CGID_MSHTML
<b>Symbolic constant</b>	IDM_INSINPUTSUBMIT
<b>User interface</b>	None
<b>IOleCommandTarget::Exec parameters</b>	<i>pvaIn</i> Optional. String that specifies an identifier for the submit control. <i>pvaOut</i> Not applicable.
<b>Header file</b>	Mshhtml.h
<b>Applies to</b>	<a href="#">IOleCommandTarget::Exec</a> , <a href="#">IOleCommandTarget::QueryStatus</a>

## Minimum Availability

Internet Explorer 4.0 and later

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◀ InsertInputSubmit Command... ▶ Inse

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# InsertInputText Command | IDM\_TEXTBOX Command ID

---

Overwrites a text control on the current selection.

## Scripting Information

<b>Command</b>	<b>InsertInputText</b>
<b>execCommand vValue</b>	Optional. String that specifies an identifier for the text control.
<b>Applies to</b>	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

## C++ Information

<b>Command group</b>	CGID_MSHTML
<b>Symbolic constant</b>	IDM_TEXTBOX
<b>User interface</b>	None
<b>IOleCommandTarget::Exec parameters</b>	<i>pvaIn</i> Optional. String that specifies an identifier for the text control. <i>pvaOut</i> Not applicable.
<b>Header file</b>	Mshtmcd.h
<b>Applies to</b>	<a href="#">IOleCommandTarget::Exec</a> , <a href="#">IOleCommandTarget::QueryStatus</a>

## Minimum Availability

Internet Explorer 4.0 and later

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◀ InsertInputText Command |... ▶ Insert()

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# InsertMarquee Command | IDM\_MARQUEE Command ID

---

Overwrites an empty marquee on the current selection.

## Scripting Information

<b>Command</b>	<b>InsertMarquee</b>
<b>execCommand vValue</b>	Optional. String that specifies an identifier for the marquee.
<b>Applies to</b>	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

## C++ Information

<b>Command group</b>	CGID_MSHTML
<b>Symbolic constant</b>	IDM_MARQUEE
<b>User interface</b>	None
<b>IOleCommandTarget::Exec parameters</b>	<i>pvaIn</i> Optional. String that specifies an identifier for the marquee. <i>pvaOut</i> Not applicable.
<b>Header file</b>	Mshtmlcid.h
<b>Applies to</b>	<a href="#">IOleCommandTarget::Exec</a> , <a href="#">IOleCommandTarget::QueryStatus</a>

## Minimum Availability

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◀ InsertMarquee Command | I... ▶ Insert

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# InsertOrderedList Command | IDM\_ORDERLIST

## Command ID

---

Toggles the current selection between an ordered list and a normal format block.

### Scripting Information

<b>Command</b>	<b>InsertOrderedList</b>
<b>execCommand vValue</b>	Optional. String that specifies an identifier for the ordered list.
<b>Applies to</b>	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

### C++ Information

<b>Command group</b>	CGID_MSHTML
<b>Symbolic constant</b>	IDM_ORDERLIST
<b>User interface</b>	None
<b>IOleCommandTarget::Exec parameters</b>	<i>pvaIn</i> Optional. String that specifies an identifier for the ordered list. <i>pvaOut</i> Not applicable.
<b>Header file</b>	Mshhtml.h
<b>Applies to</b>	<a href="#">IOleCommandTarget::Exec</a> , <a href="#">IOleCommandTarget::QueryStatus</a>

### Minimum Availability

Internet Explorer 4.0 and later

### Remarks

If the previous format block is already an ordered list, this command identifier will append the current format block to that previous ordered list.

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◀ InsertOrderedList Command... ▶ Insert

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# InsertParagraph Command | IDM\_PARAGRAPH Command ID

---

Overwrites a line break on the current selection.

## Scripting Information

<b>Command</b>	<b>InsertParagraph</b>
<b>execCommand vValue</b>	Optional. String that specifies an identifier for the paragraph.
<b>Applies to</b>	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

## C++ Information

<b>Command group</b>	CGID_MSHTML
<b>Symbolic constant</b>	IDM_PARAGRAPH
<b>User interface</b>	None
<b>IoleCommandTarget::Exec parameters</b>	<i>pvaIn</i> Optional. String that specifies an identifier for the paragraph. <i>pvaOut</i> Not applicable.
<b>Header file</b>	Mshhtml.h
<b>Applies to</b>	<a href="#">IoleCommandTarget::Exec</a> , <a href="#">IoleCommandTarget::QueryStatus</a>

## Minimum Availability

Internet Explorer 4.0 and later

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◀ InsertParagraph Command |... ▶ Insert

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# InsertSelectDropdown Command | IDM\_DROPDOWNBOX Command ID

---

Overwrites a drop-down selection control on the current selection.

## Scripting Information

<b>Command</b>	<b>InsertSelectDropdown</b>
<b>execCommand vValue</b>	Optional. String that specifies an identifier for the drop-down selection control.
<b>Applies to</b>	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

## C++ Information

<b>Command group</b>	CGID_MSHTML
<b>Symbolic constant</b>	IDM_DROPDOWNBOX
<b>User interface</b>	None
<b>IOleCommandTarget::Exec parameters</b>	<i>pvaIn</i> Optional. String that specifies an identifier for the drop-down selection control. <i>pvaOut</i> Not applicable.
<b>Header file</b>	Mshtmcmd.h
<b>Applies to</b>	<a href="#">IOleCommandTarget::Exec</a> , <a href="#">IOleCommandTarget::QueryStatus</a>

## Minimum Availability

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◀ InsertSelectDropdown Comm... ▶ Inse

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# InsertSelectListbox Command | IDM\_LISTBOX

## Command ID

---

Overwrites a list box selection control on the current selection.

### Scripting Information

<b>Command</b>	<b>InsertSelectListbox</b>
<b>execCommand vValue</b>	Optional. String that specifies an identifier for the list box selection control.
<b>Applies to</b>	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

### C++ Information

<b>Command group</b>	CGID_MSHTML
<b>Symbolic constant</b>	IDM_LISTBOX
<b>User interface</b>	None
<b>IOleCommandTarget::Exec parameters</b>	<i>pvaIn</i> Optional. String that specifies an identifier for the list box selection control. <i>pvaOut</i> Not applicable.
<b>Header file</b>	Mshtmcd.h
<b>Applies to</b>	<a href="#">IOleCommandTarget::Exec</a> , <a href="#">IOleCommandTarget::QueryStatus</a>

### Minimum Availability

Internet Explorer 4.0 and later

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◀ InsertSelectListbox Comma... ▶ Insert

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# InsertTextArea Command | IDM\_TEXTAREA Command ID

---

Overwrites a multiline text input control on the current selection.

## Scripting Information

<b>Command</b>	<b>InsertTextArea</b>
<b>execCommand vValue</b>	Optional. String that specifies an identifier for the text input control.
<b>Applies to</b>	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

## C++ Information

<b>Command group</b>	CGID_MSHTML
<b>Symbolic constant</b>	IDM_TEXTAREA
<b>User interface</b>	None
<b>IoleCommandTarget::Exec parameters</b>	<i>pvaIn</i> Optional. String that specifies an identifier for the text input control. <i>pvaOut</i> Not applicable.
<b>Header file</b>	Mshhtml.h
<b>Applies to</b>	<a href="#">IoleCommandTarget::Exec</a> , <a href="#">IoleCommandTarget::QueryStatus</a>

## Minimum Availability

Internet Explorer 4.0 and later

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◀ InsertTextArea Command | ... ▶ Italic (

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# InsertUnorderedList Command | IDM\_UNORDERLIST Command ID

---

Toggles the current selection between an ordered list and a normal format block.

## Scripting Information

<b>Command</b>	<b>InsertUnorderedList</b>
<b>execCommand vValue</b>	Optional. String that specifies an identifier for the unordered list.
<b>Applies to</b>	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

## C++ Information

<b>Command group</b>	CGID_MSHTML
<b>Symbolic constant</b>	IDM_UNORDERLIST
<b>User interface</b>	None
<b>IOleCommandTarget::Exec parameters</b>	<i>pvaIn</i> Optional. String that specifies an identifier for the unordered list. <i>pvaOut</i> Not applicable.
<b>Header file</b>	Mshhtml.h
<b>Applies to</b>	<a href="#">IOleCommandTarget::Exec</a> , <a href="#">IOleCommandTarget::QueryStatus</a>

## Minimum Availability

Internet Explorer 4.0 and later

## Remarks

If the previous format block is already an ordered list, this command identifier will append the current format block to that previous ordered list.

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◀ InsertUnorderedList Comma... ▶ Justi

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# Italic Command | IDM\_ITALIC Command ID

---

Toggles the current selection between italic and nonitalic.

## Scripting Information

Command	Italic
<b>execCommand vValue</b>	Not applicable.
<b>Applies to</b>	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

## C++ Information

<b>Command group</b>	CGID_MSHTML
<b>Symbolic constant</b>	IDM_ITALIC
<b>User interface</b>	None
<b>IOleCommandTarget::Exec parameters</b>	<i>pvaIn</i> Not applicable. <i>pvaOut</i> Not applicable.
<b>Header file</b>	Mshtmcmd.h
<b>Applies to</b>	<a href="#">IOleCommandTarget::Exec</a> , <a href="#">IOleCommandTarget::QueryStatus</a>

## Minimum Availability

Internet Explorer 4.0 and later

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◀ Italic Command | `IDM_ITAL...` ▶ Justify

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# JustifyCenter Command | IDM\_JUSTIFYCENTER

## Command ID

---

Centers the format block in which the current selection is located.

### Scripting Information

<b>Command</b>	<b>JustifyCenter</b>
<b>execCommand vValue</b>	Not applicable.
<b>Applies to</b>	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

### C++ Information

<b>Command group</b>	CGID_MSHTML
<b>Symbolic constant</b>	IDM_JUSTIFYCENTER
<b>User interface</b>	None
<b>IOleCommandTarget::Exec parameters</b>	<i>pvaIn</i> Not applicable. <i>pvaOut</i> Not applicable.
<b>Header file</b>	Mshtmcmd.h
<b>Applies to</b>	<a href="#">IOleCommandTarget::Exec</a> , <a href="#">IOleCommandTarget::QueryStatus</a>

### Minimum Availability

Internet Explorer 4.0 and later

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◀ JustifyFull Command | IDM... ▶ Justify

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# JustifyLeft Command | IDM\_JUSTIFYLEFT Command ID

---

Left-justifies the format block in which the current selection is located.

## Scripting Information

<b>Command</b>	<b>JustifyLeft</b>
<b>execCommand vValue</b>	Not applicable.
<b>Applies to</b>	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

## C++ Information

<b>Command group</b>	CGID_MSHTML
<b>Symbolic constant</b>	IDM_JUSTIFYLEFT
<b>User interface</b>	None
<b>IOleCommandTarget::Exec parameters</b>	<i>pvaIn</i> Not applicable. <i>pvaOut</i> Not applicable.
<b>Header file</b>	Mshtmcmd.h
<b>Applies to</b>	<a href="#">IOleCommandTarget::Exec</a> , <a href="#">IOleCommandTarget::QueryStatus</a>

## Minimum Availability

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◀ JustifyNone Command | IDM... ▶ Ope

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# JustifyRight Command | IDM\_JUSTIFYRIGHT

## Command ID

---

Right-justifies the format block in which the current selection is located.

### Scripting Information

Command	JustifyRight
execCommand vValue	Not applicable.
Applies to	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

### C++ Information

Command group	CGID_MSHTML
Symbolic constant	IDM_JUSTIFYRIGHT
User interface	None
IOleCommandTarget::Exec parameters	<i>pvaIn</i> Not applicable. <i>pvaOut</i> Not applicable.
Header file	Mshtmcmd.h
Applies to	<a href="#">IOleCommandTarget::Exec</a> , <a href="#">IOleCommandTarget::QueryStatus</a>

### Minimum Availability

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◀ Open Command | IDM\_OPEN C... ▶ C

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# Outdent Command | IDM\_OUTDENT Command ID

---

Decreases by one increment the indentation of the format block in which the current selection is located.

## Scripting Information

Command	Outdent
<code>execCommand vValue</code>	Not applicable.
Applies to	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

## C++ Information

Command group	CGID_MSHTML
Symbolic constant	IDM_OUTDENT
User interface	None
<code>IOleCommandTarget::Exec</code> parameters	<i>pvaIn</i> Not applicable. <i>pvaOut</i> Not applicable.
Header file	Mshtmcmd.h
Applies to	<a href="#">IOleCommandTarget::Exec</a> , <a href="#">IOleCommandTarget::QueryStatus</a>

## Minimum Availability

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◀ Outdent Command | IDM\_OUT... ▶ Pa

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# OverWrite Command | IDM\_OVERWRITE Command ID

---

Toggles the text-entry mode between insert and overwrite.

## Scripting Information

Command	OverWrite
<b>execCommand vValue</b>	Optional. Boolean that specifies the text-entry mode. If the value is set to true (the default), the text-entry mode is overwrite. If set to false, it is insert.
<b>Applies to</b>	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

## C++ Information

<b>Command group</b>	CGID_MSHTML
<b>Symbolic constant</b>	IDM_OVERWRITE
<b>User interface</b>	None
<b>IoleCommandTarget::Exec parameters</b>	<div><div><i>pvaIn</i></div><div>Optional. VT_BOOL. If this value is set to true (the default), the text-entry mode is overwrite. If this value is set to false, the text-entry mode is insert.</div></div> <div><div><i>pvaOut</i></div><div>Not applicable.</div></div>
<b>Header file</b>	Mshtmlcid.h
<b>Applies to</b>	<a href="#">IoleCommandTarget::Exec</a> , <a href="#">IoleCommandTarget::QueryStatus</a>

## Minimum Availability

Internet Explorer 4.0 and later

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◀ OverWrite Command | IDM\_O... ▶ Pla

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# Paste Command | IDM\_PASTE Command ID

---

Overwrites the contents of the clipboard on the current selection.

## Scripting Information

Command	Paste
<code>execCommand vValue</code>	Not applicable.
<b>Applies to</b>	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

## C++ Information

<b>Command group</b>	CGID_MSHTML
<b>Symbolic constant</b>	IDM_PASTE
<b>User interface</b>	None
<b>IOleCommandTarget::Exec parameters</b>	<i>pvaIn</i> Not applicable. <i>pvaOut</i> Not applicable.
<b>Header file</b>	Mshtmcmd.h
<b>Applies to</b>	<a href="#">IOleCommandTarget::Exec</a> , <a href="#">IOleCommandTarget::QueryStatus</a>

## Minimum Availability

Internet Explorer 4.0 and later

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◀ Redo Command | IDM\_REDO C... ▶ F

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# Refresh Command | IDM\_REFRESH Command ID

---

Refreshes the current document.

## Scripting Information

Command	Refresh
<code>execCommand vValue</code>	Not applicable.
<b>Applies to</b>	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

## C++ Information

<b>Command group</b>	CGID_MSHTML
<b>Symbolic constant</b>	IDM_REFRESH
<b>User interface</b>	None
<b>IOleCommandTarget::Exec parameters</b>	<i>pvaIn</i> Not applicable. <i>pvaOut</i> Not applicable.
<b>Header file</b>	Mshtmcmd.h
<b>Applies to</b>	<a href="#">IOleCommandTarget::Exec</a> , <a href="#">IOleCommandTarget::QueryStatus</a>

## Minimum Availability

Internet Explorer 4.0 and later

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◀ Refresh Command | IDM\_REF... ▶ Re

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# RemoveFormat Command | IDM\_REMOVEFORMAT Command ID

---

Removes the formatting tags from the current selection.

## Scripting Information

<b>Command</b>	<b>RemoveFormat</b>
<b>execCommand vValue</b>	Not applicable.
<b>Applies to</b>	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

## C++ Information

<b>Command group</b>	CGID_MSHTML
<b>Symbolic constant</b>	IDM_REMOVEFORMAT
<b>User interface</b>	None
<b>IOleCommandTarget::Exec parameters</b>	<i>pvaIn</i> Not applicable. <i>pvaOut</i> Not applicable.
<b>Header file</b>	Mshtmcmd.h
<b>Applies to</b>	<a href="#">IOleCommandTarget::Exec</a> , <a href="#">IOleCommandTarget::QueryStatus</a>

## Minimum Availability

Internet Explorer 4.0 and later

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◀ SaveAs Command | IDM\_SAVE... ▶ S

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# SelectAll Command | IDM\_SELECTALL Command ID

---

Selects the entire document.

## Scripting Information

<b>Command</b>	SelectAll
<b>execCommand vValue</b>	Not applicable.
<b>Applies to</b>	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

## C++ Information

<b>Command group</b>	CGID_MSHTML
<b>Symbolic constant</b>	IDM_SELECTALL
<b>User interface</b>	None
<b>IOleCommandTarget::Exec parameters</b>	<i>pvaIn</i> Not applicable. <i>pvaOut</i> Not applicable.
<b>Header file</b>	Mshtmcmd.h
<b>Applies to</b>	<a href="#">IOleCommandTarget::Exec</a> , <a href="#">IOleCommandTarget::QueryStatus</a>

## Minimum Availability

Internet Explorer 4.0 and later

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◀ SuperScript Command | IDM... ▶ Und

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# UnBookmark Command | IDM\_UNBOOKMARK Command ID

---

Removes any bookmark from the current selection.

## Scripting Information

Command	UnBookmark
execCommand vValue	Not applicable.
Applies to	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

## C++ Information

Command group	CGID_MSHTML
Symbolic constant	IDM_UNBOOKMARK
User interface	None
IOleCommandTarget::Exec parameters	<i>pvaIn</i> Not applicable. <i>pvaOut</i> Not applicable.
Header file	Mshtmcd.h
Applies to	<a href="#">IOleCommandTarget::Exec</a> , <a href="#">IOleCommandTarget::QueryStatus</a>

## Minimum Availability

Internet Explorer 4.0 and later

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◀ UnBookmark Command | IDM\_... ▶ UI

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# Underline Command | IDM\_UNDERLINE Command ID

---

Toggles the current selection between underlined and not underlined.

## Scripting Information

Command	Underline
<code>execCommand vValue</code>	Not applicable.
<b>Applies to</b>	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

## C++ Information

<b>Command group</b>	CGID_MSHTML
<b>Symbolic constant</b>	IDM_UNDERLINE
<b>User interface</b>	None
<b>IOleCommandTarget::Exec parameters</b>	<i>pvaIn</i> Not applicable. <i>pvaOut</i> Not applicable.
<b>Header file</b>	Mshtmcmd.h
<b>Applies to</b>	<a href="#">IOleCommandTarget::Exec</a> , <a href="#">IOleCommandTarget::QueryStatus</a>

## Minimum Availability

Internet Explorer 4.0 and later

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## ◀ Undo Command | UNDO Comma... ▶

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# Unlink Command | IDM\_UNLINK Command ID

---

Removes any hyperlink from the current selection.

## Scripting Information

Command	Unlink
<b>execCommand vValue</b>	Not applicable.
<b>Applies to</b>	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

## C++ Information

<b>Command group</b>	CGID_MSHTML
<b>Symbolic constant</b>	IDM_UNLINK
<b>User interface</b>	None
<b>IOleCommandTarget::Exec parameters</b>	<i>pvaIn</i> Not applicable. <i>pvaOut</i> Not applicable.
<b>Header file</b>	Mshtmcmd.h
<b>Applies to</b>	<a href="#">IOleCommandTarget::Exec</a> , <a href="#">IOleCommandTarget::QueryStatus</a>

## Minimum Availability

Internet Explorer 4.0 and later

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◀ Unlink Command | IDM\_UNLI... ▶ Cor

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# Unselect Command | IDM\_CLEARSELECTION Command ID

---

Clears the current selection.

## Scripting Information

<b>Command</b>	Unselect
<b>execCommand vValue</b>	Not applicable.
<b>Applies to</b>	<a href="#">execCommand</a> , <a href="#">queryCommandEnabled</a> , <a href="#">queryCommandIndeterm</a> , <a href="#">queryCommandState</a> , <a href="#">queryCommandSupported</a> , <a href="#">queryCommandValue</a>

## C++ Information

<b>Command group</b>	CGID_MSHTML
<b>Symbolic constant</b>	IDM_CLEARSELECTION
<b>User interface</b>	None
<b>IOleCommandTarget::Exec parameters</b>	<i>pvaIn</i> Not applicable. <i>pvaOut</i> Not applicable.
<b>Header file</b>	Mshtmcmd.h
<b>Applies to</b>	<a href="#">IOleCommandTarget::Exec</a> , <a href="#">IOleCommandTarget::QueryStatus</a>

## Minimum Availability

Internet Explorer 4.0 and later

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□ implementing dhtml behavi... ▴ DHTML

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# Default Behaviors Reference

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[dhtml behaviors](#) provide a means for Web developers to extend the Microsoft® Internet Explorer current object model. A number of behaviors have been implemented as part of Internet Explorer 5 and are referred to as *default behaviors*.

The following links provide access to the object model exposed by these default behaviors.

## Behaviors

<a href="#">anchor</a>	<a href="#">anim</a>	<a href="#">animation</a>	<a href="#">audio</a>
<a href="#">clientCaps</a>	<a href="#">download</a>	<a href="#">homePage</a>	<a href="#">httpFolder</a>
<a href="#">img</a>	<a href="#">media</a>	<a href="#">par</a>	<a href="#">saveFavorite</a>
<a href="#">saveHistory</a>	<a href="#">saveSnapshot</a>	<a href="#">seq</a>	<a href="#">time</a>
<a href="#">userData</a>	<a href="#">video</a>		

## Properties

<a href="#">accelerate</a>	<a href="#">autoReverse</a>	<a href="#">availHeight</a>	<a href="#">availWidth</a>
<a href="#">begin</a>	<a href="#">beginAfter</a>	<a href="#">beginEvent</a>	<a href="#">beginWith</a>
<a href="#">bufferDepth</a>	<a href="#">clipBegin</a>	<a href="#">clipEnd</a>	<a href="#">clockSource</a>
<a href="#">colorDepth</a>	<a href="#">connectionType</a>	<a href="#">cookieEnabled</a>	<a href="#">cpuClass</a>
<a href="#">currTime</a>	<a href="#">decelerate</a>	<a href="#">dur</a>	<a href="#">end</a>
<a href="#">endEvent</a>	<a href="#">endHold</a>	<a href="#">eventRestart</a>	<a href="#">expires</a>
<a href="#">folder</a>	<a href="#">height</a>	<a href="#">image</a>	<a href="#">img</a>
<a href="#">javaEnabled</a>	<a href="#">localTime</a>	<a href="#">onOffBehavior</a>	<a href="#">platform</a>
<a href="#">player</a>	<a href="#">playerObject</a>	<a href="#">progressBehavior</a>	<a href="#">repeat</a>
<a href="#">repeatDur</a>	<a href="#">sound</a>	<a href="#">src</a>	<a href="#">statics</a>
<a href="#">syncBehavior</a>	<a href="#">syncTolerance</a>	<a href="#">systemLanguage</a>	<a href="#">target</a>
<a href="#">timeAction</a>	<a href="#">timeline</a>	<a href="#">timelineBehavior</a>	<a href="#">timeStartRule</a>
<a href="#">type</a>	<a href="#">userLanguage</a>	<a href="#">width</a>	<a href="#">XMLDocument</a>

## Methods

<a href="#">addComponentRequest</a>	<a href="#">addDABehavior</a>	<a href="#">beginElement</a>	<a href="#">clearComponentRequest</a>
<a href="#">compareVersions</a>	<a href="#">doComponentRequest</a>	<a href="#">endElement</a>	<a href="#">getAttribute</a>
<a href="#">getComponentVersion</a>	<a href="#">isComponentInstalled</a>	<a href="#">isHomePage</a>	<a href="#">load</a>

navigate	navigateFrame	navigateHomePage	pause
removeAttribute	removeDABehavior	resume	save
setAttribute	setHomePage	startDownload	

## Events

onbegin	onend	onload	onmediacomplete
onmedialoadfailed	onmediaslip	onpause	onrepeat
onresume	onresync	onreverse	onsave
onscriptcommand			

---

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## ▶ ISO Latin-1 Character Set ◀ DHTML F

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# HTML Character Sets

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Character sets determine how the bytes that represent the text of your HTML document are translated to readable characters. Microsoft® Internet Explorer interprets the bytes in your document according to the applied character set translations. It interprets numeric or hex character references ("〹" or "&#x1234;") as ISO10646 code points, consistent with the Unicode Standard, version 2.0, and independent of the chosen character set. Named entities ("&") are displayed independently of the chosen character set as well. The display of an arbitrary numeric character reference requires the existence of a font that is able to display that particular character on the user's system. Accordingly, the content in the first column of the following tables may not render as expected on all systems.

- [ISO Latin-1 Character Set](#)
- [Additional Named Entities for HTML](#)
- [Character Entities for Special Symbols and BIDI Text](#)
- [Character Set Recognition](#)

---

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▸ all Collection ▸ DHTML References

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# DHTML Collections

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The following is a list of the collections exposed by the Dynamic HTML Object Model.

<a href="#">all</a>	<a href="#">anchors</a>	<a href="#">applets</a>
<a href="#">areas</a>	<a href="#">attributes</a>	<a href="#">behaviorUrns</a>
<a href="#">bookmarks</a>	<a href="#">boundElements</a>	<a href="#">cells</a>
<a href="#">childNodes</a>	<a href="#">children</a>	<a href="#">controlRange</a>
<a href="#">elements</a>	<a href="#">embeds</a>	<a href="#">filters</a>
<a href="#">forms</a>	<a href="#">frames</a>	<a href="#">images</a>
<a href="#">imports</a>	<a href="#">links</a>	<a href="#">mimeTypes</a>
<a href="#">options</a>	<a href="#">plugins</a>	<a href="#">rows</a>
<a href="#">rules</a>	<a href="#">scripts</a>	<a href="#">styleSheets</a>
<a href="#">tBodies</a>	<a href="#">TextRectangle</a>	

The following is a list the methods that return collections.

<a href="#">getClientRects</a>	<a href="#">getElementsByName</a>	<a href="#">getElementsByTagName</a>
<a href="#">tags</a>	<a href="#">urns</a>	

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## ▶ onabort Event ◀ DHTML References

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# DHTML Events

---

The following events are exposed by the Dynamic HTML Object Model.

onabort	onafterprint	onafterupdate
onbeforecopy	onbeforecut	onbeforeeditfocus
onbeforepaste	onbeforeprint	onbeforeunload
onbeforeupdate	onblur	onbounce
oncellchange	onchange	onclick
oncontextmenu	oncopy	oncut
ondataavailable	ondatasetchanged	ondatasetcomplete
ondblclick	ondrag	ondragend
ondragenter	ondragleave	ondragover
ondragstart	ondrop	onerror
onerrorupdate	onfilterchange	onfinish
onfocus	onhelp	onkeydown
onkeypress	onkeyup	onload
onlosecapture	onmousedown	onmousemove
onmouseout	onmouseover	onmouseup
onpaste	onpropertychange	onreadystatechange
onreset	onresize	onrowenter
onrowexit	onrowsdelete	onrowsinserted
onscroll	onselect	onselectstart
onstart	onstop	onsubmit
onunload		

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▶ add ▲ DHTML References

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# DHTML Methods

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The following is a list of the methods exposed by the Dynamic HTML Object Model.

<a href="#">add</a>	<a href="#">addBehavior</a>	<a href="#">AddChannel</a>
<a href="#">AddDesktopComponent</a>	<a href="#">AddFavorite</a>	<a href="#">addImport</a>
<a href="#">addReadRequest</a>	<a href="#">addRule</a>	<a href="#">alert</a>
<a href="#">appendChild</a>	<a href="#">applyElement</a>	<a href="#">assign</a>
<a href="#">attachEvent</a>	<a href="#">AutoCompleteSaveForm</a>	<a href="#">AutoScan</a>
<a href="#">back</a>	<a href="#">blur</a>	<a href="#">clear</a>
<a href="#">clear</a>	<a href="#">clearAttributes</a>	<a href="#">clearData</a>
<a href="#">clearInterval</a>	<a href="#">clearRequest</a>	<a href="#">clearTimeout</a>
<a href="#">click</a>	<a href="#">cloneNode</a>	<a href="#">close</a>
<a href="#">close</a>	<a href="#">collapse</a>	<a href="#">compareEndPoints</a>
<a href="#">componentFromPoint</a>	<a href="#">confirm</a>	<a href="#">contains</a>
<a href="#">createCaption</a>	<a href="#">createControlRange</a>	<a href="#">createElement</a>
<a href="#">createRange</a>	<a href="#">createStyleSheet</a>	<a href="#">createTextNode</a>
<a href="#">createTextRange</a>	<a href="#">createTFoot</a>	<a href="#">createTHead</a>
<a href="#">deleteCaption</a>	<a href="#">deleteCell</a>	<a href="#">deleteRow</a>
<a href="#">deleteTFoot</a>	<a href="#">deleteTHead</a>	<a href="#">detachEvent</a>
<a href="#">doReadRequest</a>	<a href="#">doScroll</a>	<a href="#">duplicate</a>
<a href="#">elementFromPoint</a>	<a href="#">empty</a>	<a href="#">execCommand</a>
<a href="#">execScript</a>	<a href="#">expand</a>	<a href="#">findText</a>
<a href="#">firstPage</a>	<a href="#">focus</a>	<a href="#">forward</a>
<a href="#">getAdjacentText</a>	<a href="#">getAttribute</a>	<a href="#">getAttribute</a>
<a href="#">getBookmark</a>	<a href="#">getBoundingClientRect</a>	<a href="#">getClientRects</a>
<a href="#">getData</a>	<a href="#">getElementById</a>	<a href="#">getElementsByName</a>
<a href="#">getElementsByTagName</a>	<a href="#">getExpression</a>	<a href="#">go</a>
<a href="#">hasChildNodes</a>	<a href="#">ImportExportFavorites</a>	<a href="#">inRange</a>
<a href="#">insertAdjacentElement</a>	<a href="#">insertAdjacentHTML</a>	<a href="#">insertAdjacentText</a>
<a href="#">insertBefore</a>	<a href="#">insertCell</a>	<a href="#">insertRow</a>
<a href="#">isEqual</a>	<a href="#">IsSubscribed</a>	<a href="#">item</a>
<a href="#">javaEnabled</a>	<a href="#">lastPage</a>	<a href="#">mergeAttributes</a>
<a href="#">move</a>	<a href="#">moveBy</a>	<a href="#">moveEnd</a>
<a href="#">moveRow</a>	<a href="#">moveStart</a>	<a href="#">moveTo</a>
<a href="#">moveToBookmark</a>	<a href="#">moveToElementText</a>	<a href="#">moveToPoint</a>
<a href="#">namedRecordset</a>	<a href="#">navigate</a>	<a href="#">NavigateAndFind</a>
<a href="#">nextPage</a>	<a href="#">open</a>	<a href="#">open</a>
<a href="#">parentElement</a>	<a href="#">pasteHTML</a>	<a href="#">previousPage</a>
<a href="#">print</a>	<a href="#">prompt</a>	<a href="#">queryCommandEnabled</a>
<a href="#">queryCommandIndeterm</a>	<a href="#">queryCommandState</a>	<a href="#">queryCommandSupported</a>

queryCommandValue	recalc	refresh
releaseCapture	reload	remove
removeAttribute	removeBehavior	removeChild
removeExpression	removeNode	removeRule
replace	replaceAdjacentText	replaceChild
replaceNode	reset	resizeBy
resizeTo	scroll	scrollBy
scrollIntoView	scrollTo	select
select	setAttribute	setCapture
setData	setEndPoint	setExpression
setInterval	setTimeout	ShowBrowserUI
showHelp	showModalDialog	showModelessDialog
splitText	start	stop
submit	swapNode	tags
taintEnabled	urns	write
writeln		

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◀ Color Table ▶ dhtml tutorials ◻ ▶ DHTML

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# Tips and Tricks

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As with any type of programming, writing bug-free, efficient scripts that meet your expectations takes a bit of work. The following sections provide some tips and hints to make that work take less time and go more smoothly.

- [Checking the Internet Explorer Version Number](#)
- [Canceling a Button Click](#)
- [Preventing a Document From Being Cached](#)
- [Using Objects](#)
- [Replacing Custom Controls with Dynamic HTML](#)

## Checking the Internet Explorer Version Number

Your scripts should always check the version of the client browser so your content will degrade gracefully if the browser does not support the new features of Microsoft® Internet Explorer version 4 or later. The easiest way to identify whether the browser is Internet Explorer and determine its version number is to use the following JScript® (compatible with ECMA 262 language specification) function:

```
function msieversion()  
// Return Microsoft Internet Explorer (major) version number, or 0 for  
// This function works by finding the "MSIE " string and extracting th  
// following the space, up to the decimal point for the minor version, v  
{  
    var ua = window.navigator.userAgent  
    var msie = ua.indexOf ( "MSIE " )  
    if ( msie > 0 )      // is Microsoft Internet Explorer; return version n  
        return parseInt ( ua.substring ( msie+5, ua.indexOf ( ".", msie ) )  
    else  
        return 0  // is other browser  
}
```

This function runs on most browsers and returns either the major version number for any Microsoft Internet Explorer browser or zero for all other browsers. Use of this function ensures that the script will be compatible with future versions of Internet Explorer.

Scripts should always check version numbers greater than or equal to a target version so as to be compatible with future versions. Existing scripts that check for [userAgent](#) equal to "MSIE 3" should be changed to check the version correctly so that these scripts will recognize Internet Explorer 4.0, which



supports all of the functionality of the previous version.

The following example shows how to correctly check the client browser version.

```
if ( msieversion() >= 4 )  
    document.alert( "This is IE4 or later - safe to use all IE4 features" )  
else if ( msieversion() >= 3 )  
    document.alert( "This is IE3 - safe to use ActiveX" )  
else  
    document.alert( "This is not IE" )
```

## Canceling a Button Click

The following HTML example shows a common scripting mistake related to event handling and canceling the default action.

```
<HTML>
<HEAD><TITLE>Canceling the Default Action</TITLE>
<SCRIPT LANGUAGE=
"JScript"> function askConfirm()
    { return window.confirm ("Choose OK to follow hyperlink, Cancel
not.")
}

</SCRIPT> <BODYonload="b3.onclick=askConfirm">
<!-- Try links with different hookups - should be canceled by "Cancel

<BR><A NAME=b1 HREF="http://www.microsoft.com" onclick="as

<BR><A NAME=b2 HREF="http://www.microsoft.com" onclick="re

<BR><A NAME=b3 HREF="http://www.microsoft.com">3 Function

</BODY>
</HTML>
```

The first [A](#) element in this example does not work properly. Without the **return** in the [onclick](#) JScript expression, the browser interprets the function expression, throws away the resulting value, and leaves the default action unaffected.

The other [A](#) elements correctly bind the return value to the event, hence the default action can be canceled when false is returned.

## Preventing a Document From Being Cached

You can prevent a document from being cached by adding the following [META](#) tag to the document.

```
<META HTTP-EQUIV="Expires" CONTENT="0">
```

Preventing the document from being cached ensures that a fresh copy of the document will always be retrieved from the site, even during the user's current session, regardless of how the user has set the browser's caching options. This is useful if the content of the document changes frequently.

## Using Objects

Objects are ActiveX® Controls or other similar components that provide custom capabilities and services for HTML documents. You can add a control to your document by using the **OBJECT** element, and you can gain access to the capabilities and services of the control by using its properties and methods from script.

When using objects, be aware that Dynamic HTML extends every object by providing these additional properties:

align	classid	code
codeBase	codeType	
data	form	
height	name	
object	recordset	
type	width	

If a control has properties with these same names, you will not be able to access the properties unless you preface the name with the **object** property. For example, assume that an ActiveX control is added to the document by using the following:

```
<OBJECT ID="MyControl" HEIGHT=100 WIDTH=200 CLASSID=
</PARAM NAME="width" VALUE="400">
</OBJECT>
```

In this example, there are two widths: an extended property set within the **OBJECT** element, and a property belonging to the control that is set using the **PARAM** element. To access these from script, you use the following code:

```
alert(MyControl.width); // this is Dynamic HTML's property; display
alert(MyControl.object.width); // this is the object's property; display:
```

## Replacing Custom Controls with Dynamic HTML

Dynamic HTML provides everything you need to generate animated effects without resorting to custom controls. For example, consider the following script, which is a replacement for the Path control.

```
var tickDuration;  
tickDuration = 50;  
  
var activeObjectCount;  
var activeObjects;  
var itemDeactivated;  
  
var tickGeneration;  
  
activeObjects = new Array();  
activeObjectCount = 0;  
timerRefCount = 0;  
itemDeactivated = false;  
  
tickGeneration = 0;  
  
function initializePath(e) {  
    e.waypointX = new Array();  
    e.waypointY = new Array();  
    e.duration = new Array();  
  
}  
  
function addWaypoint(e, number, x, y, duration) {  
    e.waypointX[number] = x;  
    e.waypointY[number] = y;
```

```
e.duration[number] = duration;
}

function compact() {
    var i, n, c;

    n = new Array();
    c = 0;
    itemDeactivated = false;
    for (i=0; i<activeObjectCount; i++) {
        if (activeObjects[i].active == true) {
            n[c] = activeObjects[i];
            c++;
        }
    }

    activeObjects = n;
    activeObjectCount = c;
}

function tick(generation) {

    if (generation < tickGeneration) {
        // alert("Error "+generation);
        return;
    }

    //alert("tick: "+generation);

    if (itemDeactivated)
        compact();

    if (activeObjectCount == 0) {
```

```
    return;
}
else {
    for (i=0; i<activeObjectCount; i++) {
        moveElement(activeObjects[i]);
    }

    window.setTimeout("tick("+generation+");", tickDuration);
}
}
```

```
function start(e) {
    if (itemDeactivated)
        compact();

    activeObjects[activeObjectCount] = e;
    activeObjectCount++;

    if (activeObjectCount == 1) {
        tickGeneration++;
        tick(tickGeneration);
    }
}
```

```
function runWaypoint(e, startPoint, endPoint) {

    var startX, startY, endX, endY, duration;

    if (e.waypointX == null)
        return;

    startX = e.waypointX[startPoint];
    startY = e.waypointY[startPoint];
```

```
endX = e.waypointX[endPoint];
endY = e.waypointY[endPoint];

duration = e.duration[endPoint];
e.ticks = duration / tickDuration;

e.endPoint = endPoint;
e.active = true;
e.currTick = 0;

e.dx = (endX - startX) / e.ticks;
e.dy = (endY - startY) / e.ticks;

e.style.posLeft = startX;
e.style.posTop = startY;

start(e);
}

function moveElement(e) {
    e.style.posLeft += e.dx;
    e.style.posTop += e.dy;

    e.currTick++;

    if (e.currTick > e.ticks) {
        e.active = false;
        itemDeactivated = true;
        if (e.onpathcomplete != null) {
            window.pathElement = e;
            e.onpathcomplete()
        }
    }
}
```



```
}
```

To use this script in your document, do the following:

1. Load the script by using the [src](#) attribute of the [SCRIPT](#) element.
2. Initialize the paths by using the `initializePath` function.
3. Set the way points by using the `addWaypoint` function.
4. Set the path-complete handlers using the `runWaypoint` function.

The following sample document show how this works.

```
<html>

<body>

<div id=Item1 style="position: absolute; left: 0; top: 0;">Item1</div>
<div id=Item2 style="position: absolute; left: 0; top: 0;">Item2</div>
<div id=Item3 style="position: absolute; left: 0; top: 0;">Item3</div>
<div id=Item4 style="position: absolute; left: 0; top: 0;">Item4</div>
<div id=Item5 style="position: absolute; left: 0; top: 0;">Item5</div>
<div id=Item6 style="position: absolute; left: 0; top: 0;">Item6</div>

<input type=button value="Start" onclick="runWaypoint(Item1, 0, 1);
<div id=Debug>Generation</div>

<script src="htmlpath.js">
</script>

<script>

// need to call initializePath on all objects that will be moved with this
initializePath(Item1);
```

```
initializePath(Item2);
initializePath(Item3);
initializePath(Item4);
initializePath(Item5);
initializePath(Item6);

// the 0th waypoint is the initial position for waypoint #1
// syntax is item, waypoint, endx, endy, duration in msec
addWaypoint(Item1, 0, 0, 0, 0);
addWaypoint(Item1, 1, 200, 200, 2000);

addWaypoint(Item2, 0, 100, 100, 0);
addWaypoint(Item2, 1, 400, 100, 4000);

addWaypoint(Item3, 0, 400, 400, 0);
addWaypoint(Item3, 1, 200, 100, 1000);

addWaypoint(Item4, 0, 0, 0, 0);
addWaypoint(Item4, 1, 200, 200, 2000);

addWaypoint(Item5, 0, 100, 100, 0);
addWaypoint(Item5, 1, 400, 100, 4000);

addWaypoint(Item6, 0, 400, 400, 0);
addWaypoint(Item6, 1, 200, 100, 1000);

function endfunction() {
    // syntax for runWaypoint is Item, start point, end point
    runWaypoint(Item3, 0, 1);
    runWaypoint(Item4, 0, 1);
    runWaypoint(Item5, 0, 1);
    runWaypoint(Item6, 0, 1);
}
```

```
}  
  
function endfunction2() {  
    runWaypoint(Item1, 0, 1);  
}  
  
Item1.onpathcomplete = endfunction;  
Item6.onpathcomplete = endfunction2;  
  
</script>  
</body>  
</html>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



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# ▸ DHTML, HTML & CSS

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# Visual Filters and Transitions Reference

---

With the introduction of Microsoft® Internet Explorer 4.0, Web page authors can now apply multimedia-style effects to their content through the use of visual filters and transitions. These effects are implemented in Web pages using a cascading style sheet (CSS) attribute. Visual filters and transitions can be applied to standard HTML controls, such as text containers, images, and any other windowless object. Transitions are time-varying filters that can create a transition from one visual state to another. By combining filters and transitions with basic scripting, authors have a powerful tool for creating visually engaging and interactive documents.

The following links provide access to the object model exposed by these Visual Filters and Transitions.

## Filters

<a href="#">alpha</a>	<a href="#">blendTrans</a>	<a href="#">blur</a>	<a href="#">chroma</a>
<a href="#">dropShadow</a>	<a href="#">flipH</a>	<a href="#">flipV</a>	<a href="#">glow</a>
<a href="#">gray</a>	<a href="#">invert</a>	<a href="#">light</a>	<a href="#">mask</a>
<a href="#">redirect</a>	<a href="#">revealTrans</a>	<a href="#">shadow</a>	<a href="#">wave</a>
<a href="#">xray</a>			

## Properties

<a href="#">add</a>	<a href="#">color</a>	<a href="#">direction</a>	<a href="#">duration</a>
<a href="#">enabled</a>	<a href="#">finishOpacity</a>	<a href="#">finishX</a>	<a href="#">finishY</a>
<a href="#">freq</a>	<a href="#">lightStrength</a>	<a href="#">offX</a>	<a href="#">offY</a>
<a href="#">opacity</a>	<a href="#">phase</a>	<a href="#">positive</a>	<a href="#">startX</a>
<a href="#">startY</a>	<a href="#">status</a>	<a href="#">strength</a>	<a href="#">style</a>
<a href="#">transition</a>			

## Methods

<a href="#">addAmbient</a>	<a href="#">addCone</a>	<a href="#">addPoint</a>	<a href="#">apply</a>
<a href="#">changeColor</a>	<a href="#">changeStrength</a>	<a href="#">clear</a>	<a href="#">elementImage</a>

moveLight play stop

---

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## ▶ !DOCTYPE Element

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# HTML Elements

---

The following topics list the set of elements defined by HTML. The links take you to the element definitions, which contain the set of members for the element.

<a href="#">!DOCTYPE</a>	<a href="#">A</a>	<a href="#">ACRONYM</a>	<a href="#">ADDRESS</a>	<a href="#">APPLET</a>	<a href="#">AREA</a>
<a href="#">B</a>	<a href="#">BASE</a>	<a href="#">BASEFONT</a>	<a href="#">BDO</a>	<a href="#">BGSOUND</a>	<a href="#">BIG</a>
<a href="#">BLOCKQUOTE</a>	<a href="#">BODY</a>	<a href="#">BR</a>	<a href="#">BUTTON</a>	<a href="#">CAPTION</a>	<a href="#">CENTER</a>
<a href="#">CITE</a>	<a href="#">CODE</a>	<a href="#">COL</a>	<a href="#">COLGROUP</a>	<a href="#">COMMENT</a>	<a href="#">custom</a>
<a href="#">DD</a>	<a href="#">DEL</a>	<a href="#">DFN</a>	<a href="#">DIR</a>	<a href="#">DIV</a>	<a href="#">DL</a>
<a href="#">DT</a>	<a href="#">EM</a>	<a href="#">EMBED</a>	<a href="#">FIELDSET</a>	<a href="#">FONT</a>	<a href="#">FORM</a>
<a href="#">FRAME</a>	<a href="#">FRAMESET</a>	<a href="#">HEAD</a>	<a href="#">Hn</a>	<a href="#">HR</a>	<a href="#">HTML</a>
<a href="#">HTML Comment</a>	<a href="#">I</a>	<a href="#">IFRAME</a>	<a href="#">IMG</a>	<a href="#">INPUT</a>	<a href="#">INPUT type=button</a>
<a href="#">INPUT type=checkbox</a>	<a href="#">INPUT type=file</a>	<a href="#">INPUT type=hidden</a>	<a href="#">INPUT type=image</a>	<a href="#">INPUT type=password</a>	<a href="#">INPUT type=radio</a>
<a href="#">INPUT type=reset</a>	<a href="#">INPUT type=submit</a>	<a href="#">INPUT type=text</a>	<a href="#">INS</a>	<a href="#">ISINDEX</a>	<a href="#">KBD</a>
<a href="#">LABEL</a>	<a href="#">LEGEND</a>	<a href="#">LI</a>	<a href="#">LINK</a>	<a href="#">LISTING</a>	<a href="#">MAP</a>
<a href="#">MARQUEE</a>	<a href="#">MENU</a>	<a href="#">META</a>	<a href="#">NOBR</a>	<a href="#">NOFRAMES</a>	<a href="#">NOSCRIPT</a>
<a href="#">OBJECT</a>	<a href="#">OL</a>	<a href="#">OPTION</a>	<a href="#">P</a>	<a href="#">PARAM</a>	<a href="#">PLAINTEXT</a>
<a href="#">PRE</a>	<a href="#">Q</a>	<a href="#">RT</a>	<a href="#">RUBY</a>	<a href="#">S</a>	<a href="#">SAMP</a>
<a href="#">SCRIPT</a>	<a href="#">SELECT</a>	<a href="#">SMALL</a>	<a href="#">SPAN</a>	<a href="#">STRIKE</a>	<a href="#">STRONG</a>
<a href="#">STYLE</a>	<a href="#">SUB</a>	<a href="#">SUP</a>	<a href="#">TABLE</a>	<a href="#">TBODY</a>	<a href="#">TD</a>
<a href="#">TEXTAREA</a>	<a href="#">TFOOT</a>	<a href="#">TH</a>	<a href="#">THEAD</a>	<a href="#">TITLE</a>	<a href="#">TR</a>
<a href="#">TT</a>	<a href="#">U</a>	<a href="#">UL</a>	<a href="#">VAR</a>	<a href="#">WBR</a>	<a href="#">XML</a>
<a href="#">XMP</a>					

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◆ ◀ font-variant Attribute | ... ▶ form Prope

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# font-weight Attribute | fontWeight Property

---

Sets or retrieves the weight of the font of the object.

## Syntax

<b>HTML</b>	{ <b>font-weight</b> : <i>sWeight</i> }
<b>Scripting</b>	<i>object.style.fontWeight</i> [ = <i>sWeight</i> ]

## Possible Values

<i>sWeight</i>	String that specifies one of the following values:
<b>normal</b>	Font is normal.
<b>bold</b>	Font is bold.
<b>bolder</b>	Font is heavier than regular bold.
<b>lighter</b>	Font is lighter than normal.
<b>100</b>	Font is at least as light as the 200 weight.
<b>200</b>	Font is at least as bold as the 100 weight and at least as light as the 300 weight.
<b>300</b>	Font is at least as bold as the 200 weight and at least as light as the 400 weight.
<b>400</b>	Font is normal.
<b>500</b>	Font is at least as bold as the 400 weight and at least as light as the 600 weight.
<b>600</b>	Font is at least as bold as the 500 weight and at least as light as the 700 weight.
<b>700</b>	Font is bold.
<b>800</b>	Font is at least as bold as the 700 weight and at least as light as the 900 weight.
<b>900</b>	Font is at least as bold as the 800 weight.

The property is read/write with a default value of **normal**; the cascading style sheets (CSS) attribute is inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

Key words for **font-weight** values are mapped to specific font variations depending on the fonts that are installed on the user's computer. In many

cases, the user cannot see the difference between different **font-weight** settings because the system chooses the closest match.

Setting the **font-weight** to 400 is equivalent to normal, and 700 is equivalent to bold. A **font-weight** of bolder or lighter is interpreted relative to the parent object's weight. A value of bolder for text whose parent is normal would set the text to bold.

Internet Explorer 4.0 supports only normal and bold.

Internet Explorer 3.0 supports the **font-weight** attribute through the [font](#) attribute.

## Example

The following examples use the **font-weight** attribute and the **fontWeight** property to change the font weight.

This example uses [LI](#) as a selector in an embedded (global) style sheet to set the font weight to bolder.

```
<STYLE>
LI { font-weight:bolder }
</STYLE>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to set the font weight to bolder when an [onmouseover](#) event occurs.

```
<P STYLE="font-size:14" onmouseover="this.style.fontWeight='bc
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ADDRESS, B, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, currentStyle, custom, DD, DFN, DIR, DIV, DL, DT, EM, FIELDSET, FORM, Hn, HTML, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, OL, P, PLAINTEXT, PRE, runtimeStyle, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

## See Also

[font](#)

---

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## *Web Workshop | Component Development*

# Component Development

For **navigation tips**, please see [using this site](#).

This section contains information you'll need to create components for your Web pages, using either ActiveX™ or Dynamic HTML scriptlet technology.

## ActiveX

We recommend reading the ActiveX controls [introduction](#) and [overview](#) for starters. For a sampling of the technology's versatility, read [using activex with asp](#), [creating activex components in c++](#), and the [abcs of mfc activex controls](#).

## HTML Components

Get acquainted with the DHTML Scriptlets [Introduction](#) and [Overview](#) before diving into the [Container Object Reference](#) and the [Object Model Extensions](#).

## Component Object Model (COM)

The section also provides related information about the [component object model \(com\)](#), the

[//msdn.microsoft.com/workshop/components/dtctrl/doc/overview.asp](http://msdn.microsoft.com/workshop/components/dtctrl/doc/overview.asp)>design-time control sdk, the [HTML Components \(HTC\) Reference](#), [downloading code on the Web](#), and [offline browsing](#).



## ▸ Component Development

*Web Workshop | Component Development*

# Welcome to Scriptlet Technology

---

Dynamic HTML (DHTML) scriptlets provide you with an easy but powerful way to create controls from Web pages (.htm files) that use Dynamic HTML. You can use scriptlets as ordinary controls in applications such as Microsoft® Visual Basic®, Microsoft® Internet Explorer version 4.0 and later, and Microsoft® Visual InterDev™.

To	See
Understand scriptlets and how they work	<a href="#">Scriptlets Overview</a>
Create scriptlets and add them to your applications	<a href="#">Designing and Using Scriptlets</a>
Find descriptions of the properties, methods, and events that you can use when including a scriptlet in your application	<a href="#">Scriptlet Container Object Reference</a>
Find descriptions of the properties, methods, and events that you can use when creating a scriptlet	<a href="#">Scriptlet Model Extensions</a>

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## ▸ Welcome to Scriptlet Tech...

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# Designing a Scriptlet

---

A scriptlet is simply a DHTML page that uses certain conventions to define its properties, methods, and events.

## To define the page as a scriptlet:

- Create a JScript® (compatible with ECMA 262 language specification) **public\_description** object to manage properties and methods. With this convention, you explicitly define which properties and methods the scriptlet will make available. Any behavior that is not explicitly declared using the **public\_description** object is not available. For more information, see [Creating a public\\_description Object](#).
- Or, use a default interface description. You do not explicitly declare properties or methods. Instead, any variables and functions that follow certain naming conventions become available as properties and methods. You can use this method if you want to create scriptlet properties and methods in an active scripting language other than JScript. For more information, see [Using Default Interface Descriptions](#).

Using a **public\_description** object has several advantages. You can use any names for variables and functions that you want to expose as properties and methods because you assign them public names in the **public\_description** object. In addition, using the **public\_description** object provides you with a convenient way to summarize and document the properties and methods that the scriptlet exposes.

In contrast, if you use the default interface descriptions, you must use the **public\_** prefix on any name that you want to expose. If a scriptlet already happens to have a variable or function with the **public\_** prefix, it will always be exposed, whether you want it to be or not.

When you create the properties, methods, and events for the scriptlet, you can

make full use of the DHTML Object Model to display text, animate HTML elements, change colors, or define any other behavior that you want the control to have.

You can also use extensions to the DHTML Object Model that are available as part of the **window.external** object, which is unique to scriptlets. For a summary of the extensions, see [Scriptlet Model Extensions](#).

**Note** You can determine from within the .htm file whether it is being used as a scriptlet or simply as a standalone Web page. For details, see the [version](#) property.

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## ▸ Welcome to Scriptlet Tech...

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# Adding Scriptlets to Your Application

---

You can use scriptlets as you would any control.

## To add a scriptlet to a Web page:

1. Define the scriptlet using an **OBJECT** tag, setting its **TYPE** attribute to "text/x-scriptlet".
2. Specify the scriptlet's URL by setting the **DATA** attribute in the **OBJECT** tag, as in the following example:

```
<OBJECT ID="Scriptlet1"
  TYPE="text/x-scriptlet"
  DATA="http://myserver/sample.htm">
```

Or, specify a URL using the object's **PARAM** tag, as in the following example:

```
<OBJECT ID="Scriptlet1" TYPE="text/x-scriptlet" WIDTH=300
  <PARAM NAME="url" VALUE="http://myserver/sample.htm">
</OBJECT>
```

**Note** If you insert a scriptlet into a Web page using a visual tool such as a toolbox or control insertion dialog box, the resulting object definition might include a **CLASSID** attribute instead of the **TYPE** attribute.

## To add a scriptlet to a host application:

1. Create a scriptlet container object in your application and set its **name** property.
2. Set the scriptlet container object's [url](#) property to the URL of the scriptlet you want to use.

**Important** If you are adding the scriptlet to a Web page, do not set the **url** property to the URL of the current page. Doing so causes a recursive call to the page and will cause the browser to stop functioning.

You can add scroll bars if the scriptlet is too small to be displayed within the container object. For details, see [scrollbar](#).

You can also resize the container object from within the scriptlet by using a script to set the DHTML script object's [pixelHeight](#) and [pixelWidth](#) properties. The following example shows how you can resize the scriptlet container when the scriptlet is first loaded.

```
<HTML ID="MyPage">
<HEAD>
<SCRIPT LANGUAGE="VBScript">
Sub window_onload()
  MyPage.style.pixelHeight = 300
  MyPage.style.pixelWidth = 400
End Sub
</SCRIPT>
</HEAD>
```

If you change the .htm file after creating the control, the display in the control is not updated until the next time the page is read. This occurs when the application is run or if you change the **url** property of the control again.

**Note** After the scriptlet has been initialized, the F5 key, used to refresh a page in Internet Explorer, is not active in the scriptlet container object.

After creating an instance of the scriptlet, you can write scripts for it as you would for any other control. The object you are using to work with properties and methods is the scriptlet container object; the exact properties and methods

you can use are defined by the scriptlet identified in the container's **url** property.

**Note** If you are working in an environment that can display an object's properties and methods, such as Visual Basic®, you will not see the properties, because these are not exposed to the development environment.

For example, the following code in a Visual Basic form sets a property and calls a method in the page referenced by the ScriptContainer1 control.

```
Sub cmdColor_Click()  
    ScriptContainer1.BackgroundColor="red"  
    ScriptContainer1.UpdateText (Text1.Text)  
End Sub
```

**Note** In Visual Basic, you must pass a parameter to a scriptlet method even if the method does not require one or errors can occur. For example, the following statement passes a placeholder parameter of zero to a scriptlet method that does not require parameters:

```
ScriptContainer1.ToggleColor (0)
```

Before getting a scriptlet's properties or calling its methods, be sure that the scriptlet has been fully loaded. For details, see the container object's [onreadystatechange](#) event and [readyState](#) property, and the scriptlet's [frozen](#) property.

Handling events that occur in the scriptlet is slightly different than it is for events in other objects. For details, see [Defining Event Handlers](#).

**See Also**

[Scriptlets Overview](#)

## Designing a Scriptlet

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## ▸ Welcome to Scriptlet Tech...

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## Defining Event Handlers

---

When you use a scriptlet in your host application, the application can be notified about events that occur in the scriptlet. The scriptlet can expose two types of events:

- Standard DHTML events such as the [onclick](#) event and the [onkeypress](#) event. These events are triggered for the scriptlet container object as a whole—using a standard event, you cannot distinguish which control within the scriptlet triggered the event. For more information, see [Handling Standard Events](#).
- Custom events (events that you define or DHTML events not provided as standard events). You can also use custom events to pinpoint which control in the scriptlet triggered the event. For more information, see [Defining Custom Events](#).

---

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▸ frozen Property ▴ Welcome to Scriptle

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## event Property

---

Provides state information about a standard DHTML event passed from the scriptlet.

### Applies To

Scriptlet object container

### Syntax

*value* = *ScriptContainer*.**event**.*member*

### Remarks

This property is read-only. The event property provides a way to get state information about any of the standard events passed from the scriptlet: [onclick](#), [ondblclick](#), [onkeydown](#), [onkeypress](#), [onkeyup](#), [onmousedown](#), [onmousemove](#), [onmouseup](#). This property corresponds to the DHTML event object.

To get state information, you can query the values of the event property's members, which include altKey, ctrlKey, keyCode, offsetX, offsetY, shiftKey, srcElement, type, and others. The following example script illustrates how you can use the event property to get more information about a standard event:

```
Sub ScriptContainer1_onkeyup()  
    MsgBox "The character typed was " & ScriptContainer1.event.keyCode  
    MsgBox "The Alt key state was " & ScriptContainer1.event.altKey  
    MsgBox "The Ctrl key state was " & ScriptContainer1.event.ctrlKey  
    MsgBox "The Shift key state was " & ScriptContainer1.event.shiftKey  
    MsgBox "The mouse was at " & offsetX & ", " & offsetY
```

```
MsgBox "The affected control was " & ScriptContainer1.event.srcE  
MsgBox "The event was " & ScriptContainer1.event.type  
End Sub
```

For more information about using the event property, refer to the event object in the DHTML documentation.

---

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◆ ◀ frozen Property ▶ scrollbar Property ▲

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## readyState Property

---

Returns information about the load state of the scriptlet hosted in the container object.

### Applies To

Scriptlet container object

### Syntax

*ScriptContainer*.**readyState** = *integer*

### Remarks

This property is read-only. It is available only at runtime.

The readyState property returns an integer value between 1 and 4 indicating the load state of the scriptlet, with the following values:

Value	Definition
1 or 2	Undefined
3	Scriptlet text has been loaded, but controls on the scriptlet's .htm page might not yet be functional.
4	Scriptlet is completely loaded

In general, you should not attempt to access the scriptlet's functionality before the readyState property is set to 4. You can check the value of this property in a handler for the [onreadystatechange](#) event.

---

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◆ ◀ scrollbar Property ▶ selectableContent

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# scrollbar Property

---

Specifies whether the scriptlet container object displays a scrollbar.

## Applies To

scriptlet

## Syntax

window.external.**scrollbar** = *boolean*

## Remarks

This property provides a way to set the scriptlet container object's [scrollbar](#) property from within the scriptlet.

By default, the value of this property is false. If you set this property to true:

- A vertical scrollbar always appears in the scriptlet container object. If the scriptlet's height is less than the height of the scriptlet container object's window, the vertical scrollbar is disabled.
- A horizontal scrollbar appears if the scriptlet's width is greater than the width of the scriptlet container object's window

To set the size of the scriptlet container object window from within the scriptlet, see [Adding Scriptlets to Your Application](#).

---

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 ◀ selectableContent Propert... ▶ version

*Web Workshop | Component Development*

## url Property

---

Specifies the Universal Resource Locator (URL) of the scriptlet's .htm file to be displayed in the scriptlet container object.

### Applies To

Scriptlet container object

### Syntax

*ScriptContainer*.**url** = *URLString*

### Remarks

You can specify the URL of any .htm file, either local or on a Web server. This property can be set at design time only.

**Important** If you are adding the scriptlet to a Web page, do not set this property to the URL of the current page. Doing so causes a recursive call to the page and will cause the browser stop functioning.

If you are using the scriptlet in a host application that has a Web context (such as Internet Explorer), you can specify an absolute path (for example, `http://myserver/start.htm`) or a relative path that does not include the protocol, or domain, or path (for example, `page2.htm`). If you specify a relative URL, the path is relative to the page in which the scriptlet appears.

If you specify a URL that is not valid, no error message is displayed, but the scriptlet container object remains blank.

---

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▸ ondblClick Event ▴ Welcome to Script

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# onclick Event

---

Sent when the scriptlet forwards an **onclick** event.

## Visual Basic Syntax

*ScriptContainer\_***onclick**()

## JavaScript Syntax

```
< SCRIPT LANGUAGE="JavaScript"  
FOR=ScriptContainer  
EVENT= onclick>
```

## Remarks

The scriptlet container object receives this event if both of these conditions are true:

- The scriptlet contains a handler for the **onclick** event.
- The scriptlet's handler calls the [bubbleEvent](#) method to pass the event to the host application.

You can get information about the state of the event by querying the scriptlet object container's [event](#) property.

## Applies To

Scriptlet container object

---

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◆ ◀ onClick Event ▶ onKeyDown Event ▶ \

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# ondblclick Event

---

Sent when the scriptlet forwards an **ondblclick** event.

## Visual Basic Syntax

*ScriptContainer\_***ondblClick()**

## JavaScript Syntax

```
< SCRIPT LANGUAGE="JavaScript"  
FOR=ScriptContainer  
EVENT= ondblClick>
```

## Remarks

The scriptlet container object receives this event if both of these conditions are true:

- The scriptlet contains a handler for the **ondblclick** event.
- The scriptlet's handler calls the [bubbleEvent](#) method to pass the event to the host application.

You can get information about the state of the event by querying the scriptlet object container's [event](#) property.

## Applies To

Scriptlet container object

---

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◀ ondblClick Event ▶ onKeyPress Event

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# onkeydown Event

---

Sent when the scriptlet forwards an **onkeydown** event.

## Visual Basic Syntax

*ScriptContainer\_***onkeydown()**

## JavaScript Syntax

```
< SCRIPT LANGUAGE="JavaScript"  
FOR=ScriptContainer  
EVENT= onkeydown()>
```

## Remarks

The scriptlet container object receives this event if both of these conditions are true:

- The scriptlet contains a handler for the **onkeydown** event.
- The scriptlet's handler calls the [bubbleEvent](#) method to pass the event to the host application.

You can get information about the state of the event by querying the scriptlet object container's [event](#) property.

## Applies To

Scriptlet container object

---

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◆ ◀ onkeydown Event ▶ onkeyup Event ▶

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# onkeypress Event

---

Sent when the scriptlet forwards an onkeypress event.

## Applies To

Scriptlet container object

## Visual Basic Syntax

*ScriptContainer*.**onkeypress()**

## JavaScript Syntax

```
< SCRIPT LANGUAGE="JavaScript"  
FOR=ScriptContainer  
EVENT= onkeypress()>
```

## Remarks

The scriptlet container object receives this event if both of these conditions are true:

- The scriptlet contains a handler for the onkeypress event.
- The scriptlet's handler calls the [bubbleEvent](#) method to pass the event to the host application.

You can get information about the state of the event by querying the scriptlet object container's [event](#) property.

---

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◀ onKeyPress Event ▶ onMouseDown, o

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# onkeyup Event

---

Sent when the scriptlet forwards an onkeyup event.

## Applies To

Scriptlet container object

## Visual Basic Syntax

*ScriptContainer*.**onkeyup()**

## JavaScript Syntax

```
< SCRIPT LANGUAGE="JavaScript"  
FOR=ScriptContainer  
EVENT= onkeyup()>
```

## Remarks

The scriptlet container object receives this event if both of these conditions are true:

- The scriptlet contains a handler for the onkeyup event.
- The scriptlet's handler calls the [bubbleEvent](#) method to pass the event to the host application.

You can get information about the state of the event by querying the scriptlet object container's [event](#) property.

---

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◀ onKeyUp Event ▶ onmousemove Event

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## onmousedown, onmouseup Events

---

Sent when the scriptlet forwards an `onmousedown` or `onmouseup` event.

### Applies To

Scriptlet container object

### Visual Basic Syntax

*ScriptContainer*.**onmousedown**()

*ScriptContainer*.**onmouseup**()

### JavaScript Syntax

```
< SCRIPT LANGUAGE="JavaScript"  
FOR=ScriptContainer  
EVENT= onmousedown()>
```

```
< SCRIPT LANGUAGE="JavaScript"  
FOR=ScriptContainer  
EVENT= onmouseup()>
```

### Remarks

The scriptlet container object receives this event if both of these conditions are true:

- The scriptlet contains a handler for the `onmousedown` or `onmouseup` event.
- The scriptlet's handler calls the [bubbleEvent](#) method to pass the event to the host application.

You can get information about the state of the event by querying the scriptlet object container's [event](#) property.

---

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◀ onmousedown, onmouseup Ev... ▶ on

*Web Workshop | Component Development*

# onmousemove Event

---

Sent when the scriptlet forwards an onmousemove event.

## Applies To

Scriptlet container object

## Visual Basic Syntax

*ScriptContainer*.**onmousemove**()

## JavaScript Syntax

```
< SCRIPT LANGUAGE="JavaScript"  
FOR=ScriptContainer  
EVENT= onmousemove>
```

## Remarks

The scriptlet container object receives this event if both of these conditions are true:

- The scriptlet contains a handler for the onmousemove event.
- The scriptlet's handler calls the [bubbleEvent](#) method to pass the event to the host application.

You can get information about the state of the event by querying the scriptlet object container's [event](#) property.

---

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◀ onmousemove Event ▶ onscriptleteve

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# onreadystatechange Event

---

Sent to indicate whether the scriptlet has completed loading.

## Applies To

Scriptlet container object

## Visual Basic Syntax

*ScriptContainer*.**onreadystatechange** ()

## JavaScript Syntax

```
< SCRIPT LANGUAGE="JavaScript"  
FOR=ScriptContainer  
EVENT= onreadystatechange>
```

## Remarks

This event is fired multiple times while the scriptlet is loading. The final time, it indicates that the scriptlet's .htm page is fully loaded and its scripts can be called. To test the current state, you can get the value of the scriptlet container object's [readystatechange](#) property.

---

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◀ onreadystatechange Event ▶ Welcom

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## onscriptletevent Event

---

Notifies the scriptlet container object that a custom event has occurred in the scriptlet.

### Applies To

Scriptlet container object

### Syntax

*ScriptContainer*\_**onscriptletevent**( *eventName*, *eventObject* )

### Parameters

*eventName*

A string that typically identifies the event that is being passed.

*eventObject*

A variant type that typically is a reference to an object on the scriptlet.

**Note** The exact content of both parameters depends on what information was passed in the scriptlet's corresponding [raiseEvent](#) method.

### Remarks

This event is the complement of the scriptlet's `raiseEvent` method. For more information, see [Defining Custom Events](#). For information about notifying the host application about standard events, see [Handling Standard Events](#).

---

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◀ event Property ▶ readyState Property

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# frozen Property

---

Indicates whether the scriptlet container object is ready to handle events.

## **Applies To**

Scriptlet

## **Syntax**

*boolean* = window.external.**frozen**

## **Remarks**

This property is read-only. When it is True, events will not be received by the scriptlet container object because the container is not yet ready. When it is False, the container will receive event notification.

---

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◆ ◀ scrollbar Property ▶ url Property ▲ We

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# selectableContent Property

---

Specifies whether the user can select the contents of the scriptlet.

## Applies To

Scriptlet

## Syntax

window.external.**selectableContent** = *boolean*

## Remarks

By default, the value of this property is false. If this property is true, users can select text or objects in the scriptlet while it is shown in the scriptlet container object, and then copy or drag them. If this property is false, users can click objects in the scriptlet, but cannot select them.

---

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◀ url Property ▶ Welcome to Scriptlet Te

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## version Property

---

Returns the version and platform of the scriptlet container object DLL.

### Applies To

Scriptlet

### Syntax

version = window.external.**version**

### Remarks

This property is read-only. Version is returned in the format *N.nnnn platform* where *N* is an integer representing the major version number, *nnnn* is any number of characters (except a space) representing the minor version number, and *platform* is the platform (win32, mac, alpha, and so on). The following is an example version number:

```
1.0a win32
```

You can use the `version` property to determine whether the page is being used as a scriptlet or as a standalone Web page. Use a statement such as the following:

```
controlMode = ( typeof( window.external.version) == "string" )
```

If the value of `controlMode` is true after this statement has executed, the page is being used as a scriptlet. Otherwise the page is being used as a standalone page.

---

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▸ `raiseEvent` Method ▸ Welcome to Scri

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# bubbleEvent Method

---

Sends event notification for a standard event to the host application.

## Applies To

Scriptlet

## Syntax

window.external.**bubbleEvent()**

## Remarks

Use this method to pass a standard DHTML event (such as onbuttonclick, onmousemove, or onkeypress) from the scriptlet to the host application. For more details, see [Handling Standard Events](#).

---

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◀ bubbleEvent Method ▶ setContextMer

*Web Workshop | Component Development*

# raiseEvent Method

---

Passes a custom event notification from the scriptlet to the host application.

## Applies To

Scriptlet

## Syntax

```
window.external.raiseEvent( eventName, eventObject )
```

## Parameters

*eventName*

A string that typically identifies the event that is being passed.

*eventObject*

A variant type that typically includes a reference to the object on the scriptlet that triggered the event.

## Remarks

This method is the complement of the scriptlet container object's [onscriptletevent](#) event. Use this method to notify the host application about a non-standard event. For more information, see [Defining Custom Events](#). For information about notifying the host application about standard events, see [Handling Standard Events](#).

---

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◀ raiseEvent Method ▶ Welcome to Scri

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## setContextMenu Method

---

Constructs a context menu that is displayed when a user right-clicks a scriptlet in the scriptlet container object.

### Applies To

Scriptlet

### Syntax

window.external.**setContextMenu**( *menuDefinition* )

### Parameters

#### *menuDefinition*

Defines the command text and commands contained in the context menu. A one-dimensional array in which the menu items are defined using sequences of two elements,  $n$  and  $n+1$ .

Element $n$	The command text. Shortcut keys are defined by preceding a letter with "&".
Element $n+1$	The method to be called when the command is chosen. You cannot pass parameters to the method.

**Note** Context menus can only be defined in scripts written in VBScript or JavaScript, because only those languages can create arrays usable by the setContextMenu method.

For example, the following script defines a context menu with three commands:

```
<SCRIPT LANGUAGE="VBScript" FOR="Menu" EVENT="onClic
' Define array
dim menuItems(6)    ' 3 commands

' First menu item
menuItems(0) = "Display the &time"    ' Command text
```

```
menuItems(1) = "SetTime"

' Second menu item
menuItems(2) = "Display the &date"    ' Command text
menuItems(3) = "SetDate"

' Third menu item
menuItems(4) = "Display the document t&itle"    ' Command text
menuItems(5) = "SetTitle"

' Assigns the menu to the scriptlet
' window.external.setContextMenu(menuItems)

</SCRIPT>
```

---

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◀ BEHAVIOR Attribute | beha... ▶ BGCC

*Web Workshop | DHTML, HTML & CSS*



# behavior Attribute | behavior Property

---

Sets or retrieves the location of the [dynamic html \(dhtml\) behavior](#)□.

## Syntax

<b>HTML</b>	{ <b>behavior</b> : <i>sBehavior</i> }
<b>Scripting</b>	<i>object.style.behavior</i> [ = <i>sBehavior</i> ]

## Possible Values

<i>sBehavior</i>	String that specifies one of the following values:	
	<code>url(<i>sLocation</i>)</code>	Script implementation of a DHTML behavior, where <i>sLocation</i> is an absolute or relative URL.
	<code>url(#<i>objID</i>)</code>	Binary implementation of a DHTML behavior, where <i>objID</i> is the <a href="#">ID</a> attribute specified in an <a href="#">OBJECT</a> tag.
	<code>url(#default#<i>behaviorName</i>)</code>	One of Internet Explorer's <a href="#">default behaviors</a> , identified by its <i>behaviorName</i> .

The property is read/write with no default value; the proposed cascading style sheets (CSS) extension attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)□.

## Remarks

You can apply multiple behaviors to an element by specifying a space-delimited list of URLs for the **behavior** attribute, as shown in the following syntax:

```
<ELEMENT STYLE="behavior:url(a1.htc) url(a2.htc) ..." >
```

In the following Example section, one example demonstrates how two

behaviors can be applied to an element to achieve a combination of effects. Conflicts resulting from applying multiple behaviors to an element are resolved based on the order in which the behavior is applied to the element. Each succeeding behavior takes precedence over the previous behavior in the order. For example, if multiple behaviors set the element's color, the prevailing color is the one set by the behavior last applied to the element. The same rule applies in resolving name conflicts, such as with property, method, or event names exposed by multiple behaviors.

Once the **behavior** property has been defined for the element, the [addBehavior](#) method can be used to dynamically attach additional behaviors to the element.

**Note** A behavior attached to an element by using the **addBehavior** method or by applying the proposed CSS **behavior** attribute inline is not automatically detached from the element when the element is removed from the document hierarchy. However, a behavior attached using a style rule defined in the document is detached automatically as the element is removed from the document tree.

## Example

The following examples demonstrate various ways of applying the **behavior** property on a page.

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BGSOUND, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, ISINDEX, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, NEXTID, NOBR, NOFRAMES, NOSCRIPT, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, STYLE, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, WBR, XML, XMP

## See Also

[using dhtml behaviors](#)☐

---

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◀ DIRECTION Attribute | dir... ▶ DISABL

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# direction Attribute | direction Property

---

Sets or retrieves the reading order of the specified object.

## Syntax

<b>HTML</b>	{ <b>direction</b> : <i>sDirection</i> }
<b>Scripting</b>	<i>object.style.direction</i> [ = <i>sDirection</i> ]

## Possible Values

<i>sDirection</i>	String that specifies one of the following values: <b>ltr</b> Text flow is left-to-right. rtl Text flow is right-to-left. inherit Text flow value is inherited.
-------------------	--

The property is read/write with a default value of **ltr**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Applies To

A, ACRONYM, ADDRESS, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, currentStyle, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, Hn, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, runtimeStyle, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

## See Also

[dir](#)

---

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◀ float Attribute | styleFl... ▶ font-family /

*Web Workshop | DHTML, HTML & CSS*

# font Attribute | font Property

---

Sets or retrieves up to six separate **font** properties of the object.

## Syntax

<b>HTML</b>	<b>{ font: sFont }</b>
<b>Scripting</b>	<b>object.style.font [ = sFont ]</b>

## Possible Values

<i>sFont</i>	String that specifies up to six of the space-delimited values listed first in the following table, plus one or more of the values listed after them:
<i>font-style</i>	Any of the range of font-style values available to the <a href="#">fontStyle</a> property.
<i>font-variant</i>	Any of the range of font-variant values available to the <a href="#">fontVariant</a> property.
<i>font-weight</i>	Any of the range of font-weight values available to the <a href="#">fontWeight</a> property.
<i>font-size</i>	Any of the range of font-size values available to the <a href="#">fontSize</a> property.
<i>line-height</i>	Any of the range of line-height values available to the <a href="#">lineHeight</a> property.
<i>font-family</i>	Any of the range of font-family values available to the <a href="#">fontFamily</a> property.
caption	Text font used in objects that have captions (buttons, labels, and so on).
icon	Text font used in icon labels.
menu	Text font used in menus.
messagebox	Text font used in dialog boxes.
smallcaption	Text font used in small controls.
statusbar	Text font used in window status bars.

The property is read/write with the default value set by the browser; the cascading style sheets (CSS) attribute is inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

This is a composite property that specifies up to six font values, in the following order: **font-style**, **font-variant**, **font-weight**, **font-size**, **line-**



**height, font-family.** Setting the **font** property also sets the component properties. In this case, the string must be a combination of valid values for the component properties, with no more than one value per property. If the string does not contain a value for a component property, that property is set to its default.

## Example

The following examples use the **font** attribute and the **font** property to change font characteristics.

This example uses an inline style sheet to set the font attributes.

```
<SPAN STYLE="font:italic normal bolder 12pt Arial">
:
</SPAN>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to set the font properties.

```
<DIV onmouseover="this.style.font = 'italic small-caps bold 12pt se
:
</DIV>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ADDRESS, B, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, custom, DD, DFN, DIR, DIV, DL, DT, EM, FIELDSET, FORM, Hn, HTML, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, OL, P, PLAINTEXT, PRE, runtimeStyle, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

## See Also

### CSS Length Units

---

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◆ ◀ @charset Rule ▶ @import Rule ▶ DH

*Web Workshop | DHTML, HTML & CSS*

# @font-face Rule

---

Sets a font to embed in the HTML document.

## Syntax

HTML	@font-face { <i>sFace</i> }
Scripting	N/A

## Possible Values

<i>sFace</i>	String that specifies one of the following values: font-family: <i>fontFamilyName</i> Any of the range of values available to the <a href="#">fontFamily</a> property. src:url( <i>sURL</i> ) Location of the font file, where <i>sURL</i> is an absolute or relative URL.
--------------	--

The rule has no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

This feature allows you to use specific fonts that might not be available on your local system. The URL should point to an embedded OpenType file (.eot or .otf format). The file contains compressed font data that is converted to a TrueType font. For more information about the font embedding feature and pointers to a tool for creating .eot files, see [font embedding](#).

## Example

This example embeds a font in an HTML document by referencing its source from another site.

---

```
<HTML>
<HEAD>
<STYLE>
  @font-face {
    font-family:comic;
    src:url(http://valid_url/some_font_file.eot);
  }
</STYLE>
</HEAD>
<BODY>
<P STYLE="font-family:comic;font-size:18pt">
This paragraph uses the font-face rule defined
in the above style element. The rule embeds
an OpenType file for the Comic Sans font.
</P>
</BODY>
</HTML>
```

---

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◀ font Attribute | font Pro... ▶ font-size A

*Web Workshop | DHTML, HTML & CSS*

# font-family Attribute | fontFamily Property

---

Sets or retrieves the name of the font used for text in the object.

## Syntax

<b>HTML</b>	{ <b>font-family</b> : <i>sFamily</i> }
<b>Scripting</b>	<i>object.style.fontFamily</i> [ = <i>sFamily</i> ]

## Possible Values

<i>sFamily</i>	String that specifies one of the following values:
<i>family-name</i>	Any of the available font families supported by the browser (for example, Times, Helvetica, Zapf-Chancery, Western, or Courier).
<i>generic-name</i>	Any of the following font families: serif, sans-serif, cursive, fantasy, or monospace.

The property is read/write with the default value set by the browser; the cascading style sheets (CSS) attribute is inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The value is a prioritized list of font family names and/or generic family names. List items are separated by commas to minimize confusion between multiple-word font family names. If the font family name contains white space, it should be quoted with single or double quotation marks; generic font family names are values and, accordingly, no quotes should be used.

Because you don't know which fonts users have installed, you should provide a list of alternatives with a generic font family at the end of the list. This list can include embedded fonts. For more information about

embedding fonts, see the [@font-face](#) rule.

If *fantasy* is specified for *generic-name*, the text renders in the default font.

## Example

The following examples use the **font-family** attribute and the **fontFamily** property to change font characteristics.

This example uses a call to an embedded style sheet to set the font family.

```
<STYLE>
  P { font-family:"Arial"}
  .other { font-family:"Courier"}
</STYLE>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to change the font family when an [onmousedown](#) event occurs.

```
<DIV onmousedown="this.style.fontFamily='Courier'">
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ADDRESS, B, BASEFONT, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, currentStyle, custom, DD, DFN, DIR, DIV, DL, DT, EM, FIELDSET, FORM, Hn, HTML, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING,



MARQUEE, MENU, OL, P, PLAINTEXT, PRE, runtimeStyle, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

## See Also

[font](#)

---

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◆ ◀ font-family Attribute | f... ▶ fontSmooth

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# font-size Attribute | fontSize Property

---

Sets or retrieves the size of the font used for text in the object.

## Syntax

<b>HTML</b>	{ <b>font-size:</b> <i>sSize</i> }
<b>Scripting</b>	<i>object.style.fontSize</i> [ = <i>sSize</i> ]

## Possible Values

<i>sSize</i>	String that specifies one of the following values:
<i>absolute-size</i>	Set of keywords that indicate predefined font sizes. Possible keywords include [ xx-small   x-small   small   <b>medium</b>   large   x-large   xx-large ]. Named font sizes scale according to the user's font setting preferences.
<i>relative-size</i>	Set of keywords that are interpreted as relative to the font size of the parent object. Possible values include [ larger   smaller ].
<i>length</i>	Floating-point number, followed by an absolute units designator (cm, mm, in, pt, pc, or px) or a relative units designator (em or ex). For more information about the supported length units, see <a href="#">CSS Length Units</a> .
<i>percentage</i>	Integer, followed by a %. The value is a percentage of the parent object's font size. In Internet Explorer 3.0, the value is calculated as a percentage of the default font size.

The property is read/write with a default value of **medium**; the cascading style sheets (CSS) attribute is inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

Negative values are not allowed. Font sizes using the proportional "em" measure are based on the font size of the parent object.

Possible length values specified in a relative measurement, using the height of the element's font (em) or the height of the letter "x" (ex), are supported

in Internet Explorer 4.0 and later.

## Example

The following examples use the **font-size** attribute and the **fontSize** property to change font characteristics.

This example sets the font size on several paragraphs using different size values.

```
<STYLE>
  BODY{font-size: 10pt }
  .P1 {font-size: 14pt }
  .P2 {font-size: 75% }
  .P3 {font-size: xx-large }
  .P4 {font-size: larger }
</STYLE>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to set the font size to 14pt when an [onmouseover](#) event occurs.

```
<DIV STYLE="font-size:12pt" onmouseover="this.style.fontSize='
:
">
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ADDRESS, APPLET, B, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, currentStyle, custom, DD, DFN, DIR, DIV, DL, DT, EM, FIELDSET, FORM, Hn, HTML, I, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, OL, P, PLAINTEXT, PRE, runtimeStyle, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

## See Also

[font](#), [CSS Length Units](#)

---

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◀ fontSmoothingEnabled Prop... ▶ font-\

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# font-style Attribute | fontStyle Property

---

Sets or retrieves the font style of the object as italic, normal, or oblique.

## Syntax

<b>HTML</b>	{ <b>font-style:</b> <i>sStyle</i> }
<b>Scripting</b>	<i>object.style.fontStyle</i> [ = <i>sStyle</i> ]

## Possible Values

<i>sStyle</i>	String that specifies one of the following values: <b>normal</b> Font is normal. italic Font is italic. oblique Font is italic.
---------------	--

The property is read/write with a default value of **normal**; the cascading style sheets (CSS) attribute is inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The oblique value is available as of Internet Explorer 4.0. Internet Explorer 4.0 renders italic and oblique identically.

## Example

The following examples use the **font-style** attribute and the **fontStyle** property to change font characteristics.

This example uses [H3](#) as a selector to set the font style to italic in H3 headings.

```
<STYLE>
  H3 { font-style:italic }
</STYLE>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to set the font style to italic when an [onmousedown](#) event occurs.

```
<DIV onmousedown="this.style.fontStyle='italic'">
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ADDRESS, B, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, currentStyle, custom, DD, DFN, DIR, DIV, DL, DT, EM, FIELDSET, FORM, Hn, HTML, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, OL, P, PLAINTEXT, PRE, runtimeStyle, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

## See Also

[font](#)

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◀ font-style Attribute | fo... ▶ font-weight

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# font-variant Attribute | fontVariant Property

---

Sets or retrieves whether the text of the object is in small capital letters.

## Syntax

<b>HTML</b>	{ <b>font-variant</b> : <i>sVariant</i> }
<b>Scripting</b>	<i>object.style.fontVariant</i> [ = <i>sVariant</i> ]

## Possible Values

<i>sVariant</i>	String that specifies one of the following values: <b>normal</b> Font is normal. small-caps Font is in small capital letters.
-----------------	---

The property is read/write with a default value of **normal**; the cascading style sheets (CSS) attribute is inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

Internet Explorer 4.0 renders small-caps as uppercase letters in a smaller size.

## Example

The following examples use the **font-variant** attribute and the **fontVariant** property to change the font to small capitals.

This example uses P as a selector in an embedded (global) style sheet to set the font style to small-caps in all paragraphs.

```
<P STYLE="font-variant:small-caps">
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to set the font style to small-caps when an [onmousedown](#) event occurs.

```
<DIV onmousedown="this.style.fontVariant='small-caps'">
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ADDRESS, B, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, currentStyle, custom, DD, DFN, DIR, DIV, DL, DT, EM, FIELDSET, FORM, Hn, HTML, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, OL, P, PLAINTEXT, PRE, runtimeStyle, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

## See Also

[font](#)

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◀ ID Attribute | id Propert... ▶ indetermin

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# ime-mode Attribute | imeMode Property

---

Sets or retrieves the state of an Input Method Editor (IME).

## Syntax

<b>HTML</b>	{ <b>ime-mode</b> : <i>sMode</i> }
<b>Scripting</b>	<i>object.style.imeMode</i> [ = <i>sMode</i> ]

## Possible Values

<i>sMode</i>	String that specifies one of the following values:
<b>auto</b>	IME is not affected. This is the same as not specifying the <b>ime-mode</b> attribute.
<i>active</i>	All characters are entered through the IME. Users can still deactivate the IME.
<i>inactive</i>	All characters are entered without IME. Users can still activate the IME.
<i>disabled</i>	IME is completely disabled. Users cannot activate the IME if the control has focus.

The property is read/write with a default value of **auto**; the proposed cascading style sheets (CSS) extension attribute is inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

An Input Method Editor (IME) allows users to enter and edit Chinese, Japanese, and Korean characters. The IME is an essential component for writing Chinese, Japanese, and Korean scripts. These writing systems have more characters than can be encoded for a regular keyboard. The IMEs for these languages use sequences of base characters that describe an individual character or group of characters to enter a larger set of characters. Base characters can be component letters from Hangul syllables, phonetic components for Japanese Kanji characters, or various combinations for

Chinese characters.

To compose text with an IME, the user generally uses dictionary lookup and contextual analysis, especially in languages where homonyms are frequent, as in Japanese. A user typically starts by entering a few component characters, optionally selecting from various choices, and a confirmation command.

Input Method Editors have two principle states:

- Inactive mode. The keyboard acts like a regular keyboard and input is limited to a small set of characters.
- Active mode. The IME accepts component characters or processing commands.

HTML authors can provide users with some control by specifying an IME mode for a specific text entry. For example, if Japanese users enter information in a registration form, they might be required to enter their names in Kanji and Roman characters. By default, the users would have to make sure that the IME is inactive when entering their names in the Latin alphabet. The user would activate the IME to enter Kanji letters, then deactivate the IME to complete the form in the Latin alphabet. By controlling the IME mode, the HTML author prevents the user from having to activate and deactivate the IME.

## Example

This example uses the **ime-mode** attribute.

```
<INPUT TYPE = text STYLE = "ime-mode:active" >
```

## Applies To

INPUT\_text, TEXTAREA

---

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◀ lastModified Property ▶ layout-grid-ch

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# layout-grid Attribute | layoutGrid Property

---

Sets or retrieves the composite document grid properties that specify the layout of text characters.

## Syntax

<b>HTML</b>	{ <b>layout-grid</b> : <i>sLayout</i> ... }
<b>Scripting</b>	<i>oObject</i> .style.layoutGrid [ = <i>sLayout</i> ]

## Possible Values

<i>sLayout</i>	String that specifies one or more of the following values: <ul style="list-style-type: none"><li><i>mode</i> Any of the range of mode values available to the <a href="#">layoutGridMode</a> property.</li><li><i>type</i> Any of the range of type values available to the <a href="#">layoutGridType</a> property.</li><li><i>line</i> Any of the range of line values available to the <a href="#">layoutGridLine</a> property.</li><li><i>char</i> Any of the range of character values available to the <a href="#">layoutGridChar</a> property.</li><li><i>space</i> Any of the range of space values available to the <a href="#">layoutGridCharSpacing</a> property.</li></ul>
----------------	--

The property is read/write with no default value; the proposed cascading style sheets (CSS) extension attribute is inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

Web documents in East Asian languages, such as Chinese or Japanese, usually create a page layout for characters using a one- or two-dimensional grid. You can use the **layout-grid** attribute to incorporate this layout into Web documents.

## Example

This example uses the **layout-grid** attribute to specify character layout for a block of text.

```
<STYLE>
DIV.layout { layout-grid: char line 12px 12px .5in }
</STYLE>

<DIV CLASS = "layout">
This is a block element containing a sentence of sample text.
</DIV>
```

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BDO, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, META, NEXTID, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, runtimeStyle, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

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◀ layout-grid Attribute | I... ▶ layout-grid-

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# layout-grid-char Attribute | layoutGridChar Property

---

Sets or retrieves the size of the character grid used for rendering the text content of an element.

## Syntax

<b>HTML</b>	{ <b>layout-grid-char</b> : <i>sCharSize</i> }
<b>Scripting</b>	<i>oObject</i> .style.layoutGridChar [ = <i>sCharSize</i> ]

## Possible Values

<i>sCharSize</i>	String that specifies one of the following values:
<b>none</b>	No character grid is set.
<b>auto</b>	Largest character in the font of the element is used to set the character grid.
<i>length</i>	Floating-point number, followed by an absolute units designator (cm, mm, in, pt, pc, or px) or a relative units designator (em or ex). For more information about the supported length units, see <a href="#">CSS Length Units</a> .
<i>percentage</i>	Integer, followed by a %. The value is a percentage derived from the dimensions of the parent object.

The property is read/write with a default value of **none**; the proposed cascading style sheets (CSS) extension attribute is inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The visual effects of the **layout-grid-char** attribute are similar to the [lineHeight](#) property.

Web documents in East Asian languages, such as Chinese or Japanese, usually create a page layout for characters using a one- or two-dimensional grid. You can use the [layout-grid](#) attribute to incorporate this layout into

Web documents.

The **layout-grid-char** attribute applies only to block-level elements.

**Note** For this property to have an effect, the [layout-grid-mode](#) attribute must be set to line or both.

## Example

This example uses the **layout-grid-char** attribute to specify character layout for a block of text.

```
<STYLE>
DIV.layout { layout-grid-char: auto }
</STYLE>

<DIV CLASS = "layout">
This is a block element containing a sentence of sample text.
</DIV>
```

## Applies To

[BLOCKQUOTE](#), [BODY](#), [CENTER](#), [currentStyle](#), [DD](#), [DIR](#), [DIV](#), [DL](#), [DT](#), [FIELDSET](#), [FORM](#), [Hn](#), [HR](#), [LI](#), [LISTING](#), [MARQUEE](#), [MENU](#), [OL](#), [P](#), [PLAINTEXT](#), [PRE](#), [runtimeStyle](#), [style](#), [TABLE](#), [TD](#), [TH](#), [TR](#), [UL](#), [XMP](#)

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◀ layout-grid-char Attribut... ▶ layout-gric

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# layout-grid-char-spacing Attribute | layoutGridCharSpacing Property

---

Sets or retrieves the character spacing used for rendering the text content of an element with the [layout-grid-type](#) attribute set to loose.

## Syntax

<b>HTML</b>	{ <b>layout-grid-char-spacing</b> : <i>sCharSpace</i> }
<b>Scripting</b>	<i>oObject</i> .style.layoutGridCharSpacing [ = <i>sCharSpace</i> ]

## Possible Values

<i>sCharSpace</i>	String that specifies one of the following values:
<b>auto</b>	Largest character in the font of the element is used to set the character grid.
<i>length</i>	Floating-point number, followed by an absolute units designator (cm, mm, in, pt, pc, or px) or a relative units designator (em or ex). For more information about the supported length units, see <a href="#">CSS Length Units</a> .
<i>percentage</i>	Integer, followed by a %. The value is a percentage derived from the dimensions of the parent object.

The property is read/write with a default value of **auto**; the proposed cascading style sheets (CSS) extension attribute is inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The visual effects of the **layout-grid-char-spacing** attribute are similar to the [lineHeight](#) property.

Web documents in East Asian languages, such as Chinese or Japanese, usually create a page layout for characters using a one- or two-dimensional grid. You can use the [layout-grid](#) attribute to incorporate this layout into

Web documents.

The **layout-grid-char-spacing** attribute applies only to block-level elements.

**Note** For this property to have an effect, the [layout-grid-mode](#) attribute must be set to char or both, and the [layout-grid-type](#) attribute must be set to loose.

## Example

This example uses the **layout-grid-char-spacing** attribute to specify character layout for a block of text.

```
<STYLE>
DIV.layout { layout-grid-char-spacing: auto }
</STYLE>

<DIV CLASS = "layout">
This is a block element containing a sentence of sample text.
</DIV>
```

## Applies To

[BLOCKQUOTE](#), [BODY](#), [CENTER](#), [currentStyle](#), [DD](#), [DIR](#), [DIV](#), [DL](#), [DT](#), [FIELDSET](#), [FORM](#), [Hn](#), [HR](#), [LI](#), [LISTING](#), [MARQUEE](#), [MENU](#), [OL](#), [P](#), [PLAINTEXT](#), [PRE](#), [runtimeStyle](#), [style](#), [TABLE](#), [TD](#), [TH](#), [TR](#), [UL](#), [XMP](#)

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◀ layout-grid-char-spacing ... ▶ layout-gi

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# layout-grid-line Attribute | layoutGridLine Property

---

Sets or retrieves the grid line value used for rendering the text content of an element.

## Syntax

<b>HTML</b>	{ <b>layout-grid-line:</b> <i>sLineSpace</i> }
<b>Scripting</b>	<i>oObject.style.layoutGridLine</i> [ = <i>sLineSpace</i> ]

## Possible Values

<i>sLineSpace</i>	String that specifies one of the following values:	
	<b>none</b>	No grid line is set.
	<b>auto</b>	Largest character in the font of the element is used to set the character grid.
	<i>length</i>	Floating-point number, followed by an absolute units designator (cm, mm, in, pt, pc, or px) or a relative units designator (em or ex). For more information about the supported length units, see <a href="#">CSS Length Units</a> .
	<i>percentage</i>	Integer, followed by a %. The value is a percentage derived from the dimensions of the parent object.

The property is read/write with a default value of **none**; the proposed cascading style sheets (CSS) extension attribute is inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

The visual effects of the **layout-grid-line** attribute are similar to the [lineHeight](#) property.

Web documents in East Asian languages, such as Chinese or Japanese, usually create a page layout for characters using a one- or two-dimensional grid. You can use the [layout-grid](#) attribute to incorporate this layout into

Web documents.

The **layout-grid-line** attribute applies only to block-level elements.

**Note** For this property to have an effect, the [layout-grid-mode](#) attribute must be set to line or both.

## Example

This example uses the **layout-grid-line** attribute to specify character layout for a block of text.

```
<STYLE>
DIV.layout { layout-grid-line: auto }
</STYLE>

<DIV CLASS = "layout">
This is a block element containing a sentence of sample text.
</DIV>
```

## Applies To

[BLOCKQUOTE](#), [BODY](#), [CENTER](#), [currentStyle](#), [DD](#), [DIR](#), [DIV](#), [DL](#), [DT](#), [FIELDSET](#), [FORM](#), [Hn](#), [HR](#), [LI](#), [LISTING](#), [MARQUEE](#), [MENU](#), [OL](#), [P](#), [PLAINTEXT](#), [PRE](#), [runtimeStyle](#), [style](#), [TABLE](#), [TD](#), [TH](#), [TR](#), [UL](#), [XMP](#)

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 ◀ layout-grid-line Attribut... ▶ layout-grid

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# layout-grid-mode Attribute | layoutGridMode Property

---

Sets or retrieves whether the text layout grid uses two dimensions.

## Syntax

<b>HTML</b>	<code>{ layout-grid-mode: <i>sMode</i> }</code>
<b>Scripting</b>	<code>oObject.style.layoutGridMode [ = <i>sMode</i> ]</code>

## Possible Values

<i>sMode</i>	String that specifies one of the following values: <ul style="list-style-type: none"><li><b>both</b> Both the char and line grid modes are enabled. This setting is necessary to fully enable layout grid on an element.</li><li><b>none</b> No grid is used.</li><li><b>line</b> Only a line grid is used. This is recommended for use with inline elements, such as a <a href="#">SPAN</a>, to disable the horizontal grid on runs of text that act as a single entity in the grid layout.</li><li><b>char</b> Only a character grid is used. This is recommended for use with block-level elements, such as a <a href="#">BLOCKQUOTE</a>, where the line grid is intended to be disabled.</li></ul>
--------------	--

The property is read/write with a default value of **both**; the proposed cascading style sheets (CSS) extension attribute is inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)□.

## Remarks

Web documents in East Asian languages, such as Chinese or Japanese, usually create a page layout for characters using a one- or two-dimensional grid. You can use the [layout-grid](#) attribute to incorporate this layout into Web documents.

## Example

This example uses the **layout-grid-mode** attribute to specify character layout for a block of text.

```
<STYLE>
DIV.layout { layout-grid-mode: line }
</STYLE>

<DIV CLASS = "layout">
This is a block element containing a sentence of sample text.
</DIV>
```

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BDO, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, currentStyle, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, META, NEXTID, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, runtimeStyle, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

---

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◆ ◀ layout-grid-mode Attribut... ▶ left Attrib

*Web Workshop | DHTML, HTML & CSS*

# layout-grid-type Attribute | layoutGridType Property

---

Sets or retrieves the type of grid used for rendering the text content of an element.

## Syntax

<b>HTML</b>	{ <b>layout-grid-type</b> : <i>sType</i> }
<b>Scripting</b>	<i>oObject</i> .style.layoutGridType [ = <i>sType</i> ]

## Possible Values

<i>sType</i>	String that specifies one of the following values:  <b>loose</b> Grid used for Chinese (Genko) and Korean characters. Only the ideographs, kanas, and wide characters are snapped to the grid. Other characters are rendered as usual, as though the <a href="#">layout-grid-mode</a> attribute is set to none or line for text spans containing these characters. This mode also disables special text justification and character width adjustments normally applied to the element. Finally, if there is no line-break opportunity in a text span that exceeds the line boundary, the text is pushed to the next line and the last part of the previous line is left blank.  <b>strict</b> Grid used for Japanese characters. In this mode, a constant width increment is applied to characters as follows: <ul style="list-style-type: none"><li>• Wide characters are incremented to obtain an exact grid fit, if no other width adjustment effect is applied.</li><li>• Narrow characters, except cursive scripts and cursive fonts, are incremented by half of the increment amount applied to wide characters.</li></ul> <b>fixed</b> Grid used for monospaced layout. The layout rules are as follows: <ul style="list-style-type: none"><li>• All noncursive characters are treated as equal; every character is centered within a single grid space by default.</li><li>• Runs of cursive characters are treated as strips the same way as in a strict grid.</li><li>• Justification or any other character-width changing behaviors are disabled.</li></ul>
--------------	--

The property is read/write with a default value of **loose**; the proposed cascading style sheets (CSS) extension attribute is inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)□.



## Remarks

Web documents in East Asian languages, such as Chinese or Japanese, usually create a page layout for characters using a one- or two-dimensional grid. You can use the [layout-grid](#) attribute to incorporate this layout into Web documents.

The **layout-grid-type** attribute applies only to block-level elements.

## Example

This example uses the **layout-grid-type** attribute to specify character layout for a block of text.

```
<STYLE>
DIV.layout { layout-grid-type: strict }
</STYLE>

<DIV CLASS = "layout">
This is a block element containing a sentence of sample text.
</DIV>
```

## Applies To

[BLOCKQUOTE](#), [BODY](#), [CENTER](#), [currentStyle](#), [DD](#), [DIR](#), [DIV](#), [DL](#), [DT](#), [FIELDSET](#), [FORM](#), [Hn](#), [HR](#), [LI](#), [LISTING](#), [MARQUEE](#), [MENU](#), [OL](#), [P](#), [PLAINTEXT](#), [PRE](#), [runtimeStyle](#), [style](#), [TABLE](#), [TD](#), [TH](#), [TR](#), [UL](#), [XMP](#)

---

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◀ letter-spacing Attribute ... ▶ line-height

*Web Workshop | DHTML, HTML & CSS*

# line-break Attribute | lineBreak Property

---

Sets or retrieves line-breaking rules for Japanese text.

## Syntax

<b>HTML</b>	{ <b>line-break</b> : <i>sBreak</i> }
<b>Scripting</b>	<i>object.style.lineBreak</i> [ = <i>sBreak</i> ]

## Possible Values

<i>sBreak</i>	String that specifies one of the following values: <b>normal</b> Normal line-breaking mode is applied. <b>strict</b> Stricter line-breaking rules are enforced.
---------------	---

The property is read/write with a default value of **normal**; the proposed cascading style sheets (CSS) extension property is inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Applies To

[ADDRESS](#), [BLOCKQUOTE](#), [BODY](#), [CENTER](#), [DD](#), [DIR](#), [DIV](#), [DL](#), [DT](#), [FIELDSET](#), [FORM](#), [Hn](#), [HR](#), [LEGEND](#), [LI](#), [LISTING](#), [MARQUEE](#), [MENU](#), [OL](#), [P](#), [PLAINTEXT](#), [PRE](#), [TABLE](#), [TD](#), [TH](#), [TR](#), [UL](#), [XMP](#)

## See Also

[wordBreak](#)

---

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◀ line-break Attribute | li... ▶ link Pseudo

*Web Workshop | DHTML, HTML & CSS*

# line-height Attribute | lineHeight Property

---

Sets or retrieves the distance between lines in the object.

## Syntax

<b>HTML</b>	{ <b>line-height</b> : <i>sHeight</i> }
<b>Scripting</b>	<i>object.style.lineHeight</i> [ = <i>sHeight</i> ]

## Possible Values

<i>sHeight</i>	String that specifies one of the following values:
<b>normal</b>	Default height.
<i>height</i>	Floating-point number, followed by an absolute units designator (cm, mm, in, pt, pc, or px) or a relative units designator (em or ex). For more information about the supported length units, see <a href="#">CSS Length Units</a> .
<i>percentage</i>	Integer, followed by a %. The value is a percentage of the height of the parent object.

The property is read/write with a default value of **normal**; the cascading style sheets (CSS) attribute is inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

Line height is the distance between the descender of the font and the top of the internal leading of the font. A negative line height is allowed to achieve various shadowing effects.

If a formatted line contains more than one object, the maximum line height applies. In this case, negative values are not allowed.

Internet Explorer 3.0 supports the **line-height** attribute through the [font](#) attribute.

## Example

The following examples use the **line-height** attribute and the **lineHeight** property to control the height of paragraph lines.

This example uses **P** and **BLOCKQUOTE** as selectors in an embedded (global) style sheet to change the distance between the lines in all **P** and **BLOCKQUOTE** objects.

```
<STYLE>
  P { line-height:8mm}
  BLOCKQUOTE { line-height:4mm }
</STYLE>
```

This feature requires Microsoft® Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to set the distance between lines when an **onmouseover** event occurs.

```
<DIV STYLE="font-size:14" onmouseover="this.style.lineHeight=
:
</DIV>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ADDRESS, B, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, currentStyle, custom, DD, DFN, DIR, DIV, DL, DT, EM, FIELDSET, FORM, Hn, HTML, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, OL, P, PLAINTEXT, PRE, runtimeStyle, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

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◆ ◀ length Property ▶ line-break Attribute |

*Web Workshop | DHTML, HTML & CSS*



# letter-spacing Attribute | letterSpacing Property

---

Sets or retrieves the amount of additional space between letters in the object.

## Syntax

<b>HTML</b>	{ <b>letter-spacing</b> : <i>sSpacing</i> }
<b>Scripting</b>	<i>object.style.letterSpacing</i> [ = <i>sSpacing</i> ]

## Possible Values

<i>sSpacing</i>	String that specifies one of the following values: <ul style="list-style-type: none"><li><b>normal</b> Default spacing.</li><li><i>length</i> Floating-point number, followed by an absolute units designator (cm, mm, in, pt, pc, or px) or a relative units designator (em or ex). For more information about the supported length units, see <a href="#">CSS Length Units</a>.</li></ul>
-----------------	---

The property is read/write with a default value of **normal**; the cascading style sheets (CSS) attribute is inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

When specified as a positive *length* value, the **letter-spacing** attribute adds the specified value to the default spacing between characters within an element. A negative *length* value decreases the space between characters. Letter spacing can be influenced by justification.

## Example

The following examples use the **letter-spacing** attribute and the **letterSpacing** property to change the space between letters.

This example uses [BLOCKQUOTE](#) as a selector to change the spacing to -0.2 millimeters for all **BLOCKQUOTE** objects on the page.

```
<STYLE>
  BLOCKQUOTE { letter-spacing:-0.2mm }
</STYLE>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to set the spacing to 1 millimeter when an [onmouseover](#) event occurs.

```
<DIV STYLE="font-size:14" onmouseover="this.style.letterSpacin
:
</DIV>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[A](#), [ADDRESS](#), [B](#), [BIG](#), [BLOCKQUOTE](#), [BODY](#), [BUTTON](#), [CAPTION](#), [CENTER](#), [CITE](#), [CODE](#), [COL](#), [COLGROUP](#), [currentStyle](#), [custom](#), [DD](#), [DFN](#), [DIR](#), [DIV](#), [DL](#), [DT](#), [EM](#), [FIELDSET](#), [FORM](#), [Hn](#), [HTML](#), [I](#), [IMG](#), [INPUT type=button](#), [INPUT type=checkbox](#), [INPUT type=file](#), [INPUT type=image](#), [INPUT type=password](#), [INPUT type=radio](#), [INPUT type=reset](#), [INPUT type=submit](#), [INPUT type=text](#), [ISINDEX](#), [KBD](#), [LABEL](#), [LEGEND](#), [LI](#), [LISTING](#), [MARQUEE](#), [MENU](#), [OL](#), [P](#), [PLAINTEXT](#), [PRE](#), [runtimeStyle](#), [S](#), [SAMP](#), [SELECT](#), [SMALL](#), [SPAN](#), [STRIKE](#), [STRONG](#), [style](#), [SUB](#), [SUP](#), [TABLE](#), [TBODY](#), [TD](#), [TEXTAREA](#), [TFOOT](#), [TH](#), [THEAD](#), [TR](#), [TT](#), [U](#), [UL](#), [VAR](#), [XMP](#)

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◆ ◀ ROWSPAN Attribute | rowSp... ▶ ruby

*Web Workshop | DHTML, HTML & CSS*

# ruby-align Attribute | rubyAlign Property

---

Sets or retrieves the position of the ruby text specified by the [RT](#) object.

## Syntax

<b>HTML</b>	{ <b>ruby-align</b> : <i>sRubyAlign</i> }
<b>Scripting</b>	<i>object.style.rubyAlign</i> [ = <i>sRubyAlign</i> ]

## Possible Values

<i>sRubyAlign</i>	String that specifies one of the following values:	
	<b>auto</b>	Browser determines how the ruby text is aligned. The recommended behavior for an ideographic (East Asian Character) ruby is to be aligned in the distribute-space mode. The recommended behavior for a Latin character ruby is to be aligned in the center mode.
	left	Ruby text is left-aligned with the base.
	center	Ruby text is centered within the width of the base. If the length of the base is smaller than the length of the ruby text, the base is centered within the width of the ruby text.
	right	Ruby text is right-aligned with the base.
	distribute-letter	Ruby text is evenly distributed across the width of the base if the width of the ruby text is smaller than the width of the base. If the width of the ruby text is at least the width of the base, the ruby text is center-aligned.
	distribute-space	Ruby text is evenly distributed across the width of the base if the width of the ruby text is smaller than the width of the base. White space precedes the first and follows the last character in the ruby text, equal to half the kerning of the ruby text. If the width of the ruby text is at least the width of the base, the ruby text is centered.
	line-edge	Ruby text is centered if it is not adjacent to a line edge. If it is adjacent to a line edge, the side of the ruby lines up with the side of the base text.

The property is read/write with a default value of **auto**; the proposed cascading style sheets (CSS) extension attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)□.

## Remarks

The **rubyAlign** property specifies the alignment of the ruby text defined by the **RT** object, and is set on the [RUBY](#) object.

## Example

This example uses the **ruby-align** attribute and the **rubyAlign** property to set the alignment of the ruby text. It uses an inline style sheet to set the **ruby-align** attribute to right.

```
<RUBY ID=oRuby STYLE = "ruby-align: right">  
Ruby base.  
<RT>Ruby text.  
</RUBY>  
<INPUT  
TYPE=button VALUE="Center"  
onclick="oRuby.style.rubyAlign='center';"  
>
```

This feature requires Internet Explorer 5 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[RUBY](#)

## See Also

[rubyPosition](#), [rubyOverhang](#)

---

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 ◀ [ruby-align Attribute | ru...](#) ▶ [ruby-positi](#)

*Web Workshop | DHTML, HTML & CSS*



# ruby-overhang Attribute | rubyOverhang Property

---

Sets or retrieves the position of the ruby text specified by the [RT](#) object.

## Syntax

<b>HTML</b>	<code>{ <b>ruby-overhang</b>: <i>sRubyOverhang</i> }</code>
<b>Scripting</b>	<code>object.style.<b>rubyOverhang</b> [ = <i>sRubyOverhang</i> ]</code>

## Possible Values

<i>sRubyOverhang</i>	String that specifies one of the following values: <ul style="list-style-type: none"><li><b>auto</b> Ruby text overhangs any other text adjacent to the base text.</li><li>whitespace Ruby text overhangs only white-space characters.</li><li>none Ruby text overhangs only text adjacent to its base.</li></ul>
----------------------	---

The property is read/write with a default value of **auto**; the proposed cascading style sheets (CSS) extension attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The **rubyOverhang** property specifies the overhang of the ruby text defined by the **RT** object, and is set on the [RUBY](#) object.

## Example

This example uses the **ruby-overhang** attribute and the **rubyOverhang** property to set the overhang of the ruby text. It uses an inline style sheet to set the **ruby-overhang** attribute to none.

```
<RUBY ID=oRuby STYLE = "ruby-overhang: none">
```

```
Ruby base.  
<RT>Ruby text.  
</RUBY>  
<INPUT  
TYPE=button VALUE="Whitespace"  
onclick="oRuby.style.rubyOverhang='whitespace';"  
>
```

This feature requires Internet Explorer 5 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[RUBY](#)

## See Also

[rubyAlign](#), [rubyPosition](#)

---

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◆ ◀ ruby-overhang Attribute |... ▶ RULES ,

*Web Workshop | DHTML, HTML & CSS*

# ruby-position Attribute | rubyPosition Property

---

Sets or retrieves the position of the ruby text specified by the [RT](#) object.

## Syntax

<b>HTML</b>	{ <b>ruby-position</b> : <i>sRubyPlacement</i> }
<b>Scripting</b>	<i>object.style.rubyPosition</i> [ = <i>sRubyPlacement</i> ]

## Possible Values

<i>sRubyPlacement</i>	String that specifies one of the following values: <b>above</b> Ruby text is positioned above the base text. <b>inline</b> Ruby text is positioned inline with the base text.
-----------------------	---

The property is read/write with a default value of **above**; the proposed cascading style sheets (CSS) extension attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The **rubyPosition** property specifies the position of the ruby text defined by the **RT** object, and is set on the [RUBY](#) object.

## Example

This example uses the **ruby-position** attribute and the **rubyPosition** property to set the position of the ruby text. It uses an inline style sheet to set the **ruby-position** attribute to inline.

```
<RUBY ID=oRuby STYLE = "ruby-position: inline">  
Ruby base.
```

```
<RT>Ruby text.  
</RUBY>  
<P>  
<INPUT  
TYPE=button VALUE="Above"  
onclick="oRuby.style.rubyPosition='above';"  
>
```

This feature requires Internet Explorer 5 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[RUBY](#)

## See Also

[rubyAlign](#), [rubyOverhang](#)

---

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◀ text Property ▶ text-autospace Attribute

*Web Workshop | DHTML, HTML & CSS*

# text-align Attribute | textAlign Property

---

Sets or retrieves whether the text in the object is left-aligned, right-aligned, centered, or justified.

## Syntax

<b>HTML</b>	{ <b>text-align</b> : <i>sAlign</i> }
<b>Scripting</b>	<i>object.style.textAlign</i> [ = <i>sAlign</i> ]

## Possible Values

<i>sAlign</i>	String that specifies one of the following values:
<b>left</b>	Text is aligned to the left.
<b>right</b>	Text is aligned to the right.
<b>center</b>	Text is centered.
<b>justify</b>	Text is justified.

The property is read/write with a default value of **left**; the cascading style sheets (CSS) attribute is inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The justify possible value is available as of Internet Explorer 4.0.

Because this property is inherited, all block-level objects inside a **DIV** object having **textAlign=center** are centered.

## Example

This examples uses the **text-align** attribute and the **textAlign** property to

align text within the object.

This example uses [P](#) as a selector and two classes to call an embedded style sheet that aligns the text according to the respective rule.

```
<STYLE>
  P { text-align:center }
  .align1 { text-align:right }
  .align2 { text-align:justify }
</STYLE>
</HEAD>
<BODY>
<P onclick= "this.className='align1'"
  ondblclick="this.className='align2'">
... </P>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to change the alignment of the text when an [onmouseover](#) event occurs.

```
<P STYLE="font-size:14"
  onmouseover="this.style.textAlign='center'">
... </P>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



**Applies To**



BLOCKQUOTE, BODY, CENTER, currentStyle, DD, DIR, DIV, DL, DT, FIELDSET, FORM, Hn, HR, INPUT  
type=password, INPUT type=text, LI, LISTING, MARQUEE, MENU, OL, P, PLAINTEXT, PRE, runtimeStyle, style,  
TABLE, TD, TEXTAREA, TH, TR, UL, XMP

---

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◆ ◀ text-autospace Attribute ... ▶ textDeco

*Web Workshop | DHTML, HTML & CSS*

# text-decoration Attribute | textDecoration Property

---

Sets or retrieves whether the text in the object has blink, line-through, overline, or underline decorations.

## Syntax

<b>HTML</b>	{ <b>text-decoration:</b> <i>sDecoration</i> }
<b>Scripting</b>	<i>object.style.textDecoration</i> [ = <i>sDecoration</i> ]

## Possible Values

<i>sDecoration</i>	String that specifies one or more of the following values:	
	<b>none</b>	Text has no decoration.
	underline	Text is underlined.
	overline	Text has a line over it.
	line-through	Text has a line drawn through it.
	blink	Not implemented.

The property is read/write with a default value of **none** (see the Remarks section); the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)□.

## Remarks

The default value is different for the following tags:

- Default value is underline for [A](#) when used with [href](#), [U](#), and [INS](#).
- Default value is line-through for [STRIKE](#), [S](#), and [DEL](#).

If the value none is placed at the end of the values, all values are cleared. For example, setting {**text-decoration:** underline overline blink none}

causes none of the decorations to render.

If the object has no text (for example, the [IMG](#) object in HTML) or is an empty object (for example, "<EM> </EM>"), this property has no effect.

If you set the **text-decoration** attribute to none on the [BODY](#) object, the **A** objects are still underlined. To remove the underline from the **A** objects, either set the style inline or use **A** as a selector in the global style sheet.

Specifying the **textDecoration** property for block elements affects all inline children. If it is specified for, or affects, an inline element, it affects all boxes generated by the element.

The overline and blink possible values are available as of Internet Explorer 4.0. Although blink is exposed, it is not rendered.

## Example

The following examples use the **text-decoration** attribute and the **textDecoration** property to decorate text within the object.

This example uses an inline style sheet to draw a line through the text within the object.

```
<DIV STYLE="text-decoration:line-through">  
:  
</DIV>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to underline the text within the [SPAN](#)

object when the user moves the mouse over the **SPAN**.

```
<SPAN STYLE="font-size:14"
onmouseover=this.style.textDecoration="underline"
:
</SPAN>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ADDRESS, B, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, currentStyle, custom, DD, DFN, DIR, DIV, DL, DT, EM, FIELDSET, FORM, Hn, HTML, I, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, OL, P, PLAINTEXT, PRE, runtimeStyle, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

## See Also

[textDecorationLineThrough](#), [textDecorationNone](#), [textDecorationOverline](#),  
[textDecorationUnderline](#)

---

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◆ ◀ text-indent Attribute | t... ▶ text-transfo

*Web Workshop | DHTML, HTML & CSS*

# text-justify Attribute | textJustify Property

---

Sets or retrieves the type of alignment used to justify text in the object.

## Syntax

<b>HTML</b>	{ <b>text-justify</b> : <i>sAlign</i> }
<b>Scripting</b>	<i>object.style.textJustify</i> [ = <i>sAlign</i> ]

## Possible Values

<i>sAlign</i>	String that specifies one of the following values:	
	inter-word	Aligns text by increasing spacing between words. This value's spacing behavior is the fastest way to make all lines of text equal in length. Its justification behavior does not affect the last line of the paragraph.
	newspaper	Increases or decreases spacing between letters and between words. It is the most sophisticated form of justification for Latin alphabets.
	distribute	Handles spacing much like the newspaper value. This form of justification is optimized for East Asian documents, particularly Thai.
	distribute-all-lines	Justifies lines in the same way as the distribute value, except that it also justifies the last line of the paragraph. This form of justification is intended for ideographic text.
	inter-ideograph	Provides full justification for ideographic text. It increases or decreases both inter-ideograph and inter-word spacing.
	<b>auto</b>	Allows the browser user agent to determine which justification algorithm to apply.

The property is read/write with a default value of **auto**; the proposed cascading style sheets (CSS) extension attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

For this property to affect text layout, the [text-align](#) property must be set to justify.

## Applies To

ADDRESS, BLOCKQUOTE, BODY, CENTER, DD, DIR, DIV, DL, DT, FIELDSET, FORM, Hn, HR, LEGEND, LI, LISTING, MARQUEE, MENU, OL, P, PLAINTEXT, PRE, TABLE, TD, TH, TR, UL, XMP

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◀ textDecorationUnderline P... ▶ text-jus

*Web Workshop | DHTML, HTML & CSS*

# text-indent Attribute | textIndent Property

---

Sets or retrieves the indentation of the text in the object.

## Syntax

<b>HTML</b>	{ <b>text-indent</b> : <i>sIndent</i> }
<b>Scripting</b>	<i>object.style.textIndent</i> [ = <i>sIndent</i> ]

## Possible Values

<i>sIndent</i>	String that specifies one of the following values:
<i>length</i>	Floating-point number, followed by an absolute units designator (cm, mm, in, pt, pc, or px) or a relative units designator (em or ex). For more information about the supported length units, see <a href="#">CSS Length Units</a> .
<i>percentage</i>	Integer, followed by a %. This value is a percentage of the width of the parent object.

The property is read/write with a default value of **0**; the cascading style sheets (CSS) attribute is inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The property can be negative. An indent is not inserted in the middle of an object that was broken by another object (such as [BR](#) in HTML).

## Example

The following examples use the **text-indent** attribute and the **textIndent** property to indent the object's text.

This example uses calls to an embedded style sheet to change the indent on the text when an [onclick](#) event occurs. The text was originally indented 2

centimeters using [DIV](#) as a selector in the style sheet.

```
<STYLE>
  DIV { text-indent:2cm }
  .click1 { text-indent:50% }
  .click2 { text-indent: }
</STYLE>
</HEAD>
<BODY>
<DIV onclick="this.className='click1'"
  ondblclick="this.className='click2'">
... </DIV>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to indent the text within the **DIV** when an [onmouseover](#) event occurs.

```
<DIV onmouseover=this.style.textIndent="2cm"
:
</DIV>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[BLOCKQUOTE](#), [BODY](#), [BUTTON](#), [CENTER](#), [currentStyle](#), [DD](#), [DFN](#), [DIR](#), [DIV](#), [DL](#), [DT](#), [FIELDSET](#), [FORM](#), [Hn](#), [HR](#), [ISINDEX](#), [LI](#), [LISTING](#), [MARQUEE](#), [MENU](#), [OL](#), [P](#), [PLAINTEXT](#), [PRE](#), [runtimeStyle](#), [style](#), [TABLE](#), [TD](#), [TH](#), [TR](#), [UL](#), [XMP](#)

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◆ ◀ text-justify Attribute | ... ▶ tFoot Proper

*Web Workshop | DHTML, HTML & CSS*

# text-transform Attribute | textTransform Property

---

Sets or retrieves the rendering of the text in the object.

## Syntax

<b>HTML</b>	{ <b>text-transform</b> : <i>sTransform</i> }
<b>Scripting</b>	<i>object.style.textTransform</i> [ = <i>sTransform</i> ]

## Possible Values

<i>sTransform</i>	String that specifies one of the following values: <ul style="list-style-type: none"><li><b>none</b> Text is not transformed.</li><li>capitalize Transforms the first character of each word to uppercase.</li><li>uppercase Transforms all the characters to uppercase.</li><li>lowercase Transforms all the characters to lowercase.</li></ul>
-------------------	--

The property is read/write with a default value of **none**; the cascading style sheets (CSS) attribute is inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)□.

## Example

The following examples use the **text-transform** attribute and the **textTransform** property to transform a block of text from lower case to upper case when the user moves the mouse over the text. The text transforms back to lower case when the user clicks the text.

This example uses three calls to an embedded (global) style sheet to transform the text.

```
<STYLE>
```

```

    .transform1 { text-transform:uppercase }
    .transform2 { text-transform:lowercase }
    .transform3 { text-transform:none }
</STYLE>
</HEAD>
<BODY>
<DIV STYLE="font-size:14"
    onmouseover="this.className='transform1'"
    onclick= "this.className='transform2'"
    ondblclick="this.className='transform3'">
:
</DIV>

```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to transform the text when different mouse events occur.

```

<DIV STYLE="font-size:14"
    onmouseover="this.style.textTransform='uppercase'"
    onmouseout="this.style.textTransform='lowercase'"
    onclick="this.style.textTransform='none'">
:
</DIV>

```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



**Applies To**

A, ADDRESS, B, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, currentStyle, custom, DD, DFN, DIR, DIV, DL, DT, EM, FIELDSET, FORM, Hn, HTML, I, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, OL, P, PLAINTEXT, PRE, runtimeStyle, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

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◀ TYPE Attribute | type Pro... ▶ uniqueI

*Web Workshop | DHTML, HTML & CSS*

# unicode-bidi Attribute | unicodeBidi Property

---

Sets or retrieves the level of embedding with respect to the bidirectional algorithm.

## Syntax

<b>HTML</b>	{ <b>unicode-bidi</b> : <i>sEmbedLevel</i> }
<b>Scripting</b>	<i>object.unicodeBidi</i> [ = <i>sEmbedLevel</i> ]

## Possible Values

<i>sEmbedLevel</i>	String that specifies one of the following values:	
	<b>normal</b>	Element does not open an additional level of embedding. For inline elements, implicit reordering works across element boundaries.
	embed	Element opens an additional level of embedding. The value of the <a href="#">direction</a> property specifies the embedding level. Reordering is implicit inside the element.
	bidirectional-override	Same as the embed value, except that, inside the element, reordering is strictly in sequence according to the <b>direction</b> property. This value overrides the implicit bidirectional algorithm.

The property is read/write with a default value of **normal**; the cascading style sheets (CSS) attribute is inherited.

## Remarks

The **unicodeBidi** property is used with the [direction](#) property.

The Unicode bidirectional algorithm automatically reverses embedded character sequences according to their inherent direction. For example, the base direction of an English document is left-to-right. If portions of a paragraph within the document contain a language with a right-to-left reading order, the direction of that language displays correctly right-to-left. The user agent applying the bidirectional algorithm correctly reverses the language direction.

## Applies To

A, ACRONYM, ADDRESS, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, currentStyle, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, Hn, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, runtimeStyle, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

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◀ [VCARD\\_NAME Attribute | vc...](#) ▶ [visib](#)

*Web Workshop | DHTML, HTML & CSS*

# vertical-align Attribute | verticalAlign Property

---

Sets or retrieves the vertical positioning of the object.

## Syntax

<b>HTML</b>	{ <b>vertical-align</b> : <i>sAlign</i> }
<b>Scripting</b>	<i>object.style.verticalAlign</i> [ = <i>sAlign</i> ]

## Possible Values

<i>sAlign</i>	String that specifies one of the following values:
<b>baseline</b>	Aligns the contents of an object supporting <b>VALIGN</b> to the base line.
sub	Vertically aligns the text to subscript.
super	Vertically aligns the text to superscript.
top	Vertically aligns the contents of an object supporting <b>VALIGN</b> to the top of the object.
middle	Vertically aligns the contents of an object supporting <b>VALIGN</b> to the middle of the object.
bottom	Vertically aligns the contents of an object supporting <b>VALIGN</b> to the bottom of the object.
text-top	Vertically aligns the text of an object supporting <b>VALIGN</b> to the top of the object.
text-bottom	Vertically aligns the text of an object supporting <b>VALIGN</b> to the bottom of the object.

The property is read/write with a default value of **baseline**; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The values sub and super are supported on text. The other values are supported for objects that support **VALIGN**.

## Example

This example uses of the **verticalAlign** property to align text within a table cell.

```
<TABLE BORDER width=100>
<TR>
  <TD onmouseover="this.style.verticalAlign='bottom'"
    onmouseout="this.style.verticalAlign=''">
    text to align</TD>
</TR>
</TABLE>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[COL](#), [currentStyle](#), [custom](#), [IMG](#), [runtimeStyle](#), [SPAN](#), [style](#), [TBODY](#), [TD](#), [TFOOT](#), [TH](#), [THEAD](#), [TR](#)

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◀ width Attribute | width P... ▶ word-spac

*Web Workshop | DHTML, HTML & CSS*

# word-break Attribute | wordBreak Property

---

Sets or retrieves line-breaking behavior within words, particularly where multiple languages appear in the object.

## Syntax

<b>HTML</b>	{ <b>word-break</b> : <i>sBreak</i> }
<b>Scripting</b>	<i>object.style.wordBreak</i> [ = <i>sBreak</i> ]

## Possible Values

<i>sBreak</i>	String that specifies one of the following values:
<b>normal</b>	Allows line breaking within words.
break-all	Behaves the same as <b>normal</b> for Asian text, yet allows the line to break arbitrarily for non-Asian text. This value is suited to Asian text that contains some excerpts of non-Asian text.
keep-all	Does not allow word breaking for Chinese, Japanese, and Korean. Functions the same way as <b>normal</b> for all non-Asian languages. This value is optimized for text that includes small amounts of Chinese, Japanese, or Korean.

The property is read/write with a default value of **normal**; the proposed cascading style sheets (CSS) extension attribute is inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Applies To

ADDRESS, BLOCKQUOTE, BODY, CENTER, DD, DIR, DIV, DL, DT, FIELDSET, FORM, Hn, HR, LEGEND, LI, LISTING, MARQUEE, MENU, OL, P, PLAINTEXT, PRE, TABLE, TD, TH, TR, UL, XMP

## See Also

[lineBreak](#)

---



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◀ word-break Attribute | wo... ▶ WRAP /

*Web Workshop | DHTML, HTML & CSS*

# word-spacing Attribute | wordSpacing Property

---

Sets or retrieves the amount of additional space between words in the object.

## Syntax

<b>HTML</b>	{ <b>word-spacing</b> : <i>sSpacing</i> }
<b>Scripting</b>	<i>object.style.wordSpacing</i> [ = <i>sSpacing</i> ]

## Possible Values

<i>sSpacing</i>	String that specifies one of the following values: <b>normal</b> Default spacing. <i>length</i> Floating-point number, followed by an absolute units designator (cm, mm, in, pt, pc, or px) or a relative units designator (em or ex). For more information about the supported length units, see <a href="#">CSS Length Units</a> .
-----------------	--

The property is read/write with a default value of **normal**; the cascading style sheets (CSS) attribute is inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The **word-spacing** attribute is available only on the Macintosh, beginning with Internet Explorer 4.01.

The attribute adds the specified spacing after each word. Justification can influence word spacing.

The *length* value indicates an addition to the default space between words. Negative values are permitted.

## Example

This example uses the **word-spacing** attribute and the **wordSpacing** property to increase the amount of space between words in a [SPAN](#).

```
<STYLE>
  SPAN.spacing{word-spacing: 10;}
</STYLE>

<SCRIPT>
function fnChangeSpace(){
  oSpan.style.wordSpacing =
    oSelSpace.options[oSelSpace.selectedIndex].text;
}
</SCRIPT>

<SELECT ID = "oSelSpace" onchange = "fnChangeSpace()">
  <OPTION>10
  <OPTION>15
  <OPTION>20
</SELECT>
<SPAN ID = "oSpan" CLASS = "spacing">
The quick brown fox jumped over the lazy dog.
</SPAN>
```

## Applies To

[A](#), [ADDRESS](#), [B](#), [BIG](#), [BLOCKQUOTE](#), [BODY](#), [BUTTON](#), [CAPTION](#), [CENTER](#), [CITE](#), [CODE](#), [COL](#), [COLGROUP](#), [custom](#), [DD](#), [DFN](#), [DIR](#), [DIV](#), [DL](#), [DT](#), [EM](#), [FIELDSET](#), [FORM](#), [Hn](#), [HTML](#), [I](#), [IMG](#), [INPUT type=button](#), [INPUT type=checkbox](#), [INPUT type=file](#), [INPUT type=image](#), [INPUT type=password](#), [INPUT type=radio](#), [INPUT type=reset](#), [INPUT type=submit](#), [INPUT type=text](#), [ISINDEX](#), [KBD](#), [LABEL](#), [LEGEND](#), [LI](#), [LISTING](#), [MARQUEE](#), [MENU](#), [OL](#), [P](#), [PLAINTEXT](#), [PRE](#), [S](#), [SAMP](#), [SELECT](#), [SMALL](#), [SPAN](#), [STRIKE](#), [STRONG](#), [SUB](#), [SUP](#), [TABLE](#), [TBODY](#), [TD](#), [TEXTAREA](#), [TFOOT](#), [TH](#), [THEAD](#), [TR](#), [TT](#), [U](#), [UL](#), [VAR](#), [XMP](#)

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## ◀ availWidth Property ▶ BACKGROUND

*Web Workshop | DHTML, HTML & CSS*

# background Attribute | background Property

---

Sets or retrieves up to five separate background properties of the object.

## Syntax

<b>HTML</b>	<b>{ background: </b> <i>sBackground</i> <b> }</b>
<b>Scripting</b>	<b>object.style.background [ = </b> <i>sBackground</i> <b> ]</b>

## Possible Values

<i>sBackground</i>	String that specifies up to five of the following space-delimited values, in any order: <ul style="list-style-type: none"><li><i>color</i> Any of the range of color values available to the <a href="#">backgroundColor</a> property.</li><li><i>image</i> Any of the range of image values available to the <a href="#">backgroundImage</a> property.</li><li><i>repeat</i> Any of the range of repeat values available to the <a href="#">backgroundRepeat</a> property.</li><li><i>attachment</i> Any of the range of attachment values available to the <a href="#">backgroundAttachment</a> property.</li><li><i>position</i> Any of the range of position values available to the <a href="#">backgroundPosition</a> property.</li></ul>
--------------------	---

The property is read/write with a default value of **transparent none repeat scroll 0% 0%**. The cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The **background** property is a composite property. Separate properties can be used to specify each of the individual properties, but in many cases it is more convenient to set them in one place using this composite property.

Individual background properties not set by the composite background property are set to their default values. For example, the default value for *image* is none. Setting **background: white** is equivalent to setting

**background:** white none repeat scroll 0% 0%. So, in addition to setting the background color to white, setting **background:** white clears any *image*, *repeat*, *attachment*, or *position* values previously set.

The background properties render in the object's content and padding; however, borders are set using the [border](#) properties.

In Microsoft® Internet Explorer 3.0, elements that expose the **background** property only support the *color* and *image* values; the *attachment* value is only supported by the [BODY](#), [TABLE](#), and [TD](#) elements. In block elements, such as [P](#) and [DIV](#), background images and colors appear only behind text in Internet Explorer 3.0; in Internet Explorer 4.0 and later, backgrounds stretch from margin to margin when used with block elements.

Although objects do not inherit the **background** property, the background image or color of an object's parent appears behind an object if a background is not specified.

For more information about supported colors, see the [Color Table](#).

## Example

The following examples use the **background** property and the **background** attribute to set the background values.

This example uses inline event handlers to modify the [background-color](#) and [background-position](#) attributes of an image. These attributes are specified in an embedded style sheet using the **background** attribute.

```
<STYLE>
.style1{background:beige url(sphere.jpg) no-repeat top center}
.style2{background:ivory url(sphere.jpeg) no-repeat bottom right}
```



```
</STYLE>
</HEAD>
<BODY>
<SPAN onmouseover="this.className='style1'"
      onmouseout="this.className='style2'">
... </SPAN>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to modify the **backgroundColor** and **backgroundPosition** properties of an image.

```
<SPAN onclick="this.style.background='beige url(sphere.jpeg)
no-repeat top center'">
... </SPAN>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ADDRESS, B, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, custom, DD, DFN, DIR, DIV, DL, DT, EM, FIELDSET, FORM, Hn, HTML, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, OL, P, PLAINTEXT, PRE, runtimeStyle, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

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◀ BACKGROUND Attribute | ba... ▶ bac

*Web Workshop | DHTML, HTML & CSS*

# background-attachment Attribute | backgroundAttachment Property

---

Sets or retrieves how the background image is attached to the object within the document.

## Syntax

<b>HTML</b>	{ <b>background-attachment</b> : <i>sAttachment</i> }
<b>Scripting</b>	<i>object.style.backgroundAttachment</i> [ = <i>sAttachment</i> ]

## Possible Values

<i>sAttachment</i>	String that specifies one of the following values: <b>scroll</b> Background image scrolls with the object as the document is scrolled. <b>fixed</b> Background image stays fixed within the viewable area of the object.
--------------------	--

The property is read/write with a default value of **scroll**; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)□.

## Remarks

This property can be set with the other background properties by using the [background](#) composite property.

Microsoft® Internet Explorer 3.0 supports the **background-attachment** attribute, but only when it's set by using the [background](#) attribute.

## Example

The following examples use the **background-attachment** attribute and the

**backgroundAttachment** property to set the background to "fixed", so that the background does not scroll with the text.

This example uses an inline style sheet to set the background to fixed.

```
<STYLE >  
  BODY { background-attachment:fixed }  
</STYLE>  
</HEAD>  
<BODY background="some.jpg">
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to set the background to fixed.

```
<BODY ID="oBdy" background="marble05.jpg"  
onload="oBdy.style.backgroundAttachment = 'fixed'">
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[BODY](#), [currentStyle](#), [HTML](#), [runtimeStyle](#), [style](#)

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◀ background-attachment Att... ▶ backg

*Web Workshop | DHTML, HTML & CSS*

# background-color Attribute | backgroundColor Property

---

Sets or retrieves the color behind the content of the object.

## Syntax

<b>HTML</b>	<code>{ background-color: <i>sColor</i> }</code>
<b>Scripting</b>	<code>object.style.backgroundColor [ = <i>sColor</i> ]</code>

## Possible Values

<i>sColor</i>	String that specifies one of the following values:
<b>transparent</b>	Color of the next parent object through which the background is visible.
<i>color</i>	Any color value, including those specified in the <a href="#">Color Table</a> .

The property is read/write with a default value of **transparent**; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

This property can be set with the other background properties by using the [background](#) composite property.

Internet Explorer 3.0 supports the **background-color** attribute, but only when it's set by using the [background](#) attribute.

## Windows CE

In Microsoft® Windows® CE, specifying a value for the **backgroundColor** property of the [OPTION](#) element when applied through the [style](#) object has no effect.



## Example

The following examples use the **background-color** attribute and the **backgroundColor** property to specify the background color.

This example uses an inline style sheet to set the background color to beige.

```
<SPAN STYLE="font-size:14; background-color:beige">  
... </SPAN>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to set the background color to beige.

```
<SPAN onmouseover="this.style.backgroundColor='beige'">  
... </SPAN>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ADDRESS, B, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, currentStyle, custom, DD, DFN, DIR, DIV, DL, DT, EM, FIELDSET, FORM, Hn, HTML, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, OL, OPTION, P, PLAINTEXT, PRE, runtimeStyle, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

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◀ background-color Attribut... ▶ backgro

*Web Workshop | DHTML, HTML & CSS*

# background-image Attribute | backgroundImage Property

---

Sets or retrieves the background image of the object.

## Syntax

<b>HTML</b>	<b>{ background-image: <i>sLocation</i> }</b>
<b>Scripting</b>	<b><i>object.style.backgroundImage</i> [ = <i>sLocation</i> ]</b>

## Possible Values

<i>sLocation</i>	String that specifies one of the following values: <b>none</b> Color of the next parent through which the background is visible. <code>url(<i>sUrl</i>)</code> Location of the background image, where <i>sUrl</i> is an absolute or relative URL.
------------------	--

The property is read/write with a default value of **none**; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The URL identifies the image file. When setting a background image, you can set a background color to be used when the image is unavailable. When the image is available, it overlays the background color.

This property may be set with other background properties by using the [background](#) composite property.

Internet Explorer 3.0 supports the **background-image** attribute, but only when it's set through the [background](#) attribute.

## Example

The following examples use the **background-image** attribute and the **backgroundImage** property to specify the background's image.

This example uses a call to an embedded (global) style sheet to show and hide the background image.

```
<STYLE>
  .setUrl { background-image: url(sphere.jpg) }
  .loseUrl { background-image: url(none) }
</STYLE>
</HEAD>
<BODY>
<SPAN STYLE="font-size:14" onmouseover="this.className='set'
  onmouseout="this.className='loseUrl'">
... </SPAN>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to show and hide the background image.

```
<SPAN onmouseover="this.style.backgroundImage='url(sphere.jpg)'"
... </SPAN>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ADDRESS, B, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, currentStyle, custom, DD, DFN, DIR, DIV, DL, DT, EM, FIELDSET, FORM, Hn, HTML, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT

type=reset, INPUT type=submit, INPUT type=text, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, OL, P, PLAINTEXT, PRE, runtimeStyle, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

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◀ background-image Attribut... ▶ backgr

*Web Workshop | DHTML, HTML & CSS*

# background-position Attribute | backgroundPosition Property

---

Sets or retrieves the position of the background of the element.

## Syntax

<b>HTML</b>	<b>{ background-position: <i>sPosition</i> }</b>
<b>Scripting</b>	<b><i>object.style.backgroundPosition</i> [ = <i>sPosition</i> ]</b>

## Possible Values

<i>sPosition</i>	String that specifies one or two of the following values:
<i>length</i>	Floating-point number, followed by an absolute units designator (cm, mm, in, pt, pc, or px) or a relative units designator (em or ex). For more information about the supported length units, see <a href="#">CSS Length Units</a> .
<i>percentage</i>	Integer, followed by a %. The value is a percentage of the width or height of the object.
<i>vAlignment</i>	Vertical alignment value consisting of one of the following:  top      Vertical alignment is at the top. center   Vertical alignment is centered. bottom   Vertical alignment is at the bottom.
<i>hAlignment</i>	Horizontal alignment value consisting of one of the following:  left      Horizontal alignment is to the left. center   Horizontal alignment is centered. right     Horizontal alignment is to the right.

The property is read/write with a default value of **0% 0%**; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks



If only one value is set, that value applies to the horizontal coordinate, and the vertical is set to 50%. If both values are set, the first value applies to the horizontal coordinate and the second value applies to the vertical.

Setting the values to 0% 0% positions the [background-image](#) to the upper left corner of the element's content excluding the padding.

Specifying right center has the following effect: Because right is assumed to be an x-coordinate direction, right will overwrite the center value; the background shifts right accordingly.

This property may be set together with the other background properties using the [background](#) composite property.

## Example

The following examples use the **background-position** attribute and the **backgroundPosition** property to specify the position of a background image.

This example uses a call to an embedded (global) style sheet to move the sphere.

```
<STYLE>
  .style1 { background-position:top center }
  .style2 { background-position:bottom right }
</STYLE>
</HEAD>
<BODY onload="oSpan.className='style1'">
<SPAN STYLE="font-size:14; width:250;" ID="oSpan"
  onmouseover="this.className='style2'" onmouseout="this.classl
... </SPAN>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses an inline style to move the sphere.

```
<SPAN onmouseover="this.style.backgroundColor='bottom right"
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ADDRESS, B, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, custom, DD, DFN, DIR, DIV, DL, DT, EM, FIELDSET, FORM, Hn, HTML, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, OL, P, PLAINTEXT, PRE, runtimeStyle, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

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◀ [backgroundPositionY Prope...](#) ▶ BALA

*Web Workshop | DHTML, HTML & CSS*

# background-repeat Attribute | backgroundRepeat Property

---

Sets or retrieves how the [backgroundImage](#) property of the object is tiled.

## Syntax

<b>HTML</b>	<code>{ background-repeat: <i>sRepeat</i> }</code>
<b>Scripting</b>	<code>object.style.backgroundRepeat [ = <i>sRepeat</i> ]</code>

## Possible Values

<i>sRepeat</i>	String that specifies one of the following values:
<b>repeat</b>	Image is repeated horizontally and vertically.
no-repeat	Image is not repeated.
repeat-x	Image is repeated horizontally.
repeat-y	Image is repeated vertically.

The property is read/write with a default value of **repeat**; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)□.

## Remarks

The repeat-x and repeat-y values make the image repeat horizontally and vertically, respectively, creating a single band of images from one side to the other.

This property can be set with other background properties by using the [background](#) composite property.

## Example

The following examples use the **background-repeat** attribute and the **backgroundRepeat** property to specify whether the background image is tiled.

This example uses a call to an embedded (global) style sheet to tile the image.

```
<STYLE>
  .style1 { background-image:url(sphere.jpg);
            background-repeat:repeat }
  .style2 { background-image:url(sphere.jpeg);
            background-repeat:no-repeat }
</STYLE>
</HEAD>
<BODY>
<SPAN onmouseover="this.className='style1'"
onmouseout="this.className='style2'" onclick="this.className=''"
... </SPAN>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example shows how to use inline scripting to tile the image.

```
<SPAN onmouseover="this.style.backgroundImage='url(sphere.jpg);
this.style.backgroundRepeat='repeat'">
:
</SPAN>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ADDRESS, B, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, currentStyle, custom, DD, DFN, DIR, DIV, DL, DT, EM, FIELDSET, FORM, Hn, HTML, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, OL, P, PLAINTEXT, PRE, runtimeStyle, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

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◀ COLOR Attribute | color P... ▶ colorDe

*Web Workshop | DHTML, HTML & CSS*

# color Attribute | color Property

---

Sets or retrieves the color of the text of the object.

## Syntax

<b>HTML</b>	<code>{ color : <i>sColor</i> }</code>
<b>Scripting</b>	<code>object.style.color [ = <i>sColor</i> ]</code>

## Possible Values

*sColor* String that specifies one of the color names or red-green-blue (RGB) values in the [Color Table](#).

The property is read/write with no default value; the cascading style sheets (CSS) attribute is inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

These are different ways to specify a color—in this example, red.

```
EM { color: red }           /* natural language / CNS */
EM { color: #F00 }         /* #RGB */
EM { color: #FF0000 }      /* #RRGGBB */
EM { color: rgb 1.0 0.0 0.0 } /* float range: 0.0 - 1.0 */
```

Some browsers do not recognize color names, but all browsers should recognize red-green-blue (RGB) color values and display them correctly.

## Windows CE



In Microsoft® Windows® CE, specifying a value for the **color** property of the **OPTION** element when applied through the **style** object has no effect.

## Example

The following examples use the **color** attribute and the **color** property to change the text color of an object.

This example uses a call to an embedded (global) style sheet to change the text color to red when an **onmouseover** event occurs.

```
<STYLE>
  .color1 { color:red }
  .color2 { color: }
</STYLE>
</HEAD>
<BODY>
<SPAN STYLE="font-size:14" onmouseover="this.className='color1'
  onmouseout="this.className='color2'"> . . .
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to change the text color to red when an **onmouseover** event occurs.

```
<SPAN STYLE="font-size:14" onmouseover="this.style.color='red'
:
</SPAN>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to

install the latest version. Then reload this page to view the sample.



## Applies To

A, ADDRESS, APPLET, B, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, currentStyle, custom, DD, DFN, DIR, DIV, DL, DT, EM, FIELDSET, FORM, Hn, HTML, I, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, OL, OPTION, P, PLAINTEXT, PRE, runtimeStyle, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

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◀ BGPROPERTIES Attribute | ... ▶ BOR

*Web Workshop | DHTML, HTML & CSS*

# border Attribute | border Property

---

Sets or retrieves the properties to be drawn around the object.

## Syntax

<b>HTML</b>	{ <b>border:</b> <i>sBorder</i> }
<b>Scripting</b>	<i>object.style.border</i> [ = <i>sBorder</i> ]

## Possible Values

<i>sBorder</i>	String that specifies one or more of the following space-delimited values: <i>width</i> Any of the range of width values available to the <a href="#">borderWidth</a> property. <i>style</i> Any of the range of style values available to the <a href="#">borderStyle</a> property. <i>color</i> Any of the range of color values available to the <a href="#">borderColor</a> property.
----------------	--

The property is read/write with a default value of **medium none**; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The **border** property is a composite property that sets the *width*, *style*, and *color* values for all four sides of an object.

You must specify a *style* when specifying a *width* and/or *color*; otherwise, the border does not render.

All individual border properties not set by the composite border property are set to their default values. For example, the default value for *width* is medium.

The setting **border**=thin is identical to **border**=thin none; the default value for the border color is the same as the text color if one is not initially set. So, not only does the property set *width* to thin, it also clears any *style* or *color* values previously set.

Setting a border to zero or omitting the attribute causes no border to be displayed. Supplying the border attribute without a value defaults to a single border.

To use this property, inline elements must have an absolute [position](#) or layout. Element layout is set by providing a value for the [height](#) property or the [width](#) property.

If a *color* is not specified, the text color is used.

For more information about supported colors, see the [Color Table](#).

## Example

The following examples use the **border** attribute and the **border** property to specify the composite border properties.

This example uses a call to an embedded (global) style sheet to modify the **border** attribute.

```
<HEAD>
<STYLE>
  .applyBorder { border:0.2cm groove orange }
  .removeBorder { border:none }
</STYLE>
</HEAD>
<BODY>
<TABLE BORDER>
```

```
<TR>
  <TD onmouseover="this.className='applyBorder'"
    onmouseout="this.className='removeBorder'">
    <IMG src="sphere.jpg"></TD>
</TR>
</TABLE>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to modify the **border** property.

```
<TD onmouseover="this.style.border='0.2cm groove pink'">
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, custom, DD, DIR, DIV, DL, DT, EMBED, FIELDSET, FORM, Hn, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, LI, LISTING, MARQUEE, MENU, OBJECT, OL, P, PLAINTEXT, PRE, runtimeStyle, SPAN, style, TABLE, TD, TEXTAREA, TH, UL, XMP

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◀ BORDER Attribute | border... ▶ border

*Web Workshop | DHTML, HTML & CSS*

# border-bottom Attribute | borderBottom Property

---

Sets or retrieves the properties of the bottom border of the object.

## Syntax

<b>HTML</b>	<code>{ <b>border-bottom</b>: <i>sBottom</i> }</code>
<b>Scripting</b>	<code>object.style.<b>borderBottom</b> [ = <i>sBottom</i> ]</code>

## Possible Values

<i>sBottom</i>	String that specifies one or more of the following space-delimited values: <i>width</i> Any of the range of width values available to the <a href="#">borderBottomWidth</a> property. <i>style</i> Any of the range of style values available to the <a href="#">borderBottomStyle</a> property. <i>color</i> Any of the range of color values available to the <a href="#">borderBottomColor</a> property.
----------------	--

The property is read/write with a default value of **medium none**; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The **borderBottom** property is a composite property that sets the *width*, *color*, and *style* values for the bottom border of an object.

All individual border properties not set by the composite **borderBottom** property are set to their default values. For example, the default value for *width* is medium.

To use this property, inline elements must have an absolute [position](#) or layout. Element layout is set by providing a value for the [height](#) property or the [width](#) property.



If a *color* is not specified, the text color is used.

For more information about supported colors, see the [Color Table](#).

## Example

The following examples use the **borderBottom** property and the **border-bottom** attribute to specify the various properties for the bottom border.

This example uses a call to an embedded (global) style sheet to change the attributes of the bottom border.

```
<HEAD>
<STYLE>
  TD    { border-bottom:0.5cm solid yellow }
  .change { border-bottom:0.5cm groove pink }
</STYLE>
</HEAD>
<BODY>
<TABLE>
<TR>
<TD onmouseover="this.className='change'"
    onmouseout="this.className=''"><IMG src="sphere.jpg"></TD>
</TR>
</TABLE>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to change the bottom border.

```
<TD onmouseover="this.style.borderBottom='0.3cm groove yellow"
```

---

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, custom, DD, DIR, DIV, DL, DT, EMBED, FIELDSET, FORM, Hn, HR, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, LI, LISTING, MARQUEE, MENU, OBJECT, OL, P, PLAINTEXT, PRE, runtimeStyle, SPAN, style, TABLE, TD, TEXTAREA, TH, UL, XMP

## See Also

[border](#)

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◀ border-bottom Attribute |... ▶ border-b

*Web Workshop | DHTML, HTML & CSS*

# border-bottom-color Attribute | borderBottomColor Property

---

Sets or retrieves the color of the bottom border of the object.

## Syntax

<b>HTML</b>	<code>{ border-bottom-color: <i>sColor</i> }</code>
<b>Scripting</b>	<code>object.style.borderBottomColor [ = <i>sColor</i> ]</code>

## Possible Values

*sColor* String that specifies one of the color names or red-green-blue (RGB) values in the [Color Table](#).

The property is read/write with a default value equal to the value of the [color](#) property; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

To use this property, inline elements must have an absolute [position](#) or layout. Element layout is set by providing a value for the [height](#) property or the [width](#) property.

Some browsers do not recognize color names, but all browsers should recognize RGB color values and display them correctly.

## Example

The following examples use the **border-bottom-color** attribute and the **borderBottomColor** property to specify the border color.

This example uses a call to an embedded (global) style sheet to change the color of the bottom border.

```
<HEAD>
<STYLE>
  TD { border-bottom-color: red;
        border-width: 0.5cm; border-style: groove}
  .blue { border-bottom-color: blue}
</STYLE>
</HEAD>
<BODY>
<TABLE BORDER>
<TR>
  TD onmouseover="this.className='blue'"
    onmouseout="this.className=''">
    <IMG src="sphere.jpg">
  </TD>
</TR>
</TABLE>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to change the color of the bottom border.

```
<TD onmouseover="this.style.borderWidth='0.5cm';
  this.style.borderBottomColor='blue'">
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, currentStyle, custom, DD, DIR, DIV, DL, DT, EMBED, FIELDSET, FORM, Hn, HR, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, LI, LISTING, MARQUEE, MENU, OBJECT, OL, P, PLAINTEXT, PRE, runtimeStyle, SPAN, style, TABLE, TD, TEXTAREA, TH, UL, XMP

## See Also

[currentStyle](#), [border](#)

---

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◀ border-bottom-color Attri... ▶ border-b

*Web Workshop | DHTML, HTML & CSS*

# border-bottom-style Attribute | borderBottomStyle Property

---

Sets or retrieves the style of the bottom border of the object.

## Syntax

<b>HTML</b>	{ <b>border-bottom-style</b> : <i>sStyle</i> }
<b>Scripting</b>	<i>object.style.borderBottomStyle</i> [ = <i>sStyle</i> ]

## Possible Values

<i>sStyle</i>	String that specifies one of the following values:
<b>none</b>	Border is not drawn, regardless of any <a href="#">border-width</a> .
dotted	Border is a dotted line on the Macintosh platform as of Internet Explorer 4.01, and a solid line on the Windows and Unix platforms.
dashed	Border is a dashed line on the Macintosh platform as of Internet Explorer 4.01, and a solid line on the Windows and Unix platforms.
solid	Border is a solid line.
double	Border is a double line drawn on top of the background of the object. The sum of the two single lines and the space between equals the <a href="#">border-width</a> value. The border width must be at least 3 pixels wide to draw a double border.
groove	3-D groove is drawn in colors based on the value.
ridge	3-D ridge is drawn in colors based on the value.
inset	3-D inset is drawn in colors based on the value.
outset	3-D outset is drawn in colors based on the value.

The property is read/write with a default value of **none**; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)□.

## Remarks

A **border-width** greater than 0 must be set for the **border-bottom-style**



attribute to render.

To use this property, inline elements must have an absolute [position](#) or layout. Element layout is set by providing a value for the [height](#) property or the [width](#) property.

## Example

The following examples use the **border-bottom-style** attribute and the **borderBottomStyle** property to specify the border style.

This example uses a call to an embedded style sheet to change the style of the bottom border to groove.

```
<HEAD>
<STYLE>
  TD { border-bottom-style:solid;
        border-width=0.3cm }
  .change { border-bottom-style:groove}
</STYLE>
</HEAD>
<BODY>
<TABLE BORDER>
<TR>
  <TD onmouseover="this.className='change'"
      onmouseout="this.className=''">
    <IMG src="sphere.jpg">
  </TD>
</TR>
</TABLE>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to change the style of the bottom border to groove.

```
<TD onmouseover="this.style.borderWidth='0.5cm';  
this.style.borderBottomStyle='groove'">
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, currentStyle, custom, DD, DIR, DIV, DL, DT, EMBED, FIELDSET, FORM, Hn, HR, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, LI, LISTING, MARQUEE, MENU, OBJECT, OL, P, PLAINTEXT, PRE, runtimeStyle, SPAN, style, TABLE, TD, TEXTAREA, TH, UL, XMP

## See Also

[border](#)

---

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◀ border-bottom-style Attri... ▶ border-cc

*Web Workshop | DHTML, HTML & CSS*

# border-bottom-width Attribute | borderBottomWidth Property

---

Sets or retrieves the width of the bottom border of the object.

## Syntax

<b>HTML</b>	<b>{ border-bottom-width: <i>sWidth</i> }</b>
<b>Scripting</b>	<b><i>object.style.borderBottomWidth</i> [ = <i>sWidth</i> ]</b>

## Possible Values

<i>sWidth</i>	String that specifies one of the following values: <b>medium</b> Default width. <b>thin</b> Less than the default width. <b>thick</b> Greater than the default width. <b>width</b> Floating-point number, followed by an absolute units designator (cm, mm, in, pt, pc, or px) or a relative units designator (em or ex). For more information about the supported length units, see <a href="#">CSS Length Units</a> .
---------------	---

The property is read/write with a default value of **medium**; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

To use this property, inline elements must either have an absolute [position](#) or layout. Element layout is set by providing a value for the [height](#) property or the [width](#) property.

The property is supported on block and replaced objects only.

## Example

The following examples use the **border-bottom-width** attribute and the **borderBottomWidth** property to specify the border width.

This example uses a call to an embedded (global) style sheet to change the width of the bottom border to 1 centimeter when a mouse click occurs.

```
<HEAD>
<STYLE>
  TD { border-bottom-width:3mm }
  .changeborder1 { border-bottom-width:1cm }
</STYLE>
</HEAD>
<BODY>
<TABLE BORDER>
<TR>
  <TD onclick="this.className='changeborder1'"
    ondblclick="this.className=''">
    <IMG src="sphere.jpg">
  </TD>
</TR>
</TABLE>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to change the width of the bottom border to 1 centimeter when a mouse click occurs.

```
<TD onclick="this.style.borderBottomWidth='1cm'">
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to

install the latest version. Then reload this page to view the sample.



## Applies To

BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, currentStyle, custom, DD, DIR, DIV, DL, DT, EMBED, FIELDSET, FORM, Hn, HR, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, LI, LISTING, MARQUEE, MENU, OBJECT, OL, P, PLAINTEXT, PRE, runtimeStyle, SPAN, style, TABLE, TD, TEXTAREA, TH, UL, XMP

## See Also

[border](#)

---

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◀ border-bottom-width Attri... ▶ border-c

*Web Workshop | DHTML, HTML & CSS*

# border-collapse Attribute | borderCollapse Property

---

Sets or retrieves a value indicating whether the row and cell borders of a table are joined into a single border or detached as in standard HTML.

## Syntax

<b>HTML</b>	{ <b>border-collapse</b> : <i>sCollapse</i> }
<b>Scripting</b>	<i>table.style.borderCollapse</i> [ = <i>sCollapse</i> ]

## Possible Values

<i>sCollapse</i>	String that specifies one of the following values: <ul style="list-style-type: none"><li><b>separate</b> Borders are detached (standard HTML).</li><li><b>collapse</b> Borders are collapsed, where adjacent, into a single border.</li></ul>
------------------	---

The property is read/write with a default value of **separate**; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Example

This example demonstrates how to use the **border-collapse** attribute and the **borderCollapse** property to manipulate the border on a table.

```
<TABLE ID=oTable STYLE="border-collapse:collapse">
<TR><TD>EST</TD><TD>9:00 a.m.</TD></TR>
<TR><TD>CST</TD><TD>8:00 a.m.</TD></TR>
<TR><TD>PST</TD><TD>6:00 a.m.</TD></TR>
</TABLE>
```



```
<P>  
<INPUT TYPE=button  
  onclick="oTable.style.borderCollapse='separate'"  
  VALUE="separate">  
<INPUT TYPE=button  
  onclick="oTable.style.borderCollapse='collapse'"  
  VALUE="collapse">
```

This feature requires Internet Explorer 5 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[TABLE](#)

## See Also

[border](#)

---

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◀ border-collapse Attribute... ▶ BORDER

*Web Workshop | DHTML, HTML & CSS*

# border-color Attribute | borderColor Property

---

Sets or retrieves the border color of the object.

## Syntax

<b>HTML</b>	<code>{ border-color: <i>sColor</i> }</code>
<b>Scripting</b>	<code>object.style.borderColor [ = <i>sColor</i> ]</code>

## Possible Values

*sColor* String that specifies up to four color names or red-green-blue (RGB) values in the [Color Table](#).

The property is read/write with a default value equal to the value of the [color](#) property; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

Up to four different colors can be specified in the following order: top, right, bottom, left. If one color is supplied, it is used for all four sides. If two colors are supplied, the first is used for the top and bottom, and the second is used for left and right. If three colors are supplied, they are used for top, right and left, and bottom, respectively.

To use this property, inline elements must have an absolute [position](#) or layout. Element layout is set by providing a value for the [height](#) property or the [width](#) property.

The **borderColor** property does not render if the [borderStyle](#) property is set to none.

The property is supported on block and replaced objects only.

Some browsers do not recognize color names, but all browsers should recognize RGB color values and display them correctly.

## Example

The following examples use the **border-color** attribute and the **borderColor** property to specify the border color.

This example uses a call to an embedded (global) style sheet to change the color of the border to blue from an initial value of red when the mouse moves over the image.

```
<HEAD>
<STYLE>
  TD { border-color: red; border-width: 0.5cm }
  .blue { border-color: blue }
</STYLE>
</HEAD>
<BODY>
<TABLE BORDER>
<TR>
  <TD onmouseover="this.className='blue'"
    onmouseout="this.className=''">
    <IMG src="sphere.jpg">
  </TD>
</TR>
</TABLE>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to change the color of the border to blue when the mouse moves over the image.

```
<TD onmouseover="this.style.borderWidth='0.5cm';  
                this.style.borderColor='blue';  
                this.style.borderStyle='solid'">
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, currentStyle, custom, DD, DIR, DIV, DL, DT, EMBED, FIELDSET, FORM, Hn, HR, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, LI, LISTING, MARQUEE, MENU, OBJECT, OL, P, PLAINTEXT, PRE, runtimeStyle, SPAN, style, TABLE, TD, TEXTAREA, TH, UL, XMP

## See Also

[border](#)

---

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◀ [borderColorLight Property](#) ▶ [border-le](#)

*Web Workshop | DHTML, HTML & CSS*

# border-left Attribute | borderLeft Property

---

Sets or retrieves the properties of the left border of the object.

## Syntax

<b>HTML</b>	<code>{ border-left: <i>sLeft</i> }</code>
<b>Scripting</b>	<code>object.style.borderLeft [ = <i>sLeft</i> ]</code>

## Possible Values

<i>sLeft</i>	String that specifies one or more of the following space-delimited values: <ul style="list-style-type: none"><li><i>width</i> Any of the range of width values available to the <a href="#">borderLeftWidth</a> property.</li><li><i>style</i> Any of the range of style values available to the <a href="#">borderLeftStyle</a> property.</li><li><i>color</i> Any of the range of color values available to the <a href="#">borderLeftColor</a> property.</li></ul>
--------------	---

The property is read/write with a default value of **medium none**; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The **borderLeft** property is a composite property that sets the *width*, *color*, and *style* values for the left border of an object.

All individual border properties not set by the composite **borderLeft** property are set to their default values. For example, the default value for *width* is medium.

If the *color* value is not specified, the text color is used.

For more information about supported colors, see the [Color Table](#).

To use this property, inline elements must have an absolute [position](#) or layout. Element layout is set by providing a value for the [height](#) property or the [width](#) property.

## Example

The following examples use the **borderLeft** property and the **border-left** attribute to specify the composite **border-left** properties.

This example uses a call to an embedded (global) style sheet to modify the attributes of the left border.

```
<HEAD>
<STYLE>
  TD { border-left:0.5cm solid yellow }
  .change { border-left:0.5cm groove pink }
</STYLE>
</HEAD>
<BODY>
<TABLE>
<TR>
  <TD onmouseover="this.className='change'"
    onmouseout="this.className=''">
    <IMG src="sphere.jpg">
  </TD>
</TR>
</TABLE>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.





This example uses inline scripting to change the properties of the left border.

```
<TD onmouseover="this.style.borderLeft='0.3cm groove yellow'">
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, custom, DD, DIR, DIV, DL, DT, EMBED, FIELDSET, FORM, Hn, HR, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, LI, LISTING, MARQUEE, MENU, OBJECT, OL, P, PLAINTEXT, PRE, runtimeStyle, SPAN, style, TABLE, TD, TEXTAREA, TH, UL, XMP

## See Also

[border](#)

---

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◀ border-left Attribute | b... ▶ border-left-

*Web Workshop | DHTML, HTML & CSS*

# border-left-color Attribute | borderLeftColor Property

---

Sets or retrieves the color of the left border of the object.

## Syntax

<b>HTML</b>	<code>{ border-left-color: <i>sColor</i> }</code>
<b>Scripting</b>	<code>object.style.borderLeftColor [ = <i>sColor</i> ]</code>

## Possible Values

*sColor* String that specifies one of the color names or red-green-blue (RGB) values in the [Color Table](#).

The property is read/write with a default value equal to the value of the [color](#) property; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

To use this property, inline elements must have an absolute [position](#) or layout. Element layout is set by providing a value for the [height](#) property or the [width](#) property.

Some browsers do not recognize color names, but all browsers should recognize RGB color values and display them correctly.

## Example

The following examples use the **border-left-color** attribute and the **borderLeftColor** property to specify the color of the left border.

This example uses a call to an embedded (global) style sheet to change the

color of the left border from red to blue when an `onmouseover` event occurs.

```
<HEAD>
<STYLE>
  TD { border-left-color: red;
        border-width: 0.5cm; border-style: groove}
  .blue { border-left-color: blue}
</STYLE>
</HEAD>
<BODY>
<TABLE BORDER>
<TR>
  <TD onmouseover="this.className='blue'"
      onmouseout="this.className=''">
    <IMG src="sphere.jpg">
  </TD>
</TR>
</TABLE>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to change the color of the left border from red to blue when an **onmouseover** event occurs.

```
<TD onmouseover="this.style.borderWidth='0.5cm';
  this.style.borderLeftColor='blue'">
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, currentStyle, custom, DD, DIR, DIV, DL, DT, EMBED, FIELDSET, FORM, Hn, HR, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, LI, LISTING, MARQUEE, MENU, OBJECT, OL, P, PLAINTEXT, PRE, runtimeStyle, SPAN, style, TABLE, TD, TEXTAREA, TH, UL, XMP

## See Also

[border](#)

---

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◀ border-left-color Attribu... ▶ border-left

*Web Workshop | DHTML, HTML & CSS*

# border-left-style Attribute | borderLeftStyle Property

---

Sets or retrieves the style of the left border of the object.

## Syntax

<b>HTML</b>	{ <b>border-left-style</b> : <i>sStyle</i> }
<b>Scripting</b>	<i>object.style.borderLeftStyle</i> [ = <i>sStyle</i> ]

## Possible Values

<i>sStyle</i>	String that specifies one of the following values:
<b>none</b>	No border is drawn, regardless of any specified <a href="#">border-width</a> .
dotted	Border is a dotted line on the Macintosh platform as of Internet Explorer 4.01, and a solid line on the Windows and Unix platforms.
dashed	Border is a dashed line on the Macintosh platform as of Internet Explorer 4.01, and a solid line on the Windows and Unix platforms.
solid	Border is a solid line.
double	Border is a double line drawn on top of the background of the object. The sum of the two single lines and the space between equals the <a href="#">border-width</a> value. The border width must be at least 3 pixels wide to draw a double border.
groove	3-D groove is drawn in colors based on the value.
ridge	3-D ridge is drawn in colors based on the value.
inset	3-D inset is drawn in colors based on the value.
outset	3-D outset is drawn in colors based on the value.

The property is read/write with a default value of **none**; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)□.

## Remarks

A **border-width** greater than 0 must be set for the **border-left-style** attribute to render.

Inline elements must have an absolute [position](#) or layout to use this property. Element layout is set by providing a value for the [height](#) property or the [width](#) property.

## Example

The following examples use the **border-left-style** attribute and the **borderLeftStyle** property to specify the style of the left border.

This example uses a call to an embedded (global) style sheet to change the style of the left border from solid to groove when an [onmouseover](#) event occurs.

```
<HEAD>
<STYLE>
  TD { border-left-style:solid; border-width=0.3cm }
  .change { border-left-style:groove }
</STYLE>
</HEAD>
<BODY>
<TABLE BORDER>
<TR>
  <TD onmouseover="this.className='change'"
    onmouseout="this.className=''">
    <IMG src="sphere.jpg">
  </TD>
</TR>
</TABLE>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.





This example uses inline scripting to change the style of the left border to groove when an **onmouseover** event occurs.

```
<TD onmouseover="this.style.borderWidth='0.5cm';  
this.style.borderLeftStyle='groove'">
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[BLOCKQUOTE](#), [BODY](#), [BUTTON](#), [CAPTION](#), [CENTER](#), [currentStyle](#), [custom](#), [DD](#), [DIR](#), [DIV](#), [DL](#), [DT](#), [EMBED](#), [FIELDSET](#), [FORM](#), [Hn](#), [HR](#), [IFRAME](#), [IMG](#), [INPUT type=button](#), [INPUT type=checkbox](#), [INPUT type=file](#), [INPUT type=image](#), [INPUT type=password](#), [INPUT type=radio](#), [INPUT type=reset](#), [INPUT type=submit](#), [INPUT type=text](#), [ISINDEX](#), [LI](#), [LISTING](#), [MARQUEE](#), [MENU](#), [OBJECT](#), [OL](#), [P](#), [PLAINTEXT](#), [PRE](#), [runtimeStyle](#), [SPAN](#), [style](#), [TABLE](#), [TD](#), [TEXTAREA](#), [TH](#), [UL](#), [XMP](#)

## See Also

[border](#)

---

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◀ border-left-style Attribu... ▶ border-right

*Web Workshop | DHTML, HTML & CSS*

# border-left-width Attribute | borderLeftWidth Property

---

Sets or retrieves the width of the left border of the object.

## Syntax

<b>HTML</b>	<b>{ border-left-width: <i>sWidth</i> }</b>
<b>Scripting</b>	<b><i>object.style.borderLeftWidth</i> [ = <i>sWidth</i> ]</b>

## Possible Values

<i>sWidth</i>	String that specifies one of the following values: <b>medium</b> Default width. <b>thin</b> Less than the default width. <b>thick</b> Greater than the default width. <b>width</b> Floating-point number, followed by an absolute units designator (cm, mm, in, pt, pc, or px) or a relative units designator (em or ex). For more information about the supported length units, see <a href="#">CSS Length Units</a> .
---------------	---

The property is read/write with a default value of **medium**; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)□.

## Remarks

To use this property, inline elements must either have an absolute [position](#) or layout. Element layout is set by providing a value for the [height](#) property or the [width](#) property.

The property is supported on block and replaced objects only.

## Example

The following examples use the **border-left-width** attribute and the **borderLeftWidth** property to specify the border width.

This example uses a call to an embedded (global) style sheet to change the width of the left border width to 1 centimeter when a mouse click occurs.

```
<HEAD>
<STYLE>
  TD { border-left-width:3mm }
  .changeborder1 { border-left-width:1cm }
</STYLE>
</HEAD>
<BODY>
<TABLE BORDER>
<TR>
  <TD onclick="this.className='changeborder1'"
    ondblclick="this.className=''">
    <IMG src="sphere.jpg">
  </TD>
</TR></TABLE>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to change the width of the left border width to 1 centimeter when a mouse click occurs.

```
<TD onclick="this.style.borderLeftWidth='1cm'">
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, currentStyle, custom, DD, DIR, DIV, DL, DT, EMBED, FIELDSET, FORM, Hn, HR, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, LI, LISTING, MARQUEE, MENU, OBJECT, OL, P, PLAINTEXT, PRE, runtimeStyle, SPAN, style, TABLE, TD, TEXTAREA, TH, UL, XMP

## See Also

[border](#), [borderWidth](#)

---

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◀ border-left-width Attribu... ▶ border-rig

*Web Workshop | DHTML, HTML & CSS*

# border-right Attribute | borderRight Property

---

Sets or retrieves the properties of the right border of the object.

## Syntax

<b>HTML</b>	{ <b>border-right</b> : <i>sRight</i> }
<b>Scripting</b>	<i>object.style.borderRight</i> [ = <i>sRight</i> ]

## Possible Values

<i>sRight</i>	String that specifies one or more of the following space-delimited values: <i>width</i> Any of the range of width values available to the <a href="#">borderRightWidth</a> property. <i>style</i> Any of the range of style values available to the <a href="#">borderRightStyle</a> property. <i>color</i> Any of the range of color values available to the <a href="#">borderRightColor</a> property.
---------------	---

The property is read/write with a default value of **medium none**; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The **borderRight** property is a composite property that sets the *width*, *color*, and *style* values for the right border of an object.

All individual border properties not set by the composite **borderRight** property are set to their default values. For example, the default value for *width* is medium.

If a *color* is not specified, the text color is used.

For more information about supported colors, see the [Color Table](#).

To use this property, inline elements must have an absolute [position](#) or layout. Element layout is set by providing a value for the [height](#) property or the [width](#) property.

## Example

The following examples use the **borderRight** property and the **border-right** attribute to specify the composite properties.

This example uses a call to an embedded (global) style sheet to change the attributes of the right border when an [onmouseover](#) event occurs.

```
<HEAD>
<STYLE>
  TD { border-right:0.5cm solid yellow }
  .change { border-right:0.5cm groove pink }
</STYLE>
</HEAD>
<BODY>
<TABLE>
<TR>
  <TD onmouseover="this.className='change'"
    onmouseout="this.className=''">
    <IMG src="sphere.jpg"></TD>
</TR>
</TABLE>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to change the attributes of the right



border when an **onmouseover** event occurs.

```
<TD onmouseover="this.style.borderRight='0.3cm groove yellow'":
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, custom, DD, DIR, DIV, DL, DT, EMBED, FIELDSET, FORM, Hn, HR, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, LI, LISTING, MARQUEE, MENU, OBJECT, OL, P, PLAINTEXT, PRE, runtimeStyle, SPAN, style, TABLE, TD, TEXTAREA, TH, UL, XMP

## See Also

[border](#)

---

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◀ border-right Attribute | ... ▶ border-right

*Web Workshop | DHTML, HTML & CSS*

# border-right-color Attribute | borderRightColor Property

---

Sets or retrieves the color of the right border of the object.

## Syntax

<b>HTML</b>	<code>{ border-right-color: <i>sColor</i> }</code>
<b>Scripting</b>	<code>object.style.borderRightColor [ = <i>sColor</i> ]</code>

## Possible Values

*sColor* String that specifies one of the color names or red-green-blue (RGB) values in the [Color Table](#).

The property is read/write with a default value equal to the value of the [color](#) property; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

To use this property, inline elements must have an absolute [position](#) or layout. Element layout is set by providing a value for the [height](#) property or the [width](#) property.

Some browsers do not recognize color names, but all browsers should recognize RGB color values and display them correctly.

## Example

The following examples use the **border-right-color** attribute and the **borderRightColor** property to specify the color of the right border.

This example uses a call to an embedded (global) style sheet to change the

color of the right border from red to blue when an `onmouseover` event occurs.

```
<HEAD>
<STYLE>
  TD { border-right-color: red;
        border-width: 0.5cm; border-style: groove}
  .blue { border-right-color: blue }
</STYLE>
</HEAD>
<BODY>
<TABLE BORDER>
<TR>
  <TD onmouseover="this.className='blue'"
      onmouseout="this.className=''">
    <IMG src="sphere.jpg">
  </TD>
</TR>
</TABLE>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to change the color of the right border to blue when an **onmouseover** event occurs.

```
<TD onmouseover="this.style.borderWidth='0.5cm';
  this.style.borderColor='blue';>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, currentStyle, custom, DD, DIR, DIV, DL, DT, EMBED, FIELDSET, FORM, Hn, HR, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, LI, LISTING, MARQUEE, MENU, OBJECT, OL, P, PLAINTEXT, PRE, runtimeStyle, SPAN, style, TABLE, TD, TEXTAREA, TH, UL, XMP

## See Also

[border](#)

---

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◀ border-right-color Attrib... ▶ border-rigl

*Web Workshop | DHTML, HTML & CSS*

# border-right-style Attribute | borderRightStyle Property

---

Sets or retrieves the style of the right border of the object.

## Syntax

<b>HTML</b>	<b>{ border-right-style: <i>sStyle</i> }</b>
<b>Scripting</b>	<b><i>object.style.borderRightStyle</i> [ = <i>sStyle</i> ]</b>

## Possible Values

<i>sStyle</i>	String that specifies one of the following values: <ul style="list-style-type: none"><li><b>none</b> No border is drawn, regardless of any specified <a href="#">border-width</a>.</li><li><b>dotted</b> Border is a dotted line on the Macintosh platform as of Internet Explorer 4.01, and a solid line on the Windows and Unix platforms.</li><li><b>dashed</b> Border is a dashed line on the Macintosh platform as of Internet Explorer 4.01, and a solid line on the Windows and Unix platforms.</li><li><b>solid</b> Border is a solid line.</li><li><b>double</b> Border is a double line drawn on top of the background of the object. The sum of the two single lines and the space between equals the <a href="#">border-width</a> value. The border width must be at least 3 pixels wide to draw a double border.</li><li><b>groove</b> 3-D groove is drawn in colors based on the value.</li><li><b>ridge</b> 3-D ridge is drawn in colors based on the value.</li><li><b>inset</b> 3-D inset is drawn in colors based on the value.</li><li><b>outset</b> 3-D outset is drawn in colors based on the value.</li></ul>
---------------	---

The property is read/write with a default value of **none**; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)□.

## Remarks

To use this property, inline elements must have an absolute [position](#) or layout. Element layout is set by providing a value for the [height](#) property or

the [width](#) property.

A **border-width** greater than 0 must be set for the **border-right-style** attribute to render.

## Example

The following examples use the **border-right-style** attribute and the **borderRightStyle** property to specify the border style.

This example uses a call to an embedded (global) style sheet to change the style of the right border from solid to groove when an [onmouseover](#) event occurs.

```
<HEAD>
<STYLE>
  TD { border-right-style:solid; border-width:0.3cm }
  .change { border-right-style:groove }
</STYLE>
</HEAD>
<BODY>
<TABLE BORDER>
<TR>
  <TD onmouseover="this.className='change'"
    onmouseout="this.className=''">
    <IMG src="sphere.jpg">
  </TD>
</TR>
</TABLE>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.





This example uses inline scripting to change the style of the right border to groove when an **onmouseover** event occurs.

```
<TD onmouseover="this.style.borderWidth='0.5cm';  
this.style.borderRightStyle='groove'">
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, currentStyle, custom, DD, DIR, DIV, DL, DT, EMBED, FIELDSET, FORM, Hn, HR, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, LI, LISTING, MARQUEE, MENU, OBJECT, OL, P, PLAINTEXT, PRE, runtimeStyle, SPAN, style, TABLE, TD, TEXTAREA, TH, UL, XMP

## See Also

[border](#)

---

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◀ [border-right-style](#) [Attrib...](#) ▶ [border-sty](#)

*Web Workshop | DHTML, HTML & CSS*

# border-right-width Attribute | borderRightWidth Property

---

Sets or retrieves the width of the right border of the object.

## Syntax

<b>HTML</b>	<b>{ border-right-width: <i>sWidth</i> }</b>
<b>Scripting</b>	<b><i>object.style.borderRightWidth</i> [ = <i>sWidth</i> ]</b>

## Possible Values

<i>sWidth</i>	String that specifies one of the following values: <b>medium</b> Default width. <b>thin</b> Less than the default width. <b>thick</b> Greater than the default width. <b>width</b> Floating-point number, followed by an absolute units designator (cm, mm, in, pt, pc, or px) or a relative units designator (em or ex). For more information about the supported length units, see <a href="#">CSS Length Units</a> .
---------------	---

The property is read/write with a default value of **medium**; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)□.

## Remarks

To use this property, inline elements must either have an absolute [position](#) or layout. Element layout is set by providing a value for the [height](#) property or the [width](#) property.

The property is supported on block and replaced objects only.

## Example

The following examples use the **border-right-width** attribute and the **borderRightWidth** property to specify the width of the right border.

This example uses a call to an embedded (global) style sheet to change the width of the right border to 1 centimeter when a mouse click occurs.

```
<HEAD>
<STYLE>
  TD { border-right-width:3mm }
  .changeborder1 { border-right-width:1cm }
</STYLE>
</HEAD>
<BODY>
<TABLE BORDER>
<TR>
  <TD onclick="this.className='changeborder1'"
    ondblclick="this.className=''">
    <IMG src="sphere.jpg">
  </TD>
</TR></TABLE>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline script to change the width of the right border to 1 centimeter when a mouse click occurs.

```
<TD onclick="this.style.borderRightWidth='1cm'">
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, currentStyle, custom, DD, DIR, DIV, DL, DT, EMBED, FIELDSET, FORM, Hn, HR, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, LI, LISTING, MARQUEE, MENU, OBJECT, OL, P, PLAINTEXT, PRE, runtimeStyle, SPAN, style, TABLE, TD, TEXTAREA, TH, UL, XMP

## See Also

[border](#), [borderWidth](#)

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◀ border-right-width Attrib... ▶ border-top

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# border-style Attribute | borderStyle Property

---

Sets or retrieves the style of the left, right, top, and bottom borders of the object.

## Syntax

<b>HTML</b>	<code>{ border-style: sStyle }</code>
<b>Scripting</b>	<code>object.style.borderStyle [ = sStyle ]</code>

## Possible Values

sStyle	String that specifies one of the following values:
<b>none</b>	No border is drawn, regardless of any specified <a href="#">border-width</a> .
dotted	Border is a dotted line on the Macintosh platform as of Internet Explorer 4.01, and a solid line on the Windows and Unix platforms.
dashed	Border is a dashed line on the Macintosh platform as of Internet Explorer 4.01, and a solid line on the Windows and Unix platforms.
solid	Border is a solid line.
double	Border is a double line drawn on top of the background of the object. The sum of the two single lines and the space between equals the <a href="#">border-width</a> value. The border width must be at least 3 pixels wide to draw a double border.
groove	3-D groove is drawn in colors based on the value.
ridge	3-D ridge is drawn in colors based on the value.
inset	3-D inset is drawn in colors based on the value.
outset	3-D outset is drawn in colors based on the value.

The property is read/write with a default value of **none**; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)□.

## Remarks

To use this property, inline elements must have an absolute [position](#) or layout. Element layout is set by providing a value for the [height](#) property or

the [width](#) property.

A **border-width** greater than 0 must be set for the **border-style** attribute to render.

## Example

The following examples use the **border-style** attribute and the **borderStyle** property to specify the border style.

This example uses a call to an embedded (global) style sheet to change the style of the border to groove when an [onmouseover](#) event occurs.

```
<HEAD>
<STYLE>
  TD    { border-style:solid; border-width:0.5cm }
  .change { border-style:groove }
</STYLE>
</HEAD>
<BODY>
<TABLE BORDER>
<TR>
  <TD onmouseover="this.className='change'"
    onmouseout="this.className=''">
    <IMG src="sphere.jpg">
  </TD>
</TR>
</TABLE>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.





This example uses inline scripting to change the style of the border to groove when an **onmouseover** event occurs.

```
<TD onmouseover="this.style.borderWidth='0.5cm';  
this.style.borderStyle='groove'">
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[BLOCKQUOTE](#), [BODY](#), [BUTTON](#), [CAPTION](#), [CENTER](#), [currentStyle](#), [custom](#), [DD](#), [DIR](#), [DIV](#), [DL](#), [DT](#), [EMBED](#), [FIELDSET](#), [FORM](#), [Hn](#), [HR](#), [IFRAME](#), [IMG](#), [INPUT type=button](#), [INPUT type=checkbox](#), [INPUT type=file](#), [INPUT type=image](#), [INPUT type=password](#), [INPUT type=radio](#), [INPUT type=reset](#), [INPUT type=submit](#), [INPUT type=text](#), [ISINDEX](#), [LI](#), [LISTING](#), [MARQUEE](#), [MENU](#), [OBJECT](#), [OL](#), [P](#), [PLAINTEXT](#), [PRE](#), [runtimeStyle](#), [SPAN](#), [style](#), [TABLE](#), [TD](#), [TEXTAREA](#), [TH](#), [UL](#), [XMP](#)

## See Also

[border](#)

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◀ [border-style Attribute | ...](#) ▶ [border-top](#)

*Web Workshop | DHTML, HTML & CSS*

# border-top Attribute | borderTop Property

---

Sets or retrieves the properties of the top border of the object.

## Syntax

<b>HTML</b>	<code>{ border-top: <i>sTop</i> }</code>
<b>Scripting</b>	<code>object.style.borderTop [ = <i>sTop</i> ]</code>

## Possible Values

<i>sTop</i>	String that specifies one or more of the following space-delimited values: <i>width</i> Any of the range of width values available to the <a href="#">borderTopWidth</a> property. <i>style</i> Any of the range of style values available to the <a href="#">borderTopStyle</a> property. <i>color</i> Any of the range of color values available to the <a href="#">borderTopColor</a> property.
-------------	---

The property is read/write with a default value of **medium none**; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The **borderTop** property is a composite property that sets the *width*, *color*, and *style* values for the top border of an object.

All individual border properties not set by the composite **borderTop** property are set to their default values. For example, the default value for *width* is medium.

If a *color* is not specified, the text color is used.

For more information about supported colors, see the [Color Table](#).

To use this property, inline elements must have an absolute [position](#) or layout. Element layout is set by providing a value for the [height](#) property or the [width](#) property.

## Example

The following examples use the **border-top** attribute and the **borderTop** property to specify the composite properties.

This example uses a call to an embedded (global) style sheet to change the attributes of the top border when an [onmouseover](#) event occurs.

```
<HEAD>
<STYLE>
  TD    { border-top:0.5cm solid yellow }
  .change { border-top:0.5cm groove pink }
</STYLE>
</HEAD>
<BODY>
<TABLE>
<TR>
  <TD onmouseover="this.className='change'"
    onmouseout="this.className=''">
    <IMG src="sphere.jpg">
  </TD>
</TR>
</TABLE>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to change the top border when an **onmouseover** event occurs.

```
<TD onmouseover="this.style.borderTop='0.3cm groove yellow'">
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, custom, DD, DIR, DIV, DL, DT, EMBED, FIELDSET, FORM, Hn, HR, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, LI, LISTING, MARQUEE, MENU, OBJECT, OL, P, PLAINTEXT, PRE, runtimeStyle, SPAN, style, TABLE, TD, TEXTAREA, TH, UL, XMP

## See Also

[border](#)

---

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◀ border-top Attribute | bo... ▶ border-to|

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# border-top-color Attribute | borderTopColor Property

---

Sets or retrieves the color of the top border of the object.

## Syntax

<b>HTML</b>	<code>{ border-top-color: <i>sColor</i> }</code>
<b>Scripting</b>	<code>object.style.borderTopColor [ = <i>sColor</i> ]</code>

## Possible Values

*sColor* String that specifies one of the color names or red-green-blue (RGB) values in the [Color Table](#).

The property is read/write with a default value equal to the value of the [color](#) property; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

To use this property, inline elements must have an absolute [position](#) or layout. Element layout is set by providing a value for the [height](#) property or the [width](#) property.

Some browsers do not recognize color names, but all browsers should recognize RGB color values and display them correctly.

## Example

The following examples use the **border-top-color** attribute and the **borderTopColor** property to specify the color of the top border.

This example uses a call to an embedded (global) style sheet to change the

color of the top border to blue when an [onmouseover](#) event occurs.

```
<HEAD>
<STYLE>
  TD { border-top-color: red;
        border-width: 0.5cm; border-style: groove }
  .blue { border-top-color: blue }
</STYLE>
</HEAD>
<BODY>
<TABLE BORDER>
<TR>
  <TD onmouseover="this.className='blue'"
      onmouseout="this.className=''">
  </TD>
</TR>
</TABLE>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to change the color of the top border to blue when an **onmouseover** event occurs.

```
<TD onmouseover="this.style.borderWidth='0.5cm';
  this.style.borderTopColor='blue'">
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.





## Applies To

BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, currentStyle, custom, DD, DIR, DIV, DL, DT, EMBED, FIELDSET, FORM, Hn, HR, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, LI, LISTING, MARQUEE, MENU, OBJECT, OL, P, PLAINTEXT, PRE, runtimeStyle, SPAN, style, TABLE, TD, TEXTAREA, TH, UL, XMP

## See Also

[border](#)

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◀ border-top-color Attribut... ▶ border-to

*Web Workshop | DHTML, HTML & CSS*

# border-top-style Attribute | borderTopStyle Property

---

Sets or retrieves the style of the top border of the object.

## Syntax

<b>HTML</b>	<b>{ border-top-style: <i>sStyle</i> }</b>
<b>Scripting</b>	<b><i>object.style.borderTopStyle</i> [ = <i>sStyle</i> ]</b>

## Possible Values

<i>sStyle</i>	String that specifies one of the following values: <ul style="list-style-type: none"><li><b>none</b> No border is drawn, regardless of any specified <a href="#">border-width</a>.</li><li><b>dotted</b> Border is a dotted line on the Macintosh platform as of Internet Explorer 4.01, and a solid line on the Windows and Unix platforms.</li><li><b>dashed</b> Border is a dashed line on the Macintosh platform as of Internet Explorer 4.01, and a solid line on the Windows and Unix platforms.</li><li><b>solid</b> Border is a solid line.</li><li><b>double</b> Border is a double line drawn on top of the background of the object. The sum of the two single lines and the space between equals the <a href="#">border-width</a> value. The border width must be at least 3 pixels wide to draw a double border.</li><li><b>groove</b> 3-D groove is drawn in colors based on the value.</li><li><b>ridge</b> 3-D ridge is drawn in colors based on the value.</li><li><b>inset</b> 3-D inset is drawn in colors based on the value.</li><li><b>outset</b> 3-D outset is drawn in colors based on the value.</li></ul>
---------------	---

The property is read/write with a default value of **none**; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

To use this property, inline elements must have an absolute [position](#) or layout. Element layout is set by providing a value for the [height](#) property or

the [width](#) property.

A **border-width** greater than 0 must be set for the **border-top-style** attribute to render.

## Example

The following examples use the **border-top-style** attribute and the **borderTopStyle** property to specify the style of the top border.

This example uses a call to an embedded (global) style sheet to change the style of the top border from solid to groove when an [onmouseover](#) event occurs.

```
<HEAD>
<STYLE>
  TD { border-top-style:solid;
        border-width=0.3cm }
  .change { border-top-style:groove}
</STYLE>
</HEAD>
<BODY>
<TABLE BORDER>
<TR>
  <TD onmouseover="this.className='change'"
      onmouseout="this.className=''">
    <IMG src="sphere.jpg">
  </TD>
</TR>
</TABLE>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to change the style of the top border to groove when an **onmouseover** event occurs.

```
<TD onmouseover="this.style.borderWidth='0.5cm';  
this.style.borderTopStyle='groove'">
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, currentStyle, custom, DD, DIR, DIV, DL, DT, EMBED, FIELDSET, FORM, Hn, HR, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, LI, LISTING, MARQUEE, MENU, OBJECT, OL, P, PLAINTEXT, PRE, runtimeStyle, SPAN, style, TABLE, TD, TEXTAREA, TH, UL, XMP

## See Also

[border](#)

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◀ border-top-style Attribut... ▶ border-wi

*Web Workshop | DHTML, HTML & CSS*

# border-top-width Attribute | borderTopWidth Property

---

Sets or retrieves the width of the top border of the object.

## Syntax

<b>HTML</b>	<b>{ border-top-width: <i>sWidth</i> }</b>
<b>Scripting</b>	<b><i>object.style.borderTopWidth</i> [ = <i>sWidth</i> ]</b>

## Possible Values

<i>sWidth</i>	String that specifies one of the following values: <b>medium</b> Default width. <b>thin</b> Less than the default width. <b>thick</b> Greater than the default width. <b>width</b> Floating-point number, followed by an absolute units designator (cm, mm, in, pt, pc, or px) or a relative units designator (em or ex). For more information about the supported length units, see <a href="#">CSS Length Units</a> .
---------------	---

The property is read/write with a default value of **medium**; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)□.

## Remarks

To use this property, inline elements must have an absolute [position](#) or layout. Element layout is set by providing a value for the [height](#) property or the [width](#) property.

The property is supported on block and replaced objects only.

## Example

The following examples use the **border-top-width** attribute and the **borderTopWidth** property to specify the width of the top border.

This example uses a call to an embedded (global) style sheet to change the width of the top border to 1 centimeter when a mouse click occurs.

```
<HEAD>
<STYLE>
  TD { border-top-width:3mm }
  .changeborder1 { border-top-width:1cm }
</STYLE>
</HEAD>
<BODY>
<TABLE BORDER>
<TR>
  <TD onclick="this.className='changeborder1'"
    ondblclick="this.className=''">
    <IMG src="sphere.jpg">
  </TD>
</TR>
</TABLE>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline script to change the width of the top border to 1 centimeter when a mouse click occurs.

```
<TD onclick="this.style.borderTopWidth='1cm'">
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to



install the latest version. Then reload this page to view the sample.



## Applies To

BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, currentStyle, custom, DD, DIR, DIV, DL, DT, EMBED, FIELDSET, FORM, Hn, HR, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, LI, LISTING, MARQUEE, MENU, OBJECT, OL, P, PLAINTEXT, PRE, runtimeStyle, SPAN, style, TABLE, TD, TEXTAREA, TH, UL, XMP

## See Also

[border](#)

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◀ border-top-width Attribut... ▶ bottom P

*Web Workshop | DHTML, HTML & CSS*

# border-width Attribute | borderWidth Property

---

Sets or retrieves the width of the left, right, top, and bottom borders of the object.

## Syntax

<b>HTML</b>	<code>{ border-width: <i>sWidth</i> }</code>
<b>Scripting</b>	<code>object.style.borderWidth [ = <i>sWidth</i> ]</code>

## Possible Values

<i>sWidth</i>	String that specifies up to four of the following values: <ul style="list-style-type: none"><li><b>medium</b> Default width.</li><li><b>thin</b> Width less than the default.</li><li><b>thick</b> Width greater than the default.</li><li><b>width</b> Width consisting of a floating-point number, followed by an absolute units designator (cm, mm, in, pt, pc, or px) or a relative units designator (em or ex).</li></ul>
---------------	--

The property is read/write with a default value of **medium**; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

Up to four different widths can be specified, in the following order: top, right, bottom, left. If one width is specified, it is used for all four sides. If two widths are specified, the first is used for the top and bottom borders, and the second is used for left and right borders. If three widths are specified, they are used for top, right/left, and bottom borders, respectively.

To use this property, inline elements must have an absolute [position](#) or

layout. Element layout is set by providing a value for the [height](#) property or the [width](#) property.

The **borderWidth** property does not render if the [borderStyle](#) property is set to none.

## Example

The following examples use the **border-width** attribute and the **borderWidth** property to specify the width of the border.

This example uses a call to an embedded (global) style sheet to change the width of the border to 1 centimeter when a mouse click occurs.

```
<HEAD>
<STYLE>
  TD { border-width:3mm }
  .changeborder1 { border-width:1cm }
</STYLE>
</HEAD>
<BODY>
<TABLE BORDER>
<TR>
  <TD onclick="this.className='changeborder1'"
    ondblclick="this.className="">
    <IMG src="sphere.jpg"></TD>
</TR>
</TABLE>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline script to change the width of the border to 1 centimeter when a mouse click occurs.

```
<TD onclick="this.style.borderWidth='1cm'">
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, currentStyle, custom, DD, DIR, DIV, DL, DT, EMBED, FIELDSET, FORM, Hn, HR, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, LI, LISTING, MARQUEE, MENU, OBJECT, OL, P, PLAINTEXT, PRE, runtimeStyle, SPAN, style, TABLE, TD, TEXTAREA, TH, UL, XMP

## See Also

[border](#)

---

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◆ ◀ CLASS Attribute | className... ▶ CLEAF

*Web Workshop | DHTML, HTML & CSS*

# clear Attribute | clear Property

---

Sets or retrieves whether the object allows floating objects on its left and/or right sides, so that the next text displays past the floating objects.

## Syntax

<b>HTML</b>	<code>{ <b>clear</b>: <i>sClear</i> }</code>
<b>Scripting</b>	<code>object.style.<b>clear</b> [ = <i>sClear</i> ]</code>

## Possible Values

<i>sClear</i>	String that specifies one of the following values: <ul style="list-style-type: none"><li><b>none</b> Floating objects are allowed on both sides.</li><li><b>left</b> Object is moved below any floating object on the left side.</li><li><b>right</b> Object is moved below any floating object on the right side.</li><li><b>both</b> Object is moved below any floating object.</li></ul>
---------------	---

The property is read/write with a default value of **none**; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The value of this property lists the sides where floating objects are not accepted.

## Example

The following examples use the **clear** attribute and the **clear** property to specify placement of text relative to floating objects.

This example uses a call to an embedded (global) style sheet to move the text below the floating objects when italic text is encountered.

```
<STYLE>
  I { clear:left }
</STYLE>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example changes the position of the paragraph relative to the floating object on its left side.

```
<HEAD>
<SCRIPT>
function fnClear(){
  oClear.style.clear="left";
}
function fnClear2(){
  oClear.style.clear="none";
}
</SCRIPT>
</HEAD>

<BODY>
  
  <SPAN ID="oClear">
    <P>This is an example of the clear attribute.<P>
  </span>

  <P>
```



```
<INPUT TYPE=button value="clear = left" onclick="fnClear(  
<INPUT TYPE=button value="clear = none" onclick="fnClear(  
</P>  
</BODY>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ADDRESS, APPLET, B, BIG, BLOCKQUOTE, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, currentStyle, custom, DD, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FORM, Hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, runtimeStyle, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

---

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◀ firstChild Property ▶ font Attribute | for  
*Web Workshop | DHTML, HTML & CSS*

# float Attribute | styleFloat Property

---

Sets or retrieves on which side of the object the text will flow.

## Syntax

<b>HTML</b>	{ <b>float</b> : <i>sFloat</i> }
<b>Scripting</b>	<i>object.style.styleFloat</i> [ = <i>sFloat</i> ]

## Possible Values

<i>sFloat</i>	String that specifies one of the following values: <ul style="list-style-type: none"><li><b>none</b> Object displays where it appears in the text.</li><li><b>left</b> Text flows to the right of the object.</li><li><b>right</b> Text flows to the left of the object.</li></ul>
---------------	--

The property is read/write with a default value of **none**; the cascading style sheets (CSS) attribute has a default value of **none** and is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

With a value of left or right, the object is treated as block-level—that is, the [display](#) property is ignored. For example, floating paragraphs allow the paragraphs to appear side-by-side on a page.

Objects following a floating object move in relation to the position of the floating object.

The floating object is moved left or right until it reaches the border, padding, or margin of another block-level object.

**DIV** and **SPAN** objects must have a width set for the **float** attribute to render. In Internet Explorer 5, **DIV** and **SPAN** objects are assigned a width by default and will render if a width is not specified.

## Example

This example shows how the **float** attribute affects the flow of the text. The sphere image floats to the left of the text, and the cone floats to the right.

```
  

```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting and the **styleFloat** property to swap images when the mouse moves over the button.

```
<IMG ID=oSphere SRC="sphere.jpeg" STYLE="float:left">  
<IMG ID=oCone SRC="cone.jpeg" STYLE="float:right">  
:  
<BUTTON onmouseover="oSphere.style.styleFloat='right';  
  oCone.style.styleFloat='left'"  
  onmouseout="oSphere.style.styleFloat='left';  
  oCone.style.styleFloat='right'">  
  Flip-flop images.  
</BUTTON>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ADDRESS, APPLET, B, BIG, BLOCKQUOTE, BUTTON, CENTER, CITE, CODE, currentStyle, custom, DD, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FORM, Hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, OBJECT, OL, P, PRE, RT, RUBY, runtimeStyle, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TEXTAREA, TT, U, UL, VAR, XMP

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◀ LOWSRC Attribute | lowsrc... ▶ margin

*Web Workshop | DHTML, HTML & CSS*

# margin Attribute | margin Property

---

Sets or retrieves the width of the left, right, bottom, and top margins of the object.

## Syntax

<b>HTML</b>	<code>{ <b>margin</b>: <i>sMargin</i> }</code>
<b>Scripting</b>	<code><i>object.style.margin</i> [ = <i>sMargin</i> ]</code>

## Possible Values

<i>sMargin</i>	String that specifies up to four of the following space-delimited values:
<i>auto</i>	Value is equal to the opposite margin.
<i>width</i>	Floating-point number, followed by an absolute units designator (cm, mm, in, pt, pc, or px) or a relative units designator (em or ex). For more information about the supported length units, see <a href="#">CSS Length Units</a> .
<i>percentage</i>	Integer, followed by a %. The value is a percentage of the width of the parent object.

The property is read/write with a default value of **0**; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

This is a composite property that specifies up to four width values, in the following order: top, right, bottom, left. If one width value is specified, it is used for all four sides. If two width values are specified, the first is used for the top and bottom borders, and the second is used for left and right borders. If three width values are specified, they are used for the top, right/left, and bottom borders, respectively. Negative margins are supported except for top and bottom margins on inline objects.

As of Internet Explorer 4.0, you can specify length values relative to the height of the element's font (em) or the height of the letter "x" (ex).

In Internet Explorer 3.0, the specified margin value is added to the default value of the object. In Internet Explorer 4.0 and later, the margin value is absolute. The margin properties do not work with the [TD](#) and [TR](#) objects in Internet Explorer 4.0, but they do work in Internet Explorer 3.0. To set margins in the cell for Internet Explorer 4.0 and later, apply the margin to an object, such as [DIV](#) or [P](#), within the **TD**.

To use this property, inline objects must have an absolute [position](#) or layout. Element layout is set by providing a value for the [height](#) property or the [width](#) property.

Margins are always transparent.

## Example

The following examples use the **margin** attribute and the **margin** property to change the margin of the object.

This example uses the [IMG](#) object as a selector to set the margin of images to 1 centimeter.

```
<STYLE>  
  IMG { margin:1cm }  
</STYLE>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.





This example uses inline scripting to set the margin of the image to 5 millimeters when an [onmouseover](#) event occurs.

```
<IMG src="sphere.jpg" onmouseover="this.style.margin='5mm'">
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, currentStyle, custom, DD, DIR, DIV, DL, DT, EMBED, FIELDSET, FORM, Hn, HR, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, LI, LISTING, MARQUEE, MENU, OBJECT, OL, P, PLAINTEXT, PRE, runtimeStyle, SPAN, style, TABLE, TD, TEXTAREA, TH, UL, XMP

## See Also

### [CSS Length Units](#)

---

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◀ margin Attribute | margin... ▶ MARGIN

*Web Workshop | DHTML, HTML & CSS*

# margin-bottom Attribute | marginBottom Property

---

Sets or retrieves the height of the bottom margin of the object.

## Syntax

<b>HTML</b>	<b>{ margin-bottom: <i>sHeight</i> }</b>
<b>Scripting</b>	<b><i>object.style.marginBottom</i> [ = <i>sHeight</i> ]</b>

## Possible Values

<i>sHeight</i>	String that specifies one of the following values:
<i>auto</i>	Bottom margin is set equal to the top margin.
<i>height</i>	Floating-point number, followed by an absolute units designator (cm, mm, in, pt, pc, or px) or a relative units designator (em or ex). For more information about the supported length units, see <a href="#">CSS Length Units</a> .
<i>percentage</i>	Integer, followed by a %. The value is a percentage of the height of the parent object.

The property is read/write with a default value of **0**; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

As of Internet Explorer 4.0 and later, you can specify possible length values relative to the height of the element's font (em) or the height of the letter "x" (ex).

In Internet Explorer 3.0, the specified margin value is added to the default value of the object. In Internet Explorer 4.0 and later, the margin value is absolute. The margin properties do not work with the [TD](#) and [TR](#) objects in Internet Explorer 4.0, but they do work in Internet Explorer 3.0. To set

margins in the cell for Internet Explorer 4.0 and later, apply the margin to an object, such as [DIV](#) or [P](#), within the **TD**.

To use this property, inline objects must have an absolute [position](#) or layout. Element layout is set by providing a value for the [height](#) property or the [width](#) property.

Negative margins are supported, except for top and bottom margins on inline objects.

## Example

The following examples use the **margin-bottom** attribute and the **marginBottom** property to change the margin of the object.

This example uses the [IMG](#) object as a selector to set the bottom margin on images to 2 centimeters.

```
<STYLE>
  IMG { margin-bottom:2cm }
</STYLE>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to set the bottom margin of the image to 1 centimeter when an [onmouseover](#) event occurs.

```
<IMG src="sphere.jpg"onmouseover="this.style.marginBottom='1c
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to

install the latest version. Then reload this page to view the sample.



## Applies To

BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, currentStyle, custom, DD, DIR, DIV, DL, DT, EMBED, FIELDSET, FORM, Hn, HR, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, LI, LISTING, MARQUEE, MENU, OBJECT, OL, P, PLAINTEXT, PRE, runtimeStyle, SPAN, style, TABLE, TD, TEXTAREA, TH, UL, XMP

## See Also

### CSS Length Units

---

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◀ MARGINHEIGHT Attribute | ... ▶ marg

*Web Workshop | DHTML, HTML & CSS*

# margin-left Attribute | marginLeft Property

---

Sets or retrieves the width of the left margin of the object.

## Syntax

<b>HTML</b>	<code>{ <b>margin-left</b>: <i>sWidth</i> }</code>
<b>Scripting</b>	<code>object.style.<b>marginLeft</b> [ = <i>sWidth</i> ]</code>

## Possible Values

<i>sWidth</i>	String that specifies one of the following values:
<i>auto</i>	Left margin is set equal to the right margin.
<i>width</i>	Floating-point number, followed by an absolute units designator (cm, mm, in, pt, pc, or px) or a relative units designator (em or ex). For more information about the supported length units, see <a href="#">CSS Length Units</a> .
<i>percentage</i>	Integer, followed by a %. The value is a percentage of the width of the parent object.

The property is read/write with a default value of **0**; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

As of Internet Explorer 4.0 and later, you can specify possible length values relative to the height of the element's font (em) or the height of the letter "x" (ex).

In Internet Explorer 3.0, the specified margin value is added to the default value of the object. In Internet Explorer 4.0 and later, the margin value is absolute. The margin properties do not work with the [TD](#) and [TR](#) objects in Internet Explorer 4.0, but they do work in Internet Explorer 3.0. To set

margins in the cell for Internet Explorer 4.0 and later, apply the margin to an object, such as **DIV** or **P**, within the **TD**.

To use this property, inline objects must have an absolute **position** or layout. Element layout is set by providing a value for the **height** property or the **width** property.

Negative margins are supported, except for top and bottom margins on inline objects.

## Example

The following examples use the **margin-left** attribute and the **marginLeft** property to change the margin of the object.

This example uses the **IMG** object as a selector to set the left margin to 2 centimeters for all images.

```
<STYLE>
  IMG { margin-left:2cm }
</STYLE>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to set the left margin of the image to 1 centimeter when an **onclick** event occurs.

```
<IMG src="sphere.jpg" onclick="this.style.marginLeft='1cm'">
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to



install the latest version. Then reload this page to view the sample.



## Applies To

BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, currentStyle, custom, DD, DIR, DIV, DL, DT, EMBED, FIELDSET, FORM, Hn, HR, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, LI, LISTING, MARQUEE, MENU, OBJECT, OL, P, PLAINTEXT, PRE, runtimeStyle, SPAN, style, TABLE, TD, TEXTAREA, TH, UL, XMP

## See Also

[CSS Length Units](#)

---

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◀ [margin-left Attribute | m...](#) ▶ [margin-to](#)

*Web Workshop | DHTML, HTML & CSS*

# margin-right Attribute | marginRight Property

---

Sets or retrieves the width of the right margin of the object.

## Syntax

<b>HTML</b>	<code>{ <b>margin-right</b>: <i>sWidth</i> }</code>
<b>Scripting</b>	<code>object.style.<b>marginRight</b> [ = <i>sWidth</i> ]</code>

## Possible Values

<i>sWidth</i>	String that specifies one of the following values:
<i>auto</i>	Right margin is set equal to the left margin.
<i>width</i>	Floating-point number, followed by an absolute units designator (cm, mm, in, pt, pc, or px) or a relative units designator (em or ex). For more information about the supported length units, see <a href="#">CSS Length Units</a> .
<i>percentage</i>	Integer, followed by a %. The value is a percentage of the width of the parent object.

The property is read/write with a default value of **0**; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

As of Internet Explorer 4.0 and later, you can specify possible length values relative to the height of the element's font (em) or the height of the letter "x" (ex).

In Internet Explorer 3.0, the specified margin value is added to the default value of the object. In Internet Explorer 4.0 and later, the margin value is absolute. The margin properties do not work with the [TD](#) and [TR](#) objects in Internet Explorer 4.0, but they do work in Internet Explorer 3.0. To set

margins in the cell for Internet Explorer 4.0 and later, apply the margin to an object, such as [DIV](#) or [P](#), within the **TD**.

To use this property, inline objects must have an absolute [position](#) or layout. Element layout is set by providing a value for the [height](#) property or the [width](#) property.

Negative margins are supported, except for top and bottom margins on inline objects.

## Example

The following examples use the **margin-right** attribute and the **marginRight** property to change the margin of the object.

This example uses [IMG](#) as a selector and margin1 as a class in an embedded style sheet to set the right margin of an image when an [onclick](#) event or [ondblclick](#) event occurs.

```
<STYLE>
  IMG { margin-right:1cm }
  .margin1 { margin-right:2cm }
</STYLE>
</HEAD>
<BODY>
<IMG src="sphere.jpg" onclick="this.className='margin1'"
ondblclick="this.className=''">
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to set the right margin of the image to 1 centimeter when the **onclick** event occurs.

```
<IMG src="sphere.jpeg" onclick="this.style.marginRight='1cm'">
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, currentStyle, custom, DD, DIR, DIV, DL, DT, EMBED, FIELDSET, FORM, Hn, HR, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, LI, LISTING, MARQUEE, MENU, OBJECT, OL, P, PLAINTEXT, PRE, runtimeStyle, SPAN, style, TABLE, TD, TEXTAREA, TH, UL, XMP

## See Also

### CSS Length Units

---

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 ◀ margin-right Attribute | ... ▶ MARGINV

*Web Workshop | DHTML, HTML & CSS*

# margin-top Attribute | marginTop Property

---

Sets or retrieves the height of the top margin of the object.

## Syntax

<b>HTML</b>	{ <b>margin-top</b> : <i>sHeight</i> }
<b>Scripting</b>	<i>object.style.marginTop</i> [ = <i>sHeight</i> ]

## Possible Values

<i>sHeight</i>	String that specifies one of the following values:
<i>auto</i>	Top margin is set equal to the bottom margin.
<i>height</i>	Floating-point number, followed by an absolute units designator (cm, mm, in, pt, pc, or px) or a relative units designator (em or ex). For more information about the supported length units, see <a href="#">CSS Length Units</a> .
<i>percentage</i>	Integer, followed by a %. The value is a percentage of the height of the parent object.

The property is read/write with a default value of **0**; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

As of Internet Explorer 4.0 and later, you can specify possible length values relative to the height of the element's font (em) or the height of the letter "x" (ex).

In Internet Explorer 3.0, the specified margin value is added to the default value of the object. In Internet Explorer 4.0 and later, the margin value is absolute. The margin properties do not work with the [TD](#) and [TR](#) objects in Internet Explorer 4.0, but they do work in Internet Explorer 3.0. To set

margins in the cell for Internet Explorer 4.0 and later, apply the margin to an object, such as [DIV](#) or [P](#), within the **TD**.

To use this property, inline objects must have an absolute [position](#) or layout. Element layout is set by providing a value for the [height](#) property or the [width](#) property.

Negative margins are supported, except for top and bottom margins on inline objects.

## Example

The following examples use the **margin-top** attribute and the **marginTop** property to change the margin of the object.

This example uses [HR](#) as a selector and margin1 as a class in an embedded style sheet to set the top margin of the horizontal rule.

```
<STYLE>
  HR { margin-top:2cm }
  .margin1 { margin-top:4cm }
</STYLE>
</HEAD>
<BODY>
<HR onclick="this.className='margin1'" ondblclick="this.classNa
</STYLE>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to set and reset the margin when the



[onclick](#) and [ondblclick](#) events occur, respectively.

```
<HR onclick="this.style.marginTop='2cm'"
ondblclick="this.style.marginTop='"'>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[BLOCKQUOTE](#), [BODY](#), [BUTTON](#), [CAPTION](#), [CENTER](#), [currentStyle](#), [custom](#), [DD](#), [DIR](#), [DIV](#), [DL](#), [DT](#), [EMBED](#), [FIELDSET](#), [FORM](#), [Hn](#), [HR](#), [IFRAME](#), [IMG](#), [INPUT type=button](#), [INPUT type=checkbox](#), [INPUT type=file](#), [INPUT type=image](#), [INPUT type=password](#), [INPUT type=radio](#), [INPUT type=reset](#), [INPUT type=submit](#), [INPUT type=text](#), [ISINDEX](#), [LI](#), [LISTING](#), [MARQUEE](#), [MENU](#), [OBJECT](#), [OL](#), [P](#), [PLAINTEXT](#), [PRE](#), [runtimeStyle](#), [SPAN](#), [style](#), [TABLE](#), [TD](#), [TEXTAREA](#), [TH](#), [UL](#), [XMP](#)

## See Also

[CSS Length Units](#)

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◀ owningElement Property ▶ padding-b

*Web Workshop | DHTML, HTML & CSS*

# padding Attribute | padding Property

---

Sets or retrieves the amount of space to insert between the object and its margin or, if there is a border, between the object and its border.

## Syntax

<b>HTML</b>	{ <b>padding</b> : <i>sPadding</i> }
<b>Scripting</b>	<i>object.style.padding</i> [ = <i>sPadding</i> ]

## Possible Values

<i>sPadding</i>	String that specifies up to four of the following space-delimited values:
<i>length</i>	Floating-point number, followed by an absolute units designator (cm, mm, in, pt, pc, or px) or a relative units designator (em or ex). For more information about the supported length units, see <a href="#">CSS Length Units</a> .
<i>percentage</i>	Integer, followed by a %. The value is a percentage of the width of the parent object.

The property is read/write with a default value of **0**; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

This is a composite property that specifies up to four padding values, in the following order: top, right, bottom, left. If one width value is specified, it is used for all four sides. If two width values are specified, the first is used for the top and bottom borders, and the second is used for left and right borders. If three width values are specified, they are used for top, right/left, and bottom borders, respectively. Negative values are not allowed.

To use this property, inline elements must have an absolute [position](#) or

layout. Element layout is set by providing a value for the [height](#) property or the [width](#) property.

## Example

The following examples use the **padding** attribute and the **padding** property to change the padding of the object.

This example uses [TD](#) as a selector and padding1 as a class in an embedded style sheet to set the padding for the **TD** object.

```
<STYLE>
  TD { padding:3mm 8mm }
  .padding1 { padding:1cm }
</STYLE>
</HEAD>
<BODY>
<TABLE BORDER>
<TR>
  <TD onmouseover="this.className='padding1'"
    onmouseout="this.className=''" ALIGN=middle>
    <IMG src="sphere.jpg">
  </TD>
</TR>
</TABLE>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to set the cell's top and bottom padding to 0.5 centimeters and its left and right padding to 0.2 centimeters when an

[onmouseover](#) event occurs.

```
<TD onmouseover="this.style.padding='0.5cm 0.2cm'"  
    onmouseout="this.style.padding=''" ALIGN=middle>  
    <IMG src="sphere.jpeg">  
</TD>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ACRONYM, ADDRESS, APPLET, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, Hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, NEXTID, NOBR, OBJECT, OL, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

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◀ padding Attribute | paddi... ▶ padding-

*Web Workshop | DHTML, HTML & CSS*

# padding-bottom Attribute | paddingBottom Property

---

Sets or retrieves the amount of space to insert between the bottom border of the object and the content.

## Syntax

<b>HTML</b>	{ <b>padding-bottom</b> : <i>sPadding</i> }
<b>Scripting</b>	<i>object.style.paddingBottom</i> [ = <i>sPadding</i> ]

## Possible Values

<i>sPadding</i>	String that specifies one of the following values:
<i>length</i>	Floating-point number, followed by an absolute units designator (cm, mm, in, pt, pc, or px) or a relative units designator (em or ex). For more information about the supported length units, see <a href="#">CSS Length Units</a> .
<i>percentage</i>	Integer, followed by a %. The value is a percentage of the width of the parent object.

The property is read/write with a default value of **0**; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)□.

## Remarks

To use this property, inline elements must have an absolute [position](#) or layout. Element layout is set by providing a value for the [height](#) property or the [width](#) property.

Negative values are not allowed.

## Example

The following examples use the **padding-bottom** attribute and the

**paddingBottom** property to change the padding of the object.

This example uses [TD](#) as a selector in an embedded style sheet to set the bottom padding for all table cells to 1 centimeter.

```
<STYLE>
  TD { padding-bottom:1cm }
</STYLE>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to set the cell's bottom padding to 1 centimeter when an [onmouseover](#) event occurs.

```
<TD onmouseover="this.style.paddingBottom='1cm'"
  onmouseout="this.style.paddingBottom=''">
  <IMG src="sphere.jpg">
</TD>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[A](#), [ACRONYM](#), [ADDRESS](#), [APPLET](#), [B](#), [BDO](#), [BIG](#), [BLOCKQUOTE](#), [BODY](#), [BUTTON](#), [CAPTION](#), [CENTER](#), [CITE](#), [CODE](#), [COL](#), [COLGROUP](#), [custom](#), [DD](#), [DEL](#), [DFN](#), [DIR](#), [DIV](#), [DL](#), [DT](#), [EM](#), [EMBED](#), [FIELDSET](#), [FONT](#), [FORM](#), [FRAME](#), [Hn](#), [HR](#), [I](#), [IFRAME](#), [IMG](#), [INPUT type=button](#), [INPUT type=checkbox](#), [INPUT type=file](#), [INPUT type=image](#), [INPUT type=password](#), [INPUT type=radio](#), [INPUT type=reset](#), [INPUT type=submit](#), [INPUT type=text](#), [INS](#), [KBD](#), [LABEL](#), [LEGEND](#), [LI](#), [LISTING](#), [MARQUEE](#), [MENU](#), [NEXTID](#), [NOBR](#), [OBJECT](#), [OL](#), [P](#), [PLAINTEXT](#), [PRE](#), [Q](#), [RT](#), [RUBY](#), [S](#), [SAMP](#), [SELECT](#), [SMALL](#), [SPAN](#), [STRIKE](#), [STRONG](#), [SUB](#), [SUP](#), [TD](#), [TEXTAREA](#), [TH](#), [TT](#), [U](#), [UL](#), [VAR](#), [XMP](#)

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◀ padding-bottom Attribute ... ▶ padding

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# padding-left Attribute | paddingLeft Property

---

Sets or retrieves the amount of space to insert between the left border of the object and the content.

## Syntax

<b>HTML</b>	{ <b>padding-left</b> : <i>sPadding</i> }
<b>Scripting</b>	<i>object.style.paddingLeft</i> [ = <i>sPadding</i> ]

## Possible Values

<i>sPadding</i>	String that specifies one of the following values:
<i>length</i>	Floating-point number, followed by an absolute units designator (cm, mm, in, pt, pc, or px) or a relative units designator (em or ex). For more information about the supported length units, see <a href="#">CSS Length Units</a> .
<i>percentage</i>	Integer, followed by a %. The value is a percentage of the width of the parent object.

The property is read/write with a default value of **0**; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

To use this property, inline elements must have an absolute [position](#) or layout. Element layout is set by providing a value for the [height](#) property or the [width](#) property.

Negative values are not allowed.

## Example

The following examples use the **padding-left** attribute and the

**paddingLeft** property to change the padding of the object.

This example uses [TD](#) as a selector in an embedded style sheet to set the left padding for all table cells to 1 centimeter.

```
<STYLE>
  TD { padding-left:1cm }
</STYLE>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to set the cell's left padding to 1 centimeter when an [onmouseover](#) event occurs.

```
<TD onmouseover="this.style.paddingLeft='1cm'"
  onmouseout="this.style.paddingLeft=''">
  <IMG src="sphere.jpg">
</TD>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[A](#), [ACRONYM](#), [ADDRESS](#), [APPLET](#), [B](#), [BDO](#), [BIG](#), [BLOCKQUOTE](#), [BODY](#), [BUTTON](#), [CAPTION](#), [CENTER](#), [CITE](#), [CODE](#), [COL](#), [COLGROUP](#), [custom](#), [DD](#), [DEL](#), [DFN](#), [DIR](#), [DIV](#), [DL](#), [DT](#), [EM](#), [EMBED](#), [FIELDSET](#), [FONT](#), [FORM](#), [FRAME](#), [Hn](#), [HR](#), [I](#), [IFRAME](#), [IMG](#), [INPUT type=button](#), [INPUT type=checkbox](#), [INPUT type=file](#), [INPUT type=image](#), [INPUT type=password](#), [INPUT type=radio](#), [INPUT type=reset](#), [INPUT type=submit](#), [INPUT type=text](#), [INS](#), [KBD](#), [LABEL](#), [LEGEND](#), [LI](#), [LISTING](#), [MARQUEE](#), [MENU](#), [NEXTID](#), [NOBR](#), [OBJECT](#), [OL](#), [P](#), [PLAINTEXT](#), [PRE](#), [Q](#), [RT](#), [RUBY](#), [S](#), [SAMP](#), [SELECT](#), [SMALL](#), [SPAN](#), [STRIKE](#), [STRONG](#), [SUB](#), [SUP](#), [TD](#), [TEXTAREA](#), [TH](#), [TT](#), [U](#), [UL](#), [VAR](#), [XMP](#)

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◀ padding-left Attribute | ... ▶ padding-to

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# padding-right Attribute | paddingRight Property

---

Sets or retrieves the amount of space to insert between the right border of the object and the content.

## Syntax

<b>HTML</b>	<code>{ padding-right: <i>sPadding</i> }</code>
<b>Scripting</b>	<code>object.style.paddingRight [ = <i>sPadding</i> ]</code>

## Possible Values

<i>sPadding</i>	String that specifies one of the following values:
<i>length</i>	Floating-point number, followed by an absolute units designator (cm, mm, in, pt, pc, or px) or a relative units designator (em or ex). For more information about the supported length units, see <a href="#">CSS Length Units</a> .
<i>percentage</i>	Integer, followed by a %. The value is a percentage of the width of the parent object.

The property is read/write with a default value of **0**; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

To use this property, inline elements must have an absolute [position](#) or layout. Element layout is set by providing a value for the [height](#) property or the [width](#) property.

Negative values are not allowed.

## Example

The following examples use the **padding-right** attribute and the

**paddingRight** property to change the padding of the object.

This example uses [TD](#) as a selector in an embedded style sheet to set the right padding for all table cells to 1 centimeter.

```
<STYLE>
  TD { padding-right:1cm }
</STYLE>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to set the cell's right padding to 1 centimeter when an [onmouseover](#) event occurs.

```
<TD onmouseover="this.style.paddingRight='1cm'"
  onmouseout="this.style.paddingRight=''">
  <IMG src="sphere.jpg">
</TD>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[A](#), [ACRONYM](#), [ADDRESS](#), [APPLET](#), [B](#), [BDO](#), [BIG](#), [BLOCKQUOTE](#), [BODY](#), [BUTTON](#), [CAPTION](#), [CENTER](#), [CITE](#), [CODE](#), [COL](#), [COLGROUP](#), [custom](#), [DD](#), [DEL](#), [DFN](#), [DIR](#), [DIV](#), [DL](#), [DT](#), [EM](#), [EMBED](#), [FIELDSET](#), [FONT](#), [FORM](#), [FRAME](#), [Hn](#), [HR](#), [I](#), [IFRAME](#), [IMG](#), [INPUT type=button](#), [INPUT type=checkbox](#), [INPUT type=file](#), [INPUT type=image](#), [INPUT type=password](#), [INPUT type=radio](#), [INPUT type=reset](#), [INPUT type=submit](#), [INPUT type=text](#), [INS](#), [KBD](#), [LABEL](#), [LEGEND](#), [LI](#), [LISTING](#), [MARQUEE](#), [MENU](#), [NEXTID](#), [NOBR](#), [OBJECT](#), [OL](#), [P](#), [PLAINTEXT](#), [PRE](#), [Q](#), [RT](#), [RUBY](#), [S](#), [SAMP](#), [SELECT](#), [SMALL](#), [SPAN](#), [STRIKE](#), [STRONG](#), [SUB](#), [SUP](#), [TD](#), [TEXTAREA](#), [TH](#), [TT](#), [U](#), [UL](#), [VAR](#), [XMP](#)

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◀ padding-right Attribute |... ▶ page-break

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# padding-top Attribute | paddingTop Property

---

Sets or retrieves the amount of space to insert between the top border of the object and the content.

## Syntax

<b>HTML</b>	{ <b>padding-top</b> : <i>sPadding</i> }
<b>Scripting</b>	<i>object.style.paddingTop</i> [ = <i>sPadding</i> ]

## Possible Values

<i>sPadding</i>	String that specifies one of the following values:
<i>length</i>	Floating-point number, followed by an absolute units designator (cm, mm, in, pt, pc, or px) or a relative units designator (em or ex). For more information about the supported length units, see <a href="#">CSS Length Units</a> .
<i>percentage</i>	Integer, followed by a %. The value is a percentage of the width of the parent object.

The property is read/write with a default value of **0**; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

To use this property, inline elements must have an absolute [position](#) or layout. Element layout is set by providing a value for the [height](#) property or the [width](#) property.

Negative values are not allowed.

## Example

The following examples use the **padding-top** attribute and the **paddingTop**

property to change the padding of the object.

This example uses [TD](#) as a selector in an embedded style sheet to set the top padding for all table cells to 1 centimeter.

```
<STYLE>
  TD { padding-top:1cm }
</STYLE>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to set the cell's top padding to 1 centimeter when an [onmouseover](#) event occurs.

```
<TD onmouseover="this.style.paddingTop='1cm'"
  onmouseout="this.style.paddingTop=''">
  <IMG src="sphere.jpg">
</TD>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[A](#), [ACRONYM](#), [ADDRESS](#), [APPLET](#), [B](#), [BDO](#), [BIG](#), [BLOCKQUOTE](#), [BODY](#), [BUTTON](#), [CAPTION](#), [CENTER](#), [CITE](#), [CODE](#), [COL](#), [COLGROUP](#), [custom](#), [DD](#), [DEL](#), [DFN](#), [DIR](#), [DIV](#), [DL](#), [DT](#), [EM](#), [EMBED](#), [FIELDSET](#), [FONT](#), [FORM](#), [FRAME](#), [Hn](#), [HR](#), [I](#), [IFRAME](#), [IMG](#), [INPUT type=button](#), [INPUT type=checkbox](#), [INPUT type=file](#), [INPUT type=image](#), [INPUT type=password](#), [INPUT type=radio](#), [INPUT type=reset](#), [INPUT type=submit](#), [INPUT type=text](#), [INS](#), [KBD](#), [LABEL](#), [LEGEND](#), [LI](#), [LISTING](#), [MARQUEE](#), [MENU](#), [NEXTID](#), [NOBR](#), [OBJECT](#), [OL](#), [P](#), [PLAINTEXT](#), [PRE](#), [Q](#), [RT](#), [RUBY](#), [S](#), [SAMP](#), [SELECT](#), [SMALL](#), [SPAN](#), [STRIKE](#), [STRONG](#), [SUB](#), [SUP](#), [TD](#), [TEXTAREA](#), [TH](#), [TT](#), [U](#), [UL](#), [VAR](#), [XMP](#)

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◀ TABINDEX Attribute | tabl... ▶ tagNar

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# table-layout Attribute | tableLayout Property

---

Sets or retrieves whether the table layout is fixed.

## Syntax

<b>HTML</b>	{ <b>table-layout</b> : <i>sLayout</i> }
<b>Scripting</b>	<i>table.style.tableLayout</i> [ = <i>sLayout</i> ]

## Possible Values

<i>sLayout</i>	String that specifies one of the following values: <b>auto</b> Column width is set by the widest unbreakable content in the column cells. <b>fixed</b> Table and column widths are set either by the sum of the widths on the <a href="#">COL</a> objects or, if these are not specified, by the width of the first row of cells.
----------------	---

The property is read/write with a default value of **auto**; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

You can optimize table rendering performance by specifying the **tableLayout** property. This property causes Internet Explorer to render the table one row at a time, providing users with information at a faster pace. The **tableLayout** property determines column widths for a table in the following order:

1. By using information in the [width](#) property for the [COL](#) or [COLGROUP](#) element.
2. By using information in the **width** property for the [TD](#) elements in the first row.

3. By dividing the table columns equally, regardless of the size of the content.

If the content of a cell exceeds the fixed width of the column, the content is wrapped or, if wrapping is not possible, it is clipped. If the **tableLayout** property is set to fixed, the [overflow](#) property can be used to handle content that exceeds the width of a **TD** element. If the row height is specified, wrapped text is clipped when it exceeds the set height.

Setting the property to fixed significantly improves table rendering speed, particularly for longer tables.

Setting row height further improves rendering speed, again enabling the browser's parser to begin rendering the row without having to examine the content of each cell in the row to determine row height.

## Example

This example uses the CSS attribute to set the table layout to fixed.

```
<TABLE STYLE="table-layout:fixed" WIDTH=600>
<COL WIDTH=100><COL WIDTH=300><COL WIDTH=200>
<TR HEIGHT=20>
<TD>...</TD><TD>...</TD><TD>...</TD>
</TR>
:
</TABLE>
```

This feature requires Internet Explorer 5 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To



[currentStyle](#), [runtimeStyle](#), [style](#), [TABLE](#)

## See Also

[enhancing table presentation](#)☐, [width](#)

---

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◆ disabled Property ▶ documentElemen

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# display Attribute | display Property

---

Sets or retrieves whether the object is rendered.

## Syntax

<b>HTML</b>	{ <b>display</b> : <i>sDisplay</i> }
<b>Scripting</b>	<i>object.style.display</i> [ = <i>sDisplay</i> ]

## Possible Values

<i>sDisplay</i>	String that specifies one of the following values:	
	<b>block</b>	Object is rendered as a block element.
	none	Object is not rendered.
	<b>inline</b>	Object is rendered as an inline element sized by the dimensions of the content.
	list-item	Object is rendered as a block element, and a list-item marker is added.
	table-header-group	Table header is always displayed before all other rows and row groups, and after any top captions. The header is displayed on each page spanned by a table.
	table-footer-group	Table footer is always displayed after all other rows and row groups, and before any bottom captions. The footer is displayed on each page spanned by a table.

The property is read/write with a default value of **block** for block elements and **inline** for inline elements; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

In Internet Explorer 4.0, the block, inline, and list-item values are not supported explicitly, but do render the element.

The block and inline values are supported explicitly as of Internet Explorer 5.

All visible HTML [objects](#) are block or inline. For example, a [DIV](#) object is a block element, and a [SPAN](#) object is an inline element. Block elements typically start a new line and can contain other block elements and inline elements. Inline elements do not typically start a new line and can contain other inline elements or data. Changing the values for the **display** property affects the layout of the surrounding content by:

- Adding a new line after the element with the value block.
- Removing a line from the element with the value inline.
- Hiding the data for the element with the value none.

In contrast to the [visibility](#) property, **display=none** reserves no space for the object on the screen.

The table-header-group and table-footer-group values can be used to specify that the contents of the [THEAD](#) and [TFOOT](#) objects are displayed on every page for a table that spans multiple pages.

## Example

This example show the effect of changing the values for the **display** property between inline, block, and none.

## Applies To

[A](#), [ACRONYM](#), [ADDRESS](#), [APPLET](#), [B](#), [BDO](#), [BIG](#), [BLOCKQUOTE](#), [BODY](#), [BUTTON](#), [CAPTION](#), [CENTER](#), [CITE](#), [CODE](#), [COL](#), [COLGROUP](#), [custom](#), [DD](#), [DEL](#), [DFN](#), [DIR](#), [DIV](#), [DL](#), [DT](#), [EM](#), [EMBED](#), [FIELDSET](#), [FONT](#), [FORM](#), [FRAME](#), [Hn](#), [HR](#), [I](#), [IFRAME](#), [IMG](#), [INPUT type=button](#), [INPUT type=checkbox](#), [INPUT type=file](#), [INPUT type=image](#), [INPUT type=password](#), [INPUT type=radio](#), [INPUT type=reset](#), [INPUT type=submit](#), [INPUT type=text](#), [INS](#), [KBD](#), [LABEL](#), [LEGEND](#), [LI](#), [LISTING](#), [MARQUEE](#), [MENU](#), [NEXTID](#), [NOBR](#), [OBJECT](#), [OL](#), [P](#), [PLAINTEXT](#), [PRE](#), [Q](#), [RT](#), [RUBY](#), [S](#), [SAMP](#), [SELECT](#), [SMALL](#), [SPAN](#), [STRIKE](#), [STRONG](#), [SUB](#), [SUP](#), [TABLE](#), [TBODY](#), [TD](#), [TEXTAREA](#), [TFOOT](#), [TH](#), [THEAD](#), [TR](#), [TT](#), [U](#), [UL](#), [VAR](#), [XMP](#)

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◀ linkColor Property ▶ list-style-image A

*Web Workshop | DHTML, HTML & CSS*

# list-style attribute | listStyle Property

---

Sets or retrieves up to three separate listStyle properties of the object.

## Syntax

<b>HTML</b>	<code>{ list-style: sStyle }</code>
<b>Scripting</b>	<code>object.style.listStyle [ = sStyle ]</code>

## Possible Values

<i>sStyle</i>	String that specifies up to three of the following values, in any order:
<i>type</i>	Any of the range of type values available to the <a href="#">listStyleType</a> property.
<i>position</i>	Any of the range of position values available to the <a href="#">listStylePosition</a> property.
<i>image</i>	Any of the range of image values available to the <a href="#">listStyleImage</a> property.

The property is read/write with a default value set by the browser; the cascading style sheets (CSS) attribute is inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The **listStyle** property is a composite property. When specifying both the *type* and *image* values, the *image* value takes precedence, unless the *image* value is set to none or the image pointed to by the URL cannot display.

When the left margin of a list item is set to 0 using one of the [margin](#) properties, the list item markers do not show. The margin should be set to a minimum of 30 points.

## Example

The following examples use the **list-style** attribute and the **listStyle** property to set the list style.

This example uses **UL** and **UL.compact** as selectors in an embedded (global) style sheet to define the styles of two different unordered lists.

**Note** For the **UL.compact** to override the image that is set with the **UL** selector, you must explicitly set the **list-style-image** attribute to 'none'.

```
<STYLE>
  UL { list-style: outside url(dot.gif) }
  UL.compact { list-style-image:none; list-style: inside circle }
</STYLE>
</HEAD>
<BODY>
<UL>
  <LI>...
  <LI>...
</UL>
<UL CLASS=compact>
  <LI>...
  <LI>...
</UL>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to change the style of the list. If the default image cannot be located, a hollow circle is used.

```
<UL onmouseover="this.style.listStyle='url(dot.gif) circle'">
```



This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[LI](#), [OL](#), [runtimeStyle](#), [style](#), [UL](#)

---

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◀ list-style attribute | li... ▶ list-style-posit

*Web Workshop | DHTML, HTML & CSS*

# list-style-image Attribute | listStyleImage Property

---

Sets or retrieves which image to use as a list-item marker for the object.

## Syntax

<b>HTML</b>	<code>{ list-style-image: <i>sLocation</i> }</code>
<b>Scripting</b>	<code>object.style.listStyleImage [ = <i>sLocation</i> ]</code>

## Possible Values

<i>sLocation</i>	String that specifies one of the following values: <b>none</b> No image is specified. <code>url(<i>sURL</i>)</code> Location of the image, where <i>sURL</i> is an absolute or relative URL.
------------------	--

The property is read/write with a default value of **none**; the cascading style sheets (CSS) attribute is inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

When the image is available, it replaces the marker that is set with the [listStyleType](#) marker.

If the left margin of the list item is set to 0 using one of the [margin](#) properties, the list-item markers do not show. The margin should be set to a minimum of 30 points.

## Example

The following examples use the **list-style-image** attribute and the **listStyleImage** property to set the image for markers.

This example uses **UL** as a selector in an embedded (global) style sheet to set the marker to the dot.gif image.

```
<STYLE>
  UL { list-style-image:url(dot.gif) }
</STYLE>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to change the style of the list-item marker to an image when an [onmouseover](#) event occurs.

```
<UL onmouseover="this.style.listStyleImage='url(dot.gif)'">
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[currentStyle](#), [LI](#), [OL](#), [runtimeStyle](#), [style](#), [UL](#)

---

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◀ list-style-image Attribut... ▶ list-style-ty

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# list-style-position Attribute | listStylePosition Property

---

Sets or retrieves how the list-item marker is drawn relative to the content of the object.

## Syntax

<b>HTML</b>	<code>{ list-style-position: <i>sPosition</i> }</code>
<b>Scripting</b>	<code>object.style.listStylePosition [ = <i>sPosition</i> ]</code>

## Possible Values

<i>sPosition</i>	String that specifies one of the following values: <ul style="list-style-type: none"><li><b>outside</b> Marker is placed outside the text, and any wrapping text is not aligned under the marker.</li><li><b>inside</b> Marker is placed inside the text, and any wrapping text is aligned under the marker.</li></ul>
------------------	--

The property is read/write with a default value of **outside**; the cascading style sheets (CSS) attribute is inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

This property applies only to objects with a [display](#) value of list-item.

If the left margin of a list item is set to 0 using one of the [margin](#) properties, the list-item markers do not show. The margin should be set to a minimum of 30 points.

## Example

The following examples use the **list-style-position** attribute and the

**listStylePosition** property to set the position for markers.

This example uses **UL** and **UL.compact** as selectors in an embedded (global) style sheet to set the position of the list-item markers.

```
<STYLE>
  UL    { list-style-position:inside }
  UL.compact { list-style-position:outside }
</STYLE>
</HEAD>
<BODY>
<UL>
  <LI>...
  <LI>...
</UL>
<UL CLASS=compact>
  <LI>...
  <LI>...
</UL>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to change the marker position when an [onmouseover](#) event occurs.

```
<SPAN STYLE="width:3cm" onmouseover="this.style.listStylePos
onmouseout="this.style.listStylePosition='outside'">
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[currentStyle](#), [LI](#), [OL](#), [runtimeStyle](#), [style](#), [UL](#)

---

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◀ list-style-position Attrib... ▶ LOOP Attrib

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# list-style-type Attribute | listStyleType Property

---

Sets or retrieves the predefined type of the line-item marker for the object.

## Syntax

<b>HTML</b>	{ <b>list-style-type</b> : <i>sType</i> }
<b>Scripting</b>	<i>object.style.listStyleType</i> [ = <i>sType</i> ]

## Possible Values

<i>sType</i>	String that specifies one of the following values:	
<b>disc</b>		Solid circles.
circle		Outlined circles.
square		Solid squares.
decimal		1, 2, 3, 4, and so on.
lower-roman		i, ii, iii, iv, and so on.
upper-roman		I, II, III, IV, and so on.
lower-alpha		a, b, c, d, and so on.
upper-alpha		A, B, C, D, and so on.
none		No marker is shown.

The property is read/write with a default value of **disc**; the cascading style sheets (CSS) attribute is inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

The **listStyleType** property determines the appearance of the list-item marker if the value of the [list-style-image](#) attribute is set to none, or if the image pointed to by the URL cannot be displayed.

If the left margin of a line item is set to 0 using one of the [margin](#)

properties, the list-item markers do not show. The margin should be set to a minimum of 30 points.

## Example

The following examples use the **list-style-type** attribute and the **listStyleType** property to set the markers.

This example uses **UL** as a selector in an embedded (global) style sheet to change the marker type to circle.

```
<STYLE>
  UL { list-style-type:circle }
</STYLE>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to change the marker type on when an [onmouseover](#) event occurs.

```
<UL onmouseover="this.style.listStyleType='circle'">
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[currentStyle](#), [LI](#), [OL](#), [runtimeStyle](#), [style](#), [UL](#)

---

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## ◀ bottom Property ▶ BOTTOMMARGIN

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# bottom Attribute | bottom Property

---

Sets or retrieves the bottom position of the object in relation to the bottom of the next positioned object in the document hierarchy.

## Syntax

<b>HTML</b>	{ <b>bottom</b> : <i>sBottom</i> }
<b>Scripting</b>	<i>object.style.bottom</i> [ = <i>sBottom</i> ]

## Possible Values

<i>sBottom</i>	String that specifies one of the following values:	
	<b>auto</b>	Default position, according to the regular HTML layout of the page.
	<i>length</i>	Floating-point number, followed by an absolute units designator (cm, mm, in, pt, pc, or px) or a relative units designator (em or ex). For more information about the supported length units, see <a href="#">CSS Length Units</a> .
	<i>percentage</i>	Integer, followed by a %. The value is a percentage of the height of the parent object.

The property is read/write with a default value of **auto**; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The **bottom** attribute should be used only when the [position](#) attribute is set; otherwise, the value of the **bottom** attribute is ignored.

Because the value of the **bottom** property is a string, the property cannot be used in script to calculate the position of the object in the document; instead, the [pixelBottom](#) property or the [posBottom](#) property should be used.

For more information about how to access the dimension and location of objects on the page through the DHTML object model, see [measuring element dimension and location](#)☐.

## Example

This example uses the **bottom** attribute to set a [DIV](#) object 50 pixels from the bottom of the client area.

```
<DIV STYLE = "position:absolute; bottom:50px">  
...  
</DIV>
```

## Applies To

[A](#), [ADDRESS](#), [APPLET](#), [B](#), [BIG](#), [BLOCKQUOTE](#), [BUTTON](#), [CENTER](#), [CITE](#), [CODE](#), [currentStyle](#), [custom](#), [DD](#), [DFN](#), [DIR](#), [DIV](#), [DL](#), [FIELDSET](#), [FORM](#), [Hn](#), [HR](#), [I](#), [IFRAME](#), [IMG](#), [INPUT type=button](#), [INPUT type=checkbox](#), [INPUT type=file](#), [INPUT type=image](#), [INPUT type=password](#), [INPUT type=radio](#), [INPUT type=reset](#), [INPUT type=submit](#), [INPUT type=text](#), [ISINDEX](#), [KBD](#), [LABEL](#), [LEGEND](#), [LI](#), [LISTING](#), [MARQUEE](#), [MENU](#), [OBJECT](#), [OL](#), [P](#), [PRE](#), [runtimeStyle](#), [S](#), [SAMP](#), [SELECT](#), [SMALL](#), [SPAN](#), [STRIKE](#), [STRONG](#), [style](#), [SUB](#), [SUP](#), [TABLE](#), [TEXTAREA](#), [TT](#), [U](#), [UL](#), [VAR](#), [XMP](#)

## See Also

[pixelTop](#), [posTop](#)

---

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◆ ◀ clientY Property ▶ clipBottom Property

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# clip Attribute | clip Property

---

Sets or retrieves which part of a positioned object is visible.

## Syntax

<b>HTML</b>	{ <b>clip</b> : <i>sClip</i> }
<b>Scripting</b>	<i>object.style.clip</i> [ = <i>sClip</i> ]

## Possible Values

<i>sClip</i>	String that specifies one of the following values:	
<b>auto</b>	Clip to expose entire object.	
<i>rect(top right bottom left)</i>	<i>Top, right, bottom, and left</i> specify length values, any of which may be replaced by <b>auto</b> , leaving that side not clipped.	

The property is read/write with a default value of **auto**; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

This property defines the shape and size of the positioned object that is visible. The [position](#) must be set to absolute. Any part of the object that is outside the clipping region is transparent. Any coordinate can be replaced by the value auto, which exposes the respective side (meaning the side is not clipped).

The order of the values **clip:rect(0 0 50 50)** renders the object invisible as it sets the top and right positions of the clipping region to 0. To achieve a 50-by-50 view port, use **clip:rect(0 50 50 0)**.

The **clip** attribute and the **clip** property are available on the Macintosh platform, as of Internet Explorer 5.

## Example

The following examples use **clip** attribute and the **clip** property to modify the appearance of an image.

This example uses a call to an embedded (global) style sheet to clip the image.

```
<DIV Style="position:absolute;top:0;left:200;
    clip:rect(0.6cm 3cm 2cm 0.5cm)">
<IMG SRC="sphere.jpg">
</DIV>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to clip the image.

```
<IMG ID="sphere" SRC="sphere.jpeg"
    STYLE="position:absolute;top:0cm;left:0cm;">
<BUTTON
    onclick="sphere.style.clip='rect(0.2cm 0.6cm 1cm 0.1cm)'">
    Clip Image</BUTTON>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ADDRESS, APPLET, B, BDO, BIG, BLOCKQUOTE, BUTTON, CENTER, CITE, CODE, custom, DD, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FORM, Hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, OBJECT, OL, P, PRE, RUBY, runtimeStyle, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TD, TEXTAREA, TH, TR, TT, U, UL, VAR, XMP

## See Also

[clipBottom](#), [clipLeft](#), [clipRight](#), [clipTop](#)

---

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## ◀ height Property ▶ HEIGHT Attribute | I

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# height Attribute | height Property

---

Sets or retrieves the height of the object.

## Syntax

<b>HTML</b>	{ <b>height</b> : <i>sHeight</i> }
<b>Scripting</b>	<i>object.style.height</i> [ = <i>sHeight</i> ]

## Possible Values

<i>sHeight</i>	String that specifies one of the following values:
<b>auto</b>	Default height.
<i>height</i>	Floating-point number, followed by an absolute units designator (cm, mm, in, pt, pc, or px) or a relative units designator (em or ex). For more information about the supported length units, see <a href="#">CSS Length Units</a> .
<i>percentage</i>	Integer, followed by a %. The value is a percentage of the height of the parent object.

The property is read/write with a default value of **auto**; the CSS attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

If the **height** property of an **IMG** is specified, but [width](#) property is not specified, the resulting width of the **IMG** is sized proportionally according to the specified **height** property and the actual width (in pixels) of the image in the source file.

Consider the following:

Dimensions of image in source file (pixels):	100 X 50 (W X H)
Specified image height:	2in
Specified image width:	<i>not specified</i>

Resulting image height:	2in
Resulting image width:	4in $((100 / 50) * 2 \text{ inches})$

If you specify the **height** property of an **IMG**, and both the height and width of the image in the source file are identical, the width of the image will match the height.

If you specify the **height** property and **width** property of an **IMG**, the resulting image dimensions will match those specified.

The height of a block object encompasses **border-top**, **border-bottom**, **padding-top**, **padding-bottom**, **margin-top**, **margin-bottom**, and **height**. The sum of the values of each of the attributes equals the height of the parent object's content.

Percentage values refer to the parent object's height. Negative values are not allowed.

To perform operations on the numeric value of this property, use [pixelHeight](#) or [posHeight](#).

For more information about how to access the dimension and location of objects on the page through the document object model, see [measuring element dimension and location](#)[□](#).

## Example

The following examples use the **height** attribute and the **height** property to change the height of the object.

This example uses an inline style sheet to set the height of an image to 4 centimeters.

```
<IMG SRC="sphere.jpg" STYLE="height:4cm">
```

---

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to change the height of an image when an [onclick](#) event occurs.

```
<BUTTON onclick="height1.style.height='1cm'">Shrink sphere</E
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

APPLET, BUTTON, currentStyle, custom, DIV, EMBED, FIELDSET, HR, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, MARQUEE, OBJECT, runtimeStyle, SPAN, style, TABLE, TEXTAREA, TR

---

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◀ layout-grid-type Attribut... ▶ left Proper

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# left Attribute | left Property

---

Sets or retrieves the position of the object relative to the left edge of the next positioned object in the document hierarchy.

## Syntax

<b>HTML</b>	{ <b>left</b> : <i>sPosition</i> }
<b>Scripting</b>	<i>object.style.left</i> [ = <i>sPosition</i> ]

## Possible Values

<i>sPosition</i>	String that specifies one of the following values:	
<b>auto</b>		Default position, according to the regular HTML layout of the page.
<i>length</i>		Floating-point number, followed by an absolute units designator (cm, mm, in, pt, pc, or px) or a relative units designator (em or ex). For more information about the supported length units, see <a href="#">CSS Length Units</a> .
<i>percentage</i>		Integer, followed by a %. The value is a percentage of the width of the parent object.

This property is read/write with a default value of **auto**; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

You should use the **left** attribute only when the [position](#) attribute is set; otherwise, the value of the **left** attribute is ignored.

Because the value of the **left** property is a string, you cannot use the property in script to calculate the position of the object in the document; instead, you should use the [pixelLeft](#) property or the [posLeft](#) property.

For more information about how to access the dimension and location of

objects on the page through the DHTML object model, see [measuring element dimension and location](#)[□](#).

## Example

The following examples use the **left** attribute and the **left** property to change the position of the object.

This example uses an inline style sheet to set the position of an image 100 pixels to the right of the parent object's left edge.

```
<DIV STYLE="position:absolute;left:100px">  
<IMG SRC="cone.jpg"></DIV>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to change the position of two images when an [onclick](#) event occurs.

```
<BUTTON onclick="cone.style.left='100px'; sphere.style.left='200px'">  
...</BUTTON>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ADDRESS, APPLET, B, BIG, BLOCKQUOTE, BUTTON, CENTER, CITE, CODE, *currentStyle*, custom, DD, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FORM, Hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, OBJECT, OL, P, PRE, *runtimeStyle*, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, *style*, SUB, SUP, TABLE,

[TEXTAREA](#), [TT](#), [U](#), [UL](#), [VAR](#), [XMP](#)

## See Also

[pixelLeft](#), [posLeft](#)

---

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◀ outerText Property ▶ overflow-x Attribute

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# overflow Attribute | overflow Property

---

Sets or retrieves how to manage the content of the object when the content exceeds the height and/or width of the object.

## Syntax

<b>HTML</b>	{ <b>overflow</b> : <i>sOverflow</i> }
<b>Scripting</b>	<i>object.style.overflow</i> [ = <i>sOverflow</i> ]

## Possible Values

<i>sOverflow</i>	String that specifies one of the following values: <ul style="list-style-type: none"><li><b>visible</b> Content is not clipped, and scroll bars are not added.</li><li><b>scroll</b> Content is clipped, and scroll bars are added even if the content does not exceed the dimensions of the object.</li><li><b>hidden</b> Content that exceeds the dimensions of the object is not shown.</li><li><b>auto</b> Content is clipped, and scrolling is added only when necessary.</li></ul>
------------------	--

The property is read/write with a default value of **visible**; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The default value for the [BODY](#) element is auto.

For the [TEXTAREA](#) object, only the hidden value is valid. Setting the **overflow** property to hidden on a **TEXTAREA** object hides its scroll bars.

The default value for the [TABLE](#) element is hidden.

As of Internet Explorer 5, the [TD](#) element supports the **overflow** property,

with a default value of hidden, if the [tableLayout](#) property for the parent [TABLE](#) is set to fixed. In a fixed table layout, content that exceeds the dimensions of the cell is clipped if the **overflow** property is set to either hidden, scroll, or auto. Otherwise, setting the value of the **overflow** property to visible causes the extra text to overflow into the right neighboring cell (or left if the [direction](#) property is set to rtl), continuing until the end of the row.

Setting the **overflow** property to visible causes the content to clip to the size of the window or frame that contains the object.

This property is available on the Macintosh® platform as of Internet Explorer 5.

## Example

The following examples use the **overflow** attribute and the **overflow** property to manage content of the object.

This example uses an inline style to automatically adjust itself to overflowing content when the page is loaded.

```
<DIV ID=oDiv STYLE="width: 200px; height: 200px; overflow: auto;">
:
</DIV>
```

This example allows the user to dynamically change the **overflow** property of a [DIV](#) object by choosing one of the possible overflow values from a [SELECT](#) object.

```
<SCRIPT>
function SetOverflow(o, sValue)
```

```
{
  o.style.overflow = sValue;
}
</SCRIPT>

<DIV ID="div1"
  STYLE="font-size:18pt;background-color:yellow;height:50px;w
The quick brown fox jumped over the lazy dog.
</DIV>

<SELECT onchange="SetOverflow(div1,
  this.options[this.selectedIndex].text)">
<OPTION SELECTED>visible
<OPTION>scroll
<OPTION>hidden
<OPTION>auto
</SELECT>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ACRONYM, ADDRESS, APPLET, B, BDO, BIG, BLOCKQUOTE, BODY, CENTER, CITE, CODE, currentStyle, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, Hn, I, INS, KBD, LABEL, LEGEND, LI, LISTING, MENU, OL, P, PLAINTEXT, PRE, Q, RT, RUBY, runtimeStyle, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TD, TEXTAREA, TT, U, UL, VAR, XMP

## See Also

[overflowX](#), [overflowY](#), [position](#)

---

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 ◀ overflow Attribute | over... ▶ overflow-y

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# overflow-x Attribute | overflowX Property

---

Sets or retrieves how to manage the content of the object when the content exceeds the width of the object.

## Syntax

<b>HTML</b>	<code>{ <b>overflow-x</b>:sOverflow }</code>
<b>Scripting</b>	<code>object.style.overflowX [ =sOverflow ]</code>

## Possible Values

sOverflow	String that specifies one of the following values: <ul style="list-style-type: none"><li><b>visible</b> Content is not clipped, and scroll bars are not added. Elements are clipped to the size of the containing window or frame.</li><li>scroll Content is clipped, and scroll bars are added even if the content does not exceed the dimensions of the object.</li><li>hidden Content that exceeds the dimensions of the object is not shown.</li><li>auto Content is clipped, and scrolling is added only when necessary.</li></ul>
-----------	---

The property is read/write with a default value of **visible**; the proposed cascading style sheets (CSS) extension attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

For the [TEXTAREA](#) object, only the hidden value is valid. Setting the property to hidden on a **TEXTAREA** object hides its scroll bars.

## Applies To

[A](#), [ACRONYM](#), [ADDRESS](#), [APPLET](#), [B](#), [BDO](#), [BIG](#), [BLOCKQUOTE](#), [BODY](#), [CENTER](#), [CITE](#), [CODE](#), [currentStyle](#), [custom](#), [DD](#), [DEL](#), [DFN](#), [DIR](#), [DIV](#), [DL](#), [DT](#), [EM](#), [EMBED](#), [FIELDSET](#), [FONT](#), [FORM](#), [Hn](#), [I](#), [IFRAME](#), [INS](#), [KBD](#), [LABEL](#), [LEGEND](#), [LI](#), [LISTING](#), [MENU](#), [OL](#), [P](#), [PLAINTEXT](#), [PRE](#), [Q](#), [RT](#), [RUBY](#), [runtimeStyle](#), [S](#), [SAMP](#), [SELECT](#), [SMALL](#), [SPAN](#), [STRIKE](#), [STRONG](#), [style](#), [SUB](#), [SUP](#), [TABLE](#), [TEXTAREA](#), [TT](#), [U](#), [UL](#), [VAR](#), [XMP](#)

## See Also

[overflow](#), [overflowY](#), [position](#)

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 ◀ overflow-x Attribute | ov... ▶ owningEle

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# overflow-y Attribute | overflowY Property

---

Sets or retrieves how to manage the content of the object when the content exceeds the height of the object.

## Syntax

<b>HTML</b>	{ <b>overflow-y</b> :sOverflow }
<b>Scripting</b>	object.style.overflowY [ =sOverflow ]

## Possible Values

sOverflow	String that specifies one of the following values: <ul style="list-style-type: none"><li><b>visible</b> Content is not clipped, and scroll bars are not added. Elements are clipped to the size of the containing window or frame.</li><li>scroll Content is clipped, and scroll bars are added even if the content does not exceed the dimensions of the object.</li><li>hidden Content that exceeds the dimensions of the object is not shown.</li><li>auto Content is clipped, and scrolling is added only when necessary.</li></ul>
-----------	---

The property is read/write with a default value of **visible**; the proposed cascading style sheets (CSS) extension attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

For the [TEXTAREA](#) object, only the hidden value is valid. Setting the property to hidden on a **TEXTAREA** object hides its scroll bars.

## Applies To

A, ACRONYM, ADDRESS, APPLET, B, BDO, BIG, BLOCKQUOTE, BODY, CENTER, CITE, CODE, currentStyle, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, Hn, I, IFRAME, INS, KBD, LABEL, LEGEND, LI, LISTING, MENU, OL, P, PLAINTEXT, PRE, Q, RT, RUBY, runtimeStyle, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TEXTAREA, TT, U, UL, VAR, XMP

## See Also

[overflow](#), [overflowX](#), [position](#)

---

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◀ posHeight Property ▶ posLeft Property

*Web Workshop | DHTML, HTML & CSS*

# position Attribute | position Property

---

Retrieves the type of positioning used for the object.

## Syntax

<b>HTML</b>	{ <b>position:</b> <i>sPosition</i> }
<b>Scripting</b>	[ <i>sPosition</i> = ] <b>object.style.position</b>

## Possible Values

<i>sPosition</i>	String that specifies one of the following values: <ul style="list-style-type: none"><li><b>static</b> Object has no special positioning; it follows the layout rules of HTML.</li><li><b>absolute</b> Object is positioned relative to parent element's position—or to the <b>BODY</b> object if its parent element is not positioned—using the <b>top</b> and <b>left</b> properties.</li><li><b>relative</b> Object is positioned according to the normal flow, and then offset by the <b>top</b> and <b>left</b> properties.</li></ul>
------------------	--

The property is read-only with a default value of **static**; the cascading style sheets (CSS) attribute is not inherited.

## Remarks

Setting the property to absolute pulls the object out of the "flow" of the document and positions it regardless of the layout of surrounding objects. If other objects already occupy the given position, they do not affect the positioned object, nor does the positioned object affect them. Instead, all objects are drawn at the same place, causing the objects to overlap. This overlap is controlled by using the **z-index** attribute or property. Absolutely positioned objects do not have margins, but they do have borders and padding.

Setting the property to relative places the object in the natural HTML flow of the document, but offsets the position of the object based on the preceding content. The following syntax shows how to create superscript



text by placing the text in a **SPAN** that is positioned relative to the remaining text in the paragraph.

```
<P>The superscript in this name  
  <SPAN STYLE="position:relative;  
    top:-3px">xyz </SPAN> is "xyz".</P>
```

Text and objects that follow a relatively positioned object occupy their own space and do not overlap the natural space for the positioned object. In contrast, text and objects that follow an absolutely positioned object occupy what would have been the natural space for the positioned object before it was pulled out of the flow.

The size of the content determines the size of objects with layout. For example, setting the [height](#) and **position** properties on a [DIV](#) object gives it layout. The content of the **DIV** determines the size. In this case, the content determines the size of the [width](#).

For an overview about how to use dynamic positioning, see [positioning](#) .

See the Applies To section for elements that can be relatively and absolutely positioned.

## Example

This examples uses the **position** property's absolute, static, and relative values to change the position of the text.

## Applies To

A, ADDRESS, APPLET, B, BDO, BIG, BLOCKQUOTE, BUTTON, CENTER, CITE, CODE, custom, DD, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FORM, Hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, OBJECT, OL, P, PRE, RUBY, runtimeStyle, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TD, TEXTAREA, TH,

TR, TT, U, UL, VAR, XMP

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◀ right Property ▶ RIGHTMARGIN Attrib

*Web Workshop | DHTML, HTML & CSS*

# right Attribute | right Property

---

Sets or retrieves the position of the object relative to the right edge of the next positioned object in the document hierarchy.

## Syntax

<b>HTML</b>	{ <b>right</b> : <i>sPosition</i> }
<b>Scripting</b>	<i>object.style.right</i> [ = <i>sPosition</i> ]

## Possible Values

<i>sPosition</i>	String that specifies one of the following values:
<b>auto</b>	Default position according to the regular HTML layout of the page.
<i>length</i>	Floating-point number, followed by an absolute units designator (cm, mm, in, pt, pc, or px) or a relative units designator (em or ex). For more information about the supported length units, see <a href="#">CSS Length Units</a> .
<i>percentage</i>	Integer, followed by a %. The value is a percentage of the width of the parent object.

The property is read/write with a default value of **auto**; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)□.

## Remarks

Only use the **right** attribute when the [position](#) attribute is set; otherwise, the value of the **right** attribute is ignored.

You cannot use the **right** property in script to calculate the position of the object in the document, because the value of the **right** property is a string. Instead, use the [pixelRight](#) property or the [posRight](#) property.

For more information about how to access the dimension and location of

objects on the page through the document object model, see [measuring element dimension and location](#)☐.

## Example

This example uses the **right** attribute to set a [DIV](#) object 50 pixels from the right of the client area.

```
<DIV STYLE = "position:absolute; right:50px">  
...  
</DIV>
```

## Applies To

A, ADDRESS, APPLET, B, BIG, BLOCKQUOTE, BUTTON, CENTER, CITE, CODE, currentStyle, DD, DFN, DIR, DIV, DL, FIELDSET, FORM, Hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, OBJECT, OL, P, PRE, runtimeStyle, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TEXTAREA, TT, U, UL, VAR, XMP

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 ◀ toElement Property ▶ top Property ▲ [

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# top Attribute | top Property

---

Sets or retrieves the position of the object relative to the top of the next positioned object in the document hierarchy.

## Syntax

<b>HTML</b>	{ <b>top</b> : <i>sTop</i> }
<b>Scripting</b>	<i>object.style.top</i> [ = <i>sTop</i> ]

## Possible Values

<i>sTop</i>	String that specifies one of the following values:
<b>auto</b>	Default position according to the regular HTML layout of the page.
<i>length</i>	Floating-point number, followed by an absolute units designator (cm, mm, in, pt, pc, or px) or a relative units designator (em or ex). For more information about the supported length units, see <a href="#">CSS Length Units</a> .
<i>percentage</i>	Integer, followed by a %. This value is a percentage of the height of the parent object.

The property is read/write with a default value of **auto**; the CSS attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The **top** attribute should be used only when the [position](#) attribute is set; otherwise, the value of the **top** attribute is ignored.

Because the value of the **top** property is a string, you cannot use the property in script to calculate the position of the object in the document; instead, use the [pixelTop](#) or the [posTop](#) property.

For more information about how to access the dimension and location of

objects on the page through the document object model, see [measuring element dimension and location](#)☐.

## Example

The following examples use the **top** attribute and the **top** property to change the position of the object.

This example uses an inline style to set the position of a [DIV](#) object.

```
<DIV STYLE="position:absolute;top:100px">
... </DIV>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline script to change the position of the image set by an inline style. The change occurs during [onmouseover](#) and [onmouseout](#) events.

```
<IMG SRC="cone.jpg" STYLE="position:absolute;
top:80px;" onmouseover="this.style.top='100px'"
onmouseout="this.style.top='80px'" >
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[A](#), [ADDRESS](#), [APPLET](#), [B](#), [BIG](#), [BLOCKQUOTE](#), [BUTTON](#), [CENTER](#), [CITE](#), [CODE](#), [currentStyle](#), [custom](#), [DD](#), [DFN](#), [DIR](#), [DIV](#), [DL](#), [DT](#), [EM](#), [EMBED](#), [FIELDSET](#), [FORM](#), [Hn](#), [HR](#), [I](#), [IFRAME](#), [IMG](#), [INPUT type=button](#), [INPUT type=checkbox](#), [INPUT type=file](#), [INPUT type=image](#), [INPUT type=password](#), [INPUT type=radio](#), [INPUT type=reset](#),



INPUT type=submit, INPUT type=text, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, OBJECT, OL, P, PRE, runtimeStyle, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TEXTAREA, TT, U, UL, VAR, XMP

## See Also

[pixelTop](#), [posTop](#)

---

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◀ vertical-align Attribute ... ▶ visited Pse

*Web Workshop | DHTML, HTML & CSS*

# visibility Attribute | visibility Property

---

Sets or retrieves whether the content of the object is displayed.

## Syntax

<b>HTML</b>	{ <b>visibility</b> : <i>sVisibility</i> }
<b>Scripting</b>	<i>object.style.visibility</i> [ = <i>sVisibility</i> ]

## Possible Values

<i>sVisibility</i>	String that specifies one of the following values: <b>inherit</b> Object inherits the visibility of the next parent object. visible Object is visible. hidden Object is hidden.
--------------------	--

The property is read/write with a default value of **inherit**; the cascading style sheets (CSS) attribute is not inherited unless the value is set to **inherit**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

Unlike [display:none](#), objects that are not visible still reserve the same physical space in the content layout as they would if they were visible. You can change the visibility through scripting to show and hide overlapping content based on user interaction. For a child object to be visible, the parent object also must be visible. For document style scripting information, see [dynamic styles](#).

## Example

The following examples use the **visibility** attribute and the **visibility**

property to determine whether the object is visible.

This example uses two calls to an embedded (global) style sheet to hide and then show the image when the user moves the mouse over and off the text.

```
<STYLE>
  .vis1 { visibility:visible }
  .vis2 { visibility:hidden }
</STYLE>
</HEAD>
<BODY>
<IMG ID="oSphere" SRC="sphere.jpg">
<P onmouseover="oSphere.className='vis2'"
  onmouseout="oSphere.className='vis1'">
  Move the mouse over this text to make the sphere
  disappear.</P>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses a call to a function to hide the image.

```
<SCRIPT>
function disappear()
{
  oSphere.style.visibility="hidden";
}
function reappear()
{
  oSphere.style.visibility="visible";
}
```

```
</SCRIPT>
</HEAD>
<BODY>
<IMG SRC="sphere.jpeg" ID="oSphere">
Move the mouse over <SPAN ID="oTxt" onmouseover="disappear"
onmouseout="reappear()"> this text</SPAN>
to see the sphere disappear.
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ADDRESS, APPLET, B, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, currentStyle, custom, DD, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FORM, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, OBJECT, OL, P, PRE, runtimeStyle, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

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◀ WIDTH Attribute | width P... ▶ word-br

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# width Attribute | width Property

---

Sets or retrieves the width of the object.

## Syntax

<b>HTML</b>	<code>{ width: sWidth }</code>
<b>Scripting</b>	<code>object.style.width [ = sWidth ]</code>

## Possible Values

<i>sWidth</i>	String that specifies one of the following values:
<b>auto</b>	Default width of the object.
<i>width</i>	Floating-point number, followed by an absolute units designator (cm, mm, in, pt, pc, or px) or a relative units designator (em or ex). For more information about the supported length units, see <a href="#">CSS Length Units</a> .
<i>percentage</i>	Integer, followed by a %. The value is a percentage of the width of the parent object.

The property is read/write with a default value of **auto**; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

If you specify the **width** property of an [IMG](#), but not the [height](#) property, the resulting height of the **IMG** is sized proportionally to the specified **width** property and the actual height, in pixels, of the source image file. Consider the following example:

Dimensions of image in source file (pixels):	100 X 50 (W X H)
Specified image <b>width</b> :	2in
Specified image height:	<i>not specified</i>
Resulting image width:	2in
Resulting image height:	1in ((50/100) * 2 inches)

If you specify the **width** property of an **IMG**, and the height and width of the image in the source file are identical, the height of the image matches the width.

If you specify the **height** property and the **width** property of an **IMG**, the resulting image dimensions match the height and width specified.

The width of a block object encompasses [borderLeft](#), [borderRight](#), [paddingLeft](#), [paddingRight](#), [marginLeft](#), [marginRight](#), and **width**—the sum of which equals the width of the parent's content.

Percentage values refer to the parent object's width. Negative values are not allowed.

To perform operations on the numeric value of this property, use [pixelWidth](#) or [posWidth](#).

For more information about how to access the dimension and location of elements on the page through the document object model, see [measuring element dimension and location](#)[□](#).

## Example

The following examples use the **width** attribute and the **width** property to change the width of the object.

This example uses an inline style sheet to set the width of an image.

```
<DIV STYLE="position:absolute;top:10px;left:10px;width=1in">  
... </DIV>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.





This example uses inline scripting to set the width of an image when an [onclick](#) event occurs.

```
<IMG SRC="sphere.jpg" onclick="this.style.width='1cm'"  
ondblclick="this.style.width=''">
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, currentStyle, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LINK, MAP, MARQUEE, MENU, META, NEXTID, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, runtimeStyle, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR

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# ◀ y Property ▶ DHTML Properties

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# z-index Attribute | zIndex Property

---

Sets or retrieves the stacking order of positioned objects.

## Syntax

<b>HTML</b>	{ <b>z-index</b> : <i>vOrder</i> }
<b>Scripting</b>	<i>object.style.zIndex</i> [ = <i>vOrder</i> ]

## Possible Values

<i>vOrder</i>	Variant that specifies one of the following values: <ul style="list-style-type: none"><li><b>auto</b> String that specifies the stacking order of the positioned objects based on the order in which the objects appear in the HTML source.</li><li><i>order</i> Integer that specifies the position of the object in the stacking order.</li></ul>
---------------	---

The property is read/write with a default value of **auto**; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

Positive **z-index** values are positioned above a negative (or lesser value) **z-index**. Two objects with the same **z-index** are stacked according to source order.

## Example

The following examples use the **z-index** attribute and the **zIndex** property to change the stacking order of objects.

This example uses an inline style sheet to set the stacking order.

```
<IMG SRC="cone.jpg" STYLE="position:absolute;
    top:100; left:100; z-index:4">
<DIV STYLE="position:absolute; top:100; left:100;
    color:red; background-color:beige; font-weight:bold;
    z-index:1">
... </DIV>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to set the stacking order.

```
<IMG ID="cone" SRC="cone.jpeg"
    STYLE="position:absolute;top:10px;left:10px;"
    onclick="cone.style.zIndex=1; sphere.style.zIndex=2">
<IMG ID="sphere" SRC="sphere.jpg"
    STYLE="position:absolute;top:1px;left:1px;"
    onclick="cone.style.zIndex=2; sphere.style.zIndex=1">
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ADDRESS, APPLET, B, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, currentStyle, custom, DD, DFN, DIR, DIV, DL, DT, EM, FIELDSET, FORM, I, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, OL, P, PLAINTEXT, PRE, runtimeStyle, S, SAMP, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

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◀ padding-top Attribute | p... ▶ page-bre

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# page-break-after Attribute | pageBreakAfter Property

---

Sets or retrieves whether a page break occurs after the object.

## Syntax

<b>HTML</b>	<b>{ page-break-after: <i>sBreak</i> }</b>
<b>Scripting</b>	<b><i>object.style.pageBreakAfter</i> [ = <i>sBreak</i> ]</b>

## Possible Values

<i>sBreak</i>	String that specifies one of the following values: <b>always</b> Always insert a page break after the object. <b>auto</b> Neither force nor forbid a page break after the object. <b>""</b> Empty string does not insert a page break.
---------------	---

The property is read/write with a default value of **auto**; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

This property applies when printing the document.

If there are conflicts between this property and the [pageBreakBefore](#) value on the object previously displayed in the browser, the value that results in the largest number of page breaks is used.

Page breaks are not permitted inside positioned objects.

## Example

The following examples use the **page-break-after** attribute and the **pageBreakAfter** property to start printing on a new page.

This example uses the **P** element as a selector in an embedded style sheet to break the page at the end of all paragraphs.

```
<STYLE>
  P { page-break-after: always }
</STYLE>
</HEAD>
<BODY>
<P>
:
</P>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses a call to a function to turn off the page break after the object that has an **id** value of **idParagraph**.

```
<SCRIPT>
function offBreak()
{
  idParagraph.style.pageBreakAfter="";
}
</SCRIPT>
</HEAD>
<BODY>
<BUTTON onClick="offBreak()">Turn off break</BUTTON>
```



This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

BLOCKQUOTE, BODY, BUTTON, CENTER, currentStyle, DD, DIR, DIV, DL, DT, FIELDSET, FORM, Hn, ISINDEX, LI, LISTING, MARQUEE, MENU, OL, P, PLAINTEXT, PRE, runtimeStyle, style, TABLE, TD, TR, UL, XMP

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◀ page-break-after Attribut... ▶ palette P

*Web Workshop | DHTML, HTML & CSS*

# page-break-before Attribute | pageBreakBefore Property

---

Sets or retrieves whether a page break occurs before the object.

## Syntax

<b>HTML</b>	<b>{ page-break-before: <i>sBreak</i> }</b>
<b>Scripting</b>	<b><i>object.style.pageBreakBefore</i> [ = <i>sBreak</i> ]</b>

## Possible Values

<i>sBreak</i>	String that specifies one of the following values: <b>always</b> Always insert a page break before the object. <b>auto</b> Neither force nor forbid a page break before the object. <b>""</b> Empty string does not insert a page break.
---------------	---

The property is read/write with a default value of **auto**; the cascading style sheets (CSS) attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

This property applies when printing the document.

If there are conflicts between this property and the [pageBreakAfter](#) value object previously displayed in the browser, the value that results in the largest number of page breaks is used.

Page breaks are not permitted inside positioned objects.

## Example

The following examples use the **page-break-before** attribute and the **pageBreakBefore** property to start printing on a new page.

This example uses the [H3](#) element as a selector in an embedded style sheet to break the page before all **H3** headings.

```
<STYLE>
  H3 { page-break-before: always }
</STYLE>
</HEAD>
<BODY>
<H3>Start New Section on New Page</H3>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses a call to a function to turn off the page break before the object that has an [id](#) value of idParagraph. When the page is printed, a page break occurs before the first paragraph unless the user clicks the Turn Off Break button.

```
<SCRIPT>
function offBreak()
{
  idParagraph.style.pageBreakBefore="";
}
</SCRIPT>
</HEAD>
<BODY>
<BUTTON onClick="offBreak()">Turn off break</BUTTON>
<P ID="Paragraph" STYLE="page-break-before:always">
```

:  
</P>

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

BLOCKQUOTE, BODY, BUTTON, CENTER, currentStyle, DD, DIR, DIV, DL, DT, FIELDSET, FORM, Hn, ISINDEX, LI, LISTING, MARQUEE, MENU, OL, P, PLAINTEXT, PRE, runtimeStyle, style, TABLE, TD, TR, UL, XMP

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◆ ◀ fileUpdatedDate Property ▶ firstChild |

*Web Workshop | DHTML, HTML & CSS*

# filter Attribute | filter Property

---

Sets or retrieves the filter or collection of filters applied to the object.

## Syntax

<b>HTML</b>	{ <b>filter:</b> <i>sFilter</i> }
<b>Scripting</b>	<i>object.style.filter</i> [ = <i>sFilter</i> ]

## Possible Values

<i>sFilter</i>	String that specifies one of the following values: <i>filtertype1</i> ( <i>parameter1</i> , <i>parameter2</i> ,...) Any of the filters listed in the <a href="#">Visual Filters and Transitions Reference</a> . <i>filtertype2</i> ( <i>parameter1</i> , <i>parameter2</i> ,...) Any of the filters listed in the <a href="#">Visual Filters and Transitions Reference</a> .
----------------	--

The property is read/write with no default value; the proposed cascading style sheets (CSS) extension attribute is not inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

When using a [SPAN](#) or [DIV](#) object, be sure to specify at least one of the three required CSS attributes: [height](#), [width](#), or [position](#) (absolute or relative).

The shadow filter can be applied to the [IMG](#) object by setting the filter on the image's parent container.

For more information about filters, see [creating multimedia effects with visual filters and transitions](#). The filter mechanism is extensible and

allows you to develop and add additional filters later.

Not available on the Macintosh platform.

## Example

The following examples use the **filter** attribute and the **filter** property to apply filters.

This example uses an inline style sheet to set the filter on an image.

```
<IMG STYLE="filter:blur(strength=50) flipv()"
      SRC="cone.jpg">
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to set the filter on an image.

## Applies To

BODY, BUTTON, custom, DIV, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, MARQUEE, runtimeStyle, SPAN, style, TABLE, TD, TEXTAREA, TH

---

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◀ ACTION Attribute | action... ▶ activeEl

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# active Pseudo-class

---

Sets the style of anchor when the link is engaged or active.

## Syntax

<b>HTML</b>	[A]:active { <i>attribute1:parameter1</i> [; <i>attribute2:parameter2</i> [; . . .]] }
<b>Scripting</b>	N/A

## Possible Values

<i>attribute</i>	Any attribute applicable to text.
<i>parameter</i>	Any of the range of values available to the corresponding attribute.

The default value is browser-specific.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)□.

## Remarks

Active means that the user currently is navigating the link. The **active** pseudo-class is often used to set specific styles for the other states of a link: [link](#), [visited](#), and [hover](#). Using pseudo-classes on objects other than the **A** object has no effect.

## Example

This example uses the **active** pseudo-class to set the attributes of the active link.

```
A:active { font-weight:bold; color:purple }
```

## Applies To

HTML	<a href="#">A</a>
Scripting	N/A

---

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◀ ctrlKey Property ▶ DATA Attribute | data

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# cursor Attribute | cursor Property

---

Sets or retrieves the type of cursor to display as the mouse pointer moves over the object.

## Syntax

<b>HTML</b>	{ <b>cursor:</b> <i>sCursor</i> }
<b>Scripting</b>	<i>object.style.cursor</i> [ = <i>sCursor</i> ]

## Possible Values

<i>sCursor</i>	String that specifies one of the following values:
<b>auto</b>	Browser determines which cursor to display based on the current context.
crosshair	Simple cross hair.
default	Platform-dependent default cursor (usually an arrow).
hand	Hand.
move	Crossed arrows indicating something is to be moved.
*-resize	Arrow indicating edge is to be moved (*may be n, ne, nw, s, se, sw, e, or w—each representing a compass direction).
text	Editable text (usually an I-bar).
wait	Hourglass or watch indicating that the program is busy and the user should wait.
help	Arrow with question mark indicating Help is available.

The property is read/write with a default value of **auto**; the cascading style sheets (CSS) attribute is inherited.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)□.

## Example

The following examples use the **cursor** attribute and the **cursor** property to change the cursor as it passes over an object.

This example uses a call to an embedded (global) style sheet to set the cursor to hand as the cursor passes over all paragraphs.

```
<STYLE>
  P { cursor:hand }
</STYLE>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses inline scripting to set the cursor to hand as the cursor passes over the paragraph.

```
<P onmouseover="this.style.cursor='hand'">
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ADDRESS, APPLET, B, BIG, BLOCKQUOTE, BODY, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, currentStyle, custom, DD, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FORM, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, OBJECT, OL, P, PLAINTEXT, PRE, runtimeStyle, S, SAMP, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

---

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◆ ◀ hostname Property ▶ href Property ▶ |

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# hover Pseudo-class

---

Sets the style of the anchor when the user hovers the mouse over the links.

## Syntax

<b>HTML</b>	[A]:hover { <i>attribute1:parameter1</i> [; <i>attribute2:parameter2</i> [; . . .]] }
<b>Scripting</b>	N/A

## Possible Values

<i>attribute</i>	Any attribute applicable to text.
<i>parameter</i>	Any of the range of values available to the corresponding attribute.

The default value is browser-specific.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)□.

## Remarks

Hover means that the user has the mouse positioned over the link and has hesitated. If the user simply passes the mouse over the link, the style does change. The **hover** pseudo-class is often used with specific styles for the other states of a link: [active](#), [link](#), and [visited](#).

Using pseudo-classes on objects other than the [A](#) object has no effect.

The syntax in the following example uses a colon (:) to specify a pseudo-class.

## Example

This example sets the style of an anchor. When the user hovers the mouse



over a hyperlink to which the following style sheet has been applied, the text displays in red, converts to uppercase, and is spaced 1 centimeter apart.

```
<STYLE>
  A:hover { color:red; text-transform:uppercase; letter-spacing:1cm
</STYLE>
```

### **Applies To**

[A](#)

### **See Also**

[active](#), [link](#), [visited](#)

---

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◆ ◀ @font-face Rule ▶ @media Rule ▶ Df

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# @import Rule

---

Imports an external style sheet.

## Syntax

HTML	<code>@import url(<i>sUrl</i>);</code>
Scripting	N/A

## Possible Values

*sUrl* String that specifies the URL that references a cascading style sheet.

The rule has no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The semicolon in the syntax is required; if omitted, the style sheet is not imported properly and an error message is generated.

The **@import** rule, like the [LINK](#) element, links an external style sheet to a document. This helps the Web author establish a consistent "look" across multiple HTML pages. Whereas the **LINK** element specifies the name of the style sheet to import using its [HREF](#) attribute, the **@import** rule specifies the style sheet definition inside a **LINK** or a [STYLE](#) tag. In the scripting model, this means the [owningElement](#) property of the style sheet defined through the **@import** rule is either a **STYLE** or a **LINK** object.

The **@import** rule should occur at the start of a style sheet, before any declarations. Although Internet Explorer 4.0 allows **@import** statements to

appear anywhere within the style sheet definition, the rules contained within the **@import** style sheet are applied to the document before any other rules defined for the containing style sheet. This rule order affects expected rendering.

Rules in the style sheet override rules in the imported style sheet.

## Example

This example uses the **@import** rule to import a style sheet located at <http://anotherStyleSheet.css>.

```
<STYLE type="css/text">  
  @import url(http://anotherStyleSheet.css);  
  P {color:blue}  
</STYLE>
```

## See Also

[imports](#), [link](#), [style](#), [styleSheet](#)

---

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## ▶ @charset Rule ◀ DHTML Properties

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# !important Declaration

---

Increases the weight or importance of a particular rule.

## Syntax

<b>HTML</b>	{ <i>sAttribute</i> : <i>sValue</i> <b>!important</b> }
<b>Scripting</b>	N/A

## Possible Values

<i>sAttribute</i>	Any cascading style sheets (CSS) attribute.
<i>sValue</i>	Any of the range of values available to the corresponding attribute.

The declaration has no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)□.

## Example

This example includes the **!important** declaration in the style rule. The color of the text normally would be green, because inline styles overrule the rules set in a style tag. By including the **!important** declaration in the style rule, the content of the paragraph is instead set to red.

```
<STYLE>
  P {color:red!important}
</STYLE>
<P STYLE="color:green">This will be red.</P>
```

## Applies To

[A](#), [ADDRESS](#), [B](#), [BIG](#), [BLOCKQUOTE](#), [BODY](#), [CAPTION](#), [CENTER](#), [CITE](#), [CODE](#), [COL](#), [COLGROUP](#), [DD](#), [DFN](#),

DIR, DIV, DL, DT, EM, FIELDSET, FORM, Hn, HTML, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, OL, P, PLAINTEXT, PRE, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

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◀ [line-height Attribute | I...](#) ▶ [LINK Attribute](#)

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# link Pseudo-class

---

Sets or retrieves the style of the <A> element for the default state of the link.

## Syntax

<b>HTML</b>	[A]:link { <i>attribute1:parameter1</i> [; <i>attribute2:parameter2</i> [; . . .]] }
<b>Scripting</b>	N/A

## Possible Values

<i>attribute</i>	Any attribute applicable to text.
<i>parameter</i>	Any of the range of values available to the corresponding attribute.

The pseudo-class is read/write with a browser-specific default.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The **link** pseudo-class often is set with specific styles for the other states —[active](#), [visited](#), and [hover](#)—of a link.

Internet Explorer 3.0 applies the **link** pseudo-class value to the **visited** psuedo-class.

## Example

This example uses the **link** pseudo-class.

```
<STYLE>
  A:link{ color: #FF0000 }    // unvisited link
  A:visited { color: #CFCFCF } // visited links
```

</STYLE>

## Applies To

[A](#)

## See Also

[hover](#), [visited](#)

---

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◆ ◀ visibility Attribute | vi... ▶ VLINK ATTR

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# visited Pseudo-class

---

Sets the style of the anchor for previously visited links.

## Syntax

<b>HTML</b>	[A]:visited { <i>attribute1:parameter1</i> [; <i>attribute2:parameter2</i> [; . . .]] }
<b>Scripting</b>	N/A

## Possible Values

<i>attribute</i>	Any attribute applicable to text.
<i>parameter</i>	Any of the range of values available to the corresponding attribute.

The default value is browser-specific.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)□.

## Remarks

The **visited** pseudo-class often is used with the [active](#), [link](#), and [hover](#) pseudo-elements to define the various states of a link.

Using pseudo-classes on elements other than the [A](#) element has no effect.

## Example

This example sets unvisited links to red and visited links to blue, and uses a colon (:) to specify a pseudo-class.

```
:link { color: red }      // unvisited link
:visited { color: blue }  // visited links
```

## Applies To

HTML	<a href="#">A</a>
Scripting	N/A

## See Also

[active](#), [hover](#), [link](#)

---

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◆ ◀ cloneNode Method ▶ close Method ▶

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# close Method

---

Closes the current browser window or HTML Application (HTA).

## Syntax

```
window.close()
```

## Return Value

No return value.

## Remarks

The way that you close a window programmatically determines whether the user gets prompted. If you invoke the **close** method on a window that you did not open with script, the user sees a confirm dialog box. This also happens if you use close to exit the last running instance of Microsoft® Internet Explorer. You can only use the **close** method silently with HTAs. In the case of HTAs, the application is trusted and follows a different security model.

When a function fired by an [event](#) on the [BODY](#) object calls the **close** method, the `window.close` method is implied. When an **event** on the **BODY** object calls the **close** method, the `document.close` method is implied.

## Applies To

[window](#)

---

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[◀ top Attribute | top Prope...](#) [▶ top Prope](#)

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# top Property

---

Retrieves the topmost ancestor window, which is its own parent.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>oTop</i> = ] <i>window.top</i>

## Possible Values

<i>oTop</i>	String that specifies the topmost parent window.
-------------	--

The property is read-only with no default value.

## Applies To

<b>HTML</b>	N/A
<b>Scripting</b>	<a href="#">window</a>

---

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◀ selectorText Property ▶ SHAPE Attrib

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# self Property

---

Retrieves a reference to the current window or frame.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>oSelf</i> = ] <i>object.self</i>

## Possible Values

*oSelf* Object that specifies the current window or frame.

The property is read-only with no default value.

## Remarks

You can use the property to explicitly refer to the current window or frame. To improve scripting efficiency, you also can use it to make implicit window references explicit.

## Applies To

FRAME, window

---

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◀ recordset Property ▶ REL Attribute | re

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# referrer Property

---

Retrieves the URL of the location that referred the user to the current page.

## Syntax

HTML	N/A
Scripting	[ <i>sUrl</i> = ] <b>document.referrer</b>

## Possible Values

*sUrl* String that specifies the URL of the referring page.

The property is read-only with no default value.

## Remarks

This property returns a value only when the user reaches the current page through a link from the previous page. Otherwise, **document.referrer** returns an empty string; it also returns an empty string when the link is from a secure site.

For example, if PageA.htm includes a link to PageB.htm, and the user clicks that link, the **document.referrer** on PageB.htm returns "PageA.htm". However, if the user is on PageA.htm and types PageB.htm into the address line or uses Open in the File menu to get to PageB.htm, the **document.referrer** returns an empty string.

## Applies To

HTML	N/A
Scripting	<a href="#">document</a>

---

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 ◀ onLine Property ▶ outerHTML Propert

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# opener Property

---

Sets or retrieves a reference to the window that created the current window.

## Syntax

HTML	N/A
Scripting	<code>window.opener</code> [ <code>=sWindow</code> ]

## Possible Values

<code>sWindow</code>	String that specifies the window reference.
----------------------	---

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Applies To

HTML	N/A
Scripting	<a href="#">window</a>

---

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◀ href Property ▶ HREF Attribute | href f

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# HREF Attribute | href Property

---

Sets or retrieves the destination URL or anchor point.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT<b>HREF</b> = sURL ... &gt;</code>
<b>Scripting</b>	<code>object.<b>href</b> [ =sURL ]</code>

## Possible Values

**sURL** String that specifies the URL or anchor point.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

**HREF** attributes on anchors can be used to jump to bookmarks or any object's identification attribute.

When an anchor is specified, the link to that address is represented by the text between the opening and closing anchor tags.

## Applies To

[A](#), [AREA](#), [LINK](#)

---

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◀ NAME Attribute | name Pro... ▶ name

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# NAME Attribute | name Property

---

Sets or retrieves the name of the control, bookmark, or application.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT NAME = sName ... &gt;</code>
<b>Scripting</b>	<code>object.name [ = sName ]</code>

## Possible Values

<i>sName</i>	String that specifies the name.
--------------	---------------------------------

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

When submitting a [FORM](#), use the **name** property to bind the value of the control. The name is not the value displayed for the [button](#), [reset](#), and [submit](#) input types. The internally stored value, not the displayed value, is the one submitted with the form.

Microsoft® JScript® (compatible with ECMA 262 language specification) allows the name to be changed at run time. This does not cause the name in the programming model to change in the collection of elements, but it does change the name used for submitting elements.

In Internet Explorer 5, the **name** property cannot be set at run time on [anchor](#) objects dynamically created with the [createElement](#) method. To create an **anchor** with a **NAME** attribute, include the attribute and value

when using the **createElement** method, or use the [innerHTML](#) property.

## Example

This example sets the **NAME** attribute on a dynamically created **anchor**.

```
var oAnchor = document.createElement("<A NAME='AnchorName
```

## Applies To

[A](#), [APPLET](#), [BUTTON](#), [FORM](#), [IMG](#), [INPUT type=button](#), [INPUT type=checkbox](#), [INPUT type=file](#), [INPUT type=hidden](#), [INPUT type=image](#), [INPUT type=password](#), [INPUT type=radio](#), [INPUT type=reset](#), [INPUT type=submit](#), [INPUT type=text](#), [LINK](#), [MAP](#), [OBJECT](#), [PARAM](#), [RT](#), [RUBY](#), [SELECT](#), [TEXTAREA](#)

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## *Web Workshop | DHTML, HTML & CSS*



# A Element | A Object Members

---

Designates the start or destination of a hypertext link.

## Properties

accessKey , canHaveChildren , className , clientHeight , clientLeft , clientTop , clientWidth , currentStyle , dataFld , dataSrc , dir , firstChild , hash , host , hostname , href , id , innerHTML , innerText , isTextEdit , lang , language , lastChild , Methods , name , nameProp , nextSibling , nodeName , nodeType , nodeValue , offsetHeight , offsetLeft , offsetParent , offsetTop , offsetWidth , outerHTML , outerText , parentElement , parentNode , parentTextEdit , pathname , port , previousSibling , protocol , readyState , recordNumber , rel , rev , runtimeStyle , scopeName , scrollHeight , scrollLeft , scrollTop , scrollWidth , search , sourceIndex , style , tabIndex , tagName , tagUrn , target , title , uniqueID , urn

## Methods

addBehavior , appendChild , applyElement , attachEvent , blur , clearAttributes , click , cloneNode , componentFromPoint , contains , detachEvent , focus , getAdjacentText , getAttribute , getBoundingClientRect , getClientRects , getElementsByTagName , getExpression , hasChildNodes , insertAdjacentElement , insertAdjacentHTML , insertAdjacentText , insertBefore , mergeAttributes , releaseCapture , removeAttribute , removeBehavior , removeChild , removeExpression , removeNode , replaceAdjacentText , replaceChild , replaceNode , scrollIntoView , setAttribute , setCapture , setExpression , swapNode

## Events

onbeforecopy , onbeforecut , onbeforeeditfocus , onbeforepaste , onblur , onclick , oncontextmenu , oncopy , oncut , ondblclick , ondrag , ondragend , ondragenter , ondragleave , ondragover , ondragstart , ondrop , onfocus , onhelp , onkeydown , onkeypress , onkeyup , onlosecapture , onmousedown

, [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) ,  
[onpropertychange](#) , [onreadystatechange](#) , [onresize](#) , [onselectstart](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[anchor](#) , [clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) ,  
[saveHistory](#) , [saveSnapshot](#) , [time](#) , [userData](#)

## Styles

[widthpadding-rightpaddingcursorvisibilityfont-styletext-](#)  
[autospaceleftoverflow-xfont-variantoverflow-](#)  
[ylinkbackgrounddirectionpositionbackground-positionclearvisitedword-](#)  
[spacingtoppadding-lefthoverlayout-grid-modepadding-bottomrightfont-](#)  
[sizeoverflowletter-spacingdisplayfloatfont-](#)  
[familyactivebehaviorbackground-repeattext-transformbackground-](#)  
[imagebottomclip-text-decorationcolorz-indexfontfont-weightbackground-](#)  
[colorunicode-bidiline-heightlayout-gridpadding-top](#)

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## *Web Workshop | DHTML, HTML & CSS*

# ACRONYM Element | ACRONYM Object Members

---

Indicates an acronym abbreviation.

## Properties

[accessKey](#) , [canHaveChildren](#) , [className](#) , [currentStyle](#) , [dir](#) , [firstChild](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [cloneNode](#) , [componentFromPoint](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertBefore](#) , [mergeAttributes](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [setExpression](#) , [swapNode](#)

## Events

[onblur](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfocus](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onreadystatechange](#) , [onselectstart](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#)  
 , [saveSnapshot](#) , [time](#) , [userData](#)

## Styles

[width](#)[direction](#)[overflow](#)[padding-right](#)[display](#)[padding](#)[unicode-](#)  
[bid](#)[behavior](#)[padding-left](#)[layout-grid](#)[layout-grid-mode](#)[text-](#)  
[auto](#)[space](#)[padding-top](#)[overflow-x](#)[padding-bottom](#)[overflow-y](#)

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## *Web Workshop | DHTML, HTML & CSS*

# ADDRESS Element | ADDRESS Object Members

---

Specifies information, such as address, signature, and authorship, of the current document.

## Properties

[accessKey](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dir](#) , [firstChild](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

## Events

[onbeforecopy](#) , [onbeforecut](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncopy](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) ,

[onpropertychange](#) , [onreadystatechange](#) , [onresize](#) , [onselectstart](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#)  
[, saveSnapshot](#) , [time](#) , [userData](#)

## Styles

[width](#)[font-size](#)[overflow](#)[padding-right](#)[letter-spacing](#)[float](#)[display](#)[padding](#)[font-family](#)[cursor](#)[behavior](#)[word-break](#)[text-transform](#)[background-repeat](#)[background-image](#)[bottom](#)[visibility](#)[font-style](#)[clip](#)[text-autospace](#)[left](#)[overflow-x](#)[font-variant](#)[text-decoration](#)[overflow-y](#)[line-break](#)[background-color](#)[direction](#)[z-index](#)[text-justify](#)[position](#)[background-position](#)[clear](#)[font](#)[unicode-bidi](#)[background-color](#)[font-weight](#)[word-spacing](#)[line-height](#)[top](#)[padding-left](#)[layout-grid](#)[layout-grid-mode](#)[padding-top](#)[padding-bottom](#)[right](#)

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## *Web Workshop | DHTML, HTML & CSS*

# APPLET Element | APPLET Object Members

---

Places executable content on the page.

## Properties

[accessKey](#) , [align](#) , [altHTML](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [codeBase](#) , [currentStyle](#) , [dataFld](#) , [dataSrc](#) , [disabled](#) , [firstChild](#) , [hspace](#) , [id](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [name](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [src](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#) , [vspace](#)

## Methods

[addBehavior](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [mergeAttributes](#) , [namedRecordset](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeExpression](#) , [replaceAdjacentText](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

## Events

[onbeforecut](#) , [onbeforeeditfocus](#) , [onbeforepaste](#) , [onblur](#) , [oncellchange](#) , [onclick](#) , [oncontextmenu](#) , [oncut](#) , [ondataavailable](#) , [ondatachanged](#) , [ondatasetcomplete](#) , [ondblclick](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onload](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) , [onpropertychange](#) , [onreadystatechange](#) , [onresize](#) , [onrowenter](#) , [onrowexit](#) , [onrowsdelete](#) , [onrowsinserted](#) , [onscroll](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#)

## Styles

[width](#)[font-size](#)[overflow](#)[padding-right](#)[float](#)[display](#)[padding](#)[cursor](#)[behavior](#)[bottom](#)[visibility](#)[clip](#)[text-autospace](#)[left](#)[overflow-x](#)[overflow-y](#)[color](#)[z-index](#)[position](#)[clear](#)[top](#)[padding-left](#)[layout-grid](#)[layout-grid-mode](#)[height](#)[padding-top](#)[padding-bottom](#)[right](#)

---

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◀ cookieEnabled Property ▶ cpuClass P

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# COORDS Attribute | coords Property

---

Sets or retrieves the coordinates of a hyperlink [AREA](#) within an image [MAP](#).

## Syntax

<b>HTML</b>	<code>&lt;AREA COORDS = <i>sCoords</i> ... &gt;</code>
<b>Scripting</b>	<code>object.coords [ = <i>sCoords</i> ]</code>

## Possible Values

<i>sCoords</i>	String that specifies the coordinates. The format of this string depends on the value of the <a href="#">SHAPE</a> attribute of the <a href="#">AREA</a> element. For details, see the Remarks section.
----------------	---

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

The format of *sCoords* depends on the value of the [SHAPE](#) attribute as follows:

<a href="#">SHAPE</a> = "circ" or "circle"	<b>COORDS</b> = " <i>x1,y1,r</i> " – Where <i>x1,y1</i> are the coordinates of the center of the circle, and <i>r</i> is the radius of the circle.
<a href="#">SHAPE</a> = "poly" or "polygon"	<b>COORDS</b> = " <i>x1,y1,x2,y2...xn,yn</i> " – Where each <i>x,y</i> pair contains the coordinates of one vertex of the polygon.
<a href="#">SHAPE</a> = "rect" or "rectangle"	<b>COORDS</b> = " <i>x1,y1,x2,y2</i> " – Where <i>x1,y1</i> are the coordinates of the upper-left corner of the rectangle and <i>x2,y2</i> are the coordinates of the lower-right coordinates of the rectangle.

## Example

This example provides the full code for an image map of the solar system. Clicking on the sun or any planet links to an individual image. The user can click the Back button from the image to return to the solar system image

map.

## **Applies To**

AREA

---

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◆ ◀ self Property ▶ shiftKey Property ▶ DT

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# SHAPE Attribute | shape Property

---

Sets or retrieves the shape of a hyperlink [AREA](#) in an image [MAP](#).

## Syntax

<b>HTML</b>	<code>&lt;AREA <b>SHAPE</b> = <i>sShape</i> ... &gt;</code>
<b>Scripting</b>	<code>area.<b>shape</b> [ = <i>sShape</i> ]</code>

## Possible Values

<i>sShape</i>	String that specifies one of the following values:
circ	Circle.
circle	Circle.
poly	Polygon.
polygon	Polygon.
rect	Rectangle.
rectangle	Rectangle.

The property is read/write with no default value.

The value of the **SHAPE** attribute determines the format of the [COORDS](#) attribute.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Example

This example provides the full code for an image map of the solar system. When you click on the sun or any planet, you will link to the image associated with the x,y coordinate. You can click the Back button from the image to return to the solar system image map.



## Applies To

AREA

---

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## AREA Element | AREA Object Members

---

Defines the shape, coordinates, and associated URL of one hyperlink region within a client-side image [MAP](#).

### Properties

[accessKey](#) , [alt](#) , [className](#) , [coords](#) , [currentStyle](#) , [dir](#) , [firstChild](#) , [hash](#) , [host](#) , [hostname](#) , [href](#) , [id](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [noHref](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [pathname](#) , [port](#) , [previousSibling](#) , [protocol](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [search](#) , [shape](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [target](#) , [title](#) , [uniqueID](#)

### Methods

[addBehavior](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeExpression](#) , [replaceAdjacentText](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

### Events

[onbeforecopy](#) , [onbeforecut](#) , [onbeforeeditfocus](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncopy](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) , [onpropertychange](#) , [onreadystatechange](#) , [onselectstart](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#)  
[, saveSnapshot](#) , [time](#) , [userData](#)

## Styles

[widthdirectionunicode-bidi](#)[behaviorlayout-gridlayout-grid-mode](#)[text-autospace](#)

---

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◀ areas Collection ▶ behaviorUrns Colle

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# attributes Collection

---

Retrieves a collection of attributes of the object.

## Syntax

```
[ collAttributes = ] object.attributes  
[ oObject = ] object.attributes(iIndex)
```

## Possible Values

<i>collAttributes</i>	Zero-based array of attributes applied to the object.
<i>oObject</i>	Reference to an individual attribute in the array of attributes assigned to the object.
<i>iIndex</i>	Required. Integer that indicates the zero-based index of the item to be returned.

## Members

## Remarks

The **attributes** collection does not include [expando](#) properties. To access the **expando** properties of an object, use the JScript® (compatible with ECMA 262 language specification) **for...in** construct.

The **attributes** collection does not expose the [style](#) object. Use the [cssText](#) property of the object's **style** property to retrieve the persistent representation of the cascading styles associated with an object.

Unlike other DHTML collections, such as [all](#) and [children](#), the **attributes** collection is static. Modifications to the properties of an object are not automatically reflected by an existing reference to the **attributes** collection of that object.

## Example

This example shows how to iterate through the collection of attributes of

the specified object, displaying the name and value of the attributes as well as the language of the attribute (HTML or script).

```
<SCRIPT>
function ShowAttribs(oElem)
{
    txtAttribs.innerHTML = "";

    // Retrieve the collection of attributes for the specified object.
    var oAttribs = oElem.attributes;

    // Iterate through the collection.
    for (var i = 0; i < oAttribs.length; i++)
    {
        var oAttrib = oAttribs[i];

        // Print the name and value of the attribute.
        // Additionally print whether or not the attribute was specified
        // in HTML or script.
        txtAttribs.innerHTML += oAttrib.nodeName + '=' +
            oAttrib.nodeValue + ' (' + oAttrib.specified + ')<BR>';
    }
}
</SCRIPT>
```

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BDO, BGSOUND, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, NEXTID, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, XMP

---

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◀ EVENT Attribute | event P... ▶ FACE A

*Web Workshop | DHTML, HTML & CSS*

# expando Property

---

Sets or retrieves whether arbitrary variables can be created within an object.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>document.expando [ =<i>bExpand</i> ]</code>

## Possible Values

<i>bExpand</i>	Boolean that specifies one of the following values: <b>true</b> Creation of arbitrary variables is allowed. <b>false</b> Creation of arbitrary variables is not allowed.
----------------	--

The property is read/write with a default value of **true**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

You can extend the properties on an object by creating arbitrary properties with values. You should be careful, however, because you can unintentionally set a property value when scripting in a case-sensitive language such as Microsoft® JScript® (compatible with ECMA 262 language specification). For example, if the property value is `borderColor` and you type the value `"bordercolor = 'blue'"`, you have, in fact, created another property on the style object called `bordercolor` with the value `'blue'`. If you query the value of the property, the value `"blue"` is returned. However, the borders for the element do not turn blue.

Microsoft® Visual Basic® Scripting Edition (VBScript) does not support

**expando** properties on its native language objects, nor does it cause Microsoft® Internet Explorer to create **expando** properties on its objects. Internet Explorer supports creation of **expando** properties on its objects, in any language, through [setAttribute](#).

## Applies To

HTML	N/A
Scripting	<a href="#">document</a>

---

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## *Web Workshop | DHTML, HTML & CSS*

# Attribute Object Members

---

Represents an attribute or property of an HTML element as an object.

## Properties

[nodeName](#) , [nodeType](#) , [nodeValue](#) , [specified](#)

---

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◀ SPAN Attribute | span Pro... □ SRC At

*Web Workshop | DHTML, HTML & CSS*

# specified Property

---

Retrieves whether an attribute has been specified.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>bSpecified</i> = ] <i>object.specified</i>

## Possible Values

<i>bSpecified</i>	Boolean that specifies one of the following values: true   Attribute is specified. false   Attribute is not specified.
-------------------	--

The property is read-only with no default value.

## Remarks

An attribute is specified if it is set through HTML or script.

## Example

This example uses the **specified** property to determine the attributes set for an object. The function checks each attribute, and lists all of the attributes of the object and the value of each attribute. In addition, each attribute that is set is displayed.

```
<SCRIPT>
function fnFindSpecified(){
    var oAttributes=oList.attributes;
    alert(oAttributes(0).nodeName);
    for(var i=0;i<oAttributes.length;i++){
        var oNode=document.createElement("LI");
        var oNodeValue=document.createTextNode(i + " "
```

```
        + oAttributes(i).nodeName + " = "
        + oAttributes(i).nodeValue);
oList.appendChild(oNode);
oNode.appendChild(oNodeValue);
if(oAttributes(i).nodeValue!=null){
    alert(oAttributes(i).nodeName
    + " specified: " + oAttributes(i).specified);
}
}
}
</SCRIPT>

<UL ID = oList onclick = "fnFindSpecified()">
<LI>Click to Find Specified Attributes
</UL>
```

## Applies To

Attribute

---

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## *Web Workshop | DHTML, HTML & CSS*

## B Element | B Object Members

---

Specifies that the text should be rendered in bold.

### Properties

[accessKey](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dir](#) , [firstChild](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#)

### Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

### Events

[onbeforecopy](#) , [onbeforecut](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncopy](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) , [onpropertychange](#) , [onreadystatechange](#) , [onresize](#) , [onselectstart](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#) , [saveSnapshot](#) , [time](#) , [userData](#)

## Styles

[width](#)[font-size](#)[overflow](#)[padding-right](#)[letter-spacing](#)[float](#)[display](#)[padding](#)[font-family](#)[cursor](#)[behavior](#)[text-transform](#)[background-repeat](#)[background-image](#)[bottom](#)[visibility](#)[font-style](#)[clip](#)[text-autospace](#)[left](#)[overflow-x](#)[font-variant](#)[text-decoration](#)[overflow-y](#)[background-color](#)[direction](#)[z-index](#)[position](#)[background-position](#)[clear](#)[font](#)[unicode-bidi](#)[background-color](#)[font-weight](#)[word-spacing](#)[line-height](#)[top](#)[padding-left](#)[layout-grid](#)[layout-grid-mode](#)[padding-top](#)[padding-bottom](#)[right](#)

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# BASE Element | BASE Object Members

---

Specifies an explicit URL used to resolve links and references to external sources such as images and style sheets.

## Properties

[currentStyle](#) , [firstChild](#) , [href](#) , [id](#) , [isTextEdit](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [runtimeStyle](#) , [scopeName](#) , [sourceIndex](#) , [style](#) , [tagName](#) , [tagUrn](#) , [target](#) , [uniqueID](#)

## Methods

[addBehavior](#) , [applyElement](#) , [attachEvent](#) , [clearAttributes](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [mergeAttributes](#) , [removeAttribute](#) , [removeBehavior](#) , [replaceAdjacentText](#) , [setAttribute](#) , [swapNode](#)

## Events

[onreadystatechange](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#)

## Styles

[widthbehaviorlayout-gridlayout-grid-modetext-autospace](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# BASEFONT Element | BASEFONT Object Members

---

Sets a base font value to be used as the default font when rendering text.

## Properties

[color](#) , [currentStyle](#) , [face](#) , [firstChild](#) , [id](#) , [isTextEdit](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [runtimeStyle](#) , [scopeName](#) , [size](#) , [sourceIndex](#) , [style](#) , [tagName](#) , [tagUrn](#) , [uniqueID](#)

## Methods

[addBehavior](#) , [applyElement](#) , [attachEvent](#) , [clearAttributes](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [mergeAttributes](#) , [removeAttribute](#) , [removeBehavior](#) , [replaceAdjacentText](#) , [setAttribute](#) , [swapNode](#)

## Events

[onreadystatechange](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#)

## Styles

[widthfont-familybehaviorlayout-gridlayout-grid-modetext-autospace](#)

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◀ dialogWidth Property ▶ DIRECTION A

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# DIR Attribute | dir Property

---

Sets or retrieves the reading order of the object.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENTDIR = sDir ... &gt;</code>
<b>Scripting</b>	<code>object.dir [ =sDir ]</code>

## Possible Values

<i>sDir</i>	String that specifies one of the following values: <b>ltr</b> Text flow is left-to-right. <b>rtl</b> Text flow is right-to-left.
-------------	--

The property is read/write with a default value of **ltr**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Applies To

A, ACRONYM, ADDRESS, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, Hn, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

## See Also

[direction](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

## BDO Element | BDO Object Members

---

Allows authors to disable the bidirectional algorithm for selected fragments of text.

### Properties

[accessKey](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dir](#) , [firstChild](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#)

### Methods

[appendChild](#) , [applyElement](#) , [blur](#) , [clearAttributes](#) , [cloneNode](#) , [componentFromPoint](#) , [focus](#) , [getAdjacentText](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertBefore](#) , [mergeAttributes](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [setExpression](#) , [swapNode](#)

### Events

[onafterupdate](#) , [onbeforecopy](#) , [onbeforecut](#) , [onbeforepaste](#) , [onbeforeupdate](#) , [onblur](#) , [oncellchange](#) , [onclick](#) , [oncontextmenu](#) , [oncopy](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onerrorupdate](#) , [onfilterchange](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) , [onpropertychange](#) , [onreadystatechange](#) , [onscroll](#) , [onselectstart](#)

### Collections

[all](#) , [attributes](#) , [childNodes](#) , [children](#) , [filters](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#)

## Styles

[directionoverflowpositionpadding-rightdisplaypaddingunicode-bidi](#)  
[padding-leftlayout-gridcliplayout-grid-modepadding-top](#)  
[text-autospaceoverflow-xpadding-bottomoverflow-y](#)

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# BGSOUND Element | BGSOUND Object Members

---

Enables pages with background sounds or soundtracks to be created.

## Properties

[balance](#) , [currentStyle](#) , [id](#) , [loop](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [runtimeStyle](#) , [scopeName](#) , [sourceIndex](#) , [src](#) , [style](#) , [tagName](#) , [tagUrn](#) , [uniqueID](#) , [volume](#)

## Methods

[addBehavior](#) , [applyElement](#) , [attachEvent](#) , [clearAttributes](#) , [cloneNode](#) , [componentFromPoint](#) , [detachEvent](#) , [getAttribute](#) , [getElementsByTagName](#) , [insertAdjacentElement](#) , [mergeAttributes](#) , [removeAttribute](#) , [removeBehavior](#) , [setAttribute](#) , [swapNode](#)

## Events

[onreadystatechange](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#)

## Styles

[behaviortext-autospace](#)

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## *Web Workshop | DHTML, HTML & CSS*

# BIG Element | BIG Object Members

---

Specifies that the enclosed text should be displayed in a larger font than the current font.

## Properties

`accessKey` , `canHaveChildren` , `className` , `clientHeight` , `clientLeft` , `clientTop` , `clientWidth` , `currentStyle` , `dir` , `firstChild` , `id` , `innerHTML` , `innerText` , `isTextEdit` , `lang` , `language` , `lastChild` , `nextSibling` , `nodeName` , `nodeType` , `nodeValue` , `offsetHeight` , `offsetLeft` , `offsetParent` , `offsetTop` , `offsetWidth` , `outerHTML` , `outerText` , `parentElement` , `parentNode` , `parentTextEdit` , `previousSibling` , `readyState` , `recordNumber` , `runtimeStyle` , `scopeName` , `scrollHeight` , `scrollLeft` , `scrollTop` , `scrollWidth` , `sourceIndex` , `style` , `tabIndex` , `tagName` , `tagUrn` , `title` , `uniqueID`

## Methods

`addBehavior` , `appendChild` , `applyElement` , `attachEvent` , `blur` , `clearAttributes` , `click` , `cloneNode` , `componentFromPoint` , `contains` , `detachEvent` , `focus` , `getAdjacentText` , `getAttribute` , `getBoundingClientRect` , `getClientRects` , `getElementsByTagName` , `getExpression` , `hasChildNodes` , `insertAdjacentElement` , `insertAdjacentHTML` , `insertAdjacentText` , `insertBefore` , `mergeAttributes` , `releaseCapture` , `removeAttribute` , `removeBehavior` , `removeChild` , `removeExpression` , `removeNode` , `replaceAdjacentText` , `replaceChild` , `replaceNode` , `scrollIntoView` , `setAttribute` , `setCapture` , `setExpression` , `swapNode`

## Events

`onbeforecopy` , `onbeforecut` , `onbeforepaste` , `onblur` , `onclick` , `oncontextmenu` , `oncopy` , `oncut` , `ondblclick` , `ondrag` , `ondragend` , `ondragenter` , `ondragleave` , `ondragover` , `ondragstart` , `ondrop` , `onfocus` , `onhelp` , `onkeydown` , `onkeypress` , `onkeyup` , `onlosecapture` , `onmousedown` , `onmousemove` , `onmouseout` , `onmouseover` , `onmouseup` , `onpaste` ,

[onpropertychange](#) , [onreadystatechange](#) , [onresize](#) , [onselectstart](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#)  
[, saveSnapshot](#) , [time](#) , [userData](#)

## Styles

[width](#)[font-size](#)[overflow](#)[padding-right](#)[letter-spacing](#)[float](#)[display](#)[padding](#)[font-family](#)[cursor](#)[behavior](#)[text-transform](#)[background-repeat](#)[background-image](#)[bottom](#)[visibility](#)[font-style](#)[clip](#)[text-autospace](#)[left](#)[overflow-x](#)[font-variant](#)[text-decoration](#)[overflow-y](#)[background-color](#)[direction](#)[z-index](#)[position](#)[background-position](#)[clear](#)[font](#)[unicode-bidi](#)[background-color](#)[font-weight](#)[word-spacing](#)[line-height](#)[top](#)[padding-left](#)[layout-grid](#)[layout-grid-mode](#)[padding-top](#)[padding-bottom](#)[right](#)

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# BLOCKQUOTE Element | BLOCKQUOTE Object Members

---

Sets apart a quotation in text.

## Properties

[accessKey](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dir](#) , [firstChild](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

## Events

[onbeforecopy](#) , [onbeforecut](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncopy](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) ,

onpropertychange , onreadystatechange , onresize , onselectstart

## Collections

all , attributes , behaviorUrns , childNodes , children

## Behaviors

clientCaps , download , homePage , httpFolder , saveFavorite , saveHistory  
, saveSnapshot , time , userData

## Styles

border-top-colorwidthmargin-topborder-bottom-widthpage-break-  
beforepadding-rightpaddingborder-right-widthcursortext-  
indentvisibilityfont-styleborder-left-colormargin-lefttext-  
autospaceleftoverflow-xlayout-grid-linefont-variantoverflow-yline-  
breakbackgroundtext-aligndirectionborder-bottom-colortext-  
justifypositionbackground-positionclearborder-right-colorborder-rightword-  
spacingtoppadding-leftlayout-grid-modepadding-bottomrightfont-  
sizeborder-bottomoverflowletter-spacingdisplayfloatfont-familymargin-  
rightbehaviorword-breaktext-transformbackground-repeatborder-top-  
stylelayout-grid-charbackground-imagebottomcliptext-  
decorationcolorborder-styleborder-top-widthborder-topz-indexmargin-  
bottompage-break-afterfontborder-left-styleborder-widthmarginunicode-  
bidibackground-colorfont-weightline-heightborder-bottom-stylelayout-  
gridlayout-grid-typelayout-grid-char-spacingborder-left-widthborder-  
leftpadding-topborder-colorborder-right-styleborder

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◀ onbeforeupdate Event ▶ onbounce Ev

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# onblur Event

---

Fires when the object loses the input focus.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENT onblur = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.onblur = handler</code>	JScript (compatible with ECMA 262 language specification) and VBScript
<b>Named script</b>	<code>&lt;SCRIPT FOR = object EVENT = onblur&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	No
<b>Cancels</b>	No
<b>To invoke</b>	Cause an object to lose focus: <ul style="list-style-type: none"><li>• Click the mouse on the document background or another control.</li><li>• Use the keyboard to navigate from one object to the next.</li><li>• Invoke the <a href="#">blur</a> method when an object has focus.</li><li>• Switch focus to a different application or open a second browser window.</li></ul>
<b>Default action</b>	Switches focus away from the object on which the event is fired.

The **onblur** event fires on the original object before the [onfocus](#) or [onclick](#) event fires on the object that is receiving focus. Where applicable, the **onblur** event fires after the [onchange](#) event.

Use the focus events to determine when to prepare an object to receive or validate input from the user.

As of Microsoft® Internet Explorer 5, you must set the [TABINDEX](#) attribute of elements that expose the **onblur** event.

## Event Object Properties

Although event handlers in the document object model do not receive parameters directly, the handler can query the [event](#) object for data.

## Example

This example shows how to display the name of the object that has lost focus—that is, the object that fires the **onblur** event.

```
<HTML>
<BODY>
<INPUT TYPE=text NAME=txtFName VALUE="First Name"
  onblur="alert(event.srcElement.name)">
<INPUT TYPE=text NAME=txtLName VALUE="Last Name"
  onblur="alert(event.srcElement.name)">
<INPUT TYPE=text NAME=txtPhone VALUE="Phone"
  onblur="alert(event.srcElement.name)">
</BODY>
</HTML>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BUTTON, CAPTION, CENTER, CITE, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, Hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, OBJECT, OL, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, window, XMP

## See Also

[blur](#), [focus](#)

---

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◆ ◀ onfinish Event ▶ onhelp Event ▲ DHTML

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# onfocus Event

---

Fires when the object receives the focus.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENT onfocus = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.onfocus = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = object EVENT = onfocus&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	No
<b>Cancels</b>	No
<b>To invoke</b>	Give focus to an object: <ul style="list-style-type: none"><li>• Click an object.</li><li>• Use keyboard navigation.</li><li>• Invoke the <a href="#">focus</a> method.</li></ul>
<b>Default action</b>	Sets focus to an object.

When one object loses focus and another object receives focus, the **onfocus** event fires on the object receiving focus only after the [onblur](#) event fires on the object losing focus. Use the focus events to determine when to prepare an object to receive input from the user.

As of Microsoft® Internet Explorer 5, you can force elements that do not implicitly receive focus to receive focus by adding them to the document tabbing order using the [TABINDEX](#) attribute.

Elements cannot receive focus until the document is finished loading.

As of Internet Explorer 5, elements retain focus within the current browser history when the user returns to a page. To avoid firing the **onfocus** event unintentionally for an element when the document loads, invoke the [focus](#)

method on another element.

## Event Object Properties

Although event handlers in the document object model do not receive parameters directly, the handler can query the [event](#) object for data.

## Example

This example uses the **onfocus** event to make [INPUT\\_text](#) and [LABEL](#) objects more accessible. When the **INPUT\_text** object has focus, the **onfocus** event fires and the [backgroundColor](#), [fontSize](#), and [fontWeight](#) properties are changed to give the control more prominence.

## Applies To

[A](#), [ACRONYM](#), [ADDRESS](#), [APPLET](#), [AREA](#), [B](#), [BDO](#), [BIG](#), [BLOCKQUOTE](#), [BUTTON](#), [CAPTION](#), [CENTER](#), [CITE](#), [custom](#), [DD](#), [DEL](#), [DFN](#), [DIR](#), [DIV](#), [DL](#), [DT](#), [EM](#), [EMBED](#), [FIELDSET](#), [FONT](#), [FORM](#), [FRAME](#), [FRAMESET](#), [Hn](#), [HR](#), [I](#), [IFRAME](#), [IMG](#), [INPUT type=button](#), [INPUT type=checkbox](#), [INPUT type=file](#), [INPUT type=hidden](#), [INPUT type=image](#), [INPUT type=password](#), [INPUT type=radio](#), [INPUT type=reset](#), [INPUT type=submit](#), [INPUT type=text](#), [INS](#), [ISINDEX](#), [KBD](#), [LABEL](#), [LEGEND](#), [LI](#), [LISTING](#), [MARQUEE](#), [MENU](#), [OBJECT](#), [OL](#), [P](#), [PLAINTEXT](#), [PRE](#), [Q](#), [RT](#), [RUBY](#), [S](#), [SAMP](#), [SELECT](#), [SMALL](#), [SPAN](#), [STRIKE](#), [STRONG](#), [SUB](#), [SUP](#), [TABLE](#), [TBODY](#), [TD](#), [TEXTAREA](#), [TFOOT](#), [TH](#), [THEAD](#), [TR](#), [TT](#), [U](#), [UL](#), [VAR](#), [window](#), [XMP](#)

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◀ onkeyup Event ▶ onlosecapture Event

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# onload Event

---

Fires immediately after the browser loads the object.

## Syntax

Inline HTML	<code>&lt;ELEMENT onload = "handler" ... &gt;</code>	All platforms
Event property	<code>object.onload = handler</code>	JScript (compatible with ECMA 262 language specification) only
Named script	<code>&lt;SCRIPT FOR = object EVENT = onload&gt;</code>	Internet Explorer only

## Remarks

Bubbles	No
Cancels	No
To invoke	Open a page in the browser to invoke this event for the document or any object within it.
Default action	Loads the object for which the event is specified.

The browser loads applications, embedded objects, and images as soon as it encounters the [APPLET](#), [EMBED](#), and [IMG](#) objects during parsing.

Consequently, the **onload** event for these objects occurs before the browser parses any subsequent objects. To ensure that an event handler receives the **onload** event for these objects, place the [SCRIPT](#) object that defines the event handler before the object and use the **onload** attribute in the object to set the handler.

The **onload** attribute of the [BODY](#) object sets an **onload** event handler for the [window](#). This technique of calling the window **onload** event through the **BODY** object is overridden by any other means of invoking the window **onload** event, provided the handlers are in the same script language.

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Example

This example uses an **onload** event handler to display a message in the window's status bar when the page has finished loading.

```
<BODY>
<SCRIPT FOR=window EVENT=onload LANGUAGE="JScript">
  window.status = "Page is loaded!";
</SCRIPT>
</BODY>
```

This example sets an **onload** event handler for an [IMG](#) object. The handler uses the **event** object to retrieve the URL of the image.

```
<SCRIPT>
function imageLoaded()
{
  window.status = "Image " + event.srcElement.src + " is loaded";
}
</SCRIPT>
<BODY>
<IMG SRC="sample.gif" onload="imageLoaded()">
</BODY>
```

## Applies To

[APPLET](#), [EMBED](#), [FRAMESET](#), [IMG](#), [LINK](#), [SCRIPT](#), [window](#)

## See Also

[onreadystatechange](#), [onunload](#)

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◀ onsubmit Event ▶ DHTML Events

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# onunload Event

---

Fires immediately before the object is unloaded.

## Syntax

Inline HTML	<code>&lt;ELEMENT onunload = "handler" ... &gt;</code>	All platforms
Event property	<code>object.onunload = handler</code>	JScript (compatible with ECMA 262 language specification) only
Named script	<code>&lt;SCRIPT FOR = object EVENT = onunload&gt;</code>	Internet Explorer only

## Remarks

Bubbles	No
Cancels	No
To invoke	<ul style="list-style-type: none"><li>• Close the current browser window.</li><li>• Navigate to another location by entering a new address or selecting a Favorite.</li><li>• Click the Back, Forward, Refresh, or Home button.</li><li>• Click on an <a href="#">anchor</a> that refers the browser to another Web page.</li><li>• Invoke the <b>anchor</b> <a href="#">click</a> method.</li><li>• Invoke the <a href="#">document</a> <a href="#">write</a> method.</li><li>• Invoke the <b>document</b> <a href="#">open</a> method.</li><li>• Invoke the <b>document</b> <a href="#">close</a> method.</li><li>• Invoke the <a href="#">window</a> <a href="#">close</a> method.</li><li>• Invoke the <b>window</b> <a href="#">open</a> method, providing the possible value <code>_self</code> for the window name.</li><li>• Invoke the <b>window</b> <a href="#">navigate</a> or <a href="#">NavigateAndFind</a> method.</li><li>• Invoke the <a href="#">location</a> <a href="#">replace</a> method.</li><li>• Invoke the <b>location</b> <a href="#">reload</a> method.</li><li>• Specify a new value for the <b>location</b> <a href="#">href</a> property.</li><li>• Submit a <a href="#">FORM</a> to the address specified in the <a href="#">ACTION</a> attribute via the <a href="#">INPUT_submit</a> control, or invoke the <b>form</b> <a href="#">submit</a> method.</li></ul>
Default action	Removes the object or document from the browser window.

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Example

This example shows how to use the **onunload** event to run script when the window object has been unloaded.

```
<HEAD>
<SCRIPT FOR=window EVENT=onunload>
  alert("The onunload event fired for the window object.");
</SCRIPT>

<SCRIPT>
  function fnRelocate()
  {
    location.href="/workshop/samples/author/dhtml/refs/onunloadEX
  }
</SCRIPT>
</HEAD>
<BODY>
  <INPUT TYPE=button VALUE="Go To Page 2" onclick="fnRelo
  <IMG ID=imgTest SRC="/workshop/graphics/prop_rw.gif">
</BODY>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[FRAMESET](#), [window](#)

## See Also

[onload](#)

---

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## *Web Workshop | DHTML, HTML & CSS*



# BODY Element | body Object Members

---

Specifies the beginning and end of the document body.

## Properties

[accessKey](#) , [aLink](#) , [background](#) , [bgColor](#) , [bgProperties](#) , [bottomMargin](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dataFld](#) , [dataFormatAs](#) , [dataSrc](#) , [dir](#) , [firstChild](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [leftMargin](#) , [link](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [noWrap](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [rightMargin](#) , [runtimeStyle](#) , [scopeName](#) , [scroll](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [text](#) , [title](#) , [topMargin](#) , [uniqueID](#) , [vLink](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [createControlRange](#) , [createTextRange](#) , [detachEvent](#) , [doScroll](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

## Events

[onafterprint](#) , [onbeforecut](#) , [onbeforepaste](#) , [onbeforeprint](#) , [onclick](#) , [oncontextmenu](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfilterchange](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#) ,

[onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) ,  
[onpropertychange](#) , [onreadystatechange](#) , [onscroll](#) , [onselectstart](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#) , [filters](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#)

## Styles

[border-top-color](#)[width](#)[margin-top](#)[border-bottom-width](#)[page-break-before](#)[padding-right](#)[padding](#)[border-right-width](#)[cursor](#)[filter](#)[text-indent](#)[visibility](#)[font-style](#)[border-left-color](#)[margin-left](#)[text-autospace](#)[overflow-x](#)[layout-grid-line](#)[font-variant](#)[overflow-y](#)[line-break](#)[background](#)[text-align](#)[direction](#)[border-bottom-color](#)[text-justify](#)[background-position](#)[border-right-color](#)[border-rightword-spacing](#)[padding-left](#)[layout-grid-mode](#)[padding-bottom](#)[font-size](#)[border-bottomoverflow](#)[letter-spacing](#)[display](#)[font-family](#)[margin-right](#)[behavior](#)[word-break](#)[text-transform](#)[background-repeat](#)[border-top-style](#)[layout-grid-char](#)[background-image](#)[text-decoration](#)[color](#)[border-style](#)[border-top-width](#)[border-topz-index](#)[margin-bottom](#)[page-break-after](#)[font](#)[border-left-style](#)[border-width](#)[margin](#)[unicode-bidi](#)[background-color](#)[font-weight](#)[line-height](#)[border-bottom-style](#)[layout-grid](#)[layout-grid-type](#)[layout-grid-char-spacing](#)[border-left-width](#)[background-attachment](#)[border-leftpadding-top](#)[border-color](#)[border-right-style](#)[border](#)

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## *Web Workshop | DHTML, HTML & CSS*

# BR Element | BR Object Members

---

Inserts a line break.

## Properties

[className](#) , [clear](#) , [currentStyle](#) , [id](#) , [isTextEdit](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [sourceIndex](#) , [style](#) , [tagName](#) , [tagUrn](#) , [uniqueID](#)

## Methods

[addBehavior](#) , [applyElement](#) , [attachEvent](#) , [clearAttributes](#) , [cloneNode](#) , [componentFromPoint](#) , [detachEvent](#) , [getAdjacentText](#) , [getAttribute](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeExpression](#) , [replaceAdjacentText](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

## Events

[onlosecapture](#) , [onreadystatechange](#)

## Collections

[attributes](#) , [behaviorUrns](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#)

## Styles

[widthbehaviorlayout-gridlayout-grid-modetext-autospace](#)

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◀ value Property ▶ VALUE Attribute | va

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# VALUE Attribute | value Property

---

Sets or retrieves the value of the object.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT VALUE = sValue ... &gt;</code>
<b>Scripting</b>	<code>object.value [ = sValue ]</code>

## Possible Values

<i>sValue</i>	String that specifies the value of an object or a <a href="#">FORM</a> control. The purpose of the string depends on the type of control, as follows:
<a href="#">checkbox</a>	The selected value. The control submits this value only if the user has selected the control. Otherwise, the control submits no value.
<a href="#">file</a>	The value, a file name, typed by the user into the control. Unlike other controls, this value is read-only.
<a href="#">hidden</a>	The control submits this value when the form is submitted.
<a href="#">OPTION</a>	The selected value. The containing list box control submits this value only if the user has selected the option.
<a href="#">password</a>	The default value. The control displays this value when it is first created and when the user clicks the reset button.
<a href="#">radio</a>	The button label. If not set, the label defaults to "Reset".
<a href="#">reset</a>	The selected value. The control submits this value only if the user has selected the control. Otherwise, the control submits no value.
<a href="#">submit</a>	The button label. If not set, the label defaults to "Submit Query."
<a href="#">text</a>	The default value. The control displays this value when it is first created and when the user clicks the reset button.

This property is read/write with a default value of **on** for the **checkbox** and **radio** objects, **Submit Query** for the **submit** object, and **Reset** for the **reset** object. All other objects have no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

The **VALUE** attribute of the [PARAM](#) object specifies a value passed to an [APPLET](#), [EMBED](#), or [OBJECT](#) object.

## Example

This example sets the value for each option to an integer string (for example, a part number).

```
<SELECT>
<OPTION VALUE="123">Item One
<OPTION VALUE="456">Item Two
<OPTION VALUE="789">Item Three
</SELECT>
```

## Applies To

[BUTTON](#), [INPUT type=button](#), [INPUT type=checkbox](#), [INPUT type=file](#), [INPUT type=hidden](#), [INPUT type=image](#), [INPUT type=password](#), [INPUT type=radio](#), [INPUT type=reset](#), [INPUT type=submit](#), [INPUT type=text](#), [OPTION](#), [PARAM](#)

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◆ ◀ innerHTML Property ▶ ISMAP Attribute

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# innerText Property

---

Sets or retrieves the text between the start and end tags of the object.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<i>object</i> . <b>innerText</b> [ = <i>sTxt</i> ]

## Possible Values

*sTxt* String that specifies the text between the start and end tags.

The property is read/write with no default value (see Remarks).

## Remarks

The **innerText** property is read-only on the [HTML](#), [TABLE](#), [TBODY](#), [TFOOT](#), [THEAD](#), and [TR](#) objects.

When the **innerText** property is set, the given string completely replaces the existing content of the object.

You can set this property only after the [onload](#) event fires on the [window](#). When dynamically creating a tag using [TextRange](#), [innerHTML](#), or [outerHTML](#), use Microsoft® JScript® (compatible with ECMA 262 language specification) to create new events to handle the newly formed tags. Microsoft® Visual Basic® Scripting Edition (VBScript) is not supported.

You can change the value of the **TITLE** element using the [document.title](#) property.

To change the contents of the **TABLE**, **TFOOT**, **THEAD**, and **TR**

elements, use the table object model. For example, use the [rowIndex](#) property or the [rows](#) collection to retrieve a reference to a specific table row. You can add or delete rows using the [insertRow](#) and [deleteRow](#) methods. To retrieve a reference to a specific cell, use the [cellIndex](#) property or the [cells](#) collection. You can add or delete rows using the [insertCell](#) and [deleteCell](#) methods. To change the content of a particular cell, use the **innerHTML** property.

## Example

This example uses the **innerText** property to replace an object's contents. The object surrounding the text is not replaced.

```
<P ID=oPara>Here's the text that will change.</P>
:
<BUTTON onclick="oPara.innerText='WOW! It changed!'">Change
<BUTTON onclick="oPara.innerText='And back again'">Reset</B>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ACRONYM, ADDRESS, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, custom, DD, DEL, DFN, DIR, EM, FIELDSET, FONT, FORM, HEAD, Hn, HTML, I, IFRAME, INS, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, NEXTID, NOBR, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, STYLE, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, XMP, XMP

## See Also

[insertAdjacentText](#)

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## *Web Workshop | DHTML, HTML & CSS*

# BUTTON Element | BUTTON Object Members

---

Specifies a container for rich HTML that is rendered as a button.

## Properties

[accessKey](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dataFld](#) , [dataFormatAs](#) , [dataSrc](#) , [dir](#) , [disabled](#) , [firstChild](#) , [form](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [name](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [type](#) , [uniqueID](#) , [value](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [createTextRange](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

## Events

[onbeforecut](#) , [onbeforeeditfocus](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncut](#) , [ondblclick](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondrop](#) , [onfilterchange](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) , [onpropertychange](#) ,

onreadystatechange , onresize , onselectstart

## Collections

all , attributes , behaviorUrns , childNodes , children , filters

## Behaviors

clientCaps , download , homePage , httpFolder , saveFavorite , saveHistory , saveSnapshot , time , userData

## Styles

border-top-colorwidthmargin-topborder-bottom-widthpage-break-beforepadding-rightpaddingborder-right-widthfiltertext-indentvisibilityfont-styleborder-left-colormargin-lefttext-autospaceleftfont-variantbackgrounddirectionborder-bottom-colorpositionbackground-positionclearborder-right-colorborder-rightword-spacingtoppadding-leftlayout-grid-modeheightpadding-bottomrightfont-sizeborder-bottomletter-spacingdisplayfloatfont-familymargin-rightbehaviortext-transformbackground-repeatborder-top-stylebackground-imagebottomcliptext-decorationcolorborder-styleborder-top-widthborder-topz-indexmargin-bottompage-break-afterfontborder-left-styleborder-widthmarginunicode-bidibackground-colorfont-weightline-heightborder-bottom-stylelayout-gridborder-left-widthborder-leftpadding-topborder-colorborder-right-styleborder

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## *Web Workshop | DHTML, HTML & CSS*



# CAPTION Element | CAPTION Object Members

---

Specifies a brief description for a [TABLE](#).

## Properties

[accessKey](#) , [align](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dir](#) , [firstChild](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#) , [vAlign](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

## Events

[onbeforecopy](#) , [onbeforecut](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncopy](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) , [onpropertychange](#) , [onreadystatechange](#) , [onselectstart](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#) , [time](#) , [userData](#)

## Styles

[border-top-color](#)[width](#)[margin-top](#)[border-bottom-width](#)[padding-right](#)[paddingborder-right-width](#)[cursor](#)[visibility](#)[font-style](#)[border-left-color](#)[margin-left](#)[text-autospace](#)[font-variant](#)[background](#)[direction](#)[border-bottom-color](#)[background-position](#)[clear](#)[border-right-color](#)[border-rightword-spacing](#)[padding-left](#)[layout-grid-mode](#)[padding-bottom](#)[font-size](#)[border-bottom](#)[letter-spacing](#)[display](#)[font-family](#)[margin-right](#)[behavior](#)[text-transform](#)[background-repeat](#)[border-top-style](#)[background-image](#)[text-decoration](#)[color](#)[border-style](#)[border-top-width](#)[border-topz-index](#)[margin-bottom](#)[font](#)[border-left-style](#)[border-width](#)[marginunicode-bidi](#)[background-color](#)[font-weight](#)[line-height](#)[border-bottom-style](#)[layout-grid](#)[border-left-width](#)[border-leftpadding-top](#)[border-color](#)[border-right-style](#)[border](#)

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## *Web Workshop | DHTML, HTML & CSS*

# CENTER Element | CENTER Object Members

---

Centers subsequent text and images.

## Properties

[accessKey](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dir](#) , [firstChild](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [uniqueID](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

## Events

[onbeforecopy](#) , [onbeforecut](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncopy](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) , [onpropertychange](#) , [onreadystatechange](#) , [onresize](#) , [onselectstart](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#) , [saveSnapshot](#) , [time](#) , [userData](#)

## Styles

[border-top-color](#)[width](#)[margin-top](#)[border-bottom-width](#)[page-break-before](#)[padding-right](#)[padding](#)[border-right-width](#)[cursor](#)[text-indent](#)[visibility](#)[font-style](#)[border-left-color](#)[margin-left](#)[text-autospace](#)[left](#)[overflow-x](#)[layout-grid-line](#)[font-variant](#)[overflow-y](#)[line-break](#)[background](#)[text-align](#)[direction](#)[border-bottom-color](#)[text-justify](#)[position](#)[background-position](#)[clear](#)[border-right-color](#)[border-rightword-spacing](#)[top](#)[padding-left](#)[layout-grid-mode](#)[padding-bottom](#)[right](#)[font-size](#)[border-bottom](#)[overflow](#)[letter-spacing](#)[display](#)[float](#)[font-family](#)[margin-right](#)[behavior](#)[word-break](#)[text-transform](#)[background-repeat](#)[border-top-style](#)[layout-grid-char](#)[background-image](#)[bottom](#)[clip](#)[text-decoration](#)[color](#)[border-style](#)[border-top-width](#)[border-topz-index](#)[margin-bottom](#)[page-break-after](#)[font](#)[border-left-style](#)[border-width](#)[margin](#)[unicode-bidi](#)[background-color](#)[font-weight](#)[line-height](#)[border-bottom-style](#)[layout-grid](#)[layout-grid-type](#)[layout-grid-char-spacing](#)[border-left-width](#)[border-leftpadding-top](#)[border-color](#)[border-right-style](#)[border](#)

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## *Web Workshop | DHTML, HTML & CSS*

# CITE Element | CITE Object Members

---

Indicates a citation by rendering text in *italic*.

## Properties

[accessKey](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dir](#) , [firstChild](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

## Events

[onbeforecopy](#) , [onbeforecut](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncopy](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) , [onpropertychange](#) , [onreadystatechange](#) , [onresize](#) , [onselectstart](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#) , [saveSnapshot](#) , [time](#) , [userData](#)

## Styles

[width](#)[font-size](#)[overflow](#)[padding-right](#)[letter-spacing](#)[float](#)[display](#)[padding](#)[font-family](#)[cursor](#)[behavior](#)[text-transform](#)[background-repeat](#)[background-image](#)[bottom](#)[visibility](#)[font-style](#)[clip](#)[text-autospace](#)[left](#)[overflow-x](#)[font-variant](#)[text-decoration](#)[overflow-y](#)[background-color](#)[direction](#)[z-index](#)[position](#)[background-position](#)[clear](#)[font](#)[unicode-bidi](#)[background-color](#)[font-weight](#)[word-spacing](#)[line-height](#)[top](#)[padding-left](#)[layout-grid](#)[layout-grid-mode](#)[padding-top](#)[padding-bottom](#)[right](#)

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## *Web Workshop | DHTML, HTML & CSS*

# clientInformation Object Members

---

Contains information about the Web browser.

## Properties

[appCodeName](#) , [appMinorVersion](#) , [appName](#) , [appVersion](#) ,  
[browserLanguage](#) , [cookieEnabled](#) , [cpuClass](#) , [onLine](#) , [platform](#) ,  
[systemLanguage](#) , [userAgent](#) , [userLanguage](#) , [userProfile](#)

## Methods

[javaEnabled](#) , [taintEnabled](#)

## Collections

[plugins](#)

---

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◀ USEMAP Attribute | useMap... ▶ userl

*Web Workshop | DHTML, HTML & CSS*

# userAgent Property

---

Retrieves a string equivalent to the HTTP user-agent request header.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>sUserAgent</i> = ] <i>navigator.userAgent</i>

## Possible Values

*sUserAgent* String that specifies a valid HTTP user agent.

The property is read-only with a browser-specific default value.

## Remarks

The HTTP user-agent request header contains information about compatibility, the browser, and the platform name. For more information about the browser, see the [appName](#) property. For more information about the platform, see the [appVersion](#) property.

The **userAgent** property returns a different value depending on the browser and platform versions. For example, Microsoft® Internet Explorer 4.01 returns the following string for Microsoft ® Windows® 95.

```
Mozilla/4.0 (compatible; MSIE 4.01; Windows 95)
```

## Example

This example uses the **userAgent** property to specify a required platform before additional script is executed. For example, if Windows 95 is a requirement for the document, you can use a variable to determine whether the user is running the necessary operating system. The "bIs95" variable is

set to true if Windows 95 is found in the **userAgent** value and the additional script is processed.

```
<SCRIPT>
var bIs95=false;
window.onload=fnInit;
function fnInit(){
  if(navigator.userAgent.indexOf("Windows 95")>-1){
    bIs95=true;
  }
  if(bIs95==true){
    // Process additional script.
  }
}
</SCRIPT>
```

## Applies To

[clientInformation](#), [navigator](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# clipboardData Object Members

---

Provides access to predefined clipboard formats for use in editing operations.

## Methods

[clearData](#) , [getData](#) , [setData](#)

---

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## *Web Workshop | DHTML, HTML & CSS*



# CODE Element | CODE Object Members

---

Specifies a code sample.

## Properties

`canHaveChildren` , `className` , `clientHeight` , `clientLeft` , `clientTop` , `clientWidth` , `currentStyle` , `dir` , `firstChild` , `id` , `innerHTML` , `innerText` , `isTextEdit` , `lang` , `language` , `lastChild` , `nextSibling` , `nodeName` , `nodeType` , `nodeValue` , `offsetHeight` , `offsetLeft` , `offsetParent` , `offsetTop` , `offsetWidth` , `outerHTML` , `outerText` , `parentElement` , `parentNode` , `parentTextEdit` , `previousSibling` , `readyState` , `recordNumber` , `runtimeStyle` , `scopeName` , `scrollHeight` , `scrollLeft` , `scrollTop` , `scrollWidth` , `sourceIndex` , `style` , `tagName` , `tagUrn` , `title` , `uniqueID`

## Methods

`addBehavior` , `appendChild` , `applyElement` , `attachEvent` , `clearAttributes` , `click` , `cloneNode` , `componentFromPoint` , `contains` , `detachEvent` , `getAdjacentText` , `getAttribute` , `getBoundingClientRect` , `getClientRects` , `getElementsByTagName` , `getExpression` , `hasChildNodes` , `insertAdjacentElement` , `insertAdjacentHTML` , `insertAdjacentText` , `insertBefore` , `mergeAttributes` , `releaseCapture` , `removeAttribute` , `removeBehavior` , `removeChild` , `removeExpression` , `removeNode` , `replaceAdjacentText` , `replaceChild` , `replaceNode` , `scrollIntoView` , `setAttribute` , `setCapture` , `setExpression` , `swapNode`

## Events

`onbeforecopy` , `onbeforecut` , `onbeforepaste` , `onclick` , `oncontextmenu` , `oncopy` , `oncut` , `ondblclick` , `ondrag` , `ondragend` , `ondragenter` , `ondragleave` , `ondragover` , `ondragstart` , `ondrop` , `onhelp` , `onkeydown` , `onkeypress` , `onkeyup` , `onlosecapture` , `onmousedown` , `onmousemove` , `onmouseout` , `onmouseover` , `onmouseup` , `onpaste` , `onpropertychange` , `onreadystatechange` , `onresize` , `onselectstart`

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#) , [saveSnapshot](#) , [time](#) , [userData](#)

## Styles

[width](#)[font-size](#)[overflow](#)[padding-right](#)[letter-spacing](#)[float](#)[display](#)[padding](#)[font-family](#)[cursor](#)[behavior](#)[text-transform](#)[background-repeat](#)[background-image](#)[bottom](#)[visibility](#)[font-style](#)[clip](#)[text-autospace](#)[left](#)[overflow-x](#)[font-variant](#)[text-decoration](#)[overflow-y](#)[background-color](#)[direction](#)[z-index](#)[position](#)[background-position](#)[clear](#)[font](#)[unicode-bidi](#)[background-color](#)[font-weight](#)[word-spacing](#)[line-height](#)[top](#)[padding-left](#)[layout-grid](#)[layout-grid-mode](#)[padding-top](#)[padding-bottom](#)[right](#)

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## *Web Workshop | DHTML, HTML & CSS*

# COL Element | COL Object Members

---

Specifies column-based defaults for the table properties.

## Properties

[align](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dir](#) , [firstChild](#) , [id](#) , [isTextEdit](#) , [lang](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [span](#) , [style](#) , [tagName](#) , [tagUrn](#) , [uniqueID](#) , [vAlign](#) , [width](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [clearAttributes](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertBefore](#) , [mergeAttributes](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [setExpression](#) , [swapNode](#)

## Events

[onreadystatechange](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#)

## Styles

widthfont-sizepadding-rightletter-spacingdisplaypaddingfont-familycursorbehaviortext-transformbackground-repeatbackground-imagevertical-alignvisibilityfont-styletext-autospacefont-varianttext-decorationbackgroundcolordirectionz-indexbackground-positionclearfontunicode-bidibackground-colorfont-weightword-spacingline-heightpadding-leftlayout-gridlayout-grid-modepadding-toppadding-bottom

---

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## *Web Workshop | DHTML, HTML & CSS*

# COLGROUP Element | COLGROUP Object Members

---

Contains a group of columns.

## Properties

[align](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dir](#) , [firstChild](#) , [id](#) , [isTextEdit](#) , [lang](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [span](#) , [style](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#) , [vAlign](#) , [width](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [clearAttributes](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertBefore](#) , [mergeAttributes](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [setExpression](#) , [swapNode](#)

## Events

[onreadystatechange](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#)

## Styles

[width](#)[font-size](#)[padding-right](#)[letter-spacing](#)[display](#)[padding](#)[font-family](#)[cursor](#)[behavior](#)[text-transform](#)[background-repeat](#)[background-image](#)[visibility](#)[font-style](#)[text-autospace](#)[font-variant](#)[text-decoration](#)[background-color](#)[direction](#)[z-index](#)[background-position](#)[clear](#)[font-unicode-bidi](#)[background-color](#)[font-weight](#)[word-spacing](#)[line-height](#)[padding-left](#)[layout-grid](#)[layout-grid-mode](#)[padding-top](#)[padding-bottom](#)

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◆ ◀ childNodes Collection ▶ controlRange

*Web Workshop | DHTML, HTML & CSS*

# children Collection

---

Retrieves a collection of [elements](#) that are direct descendants of the object.

## Syntax

```
[ collChildren = ] object.children  
[ oObject = ] object.children(vIndex [, iSubIndex])
```

## Possible Values

<i>collChildren</i>	Array containing the direct descendants of an object.
<i>oObject</i>	Reference to an individual item in the array of elements contained by the object.
<i>vIndex</i>	Required. Integer or string that specifies the element or collection to retrieve. If this parameter is an integer, the method returns the element in the collection at the given position, where the first element has value 0, the second has 1, and so on. If this parameter is a string and there is more than one element with the <a href="#">name</a> or <a href="#">id</a> property equal to the string, the method returns a collection of matching elements.
<i>iSubIndex</i>	Optional. Position of an element to retrieve. This parameter is used when <i>vIndex</i> is a string. The method uses the string to construct a collection of all elements that have a <b>name</b> or <b>id</b> property equal to the string, and then retrieves from this collection the element at the position specified by <i>iSubIndex</i> .

## Members

## Remarks

Similar to the objects contained in the [all](#) collection, the objects contained in the **children** collection are undefined if the child elements are overlapping tags.

The **children** collection can contain HTML elements.

## Example

This example shows how to determine the collections for two **DIV** elements, divONE and divTWO. The **children** collection for divONE includes [IMG](#), [DIV](#), and [BUTTON](#). The **children** collection for divTWO includes [P](#).

```
<DIV id=divONE>
<IMG src=mygif.gif>
<DIV id=divTWO>
<P>Some text in a paragraph
</DIV>
<BUTTON> The label for the button </BUTTON>
</DIV>
```

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, custom, DD, DEL, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INS, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, NEXTID, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, THEAD, TITLE, TR, TT, U, UL, VAR, XMP

---

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## *Web Workshop | DHTML, HTML & CSS*

# COMMENT Element | COMMENT Object Members

---

Indicates a comment that is not displayed.

## Properties

[canHaveChildren](#) , [currentStyle](#) , [firstChild](#) , [id](#) , [isTextEdit](#) , [lang](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetParent](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [sourceIndex](#) , [style](#) , [tagName](#) , [tagUrn](#) , [uniqueID](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [clearAttributes](#) , [cloneNode](#) , [componentFromPoint](#) , [detachEvent](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [swapNode](#)

## Events

[onpropertychange](#) , [onreadystatechange](#)

## Collections

[attributes](#) , [behaviorUrns](#) , [childNodes](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#)

## Styles

[widthbehaviortext-autospace](#)

---

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◀ HTML Element | HTML Objec... ▶ I Ele

*Web Workshop | DHTML, HTML & CSS*

# HTML Comment Element

---

Prevents any enclosed text or HTML source code from being parsed and displayed in the browser window.

## Remarks

Comments can contain other HTML elements. Comments do not nest.

Start and end tags are required.

## Example

This example uses **HTML COMMENT** tags, "<!-- -->", to insert a comment in an HTML document.

```
<!-- This text will not appear in the browser window. -->
```

## See Also

[COMMENT](#)

---

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◀ AddFavorite Method ▶ addReadRequ

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# addImport Method

---

Adds a style sheet to the [imports](#) collection for the given style sheet.

## Syntax

```
iIndex = stylesheet.addImport(sURL [, iIndex])
```

## Parameters

<i>sURL</i>	Required. String that specifies the location of the source file for the style sheet.
<i>iIndex</i>	Optional. Integer that specifies the requested position for the style sheet in the collection. If this value is not given, the style sheet is added to the end of the collection.

## Return Value

Integer. Returns a zero-based index value that specifies the position of the imported style sheet in the **imports** collection.

## Applies To

[styleSheet](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

## currentStyle Object Members

---

Represents the cascaded format and style of the object as specified by global style sheets, inline styles, and HTML attributes.

### Properties

[backgroundAttachment](#) , [backgroundColor](#) , [backgroundImage](#) ,  
[backgroundPositionX](#) , [backgroundPositionY](#) , [backgroundRepeat](#) ,  
[borderBottomColor](#) , [borderBottomStyle](#) , [borderBottomWidth](#) ,  
[borderColor](#) , [borderLeftColor](#) , [borderLeftStyle](#) , [borderLeftWidth](#) ,  
[borderRightColor](#) , [borderRightStyle](#) , [borderRightWidth](#) , [borderStyle](#) ,  
[borderTopColor](#) , [borderTopStyle](#) , [borderTopWidth](#) , [borderWidth](#) , [bottom](#) ,  
[clear](#) , [clipBottom](#) , [clipLeft](#) , [clipRight](#) , [clipTop](#) , [color](#) , [cursor](#) , [direction](#) ,  
[fontFamily](#) , [fontSize](#) , [fontStyle](#) , [fontVariant](#) , [fontWeight](#) , [height](#) ,  
[layoutGridChar](#) , [layoutGridCharSpacing](#) , [layoutGridLine](#) ,  
[layoutGridMode](#) , [layoutGridType](#) , [left](#) , [letterSpacing](#) , [lineHeight](#) ,  
[listStyleImage](#) , [listStylePosition](#) , [listStyleType](#) , [margin](#) , [marginBottom](#) ,  
[marginLeft](#) , [marginRight](#) , [marginTop](#) , [overflow](#) , [overflowX](#) , [overflowY](#) ,  
[pageBreakAfter](#) , [pageBreakBefore](#) , [right](#) , [styleFloat](#) , [tableLayout](#) ,  
[textAlign](#) , [textDecoration](#) , [textIndent](#) , [textTransform](#) , [top](#) , [unicodeBidi](#) ,  
[verticalAlign](#) , [visibility](#) , [width](#) , [zIndex](#)

---

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## ◀ XMLDocument Property ▶ y Property

*Web Workshop | DHTML, HTML & CSS*

# XMLNS Attribute

---

Declares a namespace for custom tags in an HTML document.

## Syntax

<b>HTML</b>	<HTML XMLNS: <i>sNamespace</i> ... >
<b>Script</b>	N/A

## Possible Values

<i>sNamespace</i>	String that specifies the namespace used as a prefix to custom tags, or the following value: <i>urn</i> Uniform Resource Name (URN) that uniquely identifies the namespace.
-------------------	--

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The syntax for **XMLNS** is based on the W3C [xml namespace spec](#). Although the W3C draft allows you to declare namespaces on all tags, Internet Explorer supports namespace declaration only on the **HTML** tag.

You can declare multiple namespaces on the **HTML** tag, as the syntax below shows:

```
<HTML XMLNS:Prefix1 XMLNS:Prefix2="www.microsoft.com"
```

## Example

This example shows how to declare a namespace when one of the [default behaviors](#) in Internet Explorer, [clientCaps](#), is used as a custom tag in an HTML document. Note how you must add the declared namespace (in this

case, MSIE) to the custom tag when it is defined.

This example also shows how the **clientCaps** behavior can be used to install the Internet Explorer Data Binding component, if the component does not already exist in the user's system.

## Applies To

[HTML](#)

## See Also

[xml namespaces spec](#) ☐ 

---

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## ◆ ◀ @import Rule ▶ ACCESSKEY Attribute

*Web Workshop | DHTML, HTML & CSS*



# @media Rule

---

Sets the media types for a set of [styleSheet](#) rules.

## Syntax

HTML	@media <i>sMediaType</i> { <i>sRules</i> }
Scripting	N/A

## Possible Values

<i>sMediaType</i>	screen Output is intended for computer screens. print Output is intended for printed material and for documents on screen viewed in Print Preview mode. all Applies to all devices.
<i>sRules</i>	One or more rules in a <b>styleSheet</b> object.

The rule has no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Example

This example shows how to implement the **@media** rule.

```
// For computer screens, the font size is 12pt.  
@media screen {  
  BODY {font-size: 12pt;}  
}  
// When printed, the font size is 8pt.  
@media print {  
  BODY {font-size: 8pt;}  
}
```

## Applies To

[STYLE](#)

## See Also

[media](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# custom Element | custom Object Members

---

Represents a user-defined element.

## Properties

[accessKey](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dir](#) , [document](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentTextEdit](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#)

## Methods

[addBehavior](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [doScroll](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeExpression](#) , [replaceAdjacentText](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#)

## Events

[onafterupdate](#) , [onbeforecopy](#) , [onbeforecut](#) , [onbeforeeditfocus](#) , [onbeforepaste](#) , [onbeforeupdate](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncopy](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onerrorupdate](#) , [onfilterchange](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) , [onpropertychange](#) , [onreadystatechange](#) , [onresize](#) , [onscroll](#) , [onselectstart](#)

## Collections

all , behaviorUrns , children , filters

## Styles

border-top-colorwidthmargin-topborder-bottom-widthpadding-rightpaddingborder-right-widthcursorvertical-alignfiltervisibilityfont-styleborder-left-colormargin-lefttext-autospaceleftoverflow-xfont-variantoverflow-ybackgroundddirectionborder-bottom-colorpositionbackground-positionclearborder-right-colorborder-rightword-spacingtoppadding-leftlayout-grid-modeheightpadding-bottomfont-sizeborder-bottomoverflowletter-spacingdisplayfloatfont-familymargin-rightbehaviortext-transformbackground-repeatborder-top-stylebackground-imagebottomcliptext-decorationcolorborder-styleborder-top-widthborder-topz-indexmargin-bottomfontborder-left-styleborder-widthmarginunicode-bidibackground-colorfont-weightline-heightborder-bottom-stylayout-gridborder-left-widthborder-leftpadding-topborder-colorborder-right-styleborder

---

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◀ setCapture Method ▶ setEndPoint Me

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# setData Method

---

Assigns data in a specified format to the [dataTransfer](#) or [clipboardData](#) object.

## Syntax

```
bSuccess = object.setData(sDataFormat, sData)
```

## Parameters

<i>sDataFormat</i>	Required. String that specifies the format of the data to be transferred, using one of the following values: Text Transfers data formatted as text. URL Transfers data formatted as a URL.
<i>sData</i>	Required. String that specifies the data supplied by the source object. This information can be descriptive text, a source path to an image, or a URL for an anchor. When you pass URL as the <i>sDataFormat</i> parameter, you must use <i>sData</i> to provide the location of the object being transferred.

## Return Value

Boolean. Returns true if the data was successfully added, or false otherwise.

## Remarks

The value of the *sDataFormat* parameter is not case-sensitive.

## Example

This example uses the **setData** and [getData](#) methods with the **dataTransfer** object to create a shortcut to an image.

## Applies To

[clipboardData](#), [dataTransfer](#)

## See Also

[data transfer overview](#)☐, [clearData](#), [getData](#)

---

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◀ getClientRects Method ▶ getElementE

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# getData Method

---

Retrieves the data in the specified format from the clipboard through the [dataTransfer](#) or [clipboardData](#) objects.

## Syntax

```
sRetrieveData = object.getData(sDataFormat)
```

## Parameters

<i>sDataFormat</i>	Required. String that specifies one of the following data format values: Text Retrieves data formatted as text. URL Retrieves data formatted as a URL.
--------------------	--

## Return Value

String. Returns the data in the format retrieved from clipboard through the **dataTransfer** or **clipboardData** object. Depending on the information contained in [setData](#), this variable can retrieve a path to an image, text, or an anchor URL.

## Remarks

The **getData** method enforces cross-frame security and allows data transfers within the same domain only. To the user this means that dragging a selection between different security protocols, such as HTTP and HTTPS, will fail. In addition, dragging a selection between two instances of the browser with different security levels, where the first instance is set to medium and the second is set to high, will fail. Finally, dragging a selection into the browser from another drag-enabled application, such as Microsoft® Word, also will fail.

To use the **getData** method to retrieve data from the clipboard within the [oncopy](#) or [oncut](#) event, specify `window.event.returnValue=false` within the event handler script.

## Example

The following examples use the **setData** and **getData** methods of the **dataTransfer** object to drop text in a new location and create a desktop shortcut.

## Applies To

[clipboardData](#), [dataTransfer](#)

## See Also

[dhtml data transfer overview](#)☐, [clearData](#), [setData](#)

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## dataTransfer Object Members

---

Provides access to predefined clipboard formats for use in drag-and-drop operations.

### Properties

[dropEffect](#) , [effectAllowed](#)

### Methods

[clearData](#) , [getData](#) , [setData](#)

---

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## DD Element | DD Object Members

---

Indicates the definition in a definition list. The definition is usually indented in the definition list.

### Properties

[accessKey](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dir](#) , [firstChild](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [noWrap](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#)

### Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

### Events

[onbeforecopy](#) , [onbeforecut](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncopy](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#)

, [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) ,  
[onpropertychange](#) , [onreadystatechange](#) , [onresize](#) , [onselectstart](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#)  
[, saveSnapshot](#) , [time](#) , [userData](#)

## Styles

[border-top-color](#)[width](#)[margin-top](#)[border-bottom-width](#)[page-break-before](#)[padding-right](#)[paddingborder-right-width](#)[cursor](#)[text-indent](#)[visibility](#)[font-style](#)[border-left-color](#)[margin-left](#)[text-autospace](#)[leftoverflow-x](#)[layout-grid-line](#)[font-variant](#)[overflow-y](#)[line-break](#)[backgroundtext-align](#)[direction](#)[border-bottom-color](#)[text-justify](#)[position](#)[background-position](#)[clear](#)[border-right-color](#)[border-rightword-spacing](#)[toppadding-left](#)[layout-grid-mode](#)[padding-bottom](#)[rightfont-size](#)[border-bottomoverflow](#)[letter-spacing](#)[display](#)[float](#)[font-family](#)[margin-right](#)[behavior](#)[word-break](#)[text-transform](#)[background-repeat](#)[border-top-style](#)[layout-grid-char](#)[background-image](#)[bottom](#)[clip](#)[text-decoration](#)[color](#)[border-style](#)[border-top-width](#)[border-topz-index](#)[margin-bottom](#)[page-break-after](#)[fontborder-left-style](#)[border-width](#)[marginunicode-bidi](#)[background-color](#)[font-weight](#)[line-height](#)[border-bottom-style](#)[layout-grid](#)[layout-grid-type](#)[layout-grid-char-spacing](#)[border-left-width](#)[border-leftpadding-top](#)[border-color](#)[border-right-style](#)[border](#)

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# DEL Element | DEL Object Members

---

Indicates text that has been deleted from the document.

## Properties

[accessKey](#) , [canHaveChildren](#) , [className](#) , [currentStyle](#) , [dir](#) , [firstChild](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [cloneNode](#) , [componentFromPoint](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertBefore](#) , [mergeAttributes](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [setExpression](#) , [swapNode](#)

## Events

[onblur](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfocus](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onreadystatechange](#) , [onselectstart](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#)  
 , [saveSnapshot](#) , [time](#) , [userData](#)

## Styles

[width](#)[direction](#)[overflow](#)[padding-right](#)[display](#)[padding](#)[unicode-](#)  
[bid](#)[behavior](#)[padding-left](#)[layout-grid](#)[layout-grid-mode](#)[text-](#)  
[auto](#)[space](#)[padding-top](#)[overflow-x](#)[padding-bottom](#)[overflow-y](#)

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## *Web Workshop | DHTML, HTML & CSS*

# DFN Element | DFN Object Members

---

Indicates the defining instance of a term.

## Properties

[accessKey](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dir](#) , [firstChild](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

## Events

[onbeforecopy](#) , [onbeforecut](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncopy](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) , [onpropertychange](#) , [onreadystatechange](#) , [onresize](#) , [onselectstart](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#)  
[, saveSnapshot](#) , [userData](#)

## Styles

[width](#)[font-size](#)[overflow](#)[padding-right](#)[letter-spacing](#)[float](#)[display](#)[padding](#)[font-family](#)[cursor](#)[behavior](#)[text-transform](#)[background-repeat](#)[background-image](#)[bottom](#)[text-indent](#)[visibility](#)[font-style](#)[clip](#)[text-autospace](#)[left](#)[overflow-x](#)[font-variant](#)[text-decoration](#)[overflow-y](#)[background-color](#)[direction](#)[z-index](#)[position](#)[background-position](#)[clear](#)[font](#)[unicode-bidi](#)[background-color](#)[font-weight](#)[word-spacing](#)[line-height](#)[top](#)[padding-left](#)[layout-grid](#)[layout-grid-mode](#)[padding-top](#)[padding-bottom](#)[right](#)

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# DIR Element | DIR Object Members

---

Denotes a directory list.

## Properties

[accessKey](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dir](#) , [firstChild](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

## Events

[onbeforecopy](#) , [onbeforecut](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncopy](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) , [onpropertychange](#) , [onreadystatechange](#) , [onresize](#) , [onselectstart](#)



## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#) , [saveSnapshot](#) , [time](#) , [userData](#)

## Styles

[border-top-color](#)[width](#)[margin-top](#)[border-bottom-width](#)[page-break-before](#)[padding-right](#)[padding](#)[border-right-width](#)[cursor](#)[text-indent](#)[visibility](#)[font-style](#)[border-left-color](#)[margin-left](#)[text-autospace](#)[left](#)[overflow-x](#)[layout-grid-line](#)[font-variant](#)[overflow-y](#)[line-break](#)[background](#)[text-align](#)[direction](#)[border-bottom-color](#)[text-justify](#)[position](#)[background-position](#)[clear](#)[border-right-color](#)[border-rightword-spacing](#)[top](#)[padding-left](#)[layout-grid-mode](#)[padding-bottom](#)[right](#)[font-size](#)[border-bottom](#)[overflow](#)[letter-spacing](#)[display](#)[float](#)[font-family](#)[margin-right](#)[behavior](#)[word-break](#)[text-transform](#)[background-repeat](#)[border-top-style](#)[layout-grid-char](#)[background-image](#)[bottom](#)[clip](#)[text-decoration](#)[color](#)[border-style](#)[border-top-width](#)[border-topz-index](#)[margin-bottom](#)[page-break-after](#)[font](#)[border-left-style](#)[border-width](#)[margin](#)[unicode-bidi](#)[background-color](#)[font-weight](#)[line-height](#)[border-bottom-style](#)[layout-grid](#)[layout-grid-type](#)[layout-grid-char-spacing](#)[border-left-width](#)[border-leftpadding-top](#)[border-color](#)[border-right-style](#)[border](#)

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## *Web Workshop | DHTML, HTML & CSS*

# DIV Element | DIV Object Members

---

Specifies a container that renders HTML.

## Properties

[accessKey](#) , [align](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dataFld](#) , [dataFormatAs](#) , [dataSrc](#) , [dir](#) , [firstChild](#) , [id](#) , [innerHTML](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [noWrap](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [doScroll](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

## Events

[onbeforecopy](#) , [onbeforecut](#) , [onbeforeeditfocus](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncopy](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfilterchange](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#)

, onmouseup , onpaste , onpropertychange , onreadystatechange , onresize ,  
onscroll , onselectstart

## Collections

all , attributes , behaviorUrns , childNodes , children , filters

## Behaviors

clientCaps , download , homePage , httpFolder , saveFavorite , saveHistory  
, saveSnapshot , time , userData

## Styles

border-top-colorwidthmargin-topborder-bottom-widthpage-break-  
beforepadding-rightpaddingborder-right-widthcursorfiltertext-  
indentvisibilityfont-styleborder-left-colormargin-lefttext-  
autospaceleftoverflow-xlayout-grid-linefont-variantoverflow-yline-  
breakbackgroundtext-aligndirectionborder-bottom-colortext-  
justifypositionbackground-positionclearborder-right-colorborder-rightword-  
spacingtoppadding-leftlayout-grid-modeheightpadding-bottomrightfont-  
sizeborder-bottomoverflowletter-spacingdisplayfloatfont-familymargin-  
rightbehaviorword-breaktext-transformbackground-repeatborder-top-  
stylelayout-grid-charbackground-imagebottomcliptext-  
decorationcolorborder-styleborder-top-widthborder-topz-indexmargin-  
bottompage-break-afterfontborder-left-styleborder-widthmarginunicode-  
bidibackground-colorfont-weightline-heightborder-bottom-stylelayout-  
gridlayout-grid-typelayout-grid-char-spacingborder-left-widthborder-  
leftpadding-topborder-colorborder-right-styleborder

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## *Web Workshop | DHTML, HTML & CSS*

# DL Element | DL Object Members

---

Denotes a definition list.

## Properties

[accessKey](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [compact](#) , [currentStyle](#) , [dir](#) , [firstChild](#) , [id](#) , [innerHTML](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

## Events

[onbeforecopy](#) , [onbeforecut](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncopy](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfocus](#) , [onhelp](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) , [onpropertychange](#) ,

onreadystatechange , onresize , onselectstart

## Collections

all , attributes , behaviorUrns , childNodes , children

## Behaviors

clientCaps , download , homePage , httpFolder , saveFavorite , saveHistory  
, saveSnapshot , time , userData

## Styles

border-top-colorwidthmargin-topborder-bottom-widthpage-break-  
beforepadding-rightpaddingborder-right-widthcursortext-  
indentvisibilityfont-styleborder-left-colormargin-lefttext-  
autospaceleftoverflow-xlayout-grid-linefont-variantoverflow-yline-  
breakbackgroundtext-aligndirectionborder-bottom-colortext-  
justifypositionbackground-positionclearborder-right-colorborder-rightword-  
spacingtoppadding-leftlayout-grid-modepadding-bottomrightfont-  
sizeborder-bottomoverflowletter-spacingdisplayfloatfont-familymargin-  
rightbehaviorword-breaktext-transformbackground-repeatborder-top-  
stylelayout-grid-charbackground-imagebottomcliptext-  
decorationcolorborder-styleborder-top-widthborder-topz-indexmargin-  
bottompage-break-afterfontborder-left-styleborder-widthmarginunicode-  
bidibackground-colorfont-weightline-heightborder-bottom-stylelayout-  
gridlayout-grid-typelayout-grid-char-spacingborder-left-widthborder-  
leftpadding-topborder-colorborder-right-styleborder

---

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 ◀ nextPage Method ▶ open Method ▶ D

*Web Workshop | DHTML, HTML & CSS*



# open Method

---

Opens a new window and loads the document specified by a given URL, or opens a blank document if a URL is not provided.

## Syntax

```
oNewWindow=window.open([sURL] [, sName] [, sFeatures] [, bRepla
```

## Parameters

<i>sURL</i>	Optional. String that specifies the URL of the document to display. If no URL is specified, a new window with <b>about:blank</b> is displayed.
<i>sName</i>	Optional. String that specifies the name of the window. This name is used as the value for the <a href="#">TARGET</a> attribute on a <a href="#">FORM</a> or an <a href="#">A</a> element.  In Internet Explorer 5 and later, specifying the value <code>_search</code> opens <i>sURL</i> in the browser's search pane.
<i>sFeatures</i>	Optional. String that specifies the window ornaments to display. The following features are supported:  channelmode = { yes   <b>no</b>   1   0 } Specifies whether to display the window in theater mode and show the channel band. The default is <b>no</b> .  directories = { <b>yes</b>   no   1   0 } Specifies whether to add directory buttons. The default is <b>yes</b> .  fullscreen = { yes   <b>no</b>   1   0 } Specifies whether to display the browser in a full-screen or normal window. The default is <b>no</b> , which displays the browser in a normal window.  Use full-screen mode carefully. Because this mode hides the browser's title bar and menus, you should always provide a button or other visual clue to help the user close the window. ALT+F4 also closes the new window.  height = <i>number</i> Specifies the height of the window, in pixels. The minimum value is 100.  left = <i>number</i> Specifies the left position, in pixels. This value is relative to the upper-left corner of the screen.  location = { <b>yes</b>   no   1   0 } Specifies whether to display the input field for entering URLs directly into the browser. The default is <b>yes</b> .  menubar = { <b>yes</b>   no   1   0 } Specifies whether to display the menu bar. The default is <b>yes</b> .  resizable = { <b>yes</b>   no   1   0 } Specifies whether to display resize handles at the corners of the window. The default is <b>yes</b> .  scrollbars = { <b>yes</b>   no   1   0 } Specifies whether to display horizontal and vertical scroll bars. The default is <b>yes</b> .

	status = { <b>yes</b>   no   1   0 }	Specifies whether to add a status bar at the bottom of the window. The default is <b>yes</b> .
	titlebar = { <b>yes</b>   no   1   0 }	Specifies whether to display a title bar for the window. This parameter is ignored unless the caller is an <a href="#">html application</a> or a trusted dialog box. The default is <b>yes</b> .
	toolbar = { <b>yes</b>   no   1   0 }	Specifies whether to display the browser toolbar, making buttons such as Back, Forward, and Stop available. The default is <b>yes</b> .
	top = <i>number</i>	Specifies the top position, in pixels. This value is relative to the upper-left corner of the screen.
	width = <i>number</i>	Sets the width of the window, in pixels. The minimum value is 100.
<i>bReplace</i>	Optional. Boolean that specifies whether the URL that is loaded into the new page should create a new entry in the window's browsing history or replace the current entry in the browsing history. If set to true, no new history entry is created.	

## Return Value

Returns a reference to the new window object. Use this reference to script properties and methods on the new window.

## Remarks

By default, the **open** method creates a window that has a default width and height and the standard menu, toolbar, and other features of Microsoft® Internet Explorer. You can alter this set of features by using the *sFeatures* parameter. This parameter is a string consisting of one or more feature settings. When one feature is specified, any additional features that are not specified are disabled. If no features are specified, the window features maintain their default values. In addition to enabling a feature with the specified possible value, simply listing the feature name also enables that feature for the new window.

Internet Explorer 5 allows further control over windows through the implementation of title in the *sFeatures* parameter of the **open** method. Turn off the title bar by opening the window from a trusted application, such as Microsoft® Visual Basic® or an HTML Application (HTA). These

applications are considered trusted, because each uses Internet Explorer interfaces instead of the browser.

## Windows CE

In Microsoft® Windows® CE, the [document](#) object is not available through scripting for a [window](#) opened using the **open** method.

### Example

This example uses the **open** method to create a new window that contains Sample.htm. The new window is 200 pixels by 400 pixels and has a status bar, but it does not have a toolbar, menu bar, or address field.

```
window.open("Sample.htm",null,  
    "height=200,width=400,status=yes,toolbar=no,menubar=no,locat
```

### Applies To

[window](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# document Object Members

---

Represents the HTML document in a given browser window.

## Properties

[activeElement](#) , [aLinkColor](#) , [bgColor](#) , [cookie](#) , [defaultCharset](#) ,  
[designMode](#) , [documentElement](#) , [domain](#) , [expando](#) , [fgColor](#) ,  
[fileCreatedDate](#) , [fileModifiedDate](#) , [fileSize](#) , [lastModified](#) , [linkColor](#) ,  
[location](#) , [parentWindow](#) , [protocol](#) , [readyState](#) , [referrer](#) , [selection](#) ,  
[uniqueID](#) , [URL](#) , [vlinkColor](#)

## Methods

[attachEvent](#) , [clear](#) , [clearAttributes](#) , [close](#) , [createElement](#) ,  
[createStyleSheet](#) , [createTextNode](#) , [detachEvent](#) , [elementFromPoint](#) ,  
[execCommand](#) , [getElementById](#) , [getElementsByName](#) ,  
[getElementsByTagName](#) , [mergeAttributes](#) , [open](#) , [queryCommandEnabled](#)  
[, queryCommandIndeterm](#) , [queryCommandState](#) ,  
[queryCommandSupported](#) , [queryCommandValue](#) , [recalc](#) , [releaseCapture](#) ,  
[write](#) , [writeln](#)

## Events

[onbeforecut](#) , [onbeforeeditfocus](#) , [onbeforepaste](#) , [onclick](#) , [oncontextmenu](#) ,  
[oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) ,  
[ondragover](#) , [ondragstart](#) , [ondrop](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) ,  
[onkeyup](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) ,  
[onmouseup](#) , [onpaste](#) , [onpropertychange](#) , [onreadystatechange](#) , [onstop](#)

## Collections

[all](#) , [anchors](#) , [applets](#) , [childNodes](#) , [children](#) , [embeds](#) , [forms](#) , [frames](#) ,  
[images](#) , [links](#) , [scripts](#) , [styleSheets](#)

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# DT Element | DT Object Members

---

Indicates a definition term within a definition list.

## Properties

[accessKey](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dir](#) , [firstChild](#) , [id](#) , [innerHTML](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [noWrap](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

## Events

[onbeforecopy](#) , [onbeforecut](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncopy](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) , [onpropertychange](#) , [onreadystatechange](#) , [onresize](#) , [onselectstart](#)



## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#) , [saveSnapshot](#) , [time](#) , [userData](#)

## Styles

[border-top-color](#)[width](#)[margin-top](#)[border-bottom-width](#)[page-break-before](#)[padding-right](#)[padding](#)[border-right-width](#)[cursor](#)[text-indent](#)[visibility](#)[font-style](#)[border-left-color](#)[margin-left](#)[text-autospace](#)[left](#)[overflow-x](#)[layout-grid-line](#)[font-variant](#)[overflow-y](#)[line-break](#)[background](#)[text-align](#)[direction](#)[border-bottom-color](#)[text-justify](#)[position](#)[background-position](#)[clear](#)[border-right-color](#)[border-rightword-spacing](#)[top](#)[padding-left](#)[layout-grid-mode](#)[padding-bottom](#)[font-size](#)[border-bottom](#)[overflow](#)[letter-spacing](#)[display](#)[float](#)[font-family](#)[margin-right](#)[behavior](#)[word-break](#)[text-transform](#)[background-repeat](#)[border-top-style](#)[layout-grid-char](#)[background-image](#)[clip](#)[text-decoration](#)[color](#)[border-style](#)[border-top-width](#)[border-topz-index](#)[margin-bottom](#)[page-break-after](#)[font](#)[border-left-style](#)[border-width](#)[margin](#)[unicode-bidi](#)[background-color](#)[font-weight](#)[line-height](#)[border-bottom-style](#)[layout-grid](#)[layout-grid-type](#)[layout-grid-char-spacing](#)[border-left-width](#)[border-leftpadding](#)[top](#)[border-color](#)[border-right-style](#)[border](#)

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## *Web Workshop | DHTML, HTML & CSS*

# EM Element | EM Object Members

---

Emphasizes text, usually by rendering it in italic.

## Properties

[accessKey](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dir](#) , [firstChild](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

## Events

[onbeforecopy](#) , [onbeforecut](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncopy](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) , [onpropertychange](#) , [onreadystatechange](#) , [onresize](#) , [onselectstart](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#) , [saveSnapshot](#) , [time](#) , [userData](#)

## Styles

[width](#)[font-size](#)[overflow](#)[padding-right](#)[letter-spacing](#)[float](#)[display](#)[padding](#)[font-family](#)[cursor](#)[behavior](#)[text-transform](#)[background-repeat](#)[background-image](#)[visibility](#)[font-style](#)[clip](#)[text-autospace](#)[left](#)[overflow-x](#)[font-variant](#)[text-decoration](#)[overflow-y](#)[background-color](#)[direction](#)[z-index](#)[position](#)[background-position](#)[clear](#)[font](#)[unicode-bidi](#)[background-color](#)[font-weight](#)[word-spacing](#)[line-height](#)[top](#)[padding-left](#)[layout-grid](#)[layout-grid-mode](#)[padding-top](#)[padding-bottom](#)

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## *Web Workshop | DHTML, HTML & CSS*

# EMBED Element | EMBED Object Members

---

Allows documents of any type to be embedded.

## Properties

[accessKey](#) , [align](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dir](#) , [firstChild](#) , [height](#) , [hidden](#) , [id](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [palette](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [pluginspage](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [src](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#) , [units](#) , [width](#)

## Methods

[addBehavior](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeExpression](#) , [replaceAdjacentText](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

## Events

[onbeforecut](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncut](#) , [ondblclick](#) , [onfocus](#) , [onhelp](#) , [onload](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) , [onpropertychange](#) , [onreadystatechange](#) , [onresize](#) , [onscroll](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#)

## Styles

[border-top-color](#)[width](#)[margin-top](#)[border-bottom-width](#)[border-bottom](#)[overflow](#)[padding-right](#)[float](#)[display](#)[padding](#)[margin-right](#)[border-right-width](#)[cursor](#)[behavior](#)[border-top-style](#)[visibility](#)[clip](#)[border-left-color](#)[margin-left](#)[text-autospace](#)[left](#)[overflow-x](#)[overflow-y](#)[border-style](#)[border-top](#)[border-top-width](#)[direction](#)[border-bottom-color](#)[margin-bottom](#)[position](#)[clear](#)[border-left-style](#)[border-right-color](#)[border-right](#)[margin](#)[border-width](#)[unicode-bid](#)[top](#)[padding-left](#)[border-bottom-style](#)[layout-grid](#)[border-left-width](#)[border-left](#)[height](#)[layout-grid-mode](#)[padding-top](#)[padding-bottom](#)[border-color](#)[border-right-style](#)[border](#)

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◀ FRAMESPACING Attribute | ... ▶ has

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# fromElement Property

---

Retrieves the object the mouse pointer is exiting during the [onmouseover](#) and [onmouseout](#) events.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>oObject</i> = ] <i>event</i> . <b>fromElement</b>

## Possible Values

*oObject* Object that specifies the previous location of the mouse pointer.

The property is read-only with no default value.

## Example

In this example, the alert returns "mouse arrived" when the mouse pointer moves over the button.

```
<SCRIPT>
function testMouse(oObject) {
    if(!oObject.contains(event.fromElement)) {
        alert("mouse arrived");
    }
}
</SCRIPT>
:
<BUTTON ID=oButton onmouseover="testMouse(this)">Mouse O
```

This feature requires Internet Explorer 5 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

HTML	N/A
Scripting	<a href="#">event</a>

---

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◀ [TITLE Attribute | title P...](#) ▶ [top Attribut](#)

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# toElement Property

---

Retrieves a reference to the object to which the user is moving the mouse pointer.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>oObject</i> = ] <b>event.toElement</b>

## Possible Values

*oObject* Object that specifies the object being moved to by the mouse.

The property is read-only with no default value.

## Example

This example uses the **toElement** property to display the [tagName](#) of the object to which the user moves the mouse pointer.

```
<SCRIPT>
function fnGetTo(){
    spanTo.innerHTML=window.event.toElement.tagName;
}

</SCRIPT>
:
<SPAN onmouseout="fnGetTo()">
    <P>Mouse Over This</P>
    <P>toElement: <SPAN ID="spanTo"></SPAN></P>
</SPAN>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to

install the latest version. Then reload this page to view the sample.



## Applies To

HTML	N/A
Scripting	<a href="#">event</a>

---

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◀ onmouseout Event ▶ onmouseup Eve

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# onmouseover Event

---

Fires when the user moves the mouse pointer into the object.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENT onmouseover = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.onmouseover = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = object EVENT = onmouseover&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	Yes
<b>Cancels</b>	Yes
<b>To invoke</b>	Move the mouse pointer into an object.
<b>Default action</b>	Initiates any action associated with this event.

The event occurs when the user moves the mouse pointer into the object, and it does not repeat unless the user moves the mouse pointer out of the object and then back into it.

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Example

This example uses the **onmouseover** event to apply a new style to an object.

```
<DIV>
<P onmouseover="this.style.color='red'"
  onmouseout="this.style.color='black'">
```

Move the mouse pointer over this text, then move it elsewhere in the document. Move the mouse pointer over this text, then move it elsewhere in the document.

</DIV>

This example shows how to change the value of a text area in response to mouse events.

```
<DIV>
<P>Move the mouse pointer into the text area to fire the
    onmouseover event. Move it out to clear the text.
<TEXTAREA NAME=txtMouseTrack
    onmouseover="this.value='onmouseover fired'"
    onmouseout="this.value=''">
</TEXTAREA>
</DIV>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, custom, DD, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, Hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, NEXTID, NOBR, OL, P, PLAINTEXT, PRE, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

## See Also

[onmousedown](#), [onmousemove](#), [onmouseout](#), [onmouseup](#)

---

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◀ onmousemove Event ▶ onmouseover

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# onmouseout Event

---

Fires when the user moves the mouse pointer outside the boundaries of the object.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENT onmouseout = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.onmouseout = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = object EVENT = onmouseout&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	Yes
<b>Cancels</b>	No
<b>To invoke</b>	Move the mouse pointer out of an object.
<b>Default action</b>	Initiates any action associated with this event.

When the user moves the mouse over an object, one [onmouseover](#) event occurs, followed by one or more [onmousemove](#) events as the user moves the mouse pointer within the object. One **onmouseout** event occurs when the user moves the mouse pointer out of the object.

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Example

The following examples use the **mouseout** event to create interactive effects.

## Applies To

A, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, custom, DD, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, Hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, OL, P, PLAINTEXT, PRE, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

## See Also

[onmousedown](#), [onmousemove](#), [onmouseover](#), [onmouseup](#)

---

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## event Object Members

---

Represents the state of an event, such as the element in which the event occurred, the state of the keyboard keys, the location of the mouse, and the state of the mouse buttons.

### Properties

[altKey](#) , [button](#) , [cancelBubble](#) , [clientX](#) , [clientY](#) , [ctrlKey](#) , [dataFld](#) , [dataTransfer](#) , [fromElement](#) , [keyCode](#) , [offsetX](#) , [offsetY](#) , [propertyName](#) , [qualifier](#) , [reason](#) , [recordset](#) , [repeat](#) , [returnValue](#) , [screenX](#) , [screenY](#) , [shiftKey](#) , [srcElement](#) , [srcFilter](#) , [srcUrn](#) , [toElement](#) , [type](#) , [x](#) , [y](#)

### Collections

[bookmarks](#) , [boundElements](#)

---

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## external Object Members

---

Allows access to an additional object model provided by host applications of the Microsoft® Internet Explorer browser components.

### Properties

[menuArguments](#)

### Methods

[AddChannel](#) , [AddDesktopComponent](#) , [AddFavorite](#) ,  
[AutoCompleteSaveForm](#) , [AutoScan](#) , [ImportExportFavorites](#) ,  
[IsSubscribed](#) , [NavigateAndFind](#) , [ShowBrowserUI](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# FIELDSET Element | FIELDSET Object Members

---

Draws a box around the text and other elements that the field set contains.

## Properties

[accessKey](#) , [align](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dir](#) , [firstChild](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

## Events

[onbeforecopy](#) , [onbeforecut](#) , [onbeforeeditfocus](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncopy](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfilterchange](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) , [onpropertychange](#) , [onreadystatechange](#) , [onresize](#) ,

onselectstart

## Collections

all , attributes , behaviorUrns , childNodes , children , filters

## Behaviors

clientCaps , download , homePage , time

## Styles

border-top-colorwidthmargin-topborder-bottom-widthpage-break-beforepadding-rightpaddingborder-right-widthcursortext-indentvisibilityfont-styleborder-left-colormargin-lefttext-autospaceleftoverflow-xlayout-grid-linefont-variantoverflow-yline-breakbackgroundtext-aligndirectionborder-bottom-colortext-justifypositionbackground-positionclearborder-right-colorborder-rightword-spacingtoppadding-leftlayout-grid-modeheightpadding-bottomrightfont-sizeborder-bottomoverflowletter-spacingdisplayfloatfont-familymargin-rightbehaviorword-breaktext-transformbackground-repeatborder-top-stylelayout-grid-charbackground-imagebottomcliptext-decorationcolorborder-styleborder-top-widthborder-topz-indexmargin-bottompage-break-afterfontborder-left-styleborder-widthmarginunicode-bidibackground-colorfont-weightline-heightborder-bottom-stylelayout-gridlayout-grid-typelayout-grid-char-spacingborder-left-widthborder-leftpadding-topborder-colorborder-right-styleborder

---

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## *Web Workshop | DHTML, HTML & CSS*

# FONT Element | FONT Object Members

---

Specifies a new font, size, and color to be used for rendering the enclosed text.

## Properties

[accessKey](#) , [canHaveChildren](#) , [className](#) , [color](#) , [currentStyle](#) , [dir](#) , [face](#) , [firstChild](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [size](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [uniqueID](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

## Events

[onbeforecut](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) , [onpropertychange](#) , [onreadystatechange](#) , [onselectstart](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#)  
[, saveSnapshot](#) , [time](#) , [userData](#)

## Styles

[widthdirectionoverflowpadding-rightdisplaypaddingunicode-](#)  
[bidibehaviorpadding-leftlayout-gridlayout-grid-mode](#)[text-](#)  
[autospacepadding-topoverflow-xpadding-bottomoverflow-y](#)

---

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◀ MULTIPLE Attribute | mult... ▶ NAME

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# NAME Attribute | name Property

---

Sets or retrieves the window or frame name.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT NAME = sName ... &gt;</code>
<b>Scripting</b>	<code>object.name [ = sName ]</code>

## Possible Values

<i>sName</i>	String that specifies one of the following values:
<code>_blank</code>	Link is loaded into a new, unnamed window.
<code>_parent</code>	Link is loaded over the parent. If the frame has no parent, this value refers to <code>_self</code> .
<code>_self</code>	Page is replaced with the specified link.
<code>_top</code>	Link is loaded at the topmost level.
<i>name</i>	Arbitrary name used to identify the object.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The **name** property identifies which frame displays the content of a linked document.

To access a window's **name** property, use the [window](#) keyword.

## Example

This example assigns the **name** property to the window object.

```
window.name="MyWindow";
```



---

This example uses scripting to set the **name** property of a frame.

```
parent.frames[0].name="Left";
```

This example shows how the **NAME** attribute for a window can be persisted in HTML, but only when defined in a frame within a frameset.

```
<FRAMESET>  
  <FRAME NAME="Left" SRC="blank.htm">  
  <FRAME NAME="Right" SRC="contents.htm">  
</FRAMESET>
```

This example uses the window's [open](#) method to assign the **name** property.

```
window.open("file.htm","Frame1");
```

## Applies To

[FRAME](#), [IFRAME](#), [window](#)

---

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◀ HTTP-EQUIV Attribute | ht... ▶ ime-mc

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# ID Attribute | id Property

---

Retrieves the string identifying the object.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT ID = <i>sID</i> ... &gt;</code>
<b>Scripting</b>	<code>[ <i>sID</i> = ] <i>object.id</i></code>

## Possible Values

*sID* Any alphanumeric string that begins with a letter. The underscore (\_) can also be used.

In Microsoft® Internet Explorer 5 and later, the property is read/write. The property has no default value.

## Remarks

In versions earlier than Internet Explorer 5, the property is read-only.

The **id** should be unique throughout the scope of the current document. If a document contains more than one object with the same identifier, the objects are exposed as a collection that can be referenced only in ordinal position.

## Example

This example sets the **ID** attribute and then passes it to a function to manipulate the object that the attribute is attached to.

```
<SCRIPT>
function checkCols(oObject)
{
    var iColumns = oObject.cols;
```

```
    alert (iColumns);
}
</SCRIPT>
</HEAD>
<BODY>
<TABLE ID=oTable BORDER COLS=3 onclick="checkCols(this)"
<TR><TD>Column 1</TD><TD>Column 2</TD><TD>Column 3
</TABLE>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BDO, BGSOUND, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, ISINDEX, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, NEXTID, NOBR, NOFRAMES, NOSCRIPT, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, styleSheet, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, WBR, XML, XMP

---

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◀ controlRange Collection ▶ embeds Cc

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# elements Collection

---

Retrieves a collection, in source order, of all objects in a given form.

## Syntax

```
[collElements = ]form.elements  
[oObject= ]form.elements(vIndex [,iSubIndex])
```

## Possible Values

<i>collElements</i>	Array of <a href="#">INPUT</a> , <a href="#">SELECT</a> , and <a href="#">TEXTAREA</a> objects.
<i>oObject</i>	Reference to an individual item in the array of elements contained by the object.
<i>vIndex</i>	Required. Integer or string that specifies the element or collection to retrieve. If this parameter is an integer, the method returns the element in the collection at the given position, where the first element has value 0, the second has 1, and so on. If this parameter is a string and there is more than one element with the <a href="#">name</a> or <a href="#">id</a> property equal to the string, the method returns a collection of matching elements.
<i>iSubIndex</i>	Optional. Position of an element to retrieve. This parameter is used when <i>vIndex</i> is a string. The method uses the string to construct a collection of all elements that have a <b>name</b> or <b>id</b> property equal to the string, and then retrieves from this collection the element at the position specified by <i>iSubIndex</i> .

## Members

## Remarks

This collection can contain any combination of the **INPUT**, **SELECT**, and **TEXTAREA** objects.

## Applies To

[FORM](#)

---

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◆ ◀ onstop Event ▶ onunload Event ▶ DH

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# onsubmit Event

---

Fires when a [form](#) is about to be submitted.

## Syntax

Inline HTML	<code>&lt;FORM onsubmit = "handler" ... &gt;</code>	All platforms
Event property	<code>form.onsubmit = handler</code>	JScript (compatible with ECMA 262 language specification) only
Named script	<code>&lt;SCRIPT FOR = form EVENT = onsubmit&gt;</code>	Internet Explorer only

## Remarks

Bubbles	No
Cancels	Yes
To invoke	Submit a <b>form</b> using the <a href="#">INPUT TYPE=submit</a> , <a href="#">INPUT TYPE=image</a> , or <a href="#">BUTTON TYPE=submit</a> object.
Default action	Causes a <b>form</b> to be sent to whatever location is stipulated in the <a href="#">ACTION</a> attribute of the <b>form</b> object.

You can override this event by returning false in the event handler. Use this capability to validate data on the client side to prevent invalid data from being submitted to the server. If the event handler is called by the **onsubmit** attribute of the **form** object, the code must explicitly request the return value using the return function, and the event handler must provide an explicit return value for each possible code path in the event handler function.

The [submit](#) method does not invoke the **onsubmit** event handler.

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Example



This example shows how to use **onsubmit** on a **form** to request the return value using the return function.

```
<BODY>  
<FORM NAME="oDoSubmit" onsubmit="return(myOnSubmitEve  
</FORM>  
</BODY>
```

## Applies To

[FORM](#)

## See Also

[ACTION](#), [METHOD](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# FORM Element | FORM Object Members

---

Specifies that the contained controls take part in a form.

## Properties

[action](#) , [autocomplete](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dir](#) , [encoding](#) , [firstChild](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [method](#) , [name](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [target](#) , [title](#) , [uniqueID](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [reset](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [submit](#) , [swapNode](#) , [urns](#)

## Events

[onbeforecopy](#) , [onbeforecut](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncopy](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) ,

[onpropertychange](#) , [onreadystatechange](#) , [onreset](#) , [onresize](#) , [onselectstart](#) , [onsubmit](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#) , [elements](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#) , [saveSnapshot](#) , [time](#) , [userData](#)

## Styles

[border-top-color](#)[width](#)[margin-top](#)[border-bottom-width](#)[page-break-before](#)[padding-right](#)[paddingborder-right-width](#)[cursortext-indent](#)[visibility](#)[font-style](#)[border-left-color](#)[margin-left](#)[text-autospace](#)[leftoverflow-x](#)[layout-grid-line](#)[font-variant](#)[overflow-y](#)[line-break](#)[backgroundtext-align](#)[direction](#)[border-bottom-color](#)[text-justify](#)[position](#)[background-position](#)[clear](#)[border-right-color](#)[border-rightword-spacing](#)[toppadding-left](#)[layout-grid-mode](#)[padding-bottom](#)[rightfont-size](#)[border-bottomoverflow](#)[letter-spacing](#)[display](#)[float](#)[font-family](#)[margin-right](#)[behavior](#)[word-break](#)[text-transform](#)[background-repeat](#)[border-top-style](#)[layout-grid-char](#)[background-image](#)[bottom](#)[clip](#)[text-decoration](#)[color](#)[border-style](#)[border-top-width](#)[border-topz-index](#)[margin-bottom](#)[page-break-after](#)[fontborder-left-style](#)[border-width](#)[marginunicode-bidi](#)[background-color](#)[font-weight](#)[line-height](#)[border-bottom-style](#)[layout-grid](#)[layout-grid-type](#)[layout-grid-char-spacing](#)[border-left-width](#)[border-leftpadding-top](#)[border-color](#)[border-right-style](#)[border](#)

---

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◀ ACCESSKEY Attribute | acc... ▶ active

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# ACTION Attribute | action Property

---

Sets or retrieves the URL to which the [FORM](#) content is to be sent for processing.

## Syntax

<b>HTML</b>	<code>&lt;FORM ACTION = <i>sURL</i> ... &gt;</code>
<b>Scripting</b>	<code><i>form.action</i> [ = <i>sURL</i> ]</code>

## Possible Values

*sURL* String that specifies the URL to be used. If a relative path is specified, the base URL of the document is assumed.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The way the data is submitted depends on the value of the [method](#) and [encoding](#) properties.

## Example

This example uses the **ACTION** attribute to post a form to a specified URL.

```
<HTML>
  <FORM ACTION="http://example.microsoft.com/sample.asp"
    METHOD="POST">
    Enter your name: <INPUT NAME="FName"><BR>
```

```
Favorite Ice Cream Flavor:
<SELECT NAME="Flavor">
  <OPTION VALUE="Chocolate">Chocolate
  <OPTION VALUE="Strawberry">Strawberry
  <OPTION VALUE="Vanilla" SELECTED>Vanilla
</SELECT>
<P><INPUT TYPE=SUBMIT>
</FORM>
</HTML>
```

This example uses the **ACTION** attribute to specify a URL for the [mailto protocol](#)☐.

```
<form ACTION="mailto:sales@widgets.com" method=GET>
  <input name=subject type=hidden
    value="Widget%20Product%20Information%20Request">
  Enter your full mailing address<BR>
  <TextArea name=body cols=40></textarea>
  <input type=submit value="Send Request"
</form>
```

## Applies To

[FORM](#)

---

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## ◀ menuArguments Property ▶ METHOD

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# METHOD Attribute | method Property

---

Sets or retrieves how to send the form data to the server.

## Syntax

<b>HTML</b>	<code>&lt;FORM METHOD = <i>sMethod</i> ... &gt;</code>
<b>Scripting</b>	<code>form.method [ =<i>sMethod</i> ]</code>

## Possible Values

<i>sMethod</i>	String that specifies one of the following values: get Append the arguments to the action URL and open it as if it were an anchor. post Send the data through an HTTP post transaction.
----------------	---

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Applies To

[FORM](#)

## See Also

[action](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# FRAME Element | FRAME Object Members

---

Specifies an individual frame within a [FRAMESET](#) element.

## Properties

[borderColor](#) , [className](#) , [dataFld](#) , [dataSrc](#) , [firstChild](#) , [frameBorder](#) , [height](#) , [id](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [marginHeight](#) , [marginWidth](#) , [name](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [noResize](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [runtimeStyle](#) , [scopeName](#) , [scrolling](#) , [self](#) , [sourceIndex](#) , [src](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#) , [width](#)

## Methods

[addBehavior](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getElementsByTagName](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [mergeAttributes](#) , [removeAttribute](#) , [removeBehavior](#) , [replaceAdjacentText](#) , [setAttribute](#) , [swapNode](#)

## Events

[onblur](#) , [onfocus](#) , [onresize](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#)

## Styles

[widthpadding-rightdisplaypaddingbehaviorpadding-leftlayout-gridlayout-](#)

grid-modepadding-toptext-autospacepadding-bottom

---

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## *Web Workshop | DHTML, HTML & CSS*

# FRAMESET Element | FRAMESET Object Members

---

Specifies a frameset, which is used to organize multiple frames and nested framesets.

## Properties

[border](#) , [borderColor](#) , [canHaveChildren](#) , [className](#) , [cols](#) , [firstChild](#) , [frameBorder](#) , [frameSpacing](#) , [id](#) , [innerHTML](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [outerHTML](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [rows](#) , [runtimeStyle](#) , [scopeName](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getElementsByTagName](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [setAttribute](#) , [swapNode](#)

## Events

[onafterprint](#) , [onbeforeprint](#) , [onbeforeunload](#) , [onblur](#) , [onfocus](#) , [onload](#) , [onunload](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#)

## Styles

[widthbehaviorlayout-gridlayout-grid-mode](#)

---

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## *Web Workshop | DHTML, HTML & CSS*



# HEAD Element | HEAD Object Members

---

Provides an unordered collection of information about the document.

## Properties

[canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [firstChild](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [style](#) , [tagName](#) , [tagUrn](#) , [uniqueID](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [clearAttributes](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [getAdjacentText](#) , [getAttribute](#) , [getElementsByTagName](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertBefore](#) , [mergeAttributes](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [setAttribute](#) , [swapNode](#)

## Events

[onreadystatechange](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#)

## Styles

widthbehaviorlayout-gridlayout-grid-modetext-autospace

---

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 ◀ autoscan Method ▶ blur Method ▶ DH

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# back Method

---

Loads a URL from the History list.

## Syntax

```
history.back([iDistance])
```

## Parameters

<i>iDistance</i>	Optional. Integer that specifies the number of URLs to go back. If no value is provided, the previous URL is loaded.
------------------	--

## Return Value

No return value.

## Remarks

This method performs the same action as when a user clicks the Back button in the browser. The **back** method works the same as **history.go(-1)**. An error does not occur if the user tries to go beyond the beginning of the history. Instead, the user remains at the current page.

## Applies To

[history](#)

## See Also

[forward](#), [go](#)

---

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◀ focus Method ▶ getAdjacentText Meth

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# forward Method

---

Loads the next URL in the History list.

## Syntax

```
history.forward()
```

## Return Value

No return value.

## Remarks

This method performs the same action as when a user clicks the Forward button in the browser. The **forward** method works the same as **history.go(1)**. An error does not occur if the user tries to go beyond the end of the history. Instead, the user remains at the current page.

## Applies To

[history](#)

## See Also

[back](#), [go](#)

---

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◀ `getExpression Method` ▶ `hasChildNode`

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# go Method

---

Loads a URL from the History list.

## Syntax

```
history.go(vLocation)
```

## Parameters

<i>vLocation</i>	Required. Variant that specifies an integer or a string. The integer indicates the relative position of the URL in the History list, and the string indicates all or part of a URL in the browser history.
------------------	--

## Return Value

No return value.

## Remarks

An error does not occur if the user tries to go beyond the beginning or end of the history. Instead, the user remains at the current page.

## Applies To

[history](#)

## See Also

[back](#), [forward](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# history Object Members

---

Contains information about the URLs visited by the client.

## Properties

[length](#)

## Methods

[back](#) , [forward](#) , [go](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# Hn Element | Hn Object Members

---

Renders text in heading style.

## Properties

[accessKey](#) , [align](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dir](#) , [firstChild](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

## Events

[onbeforecopy](#) , [onbeforecut](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncopy](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) , [onpropertychange](#) , [onreadystatechange](#) , [onresize](#) , [onselectstart](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#) , [saveSnapshot](#) , [time](#) , [userData](#)

## Styles

[border-top-color](#)[width](#)[margin-top](#)[border-bottom-width](#)[page-break-before](#)[padding-right](#)[padding](#)[border-right-width](#)[cursor](#)[text-indent](#)[visibility](#)[font-style](#)[border-left-color](#)[margin-left](#)[text-autospace](#)[left](#)[overflow-x](#)[layout-grid-line](#)[font-variant](#)[overflow-y](#)[line-break](#)[background](#)[text-align](#)[direction](#)[border-bottom-color](#)[text-justify](#)[position](#)[background-position](#)[clear](#)[border-right-color](#)[border-rightword-spacing](#)[top](#)[padding-left](#)[layout-grid-mode](#)[padding-bottom](#)[right](#)[font-size](#)[border-bottom](#)[overflow](#)[letter-spacing](#)[display](#)[float](#)[font-family](#)[margin-right](#)[behavior](#)[word-break](#)[text-transform](#)[background-repeat](#)[border-top-style](#)[layout-grid-char](#)[background-image](#)[bottom](#)[clip](#)[text-decoration](#)[color](#)[border-style](#)[border-top-width](#)[border-top](#)[margin-bottom](#)[page-break-after](#)[font](#)[border-left-style](#)[border-width](#)[margin](#)[unicode-bid](#)[background-color](#)[font-weight](#)[line-height](#)[border-bottom-style](#)[layout-grid](#)[layout-grid-type](#)[layout-grid-char-spacing](#)[border-left-width](#)[border-left](#)[padding-top](#)[border-color](#)[border-right-style](#)[border](#)

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## *Web Workshop | DHTML, HTML & CSS*



# HR Element | HR Object Members

---

Draws a horizontal rule.

## Properties

[accessKey](#) , [align](#) , [className](#) , [color](#) , [firstChild](#) , [id](#) , [isTextEdit](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [noShade](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [size](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#) , [width](#)

## Methods

[addBehavior](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeExpression](#) , [replaceAdjacentText](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

## Events

[onbeforecut](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncopy](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) , [onpropertychange](#) , [onreadystatechange](#) , [onresize](#) , [onselectstart](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#)  
 , [saveSnapshot](#) , [time](#) , [userData](#)

## Styles

[border-top-color](#)[width](#)[margin-top](#)[border-bottom-width](#)[padding-right](#)[padding](#)[border-right-width](#)[cursor](#)[text-indent](#)[visibility](#)[border-left-color](#)[margin-left](#)[text-autospace](#)[left](#)[layout-grid-line](#)[line-break](#)[text-align](#)[border-bottom-color](#)[text-justify](#)[position](#)[clear](#)[border-right-color](#)[border-right](#)[top](#)[padding-left](#)[layout-grid-mode](#)[height](#)[padding-bottom](#)[right](#)[border-bottom](#)[display](#)[float](#)[margin-right](#)[behavior](#)[word-break](#)[border-top-style](#)[layout-grid-char](#)[bottom](#)[clip](#)[border-style](#)[border-top-width](#)[border-top](#)[margin-bottom](#)[border-left-style](#)[border-width](#)[margin](#)[layout-grid](#)[border-bottom-style](#)[layout-grid-type](#)[layout-grid-char-spacing](#)[border-left](#)[border-left-width](#)[padding-top](#)[border-color](#)[border-right-style](#)

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◀ parent Property ▶ parentNode Property

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# parentElement Property

---

Retrieves the parent object in the object hierarchy.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>oElement</i> = ] <i>object</i> . <b>parentElement</b>

## Possible Values

<i>oElement</i>	Object that specifies parent.
-----------------	-------------------------------

The property is read-only with no default value.

## Remarks

The topmost object returns null as its parent.

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BDO, BGSOUND, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, ISINDEX, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, NEXTID, NOBR, NOFRAMES, NOSCRIPT, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, WBR, XML, XMP

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## *Web Workshop | DHTML, HTML & CSS*

# HTML Element | HTML Object Members

---

Identifies the document as containing HTML elements.

## Properties

[canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [firstChild](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [style](#) , [tagName](#) , [tagUrn](#) , [uniqueID](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [clearAttributes](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [getAdjacentText](#) , [getAttribute](#) , [getElementsByTagName](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertBefore](#) , [mergeAttributes](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [setAttribute](#) , [swapNode](#)

## Events

[onreadystatechange](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#)

## Styles

colorbackgroundfont-sizeletter-spacingbackground-positionfontfont-familycursorbackground-colorfont-weightbehaviorword-spacingtext-transformbackground-repeatline-heightbackground-imagevisibilityfont-stylebackground-attachmenttext-autospacefont-varianttext-decoration

---

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## *Web Workshop | DHTML, HTML & CSS*



# I Element | I Object Members

---

Specifies that the text should be rendered in italic, where available.

## Properties

`accessKey` , `canHaveChildren` , `className` , `clientHeight` , `clientLeft` , `clientTop` , `clientWidth` , `currentStyle` , `dir` , `firstChild` , `id` , `innerHTML` , `innerText` , `isTextEdit` , `lang` , `language` , `lastChild` , `nextSibling` , `nodeName` , `nodeType` , `nodeValue` , `offsetHeight` , `offsetLeft` , `offsetParent` , `offsetTop` , `offsetWidth` , `outerHTML` , `outerText` , `parentElement` , `parentNode` , `parentTextEdit` , `previousSibling` , `readyState` , `recordNumber` , `runtimeStyle` , `scopeName` , `scrollHeight` , `scrollLeft` , `scrollTop` , `scrollWidth` , `sourceIndex` , `style` , `tabIndex` , `tagName` , `tagUrn` , `title` , `uniqueID`

## Methods

`addBehavior` , `appendChild` , `applyElement` , `attachEvent` , `blur` , `clearAttributes` , `click` , `cloneNode` , `componentFromPoint` , `contains` , `detachEvent` , `focus` , `getAdjacentText` , `getAttribute` , `getBoundingClientRect` , `getClientRects` , `getElementsByTagName` , `getExpression` , `hasChildNodes` , `insertAdjacentElement` , `insertAdjacentHTML` , `insertAdjacentText` , `insertBefore` , `mergeAttributes` , `releaseCapture` , `removeAttribute` , `removeBehavior` , `removeChild` , `removeExpression` , `removeNode` , `replaceAdjacentText` , `replaceChild` , `replaceNode` , `scrollIntoView` , `setAttribute` , `setCapture` , `setExpression` , `swapNode`

## Events

`onbeforecopy` , `onbeforecut` , `onbeforepaste` , `onblur` , `onclick` , `oncontextmenu` , `oncopy` , `oncut` , `ondblclick` , `ondrag` , `ondragend` , `ondragenter` , `ondragleave` , `ondragover` , `ondragstart` , `ondrop` , `onfocus` , `onhelp` , `onkeydown` , `onkeypress` , `onkeyup` , `onlosecapture` , `onmousedown` , `onmousemove` , `onmouseout` , `onmouseover` , `onmouseup` , `onpaste` , `onpropertychange` , `onreadystatechange` , `onresize` , `onselectstart`

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#) , [saveSnapshot](#) , [time](#) , [userData](#)

## Styles

[width](#)[font-size](#)[overflow](#)[padding-right](#)[letter-spacing](#)[float](#)[display](#)[padding](#)[font-family](#)[cursor](#)[behavior](#)[text-transform](#)[background-repeat](#)[background-image](#)[bottom](#)[visibility](#)[font-style](#)[clip](#)[text-autospace](#)[left](#)[overflow-x](#)[font-variant](#)[text-decoration](#)[overflow-y](#)[background-color](#)[direction](#)[z-index](#)[position](#)[background-position](#)[clear](#)[font](#)[unicode-bidi](#)[background-color](#)[font-weight](#)[word-spacing](#)[line-height](#)[top](#)[padding-left](#)[layout-grid](#)[layout-grid-mode](#)[padding-top](#)[padding-bottom](#)[right](#)

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◀ forms Collection ▶ images Collection

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# frames Collection

---

Retrieves a collection of all [window](#) objects defined by the given document or defined by the document associated with the given window.

## Syntax

```
[ collFrames = ] object.frames  
[ oObject = ] object.frames(vIndex [, iSubIndex] )
```

## Possible Values

<i>collFrames</i>	Array of <b>window</b> objects.
<i>vIndex</i>	Required. Integer or string that specifies the element or collection to retrieve. If this parameter is an integer, the method returns the element in the collection at the given position, where the first element has value 0, the second has 1, and so on. If this parameter is a string and there is more than one element with the <a href="#">name</a> or <a href="#">id</a> property equal to the string, the method returns a collection of matching elements.
<i>iSubIndex</i>	Optional. Position of an element to retrieve. This parameter is used when <i>vIndex</i> is a string. The method uses the string to construct a collection of all elements that have a <b>name</b> or <b>id</b> property equal to the string, and then retrieves from this collection the element at the position specified by <i>iSubIndex</i> .

## Members

## Remarks

If the HTML source document contains a [BODY](#) tag, the collection contains one window for each [IFRAME](#) object in the document. If the source document contains [FRAMESET](#) tags, the collection contains one window for each [FRAME](#) tag in the document. In both cases, the order is determined by the HTML source.

This collection contains only [window](#) objects and does not provide access to the corresponding **FRAME** and **IFRAME** objects. To access these objects, use the [all](#) collection for the document containing the objects.

Although you can use names with the [item](#) method on this collection, the method never returns a collection. Instead, it always returns the first

window having the given name. To ensure that all windows are accessible, make sure that no two windows in a document have the same name.

## Example

This example in JScript® (compatible with ECMA 262 language specification) shows how to display the URLs of the HTML documents contained in windows created by the [IFRAME](#) objects in the document.

```
var frm = document.frames;  
for (i=0; i < frm.length; i++)  
    alert(frm(i).location);
```

This example in JScript shows how to display the name of each window defined by [FRAME](#) tags in the parent window of the current document.

```
var frm = window.parent.frames;  
for (i=0; i < frm.length; i++)  
    alert(frm(i).name);
```

## Applies To

[document](#), [window](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# IFRAME Element | IFRAME Object Members

---

Creates inline floating frames.

## Properties

[align](#) , [canHaveChildren](#) , [className](#) , [dataFld](#) , [dataSrc](#) , [firstChild](#) , [frameBorder](#) , [hspace](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [marginHeight](#) , [marginWidth](#) , [name](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrolling](#) , [sourceIndex](#) , [src](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#) , [vspace](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [setExpression](#) , [swapNode](#)

## Events

[onblur](#) , [onfocus](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [time](#)

## Styles

[border-top-color](#)[width](#)[margin-top](#)[border-bottom-width](#)[border-bottompadding-right](#)[float](#)[display](#)[padding](#)[margin-right](#)[border-right-width](#)[cursor](#)[behavior](#)[border-top-style](#)[bottom](#)[visibility](#)[clip](#)[border-left-color](#)[margin-left](#)[text-autospace](#)[left](#)[overflow-x](#)[overflow-y](#)[border-style](#)[border-topborder-top-width](#)[border-bottom-color](#)[margin-bottom](#)[position](#)[clear](#)[border-left-style](#)[border-right-color](#)[border-rightmargin](#)[border-width](#)[toppadding-left](#)[border-bottom-style](#)[layout-grid](#)[border-left-width](#)[border-leftheight](#)[layout-grid-mode](#)[padding-top](#)[padding-bottom](#)[border-color](#)[border-right-style](#)[borderright](#)

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 ▸ anchors Collection ▸ DHTML Collectic

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# all Collection

---

Returns a reference to the collection of elements contained by the object.

## Syntax

```
[ collAll = ] object.all  
[ oObject = ] object.all(vIndex [, iSubIndex])
```

## Possible Values

<i>collAll</i>	Array of elements contained by the object.
<i>oObject</i>	Reference to an individual item in the array of elements contained by the object.
<i>vIndex</i>	Required. Integer or string that specifies the element or collection to retrieve. If this parameter is an integer, the method returns the element in the collection at the given position, where the first element has value 0, the second has 1, and so on. If this parameter is a string and there is more than one element with the <a href="#">name</a> or <a href="#">id</a> property equal to the string, the method returns a collection of matching elements.
<i>iSubIndex</i>	Optional. Position of an element to retrieve. This parameter is used when <i>vIndex</i> is a string. The method uses the string to construct a collection of all elements that have a <b>name</b> or <b>id</b> property equal to the string, and then retrieves from this collection the element at the position specified by <i>iSubIndex</i> .

## Members

## Remarks

The **all** collection includes one element object for each valid HTML tag. If a valid tag has a matching end tag, both tags are represented by the same element object.

The collection returned by the document's **all** collection always includes a reference to the [HTML](#), [HEAD](#), [TITLE](#), and [BODY](#) objects regardless of whether the tags are present in the document.

If the document contains invalid or unknown tags, the collection includes one element object for each. Unlike valid end tags, unknown end tags are represented by their own element objects. The order of the element objects is the HTML source order. Although the collection indicates the order of

tags, it does not indicate hierarchy.

## Example

This example in JScript® (compatible with ECMA 262 language specification) shows how to display the names of all tags in the document in the order the tags appear in the document.

```
for(i = 0; i < document.all.length; i++){  
    alert(document.all(i).tagName);  
}
```

This example in JScript shows how to use the [item](#) method on the **all** collection to retrieve all element objects for which the **name** property or **ID** attribute is set to sample. Depending on the number of times the **name** or **ID** is defined in the document, the **item** method returns null, a single element object, or a collection of element objects. The value of the [length](#) property of the collection determines whether **item** returns a collection or a single object.

```
var oObject = document.all.item("sample");  
if (oObject != null){  
    if (oObject.length != null){  
        for (i = 0; i < oObject.length; i++){  
            alert(oObject(i).tagName);  
        }  
    }  
}  
else{  
    alert(oObject.tagName);  
}
```

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BDO, BGSOUND, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, custom, DD, DEL, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INS, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, OBJECT, OL, P, PLAINTEXT, PRE, Q, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, XMP

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## *Web Workshop | DHTML, HTML & CSS*

# IMG Element | IMG Object Members

---

Embeds an image or a video clip in the document.

## Properties

[accessKey](#) , [align](#) , [alt](#) , [border](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [complete](#) , [currentStyle](#) , [dataFld](#) , [dataSrc](#) , [dir](#) , [dynsrc](#) , [fileCreatedDate](#) , [fileModifiedDate](#) , [fileSize](#) , [fileUpdatedDate](#) , [firstChild](#) , [height](#) , [hspace](#) , [id](#) , [isMap](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [loop](#) , [lowsrc](#) , [name](#) , [nameProp](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [protocol](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [src](#) , [start](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#) , [useMap](#) , [vspace](#) , [width](#)

## Methods

[addBehavior](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeExpression](#) , [replaceAdjacentText](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

## Events

[onabort](#) , [onbeforecopy](#) , [onbeforecut](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncopy](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onerror](#) , [onfilterchange](#) , [onfocus](#) , [onhelp](#) , [onload](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) ,

[onpropertychange](#) , [onreadystatechange](#) , [onresize](#) , [onselectstart](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#) , [filters](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#)  
[, saveSnapshot](#) , [time](#) , [userData](#)

## Styles

[border-top-color](#)[width](#)[margin-top](#)[border-bottom-width](#)[padding-right](#)[padding](#)[border-right-width](#)[cursor](#)[vertical-align](#)[filter](#)[visibility](#)[font-style](#)[border-left-color](#)[margin-left](#)[text-autospace](#)[leftfont-variant](#)[backgrounddirection](#)[border-bottom-color](#)[position](#)[background-position](#)[clear](#)[border-right-color](#)[border-rightword-spacing](#)[toppadding-left](#)[layout-grid-mode](#)[height](#)[padding-bottom](#)[rightborder-bottom](#)[letter-spacing](#)[display](#)[float](#)[font-family](#)[margin-right](#)[behavior](#)[background-repeat](#)[border-top-style](#)[background-image](#)[bottomclip](#)[border-style](#)[border-top-width](#)[border-topmargin-bottom](#)[fontborder-left-style](#)[border-width](#)[margin](#)[unicode-bidi](#)[background-color](#)[font-weight](#)[line-height](#)[border-bottom-style](#)[layout-grid](#)[border-left-width](#)[border-leftpadding-top](#)[border-color](#)[border-right-style](#)[border](#)

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◀ type Property ▶ TYPE Attribute | type

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# TYPE Attribute | type Property

---

Retrieves the type of intrinsic control represented by the object.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENTTYPE =sType ... &gt;</code>
<b>Scripting</b>	<code>[ sType = ] object.type</code>

## Possible Values

<i>sType</i>	String that specifies one of the following values:		
INPUT	button	Creates a button control.	
	checkbox	Creates a checkbox for simple Boolean attributes or for attributes that can take multiple values at the same time. The input consists of a number of check box controls, each of which has the same name. Each selected check box generates a separate name/value pair in the submitted data, even if this results in duplicate names. The default value is <b>on</b> .	
	file	Creates a file upload object.	
	hidden	Creates a control hidden from the user, but the value of the <a href="#">value</a> property is sent with the submitted form.	
	image	Creates an image control that can be clicked, causing the form to be immediately submitted. The coordinates of the selected point are measured in pixels from the upper-left corner of the image and are submitted with the form as two name/value pairs. The x-coordinate is submitted under the name of the control with <code>.x</code> appended, and the y-coordinate is submitted under the name of the control with <code>.y</code> appended. Any <a href="#">value</a> property is ignored. The image is specified by the <a href="#">src</a> property, exactly as for the <a href="#">IMG</a> object.	
	password	Creates a control similar to the text control, except that text is not displayed as the user enters it.	
	radio	Creates radio buttons used for mutually exclusive sets of values. Each radio button control in the group should be given the same name. Only the selected radio button in the group generates a name/value pair in the submitted data. Radio buttons require an explicit <a href="#">value</a> property.	
	reset	Creates a button that resets the form's controls to their specified initial values. You can specify the label to display on this button just as you can for the Submit button.	
	submit	Creates a button that submits the form. Use the <a href="#">value</a> attribute to specify a label that cannot be edited and is displayed on the button. The default label is application-specific. If the user clicks the Submit button to submit the form, and that button has a <a href="#">name</a> attribute specified, that button contributes a name/value pair to the submitted data.	

	<b>text</b>	Creates a single-line text-entry control. Use the value in conjunction with the <a href="#">size</a> and <a href="#">maxLength</a> properties.
<b>SELECT</b>	<b>select-multiple</b>	Creates a list box from which the user can select multiple items.
	<b>select-one</b>	Creates a list box from which the user can select one item.
<b>TEXTAREA</b>	<b>textarea</b>	Creates multiple-line text-entry controls. Use this value with the <a href="#">size</a> and <a href="#">maxLength</a> properties.

The property is read-only with a default value of **text** for the **INPUT** element, **select-one** for the **SELECT** element, and **textarea** for the **TEXTAREA** element.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

As of Microsoft® Internet Explorer 5, the **type** property is read/write-once, but only before an **INPUT** element created with the [createElement](#) method is added to the document.

The **SELECT** element exposes only the **type** property.

## Applies To

[INPUT type=button](#), [INPUT type=checkbox](#), [INPUT type=file](#), [INPUT type=hidden](#), [INPUT type=image](#), [INPUT type=password](#), [INPUT type=radio](#), [INPUT type=reset](#), [INPUT type=submit](#), [INPUT type=text](#), [SELECT](#), [TEXTAREA](#)

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# INS Element | INS Object Members

---

Specifies text that has been inserted into the document.

## Properties

[accessKey](#) , [canHaveChildren](#) , [className](#) , [currentStyle](#) , [dir](#) , [firstChild](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [cloneNode](#) , [componentFromPoint](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertBefore](#) , [mergeAttributes](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [setExpression](#) , [swapNode](#)

## Events

[onblur](#) , [onfocus](#) , [onreadystatechange](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [time](#)

## Styles

widthdirectionoverflowpadding-rightdisplaypaddingunicode-  
bidibehaviorpadding-leftlayout-gridlayout-grid-modetext-  
autospacepadding-topoverflow-xpadding-bottomoverflow-y

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◀ table-layout Attribute | ... ▶ tagUrn Pro

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# tagName Property

---

Retrieves the tag name of the object.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>sName</i> = ] <i>object.tagName</i>

## Possible Values

<i>sName</i>	String that specifies the tag name.
--------------	-------------------------------------

The property is read-only with no default value.

## Example

This example retrieves the tag name of an object that has the identifier specified in the prompt window.

```
<SCRIPT>
var idValue = window.prompt("Get the tag with this ID:;
if (idValue != null) {
    alert(document.all[idValue].tagName)
}
</SCRIPT>
```

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BDO, BGSOUND, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, META, NEXTID, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, XMP

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## *Web Workshop | DHTML, HTML & CSS*

# ISINDEX Element | ISINDEX Object Members

---

Causes the browser to display a dialog window that prompts the user for a single line of input.

## Properties

[accessKey](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [id](#) , [lang](#) , [language](#) , [parentElement](#) , [readyState](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [tabIndex](#) , [tagUrn](#)

## Methods

[addBehavior](#) , [blur](#) , [componentFromPoint](#) , [focus](#) , [getBoundingClientRect](#) , [getClientRects](#) , [removeBehavior](#)

## Events

[onblur](#) , [onfocus](#) , [onreadystatechange](#) , [onresize](#)

## Collections

[behaviorUrns](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#)

## Styles

[border-top-color](#)[margin-top](#)[font-size](#)[border-bottom-width](#)[border-bottompage-break-before](#)[letter-spacing](#)[float](#)[font-family](#)[margin-right](#)[border-right-width](#)[behavior](#)[text-transform](#)[background-repeat](#)[border-top-style](#)[background-image](#)[bottom](#)[text-indent](#)[visibility](#)[font-style](#)[clip](#)[border-left-color](#)[margin-left](#)[text-autospace](#)[left](#)[font-variant](#)[text-decoration](#)[background](#)[border-style](#)[color](#)[border-topborder-top-width](#)[z-](#)

indexborder-bottom-colormargin-bottompage-break-  
afterpositionbackground-positionclearfontborder-left-styleborder-right-  
colorborder-rightmarginborder-widthfont-weightbackground-colorword-  
spacingline-heighttopborder-bottom-styleheightborder-left-widthborder-  
leftborder-colorborderborder-right-stylerright

---

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## *Web Workshop | DHTML, HTML & CSS*

# KBD Element | KBD Object Members

---

Renders text in a fixed-width font.

## Properties

[accessKey](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dir](#) , [firstChild](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

## Events

[onbeforecut](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) , [onpropertychange](#) , [onreadystatechange](#) , [onresize](#) , [onselectstart](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#) , [saveSnapshot](#) , [time](#) , [userData](#)

## Styles

[width](#)[font-size](#)[overflow](#)[padding-right](#)[letter-spacing](#)[float](#)[display](#)[padding](#)[font-family](#)[cursor](#)[behavior](#)[text-transform](#)[background-repeat](#)[background-image](#)[bottom](#)[visibility](#)[font-style](#)[clip](#)[text-autospace](#)[left](#)[overflow-x](#)[font-variant](#)[text-decoration](#)[overflow-y](#)[background-color](#)[direction](#)[z-index](#)[position](#)[background-position](#)[clear](#)[font](#)[unicode-bidi](#)[background-color](#)[font-weight](#)[word-spacing](#)[line-height](#)[top](#)[padding-left](#)[layout-grid](#)[layout-grid-mode](#)[padding-top](#)[padding-bottom](#)[right](#)

---

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◀ FOR Attribute | htmlFor P... ▶ htmlText

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# FOR Attribute | htmlFor Property

---

Sets or retrieves the object to which the given label object is assigned.

## Syntax

<b>HTML</b>	<code>&lt;LABEL FOR = sID ... &gt;</code>
<b>Scripting</b>	<code>label.htmlFor [ =sID ]</code>

## Possible Values

*sID* String that specifies the identifier of the element to which the label element is assigned.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Applies To

[LABEL](#)

---

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◀ @media Rule ▶ ACTION Attribute | ac

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# ACCESSKEY Attribute | accessKey Property

---

Sets or retrieves the accelerator key for the object.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT ACCESSKEY = sAccessKey ... &gt;</code>
<b>Scripting</b>	<code>object.accessKey [ = sAccessKey ]</code>

## Possible Values

<b>sAccessKey</b>	String of characters that specify a key on an alphanumeric keyboard.
-------------------	--

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

By default, the **accessKey** property sets focus to the object. The object receives focus when the user simultaneously presses the ALT key and the accelerator key assigned to an object. Some controls perform an action after receiving focus. For example, using **accessKey** on a [button](#) causes the [onclick](#) event to fire. By comparison, applying the **accessKey** on a radio button causes the **onclick** event to fire and toggles the **checked** property, visibly selecting or deselecting the control.

As of Internet Explorer 5, some scoped elements do not implicitly support the **accessKey** property. Instead, they support the property by setting the [TABINDEX](#) attribute to any valid negative or positive integer.

## Example

This example uses the **LABEL** object and the **accessKey** property to set focus on a text box. The rich text support in the **LABEL** object makes it possible to underline the designated **accessKey**.

```
<LABEL FOR="fp1" ACCESSKEY="1">#<U>1</U>:  
  Press Alt+1 to set focus to textbox</LABEL>  
<INPUT TYPE="text" NAME="T1" VALUE=text1 SIZE="20"  
  TABINDEX="1" ID="fp1">
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, Hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MARQUEE, MENU, OBJECT, OL, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

---

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◀ onchange Event ▶ oncontextmenu Ev

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# onclick Event

---

Fires when the user clicks the left mouse button on the object.

## Syntax

Inline HTML	<code>&lt;ELEMENT onclick = "handler" ... &gt;</code>	All platforms
Event property	<code>object.onclick = handler</code>	JScript (compatible with ECMA 262 language specification) only
Named script	<code>&lt;SCRIPT FOR = object EVENT = onclick&gt;</code>	Internet Explorer only

## Remarks

Bubbles	Yes
Cancels	Yes
To invoke	<ul style="list-style-type: none"><li>• Click the object.</li><li>• Invoke the <a href="#">click</a> method.</li><li>• Press the ENTER key in a form.</li><li>• Press the access key for a control.</li><li>• Select an item in a combo box or list box by clicking the left mouse button or by pressing the arrow keys and then pressing the ENTER key.</li></ul>
Default action	Initiates any action associated with the object. For example, if the user clicks an <a href="#">A</a> object, the browser loads the document specified by the <a href="#">href</a> property. To cancel the default behavior, set the <a href="#">returnValue</a> property of the <a href="#">event</a> object to FALSE.

If the user clicks the left mouse button, the **onclick** event for an object occurs only if the mouse pointer is over the object and an [onmousedown](#) and an [onmouseup](#) event occur in that order. For example, if the user clicks the mouse on the object but moves the mouse pointer away from the object before releasing, no **onclick** event occurs.

The **onclick** event changes the value of a control in a group. This change initiates the event for the group, not for the individual control. For example, if the user clicks a radio button or check box in a group, the **onclick** event occurs after the [onbeforeupdate](#) and [onafterupdate](#) events for the control group.

If the user clicks an object that can receive the input focus but does not already have the focus, the [onfocus](#) event occurs for that object before the **onclick** event. If the user double-clicks the left mouse button in a control, an [ondblclick](#) event occurs immediately after the **onclick** event.

Although the **onclick** event is available on a large number of HTML elements, if a Web page is to be accessible to keyboard users, you should restrict its use to the [A](#), [INPUT](#), [AREA](#), and [BUTTON](#) elements. These elements automatically allow keyboard access through the TAB key, making Web pages that use the elements accessible to keyboard users. For more information, please see the section on [writing accessible Dynamic HTML](#).

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Example

The following examples show how to use the **onclick** event handlers for the document.

## Applies To

[A](#), [ADDRESS](#), [APPLET](#), [AREA](#), [B](#), [BDO](#), [BIG](#), [BLOCKQUOTE](#), [BODY](#), [BUTTON](#), [CAPTION](#), [CENTER](#), [CITE](#), [CODE](#), [custom](#), [DD](#), [DFN](#), [DIR](#), [DIV](#), [DL](#), [document](#), [DT](#), [EM](#), [EMBED](#), [FIELDSET](#), [FONT](#), [FORM](#), [Hn](#), [HR](#), [I](#), [IMG](#), [INPUT type=button](#), [INPUT type=checkbox](#), [INPUT type=file](#), [INPUT type=image](#), [INPUT type=password](#), [INPUT type=radio](#), [INPUT type=reset](#), [INPUT type=submit](#), [INPUT type=text](#), [KBD](#), [LABEL](#), [LEGEND](#), [LI](#), [LISTING](#), [MAP](#), [MARQUEE](#), [MENU](#), [NEXTID](#), [NOBR](#), [OBJECT](#), [OL](#), [P](#), [PLAINTEXT](#), [PRE](#), [RT](#), [RUBY](#), [S](#), [SAMP](#), [SELECT](#), [SMALL](#), [SPAN](#), [STRIKE](#), [STRONG](#), [SUB](#), [SUP](#), [TABLE](#), [TBODY](#), [TD](#), [TEXTAREA](#), [TFOOT](#), [TH](#), [THEAD](#), [TR](#), [TT](#), [U](#), [UL](#), [VAR](#), [XMP](#)

## See Also

[click](#)

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# LABEL Element | LABEL Object Members

---

Specifies a label for another element on the page.

## Properties

[accessKey](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dataFld](#) , [dataFormatAs](#) , [dataSrc](#) , [dir](#) , [firstChild](#) , [htmlFor](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

## Events

[onbeforecopy](#) , [onbeforecut](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) ,

[onpropertychange](#) , [onreadystatechange](#) , [onresize](#) , [onselectstart](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#)  
[, saveSnapshot](#) , [userData](#)

## Styles

[width](#)[font-size](#)[overflow](#)[padding-right](#)[letter-spacing](#)[float](#)[display](#)[padding](#)[font-family](#)[cursor](#)[behavior](#)[text-transform](#)[background-repeat](#)[background-image](#)[bottom](#)[visibility](#)[font-style](#)[clip](#)[text-autospace](#)[left](#)[overflow-x](#)[font-variant](#)[text-decoration](#)[overflow-y](#)[background-color](#)[direction](#)[z-index](#)[position](#)[background-position](#)[clear](#)[font](#)[unicode-bid](#)[background-color](#)[font-weight](#)[word-spacing](#)[line-height](#)[top](#)[padding-left](#)[layout-grid](#)[layout-grid-mode](#)[padding-top](#)[padding-bottom](#)[right](#)

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# LEGEND Element | LEGEND Object Members

---

Inserts a caption into the box drawn by the [FIELDSET](#) object.

## Properties

[accessKey](#) , [align](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dir](#) , [firstChild](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

## Events

[onbeforecopy](#) , [onbeforecut](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncopy](#) , [oncut](#) , [ondblclick](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) , [onpropertychange](#) , [onreadystatechange](#) , [onresize](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [time](#)

## Styles

[width](#)[font-size](#)[overflow](#)[padding-right](#)[letter-spacing](#)[float](#)[display](#)[padding](#)[font-family](#)[cursor](#)[behavior](#)[word-break](#)[text-transform](#)[background-repeat](#)[background-image](#)[bottom](#)[visibility](#)[font-style](#)[clip](#)[text-autospace](#)[left](#)[overflow-x](#)[font-variant](#)[text-decoration](#)[overflow-y](#)[line-break](#)[background-color](#)[direction](#)[z-index](#)[text-justify](#)[position](#)[background-position](#)[clear](#)[font-unicode-bidi](#)[background-color](#)[font-weight](#)[word-spacing](#)[line-height](#)[top](#)[padding-left](#)[layout-grid](#)[layout-grid-mode](#)[padding-top](#)[padding-bottom](#)[right](#)

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◀ TRUESPEED Attribute | tru... ▶ type F

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# TYPE Attribute | type Property

---

Sets or retrieves the style of the list.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT TYPE = sType ... &gt;</code>
<b>Scripting</b>	<code>object.type [ = sType ]</code>

## Possible Values

<i>sType</i>	String that specifies one of the following values:
<b>1</b>	Associate numbers with each item in an ordered list.
<b>a</b>	Associate lowercase letters with each item in an ordered list.
<b>A</b>	Associate uppercase letters with each item in an ordered list.
<b>i</b>	Associate Roman numerals with each item in an ordered list.
<b>I</b>	Associate Roman numerals with each item in an ordered list.
<b>disc</b>	Associate a solid disc with each item in an unordered list.
<b>circle</b>	Associate a hollow circle with each item in an unordered list.
<b>square</b>	Associate a solid square with each item in an unordered list.

The property is read/write with a default value of **1** for an ordered list and a default value of **disc** for an unordered list.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Example

This example uses the **TYPE** attribute to set the line item markers to lowercase Roman numerals.

```
<OL TYPE="i">
<LI>First Item
<LI>Second Item
```

```
<LI>Third Item  
</OL>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[LI](#), [OL](#), [UL](#)

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# LI Element | LI Object Members

---

Denotes one item in a list.

## Properties

[accessKey](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dir](#) , [firstChild](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [type](#) , [uniqueID](#) , [value](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

## Events

[onbeforecopy](#) , [onbeforecut](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncopy](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) ,

onpropertychange , onreadystatechange , onresize , onselectstart

## Collections

all , attributes , behaviorUrns , childNodes , children

## Behaviors

clientCaps , download , homePage , httpFolder , saveFavorite , saveHistory  
, saveSnapshot , time , userData

## Styles

border-top-colorwidthmargin-topborder-bottom-widthpage-break-  
beforepadding-rightpaddingborder-right-widthcursortext-  
indentvisibilityfont-styleborder-left-colormargin-lefttext-  
autospaceleftoverflow-xlayout-grid-linefont-variantoverflow-ylist-styleline-  
breaklist-style-typebackgroundtext-alignlist-style-imagedirectionborder-  
bottom-colortext-justifypositionbackground-positionclearborder-right-  
colorborder-rightword-spacingtoppadding-leftlayout-grid-modepadding-  
bottomrightfont-sizeborder-bottomoverflowletter-spacingdisplayfloatfont-  
familymargin-rightbehaviorword-breaktext-transformbackground-  
repeatborder-top-stylelayout-grid-charlist-style-positionbackground-  
imagebottomcliptext-decorationcolorborder-styleborder-top-widthborder-  
topz-indexmargin-bottompage-break-afterfontborder-left-styleborder-  
widthmarginunicode-bidibackground-colorfont-weightline-heightborder-  
bottom-stylelayout-gridlayout-grid-typelayout-grid-char-spacingborder-left-  
widthborder-leftpadding-topborder-colorborder-right-styleborder

---

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## *Web Workshop | DHTML, HTML & CSS*

# LINK Element | LINK Object Members

---

Enables the current document to establish links to external documents.

## Properties

[currentStyle](#) , [disabled](#) , [firstChild](#) , [href](#) , [id](#) , [isTextEdit](#) , [lastChild](#) , [media](#) , [name](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [rel](#) , [rev](#) , [runtimeStyle](#) , [scopeName](#) , [sourceIndex](#) , [style](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#)

## Methods

[addBehavior](#) , [applyElement](#) , [attachEvent](#) , [clearAttributes](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [mergeAttributes](#) , [removeAttribute](#) , [removeBehavior](#) , [replaceAdjacentText](#) , [setAttribute](#) , [swapNode](#)

## Events

[onload](#) , [onreadystatechange](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#)

## Styles

[widthbehaviortext-autospace](#)

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## *Web Workshop | DHTML, HTML & CSS*

## LISTING Element | LISTING Object Members

---

Renders text in a fixed-width font.

### Properties

`accessKey` , `canHaveChildren` , `className` , `clientHeight` , `clientLeft` , `clientTop` , `clientWidth` , `currentStyle` , `dir` , `firstChild` , `id` , `innerHTML` , `innerText` , `isTextEdit` , `lang` , `language` , `lastChild` , `nextSibling` , `nodeName` , `nodeType` , `nodeValue` , `offsetHeight` , `offsetLeft` , `offsetParent` , `offsetTop` , `offsetWidth` , `outerHTML` , `outerText` , `parentElement` , `parentNode` , `parentTextEdit` , `previousSibling` , `readyState` , `recordNumber` , `runtimeStyle` , `scopeName` , `scrollHeight` , `scrollLeft` , `scrollTop` , `scrollWidth` , `sourceIndex` , `style` , `tabIndex` , `tagName` , `tagUrn` , `title` , `uniqueID`

### Methods

`addBehavior` , `appendChild` , `applyElement` , `attachEvent` , `blur` , `clearAttributes` , `click` , `cloneNode` , `componentFromPoint` , `contains` , `detachEvent` , `focus` , `getAdjacentText` , `getAttribute` , `getBoundingClientRect` , `getClientRects` , `getElementsByTagName` , `getExpression` , `hasChildNodes` , `insertAdjacentElement` , `insertAdjacentHTML` , `insertAdjacentText` , `insertBefore` , `mergeAttributes` , `releaseCapture` , `removeAttribute` , `removeBehavior` , `removeChild` , `removeExpression` , `removeNode` , `replaceAdjacentText` , `replaceChild` , `replaceNode` , `scrollIntoView` , `setAttribute` , `setCapture` , `setExpression` , `swapNode`

### Events

`onbeforecopy` , `onbeforecut` , `onbeforepaste` , `onblur` , `onclick` , `oncontextmenu` , `oncopy` , `oncut` , `ondblclick` , `ondrag` , `ondragend` , `ondragenter` , `ondragleave` , `ondragover` , `ondragstart` , `ondrop` , `onfocus` , `onhelp` , `onkeydown` , `onkeypress` , `onkeyup` , `onlosecapture` , `onmousedown` , `onmousemove` , `onmouseout` , `onmouseover` , `onmouseup` , `onpaste` , `onpropertychange` , `onreadystatechange` , `onresize` , `onselectstart`



## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#) , [saveSnapshot](#) , [time](#) , [userData](#)

## Styles

[border-top-color](#)[margin-top](#)[border-bottom-width](#)[page-break-before](#)[padding-right](#)[paddingborder-right-width](#)[cursor](#)[text-indent](#)[visibility](#)[font-style](#)[border-left-color](#)[margin-left](#)[text-autospace](#)[leftoverflow-x](#)[layout-grid-line](#)[font-variant](#)[overflow-y](#)[line-break](#)[backgroundtext-align](#)[direction](#)[border-bottom-color](#)[text-justify](#)[positionbackground-position](#)[clear](#)[border-right-color](#)[border-rightword-spacing](#)[toppadding-left](#)[layout-grid-mode](#)[padding-bottom](#)[rightfont-size](#)[border-bottomoverflow](#)[letter-spacing](#)[display](#)[float](#)[font-family](#)[margin-right](#)[behavior](#)[word-break](#)[text-transform](#)[background-repeat](#)[border-top-style](#)[layout-grid-char](#)[background-image](#)[bottomclip](#)[text-decoration](#)[colorborder-style](#)[border-top-width](#)[border-topz-index](#)[margin-bottom](#)[page-break-after](#)[fontborder-left-style](#)[border-width](#)[marginunicode-bidi](#)[background-color](#)[font-weight](#)[line-height](#)[border-bottom-style](#)[layout-grid](#)[layout-grid-type](#)[layout-grid-char-spacing](#)[border-left-width](#)[border-leftpadding-top](#)[border-color](#)[border-right-style](#)[border](#)

---

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◀ HREF Attribute | href Pro... ▶ HSPACE

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# href Property

---

Sets or retrieves the entire URL as a string.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<i>location.href</i> [ = <i>sURL</i> ]

## Possible Values

*sURL* String that specifies a URL.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Example

This example shows a select list of URLs. The user is taken to the URL selected from the options, if the selection is different from the list's default value.

```
<SELECT onchange="window.location.href=this.options[this.selectedIndex].value">  
<OPTION VALUE="http://www.microsoft.com/ie">Internet Explorer  
<OPTION VALUE="http://www.microsoft.com">Microsoft Home<br>  
<OPTION VALUE="http://msdn.microsoft.com">Developer Network  
</SELECT>
```

## Applies To

<b>HTML</b>	N/A
<b>Scripting</b>	<a href="#">location</a>

## See Also

[navigate](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# location Object Members

---

Contains information about the current URL.

## Properties

[hash](#) , [host](#) , [hostname](#) , [href](#) , [pathname](#) , [port](#) , [protocol](#) , [search](#)

## Methods

[assign](#) , [reload](#) , [replace](#)

---

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◀ URN Attribute | urn Prope... ▶ userAge

*Web Workshop | DHTML, HTML & CSS*

# USEMAP Attribute | useMap Property

---

Sets or retrieves the URL, often with a bookmark extension (#name), to use as a client-side image map.

## Syntax

<b>HTML</b>	<code>&lt;IMG USEMAP = <i>sURL</i> ... &gt;</code>
<b>Scripting</b>	<code><i>img.useMap</i> [ = <i>sURL</i> ]</code>

## Possible Values

<i>sURL</i>	String that specifies the URL of the image map.
-------------	---

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The **useMap** property identifies the image as a client-side image map by associating a **MAP** object with the image. This **MAP** object contains **AREA** objects that define regions within the image. The user can click these regions to navigate to a designated URL.

You can dynamically assign the maps to the image through the **useMap** property.

## Example

This example specifies map1 as the image map underlying image.gif. The map can be changed to another map, map2, by clicking the button.



```
<MAP NAME="map1">
<AREA NAME="area1" COORDS="0,0,40,40" HREF="doc1.htm'
  TARGET="frame1">
<AREA NAME="area2" COORDS="40,0,80,40" HREF="doc2.htn
  TARGET="frame1">
<AREA NAME="area3" COORDS="10,40,40,80" HREF="doc3.ht
  TARGET="frame1">
<AREA NAME="area4" COORDS="40,40,80,80" HREF="doc4.ht
  TARGET="frame1">
</MAP>
:
<IMG USEMAP="#map1" ID=idImg SRC="image.gif">
:
<BUTTON onclick="idImg.useMap='#map2'">
  Change Maps</BUTTON>
```

## Applies To

IMG

---

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## *Web Workshop | DHTML, HTML & CSS*

# MAP Element | MAP Object Members

---

Contains coordinate data for client-side image maps.

## Properties

[canHaveChildren](#) , [className](#) , [currentStyle](#) , [dir](#) , [firstChild](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [name](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [sourceIndex](#) , [style](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [swapNode](#)

## Events

[onbeforecut](#) , [onbeforepaste](#) , [onclick](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) , [onpropertychange](#) , [onreadystatechange](#) , [onscroll](#) , [onselectstart](#)

## Collections

[all](#) , [areas](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#)  
 , [saveSnapshot](#) , [userData](#)

## Styles

[widthdirectionunicode-bidibehaviorlayout-gridlayout-grid-modetext-autospace](#)

---

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## ◀ SCROLLING Attribute | scr... ▶ scrollT

*Web Workshop | DHTML, HTML & CSS*

# scrollLeft Property

---

Sets or retrieves the distance between the left edge of the object and the leftmost portion of the content currently visible in the window.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>object.scrollLeft [ = <i>iDistance</i> ]</code>

## Possible Values

*iDistance* Integer that specifies the distance, in pixels.

The property is read/write with a default value of **0**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The **scrollLeft** property's value is equal to the horizontal distance scrolled by the content of the object. Although the value can be set to any positive or negative value, if the assigned value is less than 0, the property is set to 0. If the assigned value is greater than the maximum possible, the property is set to the maximum possible.

You can set this property inline, but the results might be inconsistent while the page loads.

This property is always 0 for objects that do not have scroll bars. For these objects, setting the property has no effect.

When a [MARQUEE](#) object scrolls vertically, its **scrollLeft** property is set to 0, overriding any script setting.

For more information about how to access the dimension and location of elements on the page through the document object model, see [measuring element dimension and location](#)☐.

## Example

This example uses the **scrollLeft** property to determine the amount scrolled by the object.

```
<DIV ID=oDiv STYLE="position:absolute; width:200px;
  height:100px; overflow:scroll"
  onclick=alert(this.scrollLeft)>
<SPAN STYLE="width:250px"> . . . </SPAN></DIV>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ADDRESS, APPLET, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, custom, DD, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FORM, HEAD, Hn, HTML, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, META, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

## See Also

[scrollHeight](#), [scrollTop](#), [scrollWidth](#)

---

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◀ scrollLeft Property ▶ scrollWidth Property

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# scrollTop Property

---

Sets or retrieves the distance between the top of the object and the topmost portion of the content currently visible in the window.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>object.scrollTop [ = <i>iDistance</i> ]</code>

## Possible Values

<i>iDistance</i>	Integer that specifies the distance, in pixels.
------------------	---

The property is read/write with a default value of **0**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The property's value is equal to the vertical distance scrolled by the content of the object. Although the value can be set to any positive or negative value, if the assigned value is less than 0, the property is set to 0. If the assigned value is greater than the maximum possible, the property is set to the maximum possible.

You can set this property inline, but the results might be inconsistent while the page is loading.

This property is always 0 for objects that do not have scroll bars. For these objects, setting the property has no effect.

When a [MARQUEE](#) object scrolls horizontally, its **scrollTop** property is set to 0, overriding any script setting.

For more information about how to access the dimension and location of elements on the page through the document object model, see [measuring element dimension and location](#)☐.

## Example

This example uses the **scrollTop** property to determine the amount scrolled by the object.

```
<DIV ID=oDiv STYLE="position:absolute; width:200px;
  height:100px; overflow:scroll"
  onclick=alert(this.scrollTop)>
<SPAN STYLE="width:250px"> . . . </SPAN></DIV>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ADDRESS, APPLET, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, custom, DD, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FORM, HEAD, Hn, HTML, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, META, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

## See Also

[scrollHeight](#), [scrollLeft](#), [scrollWidth](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# MARQUEE Element | MARQUEE Object Members

---

Creates a scrolling text marquee.

## Properties

[accessKey](#) , [behavior](#) , [bgColor](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dataFld](#) , [dataFormatAs](#) , [dataSrc](#) , [dir](#) , [direction](#) , [firstChild](#) , [height](#) , [hspace](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [loop](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollAmount](#) , [scrollDelay](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [trueSpeed](#) , [uniqueID](#) , [vspace](#) , [width](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [start](#) , [stop](#) , [swapNode](#)

## Events

[onbeforecut](#) , [onbeforeeditfocus](#) , [onbeforepaste](#) , [onblur](#) , [onbounce](#) , [onclick](#) , [oncontextmenu](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfilterchange](#) , [onfinish](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) ,

onkeyup , onlosecapture , onmousedown , onmousemove , onmouseout ,  
onmouseover , onmouseup , onpaste , onpropertychange ,  
onreadystatechange , onresize , onscroll , onselectstart , onstart

## Collections

all , attributes , behaviorUrns , childNodes , children , filters

## Behaviors

clientCaps , download , homePage , httpFolder , saveFavorite , saveHistory  
, saveSnapshot , time , userData

## Styles

border-top-colorwidthmargin-topborder-bottom-widthpage-break-  
beforepadding-rightpaddingborder-right-widthcursorfiltertext-  
indentvisibilityfont-styleborder-left-colormargin-lefttext-  
autospaceleftlayout-grid-linefont-variantline-breakbackgroundtext-  
aligndirectionborder-bottom-colorborder-rightword-spacingpadding-  
leftlayout-grid-modeheightpadding-bottomrightfont-sizeborder-  
bottomletter-spacingdisplayfloatfont-familymargin-rightbehaviorword-  
breaktext-transformbackground-repeatborder-top-stylelayout-grid-  
charbackground-imagebottomcliptext-decorationcolorborder-styleborder-  
top-widthborder-topz-indexmargin-bottompage-break-afterfontborder-left-  
styleborder-widthmarginunicode-bidibackground-colorfont-weightline-  
heightborder-bottom-stylelayout-gridlayout-grid-typelayout-grid-char-  
spacingborder-left-widthborder-leftpadding-topborder-colorborder-right-  
styleborder

---

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## *Web Workshop | DHTML, HTML & CSS*



# MENU Element | MENU Object Members

---

Creates an unordered list of items.

## Properties

[accessKey](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dir](#) , [firstChild](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

## Events

[onbeforecopy](#) , [onbeforecut](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncopy](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) , [onpropertychange](#) , [onreadystatechange](#) , [onresize](#) , [onselectstart](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#) , [saveSnapshot](#) , [time](#) , [userData](#)

## Styles

[border-top-color](#)[width](#)[margin-top](#)[border-bottom-width](#)[page-break-before](#)[padding-right](#)[padding](#)[border-right-width](#)[cursor](#)[text-indent](#)[visibility](#)[font-style](#)[border-left-color](#)[margin-left](#)[text-autospace](#)[left](#)[overflow-x](#)[layout-grid-line](#)[font-variant](#)[overflow-y](#)[line-break](#)[background](#)[text-align](#)[direction](#)[border-bottom-color](#)[text-justify](#)[position](#)[background-position](#)[clear](#)[border-right-color](#)[border-rightword-spacing](#)[top](#)[padding-left](#)[layout-grid-mode](#)[padding-bottom](#)[right](#)[font-size](#)[border-bottom](#)[overflow](#)[letter-spacing](#)[display](#)[float](#)[font-family](#)[margin-right](#)[behavior](#)[word-break](#)[text-transform](#)[background-repeat](#)[border-top-style](#)[layout-grid-char](#)[background-image](#)[bottom](#)[clip](#)[text-decoration](#)[color](#)[border-style](#)[border-top-width](#)[border-topz-index](#)[margin-bottom](#)[page-break-after](#)[font](#)[border-left-style](#)[border-width](#)[margin](#)[unicode-bidi](#)[background-color](#)[font-weight](#)[line-height](#)[border-bottom-style](#)[layout-grid](#)[layout-grid-type](#)[layout-grid-char-spacing](#)[border-left-width](#)[border-leftpadding-top](#)[border-color](#)[border-right-style](#)[border](#)

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## *Web Workshop | DHTML, HTML & CSS*

# META Element | META Object Members

---

Conveys hidden information about the document to the server and the client.

## Properties

[clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [content](#) , [currentStyle](#) , [defaultCharset](#) , [httpEquiv](#) , [isTextEdit](#) , [name](#) , [parentTextEdit](#) , [runtimeStyle](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [style](#) , [tagName](#)

## Methods

[contains](#) , [getAttribute](#) , [removeAttribute](#) , [setAttribute](#)

## Styles

[widthlayout-gridlayout-grid-mode](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# navigator Object Members

---

Contains information about the Web browser.

## Properties

[appCodeName](#) , [appMinorVersion](#) , [appName](#) , [appVersion](#) ,  
[browserLanguage](#) , [cookieEnabled](#) , [cpuClass](#) , [onLine](#) , [platform](#) ,  
[systemLanguage](#) , [userAgent](#) , [userLanguage](#) , [userProfile](#)

## Methods

[javaEnabled](#) , [taintEnabled](#)

## Collections

[plugins](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# NEXTID Object Members

---

Creates unique identifiers that text editing software can read.

## Properties

[canHaveChildren](#) , [className](#) , [currentStyle](#) , [firstChild](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [sourceIndex](#) , [style](#) , [tagName](#) , [tagUrn](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [clearAttributes](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertBefore](#) , [mergeAttributes](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [setAttribute](#) , [swapNode](#)

## Events

[onbeforecut](#) , [onbeforepaste](#) , [onclick](#) , [oncontextmenu](#) , [oncut](#) , [ondblclick](#) , [ondragstart](#) , [onfilterchange](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onmousemove](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) , [onreadystatechange](#) , [onselectstart](#)

## Collections

[attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#) , [filters](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#)

---



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## *Web Workshop | DHTML, HTML & CSS*

# NOBR Element | NOBR Object Members

---

Renders text without line breaks.

## Properties

[className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dir](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentTextEdit](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [style](#) , [tagName](#) , [tagUrn](#) , [uniqueID](#)

## Methods

[addBehavior](#) , [attachEvent](#) , [click](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getExpression](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeExpression](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#)

## Events

[onbeforecopy](#) , [onbeforecut](#) , [onbeforepaste](#) , [onclick](#) , [oncontextmenu](#) , [oncopy](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousemove](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) , [onpropertychange](#) , [onreadystatechange](#) , [onselectstart](#)

## Collections

[behaviorUrns](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#)

## Styles

[width](#)[direction](#)[padding-right](#)[display](#)[padding](#)[unicode-bidi](#)[behavior](#)[padding-left](#)[layout-grid](#)[layout-grid-mode](#)[padding-top](#)[text-autospace](#)[padding-bottom](#)

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## *Web Workshop | DHTML, HTML & CSS*

# NOFRAMES Element | NOFRAMES Object Members

---

Contains HTML for browsers that do not support [FRAMESET](#) elements.

## Properties

[id](#) , [parentElement](#) , [readyState](#) , [scopeName](#) , [tagUrn](#)

## Methods

[addBehavior](#) , [componentFromPoint](#) , [removeBehavior](#)

## Events

[onreadystatechange](#)

## Collections

[behaviorUrns](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#)

## Styles

[behaviortext-autospace](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# NOSCRIPT Element | NOSCRIPT Object Members

---

Specifies HTML to be displayed in browsers that do not support scripting.

## Properties

[id](#) , [parentElement](#) , [readyState](#) , [scopeName](#) , [tagUrn](#)

## Methods

[addBehavior](#) , [componentFromPoint](#) , [removeBehavior](#)

## Events

[onreadystatechange](#)

## Collections

[behaviorUrns](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#)

## Styles

[behaviortext-autospace](#)

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◀ READONLY Attribute | read... ▶ reaso

*Web Workshop | DHTML, HTML & CSS*

# readyState Property

---

Retrieves the current state of the object being downloaded.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>sState</i> = ] <i>object.readyState</i>

## Possible Values

<i>sState</i>	String that specifies one of the following values:
uninitialized	Object is not initialized with data.
loading	Object is loading its data.
loaded	Object has finished loading its data.
interactive	User can interact with the object even though it is not fully loaded.
complete	Object is completely initialized.

The property is read-only with no default value.

## Remarks

Each object determines which of the five states it exposes.

All objects, except **OBJECT**, that expose the **readyState** property return the value as a string. The **OBJECT** tag returns an integer in the range of 0 (uninitialized) through 4 (complete).

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BDO, BGSOUND, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, custom, DD, DEL, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, ISINDEX, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, NEXTID, NOBR, NOFRAMES, NOSCRIPT, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, XML, XMP

## See Also

[onreadystatechange](#)

---

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◀ NOWRAP Attribute | noWrap... ▶ offsc

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# object Property

---

Retrieves the contained object.

## Syntax

HTML	N/A
Scripting	[ <i>oObject</i> = ] <b>object.object</b>

## Possible Values

<i>oObject</i>	Object that specifies the contained object.
----------------	---

The property is read-only with no default value.

## Remarks

If the control's object model uses a conflicting namespace, precede the control's property with **object** to resolve the conflict.

## Applies To

HTML	N/A
Scripting	<b>OBJECT</b>

---

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# OBJECT Element | OBJECT Object Members

---

Inserts an object into the HTML page.

## Properties

[accessKey](#) , [align](#) , [altHTML](#) , [canHaveChildren](#) , [classid](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [code](#) , [codeBase](#) , [codeType](#) , [currentStyle](#) , [data](#) , [dataFld](#) , [dataSrc](#) , [dir](#) , [form](#) , [height](#) , [hspace](#) , [id](#) , [isTextEdit](#) , [lang](#) , [language](#) , [name](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [object](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [recordset](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [type](#) , [uniqueID](#) , [vspace](#) , [width](#)

## Methods

[addBehavior](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getExpression](#) , [insertAdjacentElement](#) , [insertBefore](#) , [mergeAttributes](#) , [namedRecordset](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

## Events

[onbeforeeditfocus](#) , [onblur](#) , [oncellchange](#) , [onclick](#) , [ondataavailable](#) , [ondatasetchanged](#) , [ondatasetcomplete](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onerror](#) , [onfocus](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onpropertychange](#) , [onreadystatechange](#) , [onresize](#) , [onrowenter](#) , [onrowexit](#) , [onrowsdelete](#) , [onrowsinserted](#) , [onscroll](#) , [onselectstart](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#)  
[, saveSnapshot](#) , [userData](#)

## Styles

[border-top-color](#)[width](#)[margin-top](#)[border-bottom-width](#)[border-bottompadding-right](#)[float](#)[display](#)[padding](#)[margin-right](#)[border-right-width](#)[cursor](#)[behavior](#)[border-top-style](#)[bottom](#)[visibility](#)[clip](#)[border-left-color](#)[margin-left](#)[text-autospace](#)[left](#)[border-style](#)[border-topborder-top-width](#)[direction](#)[border-bottom-color](#)[margin-bottom](#)[position](#)[clear](#)[border-left-style](#)[border-right-color](#)[border-rightmargin](#)[border-width](#)[unicode-bid](#)[itoppadding-left](#)[border-bottom-style](#)[layout-grid](#)[border-left-width](#)[border-leftheight](#)[layout-grid-mode](#)[padding-toppadding-bottom](#)[border-color](#)[border-right-style](#)[borderright](#)

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# OL Element | OL Object Members

---

Draws lines of text as a numbered list.

## Properties

[accessKey](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dir](#) , [firstChild](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [start](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [type](#) , [uniqueID](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

## Events

[onbeforecopy](#) , [onbeforecut](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncopy](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) ,

onpropertychange , onreadystatechange , onresize , onselectstart

## Collections

all , attributes , behaviorUrns , childNodes , children

## Behaviors

clientCaps , download , homePage , httpFolder , saveFavorite , saveHistory  
, saveSnapshot , time , userData

## Styles

border-top-colorwidthmargin-topborder-bottom-widthpage-break-  
beforepadding-rightpaddingborder-right-widthcursortext-  
indentvisibilityfont-styleborder-left-colormargin-lefttext-  
autospaceleftoverflow-xlayout-grid-linefont-variantoverflow-ylist-styleline-  
breaklist-style-typebackgroundtext-alignlist-style-imagedirectionborder-  
bottom-colortext-justifypositionbackground-positionclearborder-right-  
colorborder-rightword-spacingtoppadding-leftlayout-grid-modepadding-  
bottomrightfont-sizeborder-bottomoverflowletter-spacingdisplayfloatfont-  
familymargin-rightbehaviorword-breaktext-transformbackground-  
repeatborder-top-stylelayout-grid-charlist-style-positionbackground-  
imagebottomcliptext-decorationcolorborder-styleborder-top-widthborder-  
topz-indexmargin-bottompage-break-afterfontborder-left-styleborder-  
widthmarginunicode-bidibackground-colorfont-weightline-heightborder-  
bottom-stylelayout-gridlayout-grid-typelayout-grid-char-spacingborder-left-  
widthborder-leftpadding-topborder-colorborder-right-styleborder

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◀ [mimeTypes Collection](#) ▶ [plugins Colle](#)

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# options Collection

---

Retrieves a collection of the **OPTION** objects in a **SELECT** object.

## Syntax

```
[ collOptions = ] select.options  
[ oObject = ] select.options(vIndex [, iSubIndex] )
```

## Possible Values

<i>collOptions</i>	Array of <b>OPTION</b> objects.
<i>oObject</i>	Reference to an individual item in the array of elements contained by the object.
<i>vIndex</i>	Required. Integer or string that specifies the element or collection to retrieve. If this parameter is an integer, the method returns the element in the collection at the given position, where the first element has value 0, the second has 1, and so on. If this parameter is a string and there is more than one element with the <b>name</b> or <b>id</b> property equal to the string, the method returns a collection of matching elements.
<i>iSubIndex</i>	Optional. Position of an element to retrieve. This parameter is used when <i>vIndex</i> is a string. The method uses the string to construct a collection of all elements that have a <b>name</b> or <b>id</b> property equal to the string, and then retrieves from this collection the element at the position specified by <i>iSubIndex</i> .

## Members

## Remarks

To delete an **OPTION** object from a **SELECT** object, assign the **OPTION** object a null value. This compresses the array.

If duplicate identifiers are found, a collection of those items is returned. Collections of duplicates must be referenced subsequently by ordinal position.

## Example

This example shows how to display the text and values of all **OPTION** objects in the first **SELECT** object in the document.

```
var coll = document.all.tags("SELECT");
if (coll.length>0) {
    for (i=0; i< coll(0).options.length; i++)
        alert("Element " + i + " is " + coll(0).options(i).text +
            " and has the value " + coll(0).options(i).value);
}
```

## Applies To

SELECT

---

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# OPTION Element | OPTION Object Members

---

Denotes one choice in a [SELECT](#) element.

## Properties

[canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [defaultSelected](#) , [dir](#) , [firstChild](#) , [form](#) , [id](#) , [index](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [selected](#) , [style](#) , [tagName](#) , [tagUrn](#) , [text](#) , [uniqueID](#) , [value](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

## Events

[onlosecapture](#) , [onpropertychange](#) , [onreadystatechange](#) , [onselectstart](#)

## Collections

[attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors



[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#)  
 , [saveSnapshot](#) , [time](#) , [userData](#)

## Styles

[color](#)[width](#)[direction](#)[clear](#)[unicode-bidi](#)[background-color](#)[behavior](#)[layout-grid](#)[layout-grid-mode](#)[text-autospace](#)

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# P Element | P Object Members

---

Denotes a paragraph.

## Properties

[accessKey](#) , [align](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dir](#) , [firstChild](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

## Events

[onbeforecopy](#) , [onbeforecut](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncopy](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) , [onpropertychange](#) , [onreadystatechange](#) , [onresize](#) , [onselectstart](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#) , [saveSnapshot](#) , [time](#) , [userData](#)

## Styles

[border-top-color](#)[width](#)[margin-top](#)[border-bottom-width](#)[page-break-before](#)[padding-right](#)[padding](#)[border-right-width](#)[cursor](#)[text-indent](#)[visibility](#)[font-style](#)[border-left-color](#)[margin-left](#)[text-autospace](#)[left](#)[overflow-x](#)[layout-grid-line](#)[font-variant](#)[overflow-y](#)[line-break](#)[background](#)[text-align](#)[direction](#)[border-bottom-color](#)[text-justify](#)[position](#)[background-position](#)[clear](#)[border-right-color](#)[border-rightword-spacing](#)[top](#)[padding-left](#)[layout-grid-mode](#)[padding-bottom](#)[right](#)[font-size](#)[border-bottom](#)[overflow](#)[letter-spacing](#)[display](#)[float](#)[font-family](#)[margin-right](#)[behavior](#)[word-break](#)[text-transform](#)[background-repeat](#)[border-top-style](#)[layout-grid-char](#)[background-image](#)[bottom](#)[clip](#)[text-decoration](#)[color](#)[border-style](#)[border-top-width](#)[border-topz-index](#)[margin-bottom](#)[page-break-after](#)[font](#)[border-left-style](#)[border-width](#)[margin](#)[unicode-bidi](#)[background-color](#)[font-weight](#)[line-height](#)[border-bottom-style](#)[layout-grid](#)[layout-grid-type](#)[layout-grid-char-spacing](#)[border-left-width](#)[border-leftpadding-top](#)[border-color](#)[border-right-style](#)[border](#)

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## *Web Workshop | DHTML, HTML & CSS*

## PARAM Element | PARAM Object Members

---

Sets the property value for a given object.

### Properties

[dataFld](#) , [dataFormatAs](#) , [dataSrc](#) , [name](#) , [value](#)

### Methods

[removeExpression](#) , [setExpression](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# PLAINTEXT Element | PLAINTEXT Object Members

---

Renders text in a fixed-width font without processing tags.

## Properties

[accessKey](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dir](#) , [firstChild](#) , [id](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getElementsByTagName](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [swapNode](#)

## Events

[onbeforecopy](#) , [onbeforecut](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncopy](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) , [onpropertychange](#) , [onreadystatechange](#) , [onselectstart](#)

## Collections



all , attributes , behaviorUrns , childNodes , children

## Behaviors

clientCaps , download , homePage , httpFolder , saveFavorite , saveHistory  
, saveSnapshot , time , userData

## Styles

border-top-colorwidthmargin-topborder-bottom-widthpage-break-  
beforepadding-rightpaddingborder-right-widthcursortext-indentfont-  
styleborder-left-colormargin-lefttext-autospaceoverflow-xlayout-grid-  
linefont-variantoverflow-yline-breakbackgroundtext-aligndirectionborder-  
bottom-colortext-justifybackground-positionclearborder-right-colorborder-  
rightword-spacingpadding-leftlayout-grid-modepadding-bottomfont-  
sizeborder-bottomoverflowletter-spacingdisplayfont-familymargin-  
rightbehaviorword-breaktext-transformbackground-repeatborder-top-  
stylelayout-grid-charbackground-imagefont-decorationcolorborder-  
styleborder-top-widthborder-topz-indexmargin-bottompage-break-  
afterfontborder-left-styleborder-widthmarginunicode-bidibackground-  
colorfont-weightline-heightborder-bottom-stylelayout-gridlayout-grid-  
typelayout-grid-char-spacingborder-left-widthborder-leftpadding-topborder-  
colorborder-right-styleborder

---

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## *Web Workshop | DHTML, HTML & CSS*

# PRE Element | PRE Object Members

---

Renders text in a fixed-width font.

## Properties

[accessKey](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dir](#) , [firstChild](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

## Events

[onbeforecopy](#) , [onbeforecut](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncopy](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) , [onpropertychange](#) , [onreadystatechange](#) , [onresize](#) , [onselectstart](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#) , [saveSnapshot](#) , [time](#) , [userData](#)

## Styles

[border-top-color](#)[width](#)[margin-top](#)[border-bottom-width](#)[page-break-before](#)[padding-right](#)[padding](#)[border-right-width](#)[cursor](#)[text-indent](#)[visibility](#)[font-style](#)[border-left-color](#)[margin-left](#)[text-autospace](#)[left](#)[overflow-x](#)[layout-grid-line](#)[font-variant](#)[overflow-y](#)[line-break](#)[background](#)[text-align](#)[direction](#)[border-bottom-color](#)[text-justify](#)[position](#)[background-position](#)[clear](#)[border-right-color](#)[border-rightword-spacing](#)[top](#)[padding-left](#)[layout-grid-mode](#)[padding-bottom](#)[right](#)[font-size](#)[border-bottom](#)[overflow](#)[letter-spacing](#)[display](#)[float](#)[font-family](#)[margin-right](#)[behavior](#)[word-break](#)[text-transform](#)[background-repeat](#)[border-top-style](#)[layout-grid-char](#)[background-image](#)[bottom](#)[clip](#)[text-decoration](#)[color](#)[border-style](#)[border-top-width](#)[border-topz-index](#)[margin-bottom](#)[page-break-after](#)[font](#)[border-left-style](#)[border-width](#)[margin](#)[unicode-bidi](#)[background-color](#)[font-weight](#)[line-height](#)[border-bottom-style](#)[layout-grid](#)[layout-grid-type](#)[layout-grid-char-spacing](#)[border-left-width](#)[border-leftpadding-top](#)[border-color](#)[border-right-style](#)[border](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# Q Element | Q Object Members

---

Sets apart a quotation in text.

## Properties

[accessKey](#) , [canHaveChildren](#) , [className](#) , [currentStyle](#) , [dir](#) , [firstChild](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [cloneNode](#) , [componentFromPoint](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertBefore](#) , [mergeAttributes](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [setExpression](#) , [swapNode](#)

## Events

[onblur](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfocus](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onreadystatechange](#) , [onselectstart](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#)  
 , [saveSnapshot](#) , [time](#) , [userData](#)

## Styles

[width](#)[direction](#)[overflow](#)[padding-right](#)[display](#)[padding](#)[unicode-](#)  
[bid](#)[behavior](#)[padding-left](#)[layout-grid](#)[layout-grid-mode](#)[text-](#)  
[auto](#)[space](#)[padding-top](#)[overflow-x](#)[padding-bottom](#)[overflow-y](#)

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## *Web Workshop | DHTML, HTML & CSS*



# RT Element | RT Object Members

---

Designates the ruby text for the [RUBY](#) element.

## Properties

[accessKey](#) , [className](#) , [dir](#) , [id](#) , [innerHTML](#) , [innerText](#) , [lang](#) , [language](#) , [name](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [readyState](#) , [scopeName](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#)

## Methods

[addBehavior](#) , [blur](#) , [componentFromPoint](#) , [focus](#) , [getExpression](#) , [removeBehavior](#) , [removeExpression](#) , [setExpression](#)

## Events

[onafterupdate](#) , [onbeforecut](#) , [onbeforepaste](#) , [onbeforeupdate](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncut](#) , [ondblclick](#) , [ondragstart](#) , [onerrorupdate](#) , [onfilterchange](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) , [onreadystatechange](#) , [onselectstart](#)

## Collections

[behaviorUrns](#) , [children](#) , [filters](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#)

## Styles

[width](#)[direction](#)[overflow](#)[padding-right](#)[float](#)[display](#)[padding](#)[unicode-bidi](#)[behavior](#)[padding-left](#)[layout-grid](#)[layout-grid-mode](#)[text-autospace](#)[padding-top](#)[overflow-x](#)[padding-bottom](#)[overflow-y](#)

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## *Web Workshop | DHTML, HTML & CSS*

# RUBY Element | RUBY Object Members

---

Designates an annotation or pronunciation guide to be placed above or inline with a string of text.

## Properties

[accessKey](#) , [className](#) , [dir](#) , [id](#) , [innerHTML](#) , [innerText](#) , [lang](#) , [language](#) , [name](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [readyState](#) , [recordNumber](#) , [scopeName](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#)

## Methods

[addBehavior](#) , [blur](#) , [componentFromPoint](#) , [focus](#) , [getExpression](#) , [removeBehavior](#) , [removeExpression](#) , [setExpression](#)

## Events

[onafterupdate](#) , [onbeforecut](#) , [onbeforepaste](#) , [onbeforeupdate](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncut](#) , [ondblclick](#) , [ondragstart](#) , [onerrorupdate](#) , [onfilterchange](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) , [onreadystatechange](#) , [onselectstart](#)

## Collections

[behaviorUrns](#) , [children](#) , [filters](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#)

## Styles

[width](#)[overflow](#)[padding-right](#)[float](#)[display](#)[padding](#)[ruby-](#)

overhangbehaviorcliptext-autospaceoverflow-xoverflow-  
ydirectionpositionruby-positionunicode-bidipadding-leftlayout-gridlayout-  
grid-modepadding-toppadding-bottomruby-align

---

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## *Web Workshop | DHTML, HTML & CSS*

## rule Object Members

---

Represents a style within a cascading style sheet (CSS) that consists of a selector and one or more declarations.

### Properties

[readOnly](#) , [runtimeStyle](#) , [selectorText](#) , [style](#)

---

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◀ rows Collection ▶ scripts Collection ▶

*Web Workshop | DHTML, HTML & CSS*



# rules Collection

---

Retrieves a collection of rules defined in the style sheet.

## Syntax

```
[ collRules = ] stylesheet.rules  
[ oObject = ] stylesheet.rules(iIndex)
```

## Possible Values

<i>collRules</i>	Array of rules.
<i>oObject</i>	Reference to an individual item in the array of elements contained by the object.
<i>iIndex</i>	Required. Integer that specifies the zero-based index of the item to be returned.

## Members

## Remarks

This collection is always accessible, even if the style sheet is not enabled. Rules are added to the **rules** collection with the [addRule](#) method on the individual style sheet. A rule that is added to a [disabled](#) style sheet does not apply to the document unless the style sheet is enabled. Rules are deleted with the [removeRule](#) method.

The rules in this collection are in the source order of the document. As rules are added or deleted through the cascading style sheets (CSS) Object Model, a rule's absolute position in the **rules** collection might change, but its position relative to other rules remains the same. When you add rules without specifying an index, the rule gets added to the document last. If you specify an index, however, the rule is inserted before the rule currently in that ordinal position in the collection. If the specified index is greater than the number of rules in the collection, the rule is added to the end.

## Example

This example shows how to use the **rules** collection to identify the color specified in style sheet rules.

## Applies To

[styleSheet](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

## runtimeStyle Object Members

---

Represents the cascaded format and style of the object that overrides the format and style specified in global style sheets, inline styles, and HTML attributes.

### Properties

background , backgroundAttachment , backgroundColor ,  
backgroundImage , backgroundPosition , backgroundPositionX ,  
backgroundPositionY , backgroundRepeat , border , borderBottom ,  
borderBottomColor , borderBottomStyle , borderBottomWidth ,  
borderColor , borderLeft , borderLeftColor , borderLeftStyle ,  
borderLeftWidth , borderRight , borderRightColor , borderRightStyle ,  
borderRightWidth , borderStyle , borderTop , borderTopColor ,  
borderTopStyle , borderTopWidth , borderWidth , bottom , clear , clip ,  
color , cssText , cursor , direction , filter , font , fontFamily , fontSize ,  
fontStyle , fontVariant , fontWeight , height , layoutGrid , layoutGridChar ,  
layoutGridCharSpacing , layoutGridLine , layoutGridMode ,  
layoutGridType , left , letterSpacing , lineHeight , listStyle , listStyleImage ,  
listStylePosition , listStyleType , margin , marginBottom , marginLeft ,  
marginRight , marginTop , overflow , overflowX , overflowY ,  
pageBreakAfter , pageBreakBefore , pixelBottom , pixelHeight , pixelLeft ,  
pixelRight , pixelTop , pixelWidth , posBottom , posHeight , position ,  
posLeft , posRight , posTop , posWidth , right , styleFloat , tableLayout ,  
textAlign , textDecoration , textDecorationLineThrough ,  
textDecorationNone , textDecorationOverline , textDecorationUnderline ,  
textIndent , textTransform , top , unicodeBidi , verticalAlign , visibility ,  
width , zIndex

---

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## *Web Workshop | DHTML, HTML & CSS*

## S Element | S Object Members

---

Renders text in strike-through type.

### Properties

[accessKey](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dir](#) , [firstChild](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#)

### Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

### Events

[onbeforecopy](#) , [onbeforecut](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncopy](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) , [onpropertychange](#) , [onreadystatechange](#) , [onresize](#) , [onselectstart](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#) , [saveSnapshot](#) , [time](#) , [userData](#)

## Styles

[width](#)[font-size](#)[overflow](#)[padding-right](#)[letter-spacing](#)[float](#)[display](#)[padding](#)[font-family](#)[cursor](#)[behavior](#)[text-transform](#)[background-repeat](#)[background-image](#)[bottom](#)[visibility](#)[font-style](#)[clip](#)[text-autospace](#)[left](#)[overflow-x](#)[font-variant](#)[text-decoration](#)[overflow-y](#)[background-color](#)[direction](#)[z-index](#)[position](#)[background-position](#)[clear](#)[font](#)[unicode-bidi](#)[background-color](#)[font-weight](#)[word-spacing](#)[line-height](#)[top](#)[padding-left](#)[layout-grid](#)[layout-grid-mode](#)[padding-top](#)[padding-bottom](#)[right](#)

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# SAMP Element | SAMP Object Members

---

Specifies a code sample.

## Properties

`accessKey` , `canHaveChildren` , `className` , `clientHeight` , `clientLeft` , `clientTop` , `clientWidth` , `currentStyle` , `dir` , `firstChild` , `id` , `innerHTML` , `innerText` , `isTextEdit` , `lang` , `language` , `lastChild` , `nextSibling` , `nodeName` , `nodeType` , `nodeValue` , `offsetHeight` , `offsetLeft` , `offsetParent` , `offsetTop` , `offsetWidth` , `outerHTML` , `outerText` , `parentElement` , `parentNode` , `parentTextEdit` , `previousSibling` , `readyState` , `recordNumber` , `runtimeStyle` , `scopeName` , `scrollHeight` , `scrollLeft` , `scrollTop` , `scrollWidth` , `sourceIndex` , `style` , `tabIndex` , `tagName` , `tagUrn` , `title` , `uniqueID`

## Methods

`addBehavior` , `appendChild` , `applyElement` , `attachEvent` , `blur` , `clearAttributes` , `click` , `cloneNode` , `componentFromPoint` , `contains` , `detachEvent` , `focus` , `getAdjacentText` , `getAttribute` , `getBoundingClientRect` , `getClientRects` , `getElementsByTagName` , `getExpression` , `hasChildNodes` , `insertAdjacentElement` , `insertAdjacentHTML` , `insertAdjacentText` , `insertBefore` , `mergeAttributes` , `releaseCapture` , `removeAttribute` , `removeBehavior` , `removeChild` , `removeExpression` , `removeNode` , `replaceAdjacentText` , `replaceChild` , `replaceNode` , `scrollIntoView` , `setAttribute` , `setCapture` , `setExpression` , `swapNode`

## Events

`onbeforecopy` , `onbeforecut` , `onbeforepaste` , `onblur` , `onclick` , `oncontextmenu` , `oncopy` , `oncut` , `ondblclick` , `ondrag` , `ondragend` , `ondragenter` , `ondragleave` , `ondragover` , `ondragstart` , `ondrop` , `onfocus` , `onhelp` , `onkeydown` , `onkeypress` , `onkeyup` , `onlosecapture` , `onmousedown` , `onmousemove` , `onmouseout` , `onmouseover` , `onmouseup` , `onpaste` , `onpropertychange` , `onreadystatechange` , `onresize` , `onselectstart`

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#) , [saveSnapshot](#) , [time](#) , [userData](#)

## Styles

[width](#)[font-size](#)[overflow](#)[padding-right](#)[letter-spacing](#)[float](#)[display](#)[padding](#)[font-family](#)[cursor](#)[behavior](#)[text-transform](#)[background-repeat](#)[background-image](#)[bottom](#)[visibility](#)[font-style](#)[clip](#)[text-autospace](#)[left](#)[overflow-x](#)[font-variant](#)[text-decoration](#)[overflow-y](#)[background-color](#)[direction](#)[z-index](#)[position](#)[background-position](#)[clear](#)[font](#)[unicode-bidi](#)[background-color](#)[font-weight](#)[word-spacing](#)[line-height](#)[top](#)[padding-left](#)[layout-grid](#)[layout-grid-mode](#)[padding-top](#)[padding-bottom](#)[right](#)

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## *Web Workshop | DHTML, HTML & CSS*

## screen Object Members

---

Contains information about the client's screen and rendering capabilities.

### Properties

[availHeight](#) , [availWidth](#) , [bufferDepth](#) , [colorDepth](#) ,  
[fontSmoothingEnabled](#) , [height](#) , [updateInterval](#) , [width](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# SCRIPT Element | SCRIPT Object Members

---

Specifies a script for the page that is interpreted by a script engine.

## Properties

[clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [defer](#) , [event](#) , [firstChild](#) , [htmlFor](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [src](#) , [style](#) , [tagName](#) , [tagUrn](#) , [text](#) , [type](#) , [uniqueID](#)

## Methods

[addBehavior](#) , [applyElement](#) , [attachEvent](#) , [clearAttributes](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [getAdjacentText](#) , [getAttribute](#) , [getElementsByTagName](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [mergeAttributes](#) , [removeAttribute](#) , [removeBehavior](#) , [replaceAdjacentText](#) , [setAttribute](#) , [swapNode](#)

## Events

[onload](#) , [onpropertychange](#) , [onreadystatechange](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [saveSnapshot](#)

## Styles

[widthbehaviorlayout-gridlayout-grid-modetext-autospace](#)

---

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## *Web Workshop | DHTML, HTML & CSS*



# SELECT Element | SELECT Object Members

---

Denotes a list box or drop-down list.

## Properties

`accessKey` , `align` , `canHaveChildren` , `className` , `clientHeight` , `clientLeft` , `clientTop` , `clientWidth` , `currentStyle` , `dataFld` , `dataSrc` , `dir` , `disabled` , `firstChild` , `form` , `id` , `innerHTML` , `innerText` , `isTextEdit` , `lang` , `language` , `lastChild` , `length` , `multiple` , `name` , `nextSibling` , `nodeName` , `nodeType` , `nodeValue` , `offsetHeight` , `offsetLeft` , `offsetParent` , `offsetTop` , `offsetWidth` , `outerHTML` , `outerText` , `parentElement` , `parentNode` , `parentTextEdit` , `previousSibling` , `readyState` , `recordNumber` , `runtimeStyle` , `scopeName` , `scrollHeight` , `scrollLeft` , `scrollTop` , `scrollWidth` , `selectedIndex` , `size` , `sourceIndex` , `style` , `tabIndex` , `tagName` , `tagUrn` , `type` , `uniqueID`

## Methods

`addBehavior` , `appendChild` , `applyElement` , `attachEvent` , `blur` , `clearAttributes` , `click` , `cloneNode` , `componentFromPoint` , `contains` , `detachEvent` , `focus` , `getAdjacentText` , `getAttribute` , `getBoundingClientRect` , `getClientRects` , `getElementsByTagName` , `getExpression` , `hasChildNodes` , `insertAdjacentElement` , `insertAdjacentHTML` , `insertAdjacentText` , `insertBefore` , `mergeAttributes` , `releaseCapture` , `removeAttribute` , `removeBehavior` , `removeChild` , `removeExpression` , `removeNode` , `replaceAdjacentText` , `replaceChild` , `replaceNode` , `scrollIntoView` , `setAttribute` , `setCapture` , `setExpression` , `swapNode` , `urns`

## Events

`onbeforecut` , `onbeforeeditfocus` , `onbeforepaste` , `onblur` , `onchange` , `onclick` , `oncontextmenu` , `oncut` , `ondblclick` , `ondragenter` , `ondragleave` , `ondragover` , `ondrop` , `onfocus` , `onhelp` , `onkeydown` , `onkeypress` , `onkeyup` , `onlosecapture` , `onmousedown` , `onmousemove` , `onmouseout` , `onmouseover` , `onmouseup` , `onpaste` , `onpropertychange` ,

[onreadystatechange](#) , [onresize](#) , [onscroll](#) , [onselectstart](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#) , [options](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#)  
[, saveSnapshot](#) , [time](#) , [userData](#)

## Styles

[width](#)[font-size](#)[overflow](#)[padding-right](#)[letter-spacing](#)[float](#)[display](#)[padding](#)[font-family](#)[behavior](#)[text-transform](#)[background-repeat](#)[background-image](#)[bottom](#)[visibility](#)[font-style](#)[clip](#)[text-autospace](#)[left](#)[overflow-x](#)[font-variant](#)[text-decoration](#)[overflow-y](#)[background-color](#)[direction](#)[position](#)[background-position](#)[clear](#)[font](#)[unicode-bidi](#)[background-color](#)[font-weight](#)[word-spacing](#)[line-height](#)[top](#)[padding-left](#)[layout-grid](#)[layout-grid-mode](#)[padding-top](#)[padding-bottom](#)[right](#)

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◀ METHODS Attribute | Metho... ▶ NAM

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# MULTIPLE Attribute | multiple Property

---

Sets or retrieves whether multiple items can be selected from a list.

## Syntax

<b>HTML</b>	<code>&lt;SELECT MULTIPLE ... &gt;</code>
<b>Scripting</b>	<code>select.multiple [ = <i>bMultiple</i> ]</code>

## Possible Values

<i>bMultiple</i>	Boolean that specifies one of the following values: <b>false</b> Multiple items cannot be selected. true Multiple items can be selected.
------------------	--

The property is read/write with a default value of **false**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Example

This example uses the **MULTIPLE** attribute and the **multiple** property to switch between allowing the user to select one item or multiple items from a list.

```
<SELECT ID=oSelect MULTIPLE>
<OPTION>Item 1</OPTION>
<OPTION>Item 2</OPTION>
<OPTION>Item 3</OPTION>
</SELECT>
:
<BUTTON onclick="oSelect.multiple=false">One</BUTTON>
```

```
<BUTTON onclick="oSelect.multiple=true">Many</BUTTON>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[SELECT](#)

---

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◆ ◀ `sectionRowIndex` Property ▶ `selectedI`

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# SELECTED Attribute | selected Property

---

Sets or retrieves whether the option in the list box is the default item.

## Syntax

<b>HTML</b>	<code>&lt;OPTION SELECTED ... &gt;</code>
<b>Scripting</b>	<code>select.options[iIndex].selected [ =bSelected ]</code>

## Possible Values

<i>bSelected</i>	Boolean that specifies one of the following values: <b>false</b> Item is not selected as the default. true Item is selected as the default.
------------------	---

The property is read/write with a default value of **false**.

## Remarks

If the property is not set, the first item is selected by default.

The property determines whether a value is submitted with the form. If the value of the control matches the default value, the control's value is not submitted. The value is submitted only when the control's value does not match the default value.

To select an item in HTML, it is not necessary to set the value of the **SELECTED** attribute to true. The mere presence of the **SELECTED** attribute set its value to true.

## Applies To

[OPTION](#)

## See Also

defaultSelected

---

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◆ ◀ scrollTo Method ▶ select Method ▶ Df

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# select Method

---

Highlights the input area of a form element.

## Syntax

```
object.select()
```

## Return Value

No return value.

## Remarks

Use this method with the [focus](#) method to highlight a field and position the cursor for a user response.

## Applies To

[INPUT type=button](#), [INPUT type=checkbox](#), [INPUT type=file](#), [INPUT type=image](#), [INPUT type=password](#), [INPUT type=radio](#), [INPUT type=reset](#), [INPUT type=submit](#), [INPUT type=text](#), [TEXTAREA](#)

## See Also

[onselect](#)

---

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◀ createElement Method ▶ createStyleS

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# createRange Method

---

Creates a [TextRange](#) object from the current selection.

## Syntax

```
selection.createRange()
```

## Return Value

Returns a **TextRange** object.

## Applies To

[selection](#)

---

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# selection Object Members

---

Represents the active selection, which is a highlighted block of text, and/or other elements in the document on which a user or a script can carry out some action.

## Properties

[type](#)

## Methods

[clear](#) , [createRange](#) , [empty](#)

---

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# SMALL Element | SMALL Object Members

---

Specifies that the enclosed text should be displayed in a smaller font.

## Properties

[accessKey](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dir](#) , [firstChild](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

## Events

[onbeforecopy](#) , [onbeforecut](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncopy](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) , [onpropertychange](#) , [onreadystatechange](#) , [onresize](#) , [onselectstart](#)



## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#) , [saveSnapshot](#) , [time](#) , [userData](#)

## Styles

[width](#)[font-size](#)[overflow](#)[padding-right](#)[letter-spacing](#)[float](#)[display](#)[padding](#)[font-family](#)[cursor](#)[behavior](#)[text-transform](#)[background-repeat](#)[background-image](#)[bottom](#)[visibility](#)[font-style](#)[clip](#)[text-autospace](#)[left](#)[overflow-x](#)[font-variant](#)[text-decoration](#)[overflow-y](#)[background-color](#)[direction](#)[z-index](#)[position](#)[background-position](#)[clear](#)[font](#)[unicode-bidi](#)[background-color](#)[font-weight](#)[word-spacing](#)[line-height](#)[top](#)[padding-left](#)[layout-grid](#)[layout-grid-mode](#)[padding-top](#)[padding-bottom](#)[right](#)

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# SPAN Element | SPAN Object Members

---

Specifies an inline text container.

## Properties

[accessKey](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dataFld](#) , [dataFormatAs](#) , [dataSrc](#) , [dir](#) , [firstChild](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [doScroll](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

## Events

[onbeforecopy](#) , [onbeforecut](#) , [onbeforeeditfocus](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncopy](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfilterchange](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#)

, [onmouseup](#) , [onpaste](#) , [onpropertychange](#) , [onreadystatechange](#) , [onresize](#) , [onselectstart](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#) , [filters](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#) , [saveSnapshot](#) , [time](#) , [userData](#)

## Styles

[border-top-color](#)[width](#)[margin-top](#)[border-bottom-width](#)[padding-right](#)[paddingborder-right-width](#)[cursor](#)[vertical-align](#)[filter](#)[visibility](#)[font-style](#)[border-left-color](#)[margin-left](#)[text-autospace](#)[leftoverflow-x](#)[font-variant](#)[overflow-y](#)[backgrounddirection](#)[border-bottom-color](#)[position](#)[background-position](#)[clear](#)[border-right-color](#)[border-rightword-spacing](#)[toppadding-left](#)[layout-grid-mode](#)[height](#)[padding-bottom](#)[rightfont-size](#)[border-bottomoverflow](#)[letter-spacing](#)[display](#)[float](#)[font-family](#)[margin-right](#)[behavior](#)[text-transform](#)[background-repeat](#)[border-top-style](#)[background-image](#)[bottom](#)[clip](#)[text-decoration](#)[color](#)[border-style](#)[border-top-width](#)[border-topz-index](#)[margin-bottom](#)[font](#)[border-left-style](#)[border-width](#)[marginunicode-bidi](#)[background-color](#)[font-weight](#)[line-height](#)[border-bottom-style](#)[layout-grid](#)[border-left-width](#)[border-leftpadding-top](#)[border-color](#)[border-right-style](#)[border](#)

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# STRIKE Element | STRIKE Object Members

---

Renders text in strike-through type.

## Properties

[accessKey](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dir](#) , [firstChild](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

## Events

[onbeforecopy](#) , [onbeforecut](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncopy](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) , [onpropertychange](#) , [onreadystatechange](#) , [onresize](#) , [onselectstart](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#) , [saveSnapshot](#) , [time](#) , [userData](#)

## Styles

[width](#)[font-size](#)[overflow](#)[padding-right](#)[letter-spacing](#)[float](#)[display](#)[padding](#)[font-family](#)[cursor](#)[behavior](#)[text-transform](#)[background-repeat](#)[background-image](#)[bottom](#)[visibility](#)[font-style](#)[clip](#)[text-autospace](#)[left](#)[overflow-x](#)[font-variant](#)[text-decoration](#)[overflow-y](#)[background-color](#)[direction](#)[z-index](#)[position](#)[background-position](#)[clear](#)[font](#)[unicode-bidi](#)[background-color](#)[font-weight](#)[word-spacing](#)[line-height](#)[top](#)[padding-left](#)[layout-grid](#)[layout-grid-mode](#)[padding-top](#)[padding-bottom](#)[right](#)

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# STRONG Element | STRONG Object Members

---

Renders text in bold.

## Properties

[accessKey](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dir](#) , [firstChild](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

## Events

[onbeforecopy](#) , [onbeforecut](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncopy](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) , [onpropertychange](#) , [onreadystatechange](#) , [onresize](#) , [onselectstart](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#) , [saveSnapshot](#) , [time](#) , [userData](#)

## Styles

[width](#)[font-size](#)[overflow](#)[padding-right](#)[letter-spacing](#)[float](#)[display](#)[padding](#)[font-family](#)[cursor](#)[behavior](#)[text-transform](#)[background-repeat](#)[background-image](#)[bottom](#)[visibility](#)[font-style](#)[clip](#)[text-autospace](#)[left](#)[overflow-x](#)[font-variant](#)[text-decoration](#)[overflow-y](#)[background-color](#)[direction](#)[z-index](#)[position](#)[background-position](#)[clear](#)[font](#)[unicode-bidi](#)[background-color](#)[font-weight](#)[word-spacing](#)[line-height](#)[top](#)[padding-left](#)[layout-grid](#)[layout-grid-mode](#)[padding-top](#)[padding-bottom](#)[right](#)

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◀ scripts Collection ▶ tbodies Collection

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# styleSheets Collection

---

Retrieves a collection of [styleSheet](#) objects representing the style sheets that correspond to each instance of a [LINK](#) or [STYLE](#) object in the document.

## Syntax

```
[ collStyleSheets = ] document.styleSheets  
[ oObject = ] document.styleSheets(vIndex [, iSubIndex] )
```

## Possible Values

<i>collStyleSheets</i>	Array of <b>styleSheet</b> objects.
<i>oObject</i>	Reference to an individual item in the array of elements contained by the object.
<i>vIndex</i>	Required. Integer or string that specifies the element or collection to retrieve. If this parameter is an integer, the method returns the element in the collection at the given position, where the first element has value 0, the second has 1, and so on. If this parameter is a string and there is more than one element with the <a href="#">name</a> or <a href="#">id</a> property equal to the string, the method returns a collection of matching elements.
<i>iSubIndex</i>	Optional. Position of an element to retrieve. This parameter is used when <i>vIndex</i> is a string. The method uses the string to construct a collection of all elements that have a <b>name</b> or <b>id</b> property equal to the string, and then retrieves from this collection the element at the position specified by <i>iSubIndex</i> .

## Members

## Remarks

Style sheets that are imported using the [@import](#) rule and are contained within the **STYLE** object are available through the [imports](#) collection.

## Example

This example shows how to display the titles of the style sheets in the document.

```
for ( i = 0; i < document.styleSheets.length; i++ )  
{  
    alert("Style sheet " + i + " is titled " + document.styleSheets(i).title);  
}
```

}

## Applies To

document

---

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◀ posBottom Property ▶ position Attribute

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# posHeight Property

---

Sets or retrieves the height of the object in the units specified by the cascading style sheets (CSS) [height](#) attribute.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>object.style.posHeight</code> [ = <i>iHeight</i> ]

## Possible Values

*iHeight* Integer that specifies any valid floating-point number that uses the same [length units](#) as the **height** attribute.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)□.

## Remarks

Unlike the **height** property, the **posHeight** property value is a floating-point number, not a string. Setting the **posHeight** property changes the value of the height, but leaves the units designator for the property unchanged.

For more information about how to access the dimension and location of objects on the page through the document object model, see [measuring element dimension and location](#)□.

## Example

This example uses the **posHeight** property to increase the height of the first [IMG](#) element by 10 units.

```
<SCRIPT LANGUAGE="JScript">
document.all.tags("IMG").item(0).style.posHeight += 10;
</SCRIPT>
```

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, META, NEXTID, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, runtimeStyle, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, XMP

## See Also

[pixelHeight](#)

---

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◀ posTop Property ▶ previousSibling Proc

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# posWidth Property

---

Sets or retrieves the width of the object in the units specified by the cascading style sheets (CSS) [width](#) attribute.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>object.style.posWidth [ = <i>iWidth</i> ]</code>

## Possible Values

*iWidth* Integer that specifies any valid floating-point number that uses the same [length units](#) as the **width** attribute.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

Setting the **posWidth** property changes the value of the width, but leaves the units designator for the property unchanged.

Unlike the [width](#) property, the **posWidth** property value is a floating-point number, not a string.

For more information about how to access the dimension and location of objects on the page through the document object model, see [measuring element dimension and location](#).

## Example

This example uses the **posWidth** property to increase the width of the first

IMG object by 10 units.

```
<SCRIPT LANGUAGE="JScript">
document.all.tags("IMG").item(0).style.posWidth += 10;
</SCRIPT>
```

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, META, NEXTID, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, runtimeStyle, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, XMP

## See Also

[pixelWidth](#)

---

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◀ posRight Property ▶ posWidth Property

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# posTop Property

---

Sets or retrieves the top position of the object in the units specified by the cascading style sheets (CSS) [top](#) attribute.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>object.style.posTop [ = <i>iTop</i> ]</code>

## Possible Values

*iTop* Integer that specifies any valid floating-point number that uses the same [length units](#) as the **top** attribute.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

This property reflects the value of the CSS **top** attribute for positioned items. This property always returns 0 for nonpositioned items, because "top" has meaning only when the object is positioned. Use the [offsetTop](#) property to calculate actual positions within the document area.

Setting this property changes the value of the top position, but leaves the units designator for the property unchanged.

Unlike the [top](#) property, the **posTop** property value is a floating-point number, not a string.

For more information about how to access the dimension and location of

objects on the page through the document object model, see [measuring element dimension and location](#)□.

## Example

This example uses the **posTop** property to move the first **IMG** object up by 10 units.

```
<SCRIPT LANGUAGE="JScript">
document.all.tags("IMG").item(0).style.posTop -= 10;
</SCRIPT>
```

This example uses a timer to move the **posTop** property in increments of 10.

```
<SCRIPT LANGUAGE="JScript">
function moveThis()
{
:
    if (sphere.style.posLeft<900) {
        sphere.style.posTop += 2;
        sphere.style.posLeft += 2;
        window.setTimeout("moveThis();", 1);
    }
}
:
</SCRIPT>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, META, NEXTID, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, runtimeStyle, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, XMP

## See Also

[pixelTop](#)

---

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◀ position Attribute | posi... ▶ posRight F

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# posLeft Property

---

Sets or retrieves the left position of the object in the units specified by the cascading style sheets (CSS) [left](#) attribute.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<i>object.style.posLeft</i> [ = <i>iLeft</i> ]

## Possible Values

*iLeft* Integer that specifies any valid floating-point number that uses the same [length units](#) as the **left** attribute.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

This property reflects the value of the CSS **left** attribute for positioned items. This property always returns 0 for nonpositioned items, because "left" has meaning only when the object is positioned. Use the [offsetLeft](#) property to calculate actual positions within the document area.

Setting this property changes the value of the left position, but leaves the units designator for the property unchanged.

Unlike the [left](#) property, the **posLeft** property value is a floating-point number, not a string.

For more information about how to access the dimension and location of

elements on the page through the document object model, see [measuring element dimension and location](#)☐.

## Example

This example uses the **posLeft** property to move the first **IMG** object left by 10 units.

```
<SCRIPT LANGUAGE="JScript">
document.all.tags("IMG").item(0).style.posLeft -= 10;
</SCRIPT>
```

This example uses a timer to move the **posLeft** property in increments of 10.

```
<SCRIPT LANGUAGE="JScript">
function moveThis()
{
:
    if (sphere.style.posLeft<900) {
        sphere.style.posTop += 2;
        sphere.style.posLeft += 2;
        window.setTimeout("moveThis();", 1);
    }
}
:
</SCRIPT>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, META, NEXTID, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, runtimeStyle, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, XMP

## See Also

[pixelLeft](#)

---

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◀ pixelBottom Property ▶ pixelLeft Property

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# pixelHeight Property

---

Sets or retrieves the height of the object.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>object.style.pixelHeight [ = iHeight ]</code>

## Possible Values

*iHeight* Integer that specifies the height, in pixels.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

Setting this property changes the value of the height without changing the units designator. Unlike the [height](#) property, this property's value is an integer, not a string, and is always interpreted in pixels.

For more information about how to access the dimension and location of objects on the page through the document object model, see [measuring element dimension and location](#).

## Example

This example uses a timer to increment the **pixelHeight** property.

```
<SCRIPT>
```

```
function scaleThis()
{
  if (sphere.style.pixelWidth <900) {
    sphere.style.pixelWidth += 4;
    sphere.style.pixelHeight +=4;
    window.setTimeout("scaleThis();", 1);
  }
}
:
</SCRIPT>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, META, NEXTID, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, runtimeStyle, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, XMP

## See Also

[posHeight](#)

---

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 ◀ pixelTop Property ▶ platform Property

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# pixelWidth Property

---

Sets or retrieves the width of the object.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>object.style.pixelWidth [ = <i>iWidth</i> ]</code>

## Possible Values

*iWidth* Integer that specifies the width, in pixels.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

Setting this property changes the value of the width without changing the units designator. Unlike the [width](#) property, the **pixelWidth** value is an integer, not a string, and is always interpreted in pixels.

For more information about how to access the dimension and location of objects on the page through the document object model, see [measuring element dimension and location](#).

## Example

This example uses a timer to increment the **pixelWidth** property.

```
<SCRIPT>
```



```
function scaleThis()
{
  if (sphere.style.pixelWidth <900) {
    sphere.style.pixelWidth += 4;
    sphere.style.pixelHeight +=4;
    window.setTimeout("scaleThis();", 1);
  }
}
:
</SCRIPT>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, META, NEXTID, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, runtimeStyle, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, XMP

## See Also

[posWidth](#)

---

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◀ pixelRight Property ▶ pixelWidth Prop

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# pixelTop Property

---

Sets or retrieves the top position of the object.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>object.style.pixelTop</code> [ <i>=iTop</i> ]

## Possible Values

*iTop* Integer that specifies the top position, in pixels.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The **pixelTop** property reflects the value of the cascading style sheets (CSS) [top](#) attribute for positioned items. The property always returns 0 for nonpositioned items, because "top" has meaning only when the object is positioned. Use the [offsetTop](#) property to calculate actual positions within the document area.

Unlike the [top](#) property, the **pixelTop** value is an integer, not a string, and is always interpreted in pixels.

For more information about how to access the dimension and location of objects on the page through the document object model, see [measuring element dimension and location](#).

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, META, NEXTID, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, runtimeStyle, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, XMP

## See Also

[posTop](#)

---

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◀ pixelHeight Property ▶ pixelRight Prop

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# pixelLeft Property

---

Sets or retrieves the left position of the object.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>object.style.pixelLeft [ =<i>iLeft</i> ]</code>

## Possible Values

*iLeft* Integer that specifies the left position, in pixels.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The **pixelLeft** property reflects the value of the cascading style sheets (CSS) [left](#) attribute for positioned items. The property always returns 0 for nonpositioned items, because "left" has meaning only when the object is positioned. Use the [offsetLeft](#) property to calculate actual positions within the document area.

Unlike the [left](#) property, the **pixelLeft** value is an integer, not a string, and is always interpreted in pixels.

For more information about how to access the dimension and location of objects on the page through the document object model, see [measuring element dimension and location](#).

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, META, NEXTID, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, runtimeStyle, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, XMP

## See Also

[posLeft](#)

---

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# style Object Members

---

Represents the current settings of all possible inline styles for a given element.

## Properties

[background](#) , [backgroundAttachment](#) , [backgroundColor](#) ,  
[backgroundImage](#) , [backgroundPosition](#) , [backgroundPositionX](#) ,  
[backgroundPositionY](#) , [backgroundRepeat](#) , [border](#) , [borderBottom](#) ,  
[borderBottomColor](#) , [borderBottomStyle](#) , [borderBottomWidth](#) ,  
[borderColor](#) , [borderLeft](#) , [borderLeftColor](#) , [borderLeftStyle](#) ,  
[borderLeftWidth](#) , [borderRight](#) , [borderRightColor](#) , [borderRightStyle](#) ,  
[borderRightWidth](#) , [borderStyle](#) , [borderTop](#) , [borderTopColor](#) ,  
[borderTopStyle](#) , [borderTopWidth](#) , [borderWidth](#) , [bottom](#) , [clear](#) , [clip](#) ,  
[color](#) , [cssText](#) , [cursor](#) , [direction](#) , [filter](#) , [font](#) , [fontFamily](#) , [fontSize](#) ,  
[fontStyle](#) , [fontVariant](#) , [fontWeight](#) , [height](#) , [layoutGrid](#) , [layoutGridChar](#) ,  
[layoutGridCharSpacing](#) , [layoutGridLine](#) , [layoutGridMode](#) ,  
[layoutGridType](#) , [left](#) , [letterSpacing](#) , [lineHeight](#) , [listStyle](#) , [listStyleImage](#) ,  
[listStylePosition](#) , [listStyleType](#) , [margin](#) , [marginBottom](#) , [marginLeft](#) ,  
[marginRight](#) , [marginTop](#) , [overflow](#) , [overflowX](#) , [overflowY](#) ,  
[pageBreakAfter](#) , [pageBreakBefore](#) , [pixelBottom](#) , [pixelHeight](#) , [pixelLeft](#) ,  
[pixelRight](#) , [pixelTop](#) , [pixelWidth](#) , [posBottom](#) , [posHeight](#) , [position](#) ,  
[posLeft](#) , [posRight](#) , [posTop](#) , [posWidth](#) , [right](#) , [styleFloat](#) , [tableLayout](#) ,  
[textAlign](#) , [textDecoration](#) , [textDecorationLineThrough](#) ,  
[textDecorationNone](#) , [textDecorationOverline](#) , [textDecorationUnderline](#) ,  
[textIndent](#) , [textTransform](#) , [top](#) , [unicodeBidi](#) , [verticalAlign](#) , [visibility](#) ,  
[width](#) , [zIndex](#)

## Methods

[getExpression](#) , [removeExpression](#) , [setExpression](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# STYLE Element | style Object Members

---

Specifies a style sheet for the page.

## Properties

[behavior](#) , [currentStyle](#) , [innerHTML](#) , [innerText](#) , [media](#) , [type](#)

## Methods

[addBehavior](#) , [removeBehavior](#) , [setAttribute](#)

## Events

[onerror](#) , [onreadystatechange](#)

## Collections

[behaviorUrns](#)

---

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◀ images Collection ▶ links Collection ▲

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# imports Collection

---

Retrieves a collection of all the imported style sheets defined for the respective [styleSheet](#) object.

## Syntax

```
[ collImports = ] styleSheet.imports  
[ oObject = ] styleSheet.imports(iIndex)
```

## Possible Values

<i>collImports</i>	Array of imported style sheets.
<i>oObject</i>	Reference to an individual item in the array of elements contained by the object.
<i>iIndex</i>	Required. Integer that indicates the zero-based index of the item to be returned.

## Members

## Remarks

An imported style sheet is one that is brought into the document using the cascading style sheets (CSS) [@import](#) rule.

## Example

This example shows how to display the URLs of the imported style sheets in the document.

```
for ( i = 0; i < document.styleSheets.length; i++ )  
{  
    if ( document.styleSheets(i).owningElement.tagName == "STYLE" )  
    {  
        for ( j = 0; j < document.styleSheets(i).imports.length; j++ )  
            alert("Imported style sheet " + j + " is at " +  
                document.styleSheets(i).imports(j).href);  
    }  
}
```

```
}  
}
```

## Applies To

styleSheet

---

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# styleSheet Object Members

---

Represents a single style sheet in the document.

## Properties

[disabled](#) , [id](#) , [owningElement](#) , [parentStyleSheet](#) , [readOnly](#) , [type](#)

## Methods

[addImport](#) , [addRule](#) , [removeRule](#)

## Collections

[imports](#) , [rules](#)

---

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## SUB Element | SUB Object Members

---

Specifies that the enclosed text should be displayed in subscript, using a smaller font than the current font.

### Properties

[accessKey](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dir](#) , [firstChild](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#)

### Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

### Events

[onbeforecopy](#) , [onbeforecut](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncopy](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) ,

[onpropertychange](#) , [onreadystatechange](#) , [onresize](#) , [onselectstart](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#)  
[, saveSnapshot](#) , [time](#) , [userData](#)

## Styles

[width](#)[font-size](#)[overflow](#)[padding-right](#)[letter-spacing](#)[float](#)[display](#)[padding](#)[font-family](#)[cursor](#)[behavior](#)[text-transform](#)[background-repeat](#)[background-image](#)[bottom](#)[visibility](#)[font-style](#)[clip](#)[text-autospace](#)[left](#)[overflow-x](#)[font-variant](#)[text-decoration](#)[overflow-y](#)[background-color](#)[direction](#)[z-index](#)[position](#)[background-position](#)[clear](#)[font](#)[unicode-bidi](#)[background-color](#)[font-weight](#)[word-spacing](#)[line-height](#)[top](#)[padding-left](#)[layout-grid](#)[layout-grid-mode](#)[padding-top](#)[padding-bottom](#)[right](#)

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## SUP Element | SUP Object Members

---

Specifies that the enclosed text should be displayed in superscript, using a smaller font than the current font.

### Properties

`accessKey` , `canHaveChildren` , `className` , `clientHeight` , `clientLeft` , `clientTop` , `clientWidth` , `currentStyle` , `dir` , `firstChild` , `id` , `innerHTML` , `innerText` , `isTextEdit` , `lang` , `language` , `lastChild` , `nextSibling` , `nodeName` , `nodeType` , `nodeValue` , `offsetHeight` , `offsetLeft` , `offsetParent` , `offsetTop` , `offsetWidth` , `outerHTML` , `outerText` , `parentElement` , `parentNode` , `parentTextEdit` , `previousSibling` , `readyState` , `recordNumber` , `runtimeStyle` , `scopeName` , `scrollHeight` , `scrollLeft` , `scrollTop` , `scrollWidth` , `sourceIndex` , `style` , `tabIndex` , `tagName` , `tagUrn` , `title` , `uniqueID`

### Methods

`addBehavior` , `appendChild` , `applyElement` , `attachEvent` , `blur` , `clearAttributes` , `click` , `cloneNode` , `componentFromPoint` , `contains` , `detachEvent` , `focus` , `getAdjacentText` , `getAttribute` , `getBoundingClientRect` , `getClientRects` , `getElementsByTagName` , `getExpression` , `hasChildNodes` , `insertAdjacentElement` , `insertAdjacentHTML` , `insertAdjacentText` , `insertBefore` , `mergeAttributes` , `releaseCapture` , `removeAttribute` , `removeBehavior` , `removeChild` , `removeExpression` , `removeNode` , `replaceAdjacentText` , `replaceChild` , `replaceNode` , `scrollIntoView` , `setAttribute` , `setCapture` , `setExpression` , `swapNode`

### Events

`onbeforecopy` , `onbeforecut` , `onbeforepaste` , `onblur` , `onclick` , `oncontextmenu` , `oncopy` , `oncut` , `ondblclick` , `ondrag` , `ondragend` , `ondragenter` , `ondragleave` , `ondragover` , `ondragstart` , `ondrop` , `onfocus` , `onhelp` , `onkeydown` , `onkeypress` , `onkeyup` , `onlosecapture` , `onmousedown` , `onmousemove` , `onmouseout` , `onmouseover` , `onmouseup` , `onpaste` ,

[onpropertychange](#) , [onreadystatechange](#) , [onresize](#) , [onselectstart](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#)  
[, saveSnapshot](#) , [time](#) , [userData](#)

## Styles

[width](#)[font-size](#)[overflow](#)[padding-right](#)[letter-spacing](#)[float](#)[display](#)[padding](#)[font-family](#)[cursor](#)[behavior](#)[text-transform](#)[background-repeat](#)[background-image](#)[bottom](#)[visibility](#)[font-style](#)[clip](#)[text-autospace](#)[left](#)[overflow-x](#)[font-variant](#)[text-decoration](#)[overflow-y](#)[background-color](#)[direction](#)[z-index](#)[position](#)[background-position](#)[clear](#)[font](#)[unicode-bid](#)[background-color](#)[font-weight](#)[word-spacing](#)[line-height](#)[top](#)[padding-left](#)[layout-grid](#)[layout-grid-mode](#)[padding-top](#)[padding-bottom](#)[right](#)

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◀ offsetHeight Property ▶ offsetParent P

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# offsetLeft Property

---

Retrieves the calculated left position of the object relative to the layout or coordinate parent, as specified by the [offsetParent](#) property.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>iCoord</i> = ] <i>object.offsetLeft</i>

## Possible Values

*iCoord* Integer that specifies the left position, in pixels.

The property is read-only with no default value.

## Remarks

You can determine the location, width, and height of an object by using a combination of the **offsetLeft**, [offsetTop](#), [offsetHeight](#), and [offsetWidth](#) properties. These numeric properties specify the physical coordinates and dimensions of the object relative to the object's offset parent.

For more information about how to access the dimension and location of objects on the page through the document object model, see [measuring element dimension and location](#)□.

## Example

This example uses the **offsetLeft** property to determine whether an object is in the user's view.

```
<SCRIPT>
function isinView(oObject)
```

```

{
    var oParent = oObject.offsetParent;
    var iOffsetLeft = oDiv.offsetLeft;
    var iClientWidth = oParent.clientWidth;
    if (iOffsetLeft > iClientWidth) {
        alert("Scroll right for the message.");
    }
}
</SCRIPT>
:
<BUTTON onclick="isInView(this)">Click here</BUTTON>
:
<DIV ID=oDiv STYLE="position:absolute; top:200; left:1200;">
:
</DIV>

```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, Hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, NEXTID, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TextRange, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

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## *Web Workshop | DHTML, HTML & CSS*

## TABLE Element | TABLE Object Members

---

Specifies that the contained content is organized into a table with rows and columns.

### Properties

[accessKey](#) , [align](#) , [background](#) , [bgColor](#) , [border](#) , [borderColor](#) , [borderColorDark](#) , [borderColorLight](#) , [canHaveChildren](#) , [caption](#) , [cellPadding](#) , [cellSpacing](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [cols](#) , [currentStyle](#) , [dataPageSize](#) , [dataSrc](#) , [dir](#) , [firstChild](#) , [frame](#) , [height](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [rules](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [tfoot](#) , [thead](#) , [title](#) , [uniqueID](#) , [width](#)

### Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [createCaption](#) , [createTFoot](#) , [createTHead](#) , [deleteCaption](#) , [detachEvent](#) , [firstPage](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertBefore](#) , [insertRow](#) , [lastPage](#) , [mergeAttributes](#) , [moveRow](#) , [nextPage](#) , [previousPage](#) , [refresh](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

### Events

[onbeforecut](#) , [onbeforeeditfocus](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) ,

oncontextmenu , oncut , ondblclick , ondrag , ondragend , ondragenter ,  
ondragleave , ondragover , ondragstart , ondrop , onfilterchange , onfocus ,  
onhelp , onkeydown , onkeypress , onkeyup , onlosecapture , onmousedown ,  
onmousemove , onmouseout , onmouseover , onmouseup , onpaste ,  
onpropertychange , onreadystatechange , onresize , onscroll , onselectstart

## Collections

all , attributes , behaviorUrns , cells , childNodes , children , filters , rows ,  
tBodies

## Behaviors

clientCaps , download , homePage , httpFolder , saveFavorite , saveHistory  
, saveSnapshot , time , userData

## Styles

border-top-colorwidthmargin-topborder-bottom-widthpage-break-  
beforepaddingborder-right-widthcursorfiltertext-indentvisibilityfont-  
styleborder-left-colormargin-lefttext-autospaceleftoverflow-xlayout-grid-  
linefont-variantoverflow-yline-breakbackgroundtext-aligndirectionborder-  
bottom-colortext-justifypositionbackground-positionclearborder-right-  
colorborder-rightword-spacingtoplayout-grid-modeheightrightborder-  
collapsefont-sizeborder-bottomoverflowletter-spacingdisplayfloatfont-  
familymargin-rightbehaviorword-breaktext-transformbackground-  
repeatborder-top-stylelayout-grid-charbackground-imagebottomtable-  
layoutcliptext-decorationcolorborder-styleborder-top-widthborder-topz-  
indexmargin-bottompage-break-afterfontborder-left-styleborder-  
widthmarginunicode-bidibackground-colorfont-weightline-heightborder-  
bottom-stylelayout-gridlayout-grid-typelayout-grid-char-spacingborder-left-  
widthborder-leftborder-colorborder-right-styleborder

---

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## *Web Workshop | DHTML, HTML & CSS*

# TBODY Element | TBODY Object Members

---

Designates rows as the body of the table.

## Properties

[accessKey](#) , [align](#) , [bgColor](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dir](#) , [firstChild](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#) , [vAlign](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [deleteRow](#) , [deleteTFoot](#) , [deleteTHead](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertBefore](#) , [insertRow](#) , [mergeAttributes](#) , [moveRow](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

## Events

[onbeforecut](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) , [onpropertychange](#) ,



[onreadystatechange](#) , [onselectstart](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#) , [rows](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [time](#)

## Styles

[width](#)[font-size](#)[letter-spacing](#)[display](#)[padding](#)[font-family](#)[cursor](#)[behavior](#)[text-transform](#)[background-repeat](#)[background-image](#)[vertical-align](#)[visibility](#)[font-style](#)[text-autospace](#)[font-variant](#)[text-decoration](#)[backgroundcolor](#)[direction](#)[z-index](#)[background-position](#)[clear](#)[fontunicode-bidi](#)[background-color](#)[font-weight](#)[word-spacing](#)[line-height](#)[layout-grid](#)[layout-grid-mode](#)

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## *Web Workshop | DHTML, HTML & CSS*

# TD Element | TD Object Members

---

Specifies a cell in a table.

## Properties

[accessKey](#) , [align](#) , [background](#) , [bgColor](#) , [borderColor](#) , [borderColorDark](#) , [borderColorLight](#) , [canHaveChildren](#) , [cellIndex](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [colSpan](#) , [currentStyle](#) , [dir](#) , [firstChild](#) , [height](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [noWrap](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [rowSpan](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#) , [vAlign](#) , [width](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

## Events

[onbeforecopy](#) , [onbeforecut](#) , [onbeforeeditfocus](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncopy](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) ,

[onfilterchange](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) ,  
[onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#)  
 , [onmouseup](#) , [onpaste](#) , [onpropertychange](#) , [onreadystatechange](#) ,  
[onselectstart](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#) , [filters](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [time](#)

## Styles

[border-top-color](#)[width](#)[margin-top](#)[border-bottom-width](#)[page-break-before](#)[padding-right](#)[padding](#)[border-right-width](#)[cursor](#)[vertical-align](#)[filter](#)[text-indent](#)[visibility](#)[font-style](#)[border-left-color](#)[margin-left](#)[text-autospace](#)[layout-grid-line](#)[font-variant](#)[line-break](#)[background](#)[text-align](#)[direction](#)[border-bottom-color](#)[text-justify](#)[position](#)[background-position](#)[clear](#)[border-right-color](#)[border-right](#)[word-spacing](#)[padding-left](#)[layout-grid-mode](#)[padding-bottom](#)[font-size](#)[border-bottom](#)[overflow](#)[letter-spacing](#)[display](#)[font-family](#)[margin-right](#)[behavior](#)[word-break](#)[text-transform](#)[background-repeat](#)[border-top-style](#)[layout-grid-char](#)[background-image](#)[clip](#)[text-decoration](#)[color](#)[border-style](#)[border-top-width](#)[border-top](#)[z-index](#)[margin-bottom](#)[page-break-after](#)[font](#)[border-left-style](#)[border-width](#)[margin](#)[unicode-bidi](#)[background-color](#)[font-weight](#)[line-height](#)[border-bottom-style](#)[layout-grid](#)[layout-grid-type](#)[layout-grid-char-spacing](#)[border-left-width](#)[border-left](#)[padding-top](#)[border-color](#)[border-right-style](#)[border](#)

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## *Web Workshop | DHTML, HTML & CSS*

# TEXTAREA Element | TEXTAREA Object Members

---

Specifies a multiline text input control.

## Properties

[accessKey](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [cols](#) , [currentStyle](#) , [dataFld](#) , [dataSrc](#) , [defaultValue](#) , [dir](#) , [disabled](#) , [firstChild](#) , [form](#) , [id](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [name](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readOnly](#) , [readyState](#) , [recordNumber](#) , [rows](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [type](#) , [uniqueID](#) , [value](#) , [wrap](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [createTextRange](#) , [detachEvent](#) , [doScroll](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [select](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

## Events

[onafterupdate](#) , [onbeforecopy](#) , [onbeforecut](#) , [onbeforeeditfocus](#) , [onbeforepaste](#) , [onbeforeupdate](#) , [onblur](#) , [onchange](#) , [onclick](#) , [oncontextmenu](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onerrorupdate](#) ,

[onfilterchange](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) ,  
[onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#)  
 , [onmouseup](#) , [onpaste](#) , [onpropertychange](#) , [onreadystatechange](#) , [onresize](#) ,  
[onscroll](#) , [onselect](#) , [onselectstart](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#) , [filters](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#)  
 , [saveSnapshot](#) , [time](#) , [userData](#)

## Styles

[border-top-color](#)[width](#)[margin-top](#)[border-bottom-width](#)[padding-right](#)[padding](#)[border-right-width](#)[cursor](#)[filter](#)[visibility](#)[font-style](#)[border-left-color](#)[margin-left](#)[text-autospace](#)[leftoverflow-x](#)[font-variant](#)[overflow-y](#)[background](#)[text-align](#)[direction](#)[border-bottom-color](#)[position](#)[background-position](#)[clear](#)[border-right-color](#)[border-rightword-spacing](#)[toppadding-left](#)[layout-grid-mode](#)[height](#)[padding-bottom](#)[rightfont-size](#)[border-bottomoverflow](#)[letter-spacing](#)[display](#)[float](#)[font-family](#)[margin-right](#)[behavior](#)[text-transform](#)[background-repeat](#)[border-top-style](#)[background-image](#)[bottom](#)[clip](#)[text-decoration](#)[color](#)[border-style](#)[border-top-width](#)[border-topz-index](#)[margin-bottom](#)[font](#)[border-left-style](#)[border-width](#)[margin](#)[unicode-bid](#)[background-color](#)[font-weight](#)[time-model](#)[line-height](#)[border-bottom-style](#)[layout-grid](#)[border-left-width](#)[border-leftpadding-top](#)[border-color](#)[border-right-style](#)[border](#)

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◀ createStyleSheet Method ▶ createTex

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# createTextNode Method

---

Creates a text string from the specified value.

## Syntax

```
oTextNode = document.createTextNode([sText])
```

## Parameters

*sText* Optional. String that specifies the [nodeValue](#) property of the text node.

## Return Value

Returns a [TextNode](#) object.

## Example

This example uses the **createTextNode** method to create a text node and replace it with an existing text node in a [SPAN](#) object.

```
<SCRIPT>
function fnChangeNode(){
    var oTextNode = document.createTextNode("New Text");
    var oReplaceNode = oSpan.childNodes(0);
    oReplaceNode.replaceNode(oTextNode);
}
</SCRIPT>

<SPAN ID = oSPAN onclick="fnChangeNode()">
Original Text
</SPAN>
```

## Applies To

[document](#)

## See Also

[createElement](#)

---

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◆ ◀ alert Method ▶ applyElement Method

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# appendChild Method

---

Appends an element as a child to the object.

## Syntax

```
oElement = object.appendChild(oNode)
```

## Parameters

*oNode* Required. Object that specifies the element to append.

## Return Value

Returns a reference to the element that is appended to the object.

## Remarks

The **appendChild** method appends elements to the end of the [childNodes](#) collection.

To display new elements on the page, you must append them within the [BODY](#) element. For example, the following syntax demonstrates how to add a [DIV](#) element to the **BODY**.

```
var oDiv=document.createElement("DIV");  
document.body.appendChild(oDiv);
```

This method is accessible at run time. If elements are removed at run time, before the closing tag is parsed, areas of the document might not render.

## Example

This example uses the **appendChild** method to add an item to an unordered list.

```
<SCRIPT>
function fnAppend(){
  var oNewNode = document.createElement("LI");
  oList.appendChild(oNewNode);
  oNewNode.innerText="List node 5";
}
</SCRIPT>
<BODY>
<UL ID = oList>
<LI>List node 1
<LI>List node 2
<LI>List node 3
<LI>List node 4
</UL>

<INPUT
  TYPE = "button"
  VALUE = "Append Child"
  onclick = "fnAppend()">
</BODY>
```

## Applies To

A, ACRONYM, ADDRESS, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, DD, DEL, DFN, DIR, DIV, DL, DT, EM, FIELDSET, FONT, FORM, FRAMESET, HEAD, Hn, HTML, I, IFRAME, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, NEXTID, OL, OPTION, P, PLAINTEXT, PRE, Q, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

## See Also

`cloneNode`, `insertBefore`

---

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 ◀ replaceChild Method ▶ reset Method

*Web Workshop | DHTML, HTML & CSS*

# replaceNode Method

---

Replaces the object with another element.

## Syntax

```
oReplace = object.replaceNode(oNewNode)
```

## Parameters

*oNewNode* Required. Object that specifies the new element to replace the object.

## Return Value

Returns a reference to the object that is replaced.

## Remarks

When a node is replaced, all values associated with the replaced object are removed. For example, if a **B** object is replaced with an **I** object, any attributes and text between the opening and closing tags are also replaced. To preserve these values, copy them to the new element before the original object is replaced.

This method is accessible at run time. If elements are removed at run time, before the closing tag is parsed, areas of the document might not render.

## Example

This example uses the **replaceNode** method to replace an unordered list with an ordered list.

```
<SCRIPT>
```



```
function fnReplace(){
    var sPreserve = oList.innerHTML;
    var oNewNode = document.createElement("OL");
    oList.replaceNode(oNewNode);
    oNewNode.innerHTML = sPreserve;
}
</SCRIPT>

<UL ID = oList>
<LI>List Item 1
<LI>List Item 2
<LI>List Item 3
<LI>List Item 4
</UL>
<INPUT TYPE = button VALUE = "Replace List" onclick = "fnRepl
```

## Applies To

A, ACRONYM, ADDRESS, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, DD, DEL, DFN, DIR, DIV, DL, DT, EM, FIELDSET, FONT, FORM, FRAMESET, HEAD, Hn, HTML, I, IFRAME, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, NEXTID, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

## See Also

[replaceChild](#)

---

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 ◀ insertAdjacentText Method ▶ insertCe

*Web Workshop | DHTML, HTML & CSS*

# insertBefore Method

---

Inserts an element into the document hierarchy.

## Syntax

```
oElement = object.insertBefore(oNewNode [, oChildNode])
```

## Parameters

<i>oNewNode</i>	Required. Object that specifies the new element to be inserted into the document hierarchy. Elements can be created with the <a href="#">createElement</a> method.
<i>oChildNode</i>	Optional. Object that specifies the new element to be inserted before this child element, if specified.

## Return Value

Returns a reference to the element that is inserted into the document.

## Remarks

Do not specify an *oChildNode* parameter when inserting the first child node. If children already exist and you do not specify the *oChildNode* parameter, the *oNewNode* becomes the last child of the parent object.

This method is accessible at run time. If elements are removed at run time, before the closing tag has been parsed, areas of the document might not render.

## Example

This example uses the **insertBefore** method to insert a block of bold text into the document.

```
<HEAD>
```

```
<SCRIPT>
function insertElement()
{
    var nod=document.createElement("B");
    document.body.insertBefore(nod);
    nod.innerText="A New bold object has been
        inserted into the document."
}
</SCRIPT>
</HEAD>
<BODY>
<DIV ID=Div1 onclick="insertElement()">
Click here to insert a new bold element into this div.
</DIV>
</BODY>
```

## Applies To

A, ACRONYM, ADDRESS, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, DD, DEL, DFN, DIR, DIV, DL, DT, EM, FIELDSET, FONT, FORM, FRAMESET, HEAD, Hn, HTML, I, IFRAME, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, NEXTID, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

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## *Web Workshop | DHTML, HTML & CSS*

# TextNode Object Members

---

Represents a string of text as a node in the document hierarchy.

## Properties

[data](#) , [length](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) ,  
[previousSibling](#)

## Methods

[splitText](#)

---

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◀ createTextNode Method ▶ createTFoc

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## createTextRange Method

---

Creates a [TextRange](#) object for the given object.

### Syntax

```
oTextRange = object.createTextRange()
```

### Return Value

Returns a **TextRange** object if successful, or null otherwise.

### Remarks

Use a text range to examine and modify the text within an object.

### Example

This example uses the **createTextRange** method to create a text range for the document, and then uses the text range to display all the text and HTML tags in the document.

```
<SCRIPT LANGUAGE="JScript">
var rng = document.body.createTextRange( );
if (rng!=null) {
    alert(rng.htmlText);
}
</SCRIPT>
```

This example uses the **createTextRange** method to create a text range for the first [BUTTON](#) element in the document, and then uses the text range to change the text in the button.

---



```
<SCRIPT LANGUAGE="JScript">
var coll = document.all.tags("BUTTON");
if (coll!=null && coll.length>0) {
    var rng = coll[0].createTextRange();
    rng.text = "Clicked";
}
</SCRIPT>
```

## Applies To

[BODY](#), [BUTTON](#), [INPUT TYPE=button](#), [INPUT TYPE=hidden](#), [INPUT TYPE=password](#), [INPUT TYPE=reset](#), [INPUT TYPE=submit](#), [INPUT TYPE=text](#), [TEXTAREA](#)

## See Also

[TextRange](#)

---

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◀ mergeAttributes Method ▶ moveBy Me

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# move Method

---

Collapses the given text range, and moves the empty range by the given number of units.

## Syntax

```
iMoved = TextRange.move(sUnit [, iCount])
```

## Parameters

<i>sUnit</i>	Required. String that specifies the units to move, using one of the following values: <div><div>character</div><div>Moves one or more characters.</div><div>word</div><div>Moves one or more words. A word is a collection of characters terminated by a space or some other white-space character, such as a tab.</div><div>sentence</div><div>Moves one or more sentences. A sentence is a collection of words terminated by a punctuation character, such as a period.</div><div>textedit</div><div>Moves to the start or end of the original range.</div></div>
<i>iCount</i>	Optional. Integer that specifies the number of units to move. This can be positive or negative. The default is <b>1</b> .

## Return Value

Integer. Returns the number of units moved.

## Remarks

This feature might not be available on non-Win32® platforms. For the latest information about Internet Explorer cross-platform compatibility, see article [q172976](#) in the Microsoft Knowledge Base.

## Applies To

[TextRange](#)

## See Also

`moveEnd`, `moveStart`

---

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◀ moveToBookmark Method ▶ moveToF

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# moveToElementText Method

---

Moves the text range so that the start and end positions of the range encompass the text in the given element.

## Syntax

```
TextRange.moveToElementText(oElement)
```


## Parameters

*oElement* Required. Object that specifies the element object to move to.

## Return Value

No return value.

## Remarks

This feature might not be available on non-Win32® platforms. For the latest information about Internet Explorer cross-platform compatibility, see article [q172976](#)  in the Microsoft Knowledge Base.

## Applies To

[TextRange](#)

---

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 ◀ expand Method ▶ firstPage Method ▶

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# findText Method

---

Searches for text in the document, and positions the start and end points of the range to encompass the search string.

## Syntax

```
bFound = TextRange.findText(sText [, iSearchScope] [, iFlags])
```

## Parameters

<i>sText</i>	Required. String that specifies the text to find.
<i>iSearchScope</i>	Optional. Integer that specifies the number of characters to search from the starting point of the range. A positive integer indicates a forward search; a negative integer indicates a backward search.
<i>iFlags</i>	Optional. Integer that specifies one or more of the following flags to indicate the type of search: 2 Match whole words only. 4 Match case.

## Return Value

Boolean. Returns true if the search text is found, or false otherwise.

## Remarks

A range has two distinct states: degenerate and nondegenerate.

A degenerate range is like a text editor caret (insertion point)—it does not actually select any characters. Instead, it specifies a point between two characters. The end points of a degenerate range are adjacent.


A nondegenerate range is like a text editor selection, in that it selects a certain amount of text. The end points of a nondegenerate range are not adjacent.

The value passed for the *iSearchScope* parameter controls the part of the



document, relative to the range, that is searched. The behavior of the **findText** method depends on whether the state is degenerate or nondegenerate:

- If the range is degenerate, passing a large positive number causes the text to the right of the range to be searched. Passing a large negative number causes the text to the left of the range to be searched.
- If the range is nondegenerate, passing a large positive number causes the text to the right of the start of the range to be searched. Passing a large negative number causes the text to the left of the end of the range to be searched. Passing 0 causes only the text selected by the range to be searched.

This feature might not be available on non-Win32® platforms. For the latest information about Internet Explorer cross-platform compatibility, see article [q172976](#)  in the Microsoft Knowledge Base.

A text range is not modified if the text specified for the **findText** method is not found.

## Example

This example creates a [TextRange](#) over the body of the document, and then uses the **findText** method to search for text with various flag combinations. The results are indicated in the example code comments.

## Applies To

[TextRange](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# TextRange Object Members

---

Represents text in an HTML element.

## Properties

[boundingHeight](#) , [boundingLeft](#) , [boundingTop](#) , [boundingWidth](#) , [htmlText](#) , [offsetLeft](#) , [offsetTop](#) , [text](#)

## Methods

[collapse](#) , [compareEndpoints](#) , [duplicate](#) , [execCommand](#) , [expand](#) , [findText](#) , [getBookmark](#) , [getBoundingClientRect](#) , [getClientRects](#) , [inRange](#) , [isEqual](#) , [move](#) , [moveEnd](#) , [moveStart](#) , [moveToBookmark](#) , [moveToElementText](#) , [moveToPoint](#) , [parentElement](#) , [pasteHTML](#) , [queryCommandEnabled](#) , [queryCommandIndeterm](#) , [queryCommandState](#) , [queryCommandSupported](#) , [queryCommandValue](#) , [scrollIntoView](#) , [select](#) , [setEndPoint](#)

---

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◀ [getBoundingClientRect Met...](#) ▶ [getDa](#)

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# getClientRects Method

---

Retrieves a collection of rectangles that describes the layout of the contents of an object or range within the client. Each rectangle describes a single line.

## Syntax

```
collRect = object.getClientRects()
```

## Return Value

*collRect*. Returns the [TextRectangle](#) collection. Each rectangle has four integer properties ([top](#), [left](#), [right](#), and [bottom](#)) that each represent a coordinate of the rectangle, in pixels.

## Example

This example uses the **getClientRects** and [getBoundingClientRect](#) methods to highlight text lines in an object.

This example uses the **TextRectangle** collection with the **getClientRects** and **getBoundingClientRect** methods to determine the position of the text rectangle within an element. In each line, the left-justified text does not extend to the right margin of the box that contains the text. Using the collection, you can determine the coordinates of the rectangle that surrounds only the content in each line. The example code reads these rectangle coordinates and instructs the ball to move over the text only, and not to the end of the line.

## Applies To

[A](#), [ACRONYM](#), [ADDRESS](#), [APPLET](#), [AREA](#), [B](#), [BASE](#), [BASEFONT](#), [BIG](#), [BLOCKQUOTE](#), [BODY](#), [BUTTON](#),

CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, Hn, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, ISINDEX, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, NEXTID, NOBR, OBJECT, OL, OPTION, P, PRE, Q, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TextRange, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

## See Also

### TextRectangle Object

---

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◆ ◀ onreset Event ▶ onrowenter Event ▶ [

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# onresize Event

---

Fires when the size of the object is about to change.

## Syntax

Inline HTML	<code>&lt;ELEMENTonresize = "handler" ... &gt;</code>	All platforms
Event property	<code>object.onresize = handler</code>	JScript (compatible with ECMA 262 language specification) only
Named script	<code>&lt;SCRIPT FOR = objectEVENT = onresize&gt;</code>	Internet Explorer only

## Remarks

Bubbles	No
Cancels	No
To invoke	Change the height or width of the object.
Default action	No default action.

The **onresize** event fires for block and inline objects with layout, even if document or CSS (cascading style sheets) property values are changed. Objects have layout when measurements such as the [height](#) and [width](#) attributes are set, or when the [position](#) of the object is set. Intrinsic objects, such as [BUTTON](#), and windowed objects, such as [window](#) and [IFRAME](#), fire as expected. This event does not fire for files with embedded controls.

Resizing HTML applications also fires the **onresize** event.

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Applies To

[A](#), [ADDRESS](#), [APPLET](#), [B](#), [BIG](#), [BLOCKQUOTE](#), [BUTTON](#), [CENTER](#), [CITE](#), [CODE](#), [custom](#), [DD](#), [DFN](#), [DIR](#), [DIV](#), [DL](#), [DT](#), [EM](#), [EMBED](#), [FIELDSET](#), [FORM](#), [FRAME](#), [Hn](#), [HR](#), [I](#), [IMG](#), [INPUT type=button](#), [INPUT type=file](#), [INPUT type=image](#), [INPUT type=password](#), [INPUT type=reset](#), [INPUT type=submit](#), [INPUT type=text](#), [ISINDEX](#), [KBD](#), [LABEL](#),

LEGEND, LI, LISTING, MARQUEE, MENU, OBJECT, OL, P, PRE, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TEXTAREA, TT, U, UL, VAR, window, XMP

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## *Web Workshop | DHTML, HTML & CSS*

# TextRectangle Object Members

---

Specifies a rectangle that contains a line of text in either an element or a [TextRange](#) object.

## Properties

[bottom](#) , [left](#) , [right](#) , [top](#)

---

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 ◀ [getBookmark Method](#) ▶ [getClientRect](#)

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# getBoundingClientRect Method

---

Retrieves an object specifying the bounds of a collection of [TextRectangle](#) objects.

## Syntax

```
[ oRect ] = object.getBoundingClientRect()
```

## Return Value

*oRect*. Returns a **TextRectangle** object. Each rectangle has four integer properties ([top](#), [left](#), [right](#), and [bottom](#)) that represent a coordinate of the rectangle, in pixels.

## Remarks

This method retrieves an object that exposes the left, top, right, and bottom coordinates of the union of rectangles relative to the client's upper-left corner. In Microsoft® Internet Explorer 5, the window's upper-left is at 2,2 (pixels) with respect to the true client.

## Example

This example uses the [getClientRects](#) and **getBoundingClientRect** methods to highlight text lines in an object.

This example uses the [TextRectangle](#) collection with the **getClientRects** and **getBoundingClientRect** methods to determine the position of the text rectangle within an element. In each line, the left-justified text does not extend to the right margin of the box that contains the text. Using the collection, you can determine the coordinates of the rectangle that

surrounds only the content in each line. The example code reads these rectangle coordinates and instructs the ball to move over the text only, and not to the end of the line.

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, Hn, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, ISINDEX, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, NEXTID, NOBR, OBJECT, OL, OPTION, P, PRE, Q, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TextRange, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

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◀ tbodies Collection ▶ DHTML Collection

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# TextRectangle Collection

---

Returns a collection of [TextRectangle](#) objects.

## Members

## Remarks

The collection returns an empty collection for objects that do not have text.

If the window is resized, the collection is not updated. Because the collection is a snapshot of the layout, always update the collection following the [onresize](#) event.

The **TextRectangle** collection is available as of Microsoft® Internet Explorer 5.

## Example

This example shows how to use the [getClientRects](#) method and the **TextRectangle** collection to iterate through the lines of text in an object.

```
<SCRIPT>
function newHightlite(obj) {
  oRcts = obj.getClientRects();
  iLength = oRcts.length
  for (i = 0; i < iLength; i++)
  {
    alert("Line number " + (i + 1) + " is " +
      (oRcts(i).right - oRcts(i).left) + " pixels wide.")
  }
}
</SCRIPT>
```

## See Also

[TextRectangle](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# TFOOT Element | TFOOT Object Members

---

Designates rows as the table's footer.

## Properties

[accessKey](#) , [align](#) , [bgColor](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dir](#) , [firstChild](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#) , [vAlign](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [deleteRow](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertBefore](#) , [insertRow](#) , [mergeAttributes](#) , [moveRow](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

## Events

[onbeforecut](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncut](#) , [ondblclick](#) , [ondragenter](#) , [ondragstart](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) , [onpropertychange](#) , [onreadystatechange](#) , [onselectstart](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#) , [rows](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [time](#)

## Styles

[width](#)[font-size](#)[letter-spacing](#)[display](#)[padding](#)[font-family](#)[cursor](#)[behavior](#)[text-transform](#)[background-repeat](#)[background-image](#)[vertical-align](#)[visibility](#)[font-style](#)[text-autospace](#)[font-variant](#)[text-decoration](#)[backgroundcolor](#)[direction](#)[z-index](#)[background-position](#)[clear](#)[fontunicode-bidi](#)[background-color](#)[font-weight](#)[word-spacing](#)[line-height](#)[layout-grid](#)[layout-grid-mode](#)

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## *Web Workshop | DHTML, HTML & CSS*

## TH Element | TH Object Members

---

Specifies a header column. Header columns are centered within the cell and are bold.

### Properties

[accessKey](#) , [align](#) , [background](#) , [bgColor](#) , [borderColor](#) , [borderColorDark](#) , [borderColorLight](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [colSpan](#) , [currentStyle](#) , [dir](#) , [firstChild](#) , [height](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [noWrap](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [rowSpan](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#) , [vAlign](#) , [width](#)

### Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

### Events

[onbeforecopy](#) , [onbeforecut](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncopy](#) , [oncut](#) , [ondblclick](#) , [ondragenter](#) , [ondragstart](#) , [onfilterchange](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) ,

onlosecapture , onmousedown , onmousemove , onmouseout , onmouseover , onmouseup , onpaste , onpropertychange , onreadystatechange , onselectstart

## Collections

all , attributes , behaviorUrns , childNodes , filters

## Behaviors

clientCaps , download , homePage , time

## Styles

border-top-colorwidthmargin-topborder-bottom-widthpadding-rightpaddingborder-right-widthcursorvertical-alignfiltertext-indentvisibilityfont-styleborder-left-colormargin-lefttext-autospacelayout-grid-linefont-variantline-breakbackgroundtext-aligndirectionborder-bottom-colortext-justifypositionbackground-positionclearborder-right-colorborder-rightword-spacingpadding-leftlayout-grid-modepadding-bottomfont-sizeborder-bottomletter-spacingdisplayfont-familymargin-rightbehaviorword-breaktext-transformbackground-repeatborder-top-stylelayout-grid-charbackground-imagecliptext-decorationcolorborder-styleborder-top-widthborder-topz-indexmargin-bottomfontborder-left-styleborder-widthmarginunicode-bidibackground-colorfont-weightline-heightborder-bottom-stylelayout-gridlayout-grid-typelayout-grid-char-spacingborder-left-widthborder-leftpadding-topborder-colorborder-right-styleborder

---

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## *Web Workshop | DHTML, HTML & CSS*

# THEAD Element | THEAD Object Members

---

Designates rows as the table's header.

## Properties

[accessKey](#) , [align](#) , [bgColor](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dir](#) , [firstChild](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#) , [vAlign](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [deleteRow](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertBefore](#) , [insertRow](#) , [mergeAttributes](#) , [moveRow](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

## Events

[onbeforecut](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncut](#) , [ondblclick](#) , [ondragenter](#) , [ondragstart](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) , [onpropertychange](#) , [onreadystatechange](#) , [onselectstart](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#) , [rows](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [time](#)

## Styles

[width](#)[font-size](#)[letter-spacing](#)[display](#)[padding](#)[font-family](#)[cursor](#)[behavior](#)[text-transform](#)[background-repeat](#)[background-image](#)[vertical-align](#)[visibility](#)[font-style](#)[text-autospace](#)[font-variant](#)[text-decoration](#)[backgroundcolor](#)[direction](#)[z-index](#)[background-position](#)[clear](#)[fontunicode-bidi](#)[background-color](#)[font-weight](#)[word-spacing](#)[line-height](#)[layout-grid](#)[layout-grid-mode](#)

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## *Web Workshop | DHTML, HTML & CSS*

# TITLE Element | title Object Members

---

Contains the title of the document.

## Properties

[currentStyle](#) , [firstChild](#) , [id](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [runtimeStyle](#) , [scopeName](#) , [sourceIndex](#) , [style](#) , [tagName](#) , [tagUrn](#) , [text](#) , [uniqueID](#)

## Methods

[addBehavior](#) , [applyElement](#) , [attachEvent](#) , [clearAttributes](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [getAdjacentText](#) , [getAttribute](#) , [getElementsByTagName](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [mergeAttributes](#) , [removeAttribute](#) , [removeBehavior](#) , [replaceAdjacentText](#) , [setAttribute](#) , [swapNode](#)

## Events

[onreadystatechange](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#)

## Styles

[widthbehaviortext-autospace](#)

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◀ height Attribute | height... ▶ hidden Pro

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# HEIGHT Attribute | height Property

---

Sets or retrieves the height of the object.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENTHEIGHT = sHeight ... &gt;</code>
<b>Scripting</b>	<code>object.height [ =sHeight ]</code>

## Possible Values

<i>sHeight</i>	String that specifies one of the following values:
<i>height</i>	Integer that specifies the height of the object, in pixels.
<i>percentage</i>	Integer, followed by a %. The value is a percentage of the height of the parent object.

The property is read/write with no default value.

## Remarks

If the **height** property of an **IMG** is specified, but the **width** property is not specified, the resulting width of the **IMG** is sized proportionally according to the specified **height** property and the actual width (in pixels) of the image in the source file.

Consider the following:

Dimensions of image in source file (pixels):	100 X 50 (W X H)
Specified image height:	2in
Specified image width:	<i>not specified</i>
Resulting image height:	2in
Resulting image width:	4in $((100 / 50) * 2 \text{ inches})$

If you specify the **height** property of an **IMG**, and the height and width of the image in the source file are identical, the width of the image will match the height.

If you specify the **height** property and the **width** property of an **IMG**, the



resulting image dimensions will match those specified.

Percentage values are based on the height of the parent object.

When scripting the height property, use either the [pixelHeight](#) or [posHeight](#) property to numerically manipulate the height value.

This property specifies the calculated height of the object, in pixels. For table rows and table cells, this property has a range of 0 to 32750 pixels.

If you set the value of the corresponding HTML attribute using a percentage, this property will specify the height, in pixels, represented by that percentage.

The scripting property is read/write for the [IMG](#) object, but read-only for other objects.

For more information about how to access the dimension and location of objects on the page through the document object model, see [measuring element dimension and location](#)☐.

## Applies To

[EMBED](#), [FRAME](#), [IMG](#), [MARQUEE](#), [OBJECT](#), [TABLE](#), [TD](#), [TH](#), [TR](#)

## See Also

[width](#)

---

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◀ RIGHTMARGIN Attribute | r... ▶ ROW

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# rowIndex Property

---

Retrieves the position of the object in the [rows](#) collection for the [TABLE](#).

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>iIndex</i> = ] <i>oTR</i> . <b>rowIndex</b>

## Possible Values

<i>iIndex</i>	Integer that specifies the index number.
---------------	--

The property is read-only with no default value.

## Remarks

This property is different from [sectionRowIndex](#), which indicates the object's position in the [TBODY](#), [THEAD](#), or [TFOOT](#)**rows** collection. These sections are mutually exclusive, so the [TR](#) is always contained in one of these sections and in the **TABLE**. You can determine the **rowIndex** property of an object by the order in which the object appears in the HTML source.

## Applies To

<b>HTML</b>	N/A
<b>Scripting</b>	<a href="#">TR</a>

## See Also

[cellIndex](#), [sourceIndex](#)

---

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◀ plugins Collection ▶ rules Collection ▲

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# rows Collection

---

Retrieves a collection of **TR** objects (rows) from a **TABLE** object.

## Syntax

```
[ collRows = ] object.rows  
[ oObject = ] object.rows(vIndex [, iSubIndex] )
```

## Possible Values

<i>collRows</i>	Array of <b>TR</b> objects.
<i>oObject</i>	Reference to an individual item in the array of elements contained by the object.
<i>vIndex</i>	Required. Integer or string that specifies the element or collection to retrieve. If this parameter is an integer, the method returns the element in the collection at the given position, where the first element has value 0, the second has 1, and so on. If this parameter is a string and there is more than one element with the <b>name</b> or <b>id</b> property equal to the string, the method returns a collection of matching elements.
<i>iSubIndex</i>	Optional. Position of an element to retrieve. This parameter is used when <i>vIndex</i> is a string. The method uses the string to construct a collection of all elements that have a <b>name</b> or <b>id</b> property equal to the string, and then retrieves from this collection the element at the position specified by <i>iSubIndex</i> .

## Members

## Remarks

The scope of the **rows** collection is for the **THEAD**, **TBODY**, or **TFOOT** object of the table. In addition, there is also a **rows** collection for the **TABLE** object, which contains all the rows for the entire table. A row that appears in one of the table sections also appears in the **rows** collection for the **TABLE**. The **TR** object has two index properties, **rowIndex** and **sectionRowIndex**, that indicate where a given row appears. The **rowIndex** property indicates where the **TR** appears with respect to the **rows** collection for the whole table. By contrast, **sectionRowIndex** returns where the **TR** appears with respect to the **rows** collection for the specific table section in which it is located.

If duplicate identifiers are found, a collection of those items is returned.

Collections of duplicates must be referenced subsequently by ordinal position.

## Example

This example shows how to use the **rows** and **cells** collections to insert a number into each cell of the table.

```
<HTML>
<SCRIPT LANGUAGE="JScript">
function numberCells() {
    var count=0;
    for (i=0; i < document.all.oTable.rows.length; i++) {
        for (j=0; j < document.all.oTable.rows(i).cells.length; j++) {
            document.all.oTable.rows(i).cells(j).innerText = count;
            count++;
        }
    }
}
</SCRIPT>
<BODY onload="numberCells()">
<TABLE id=oTable border=1>
<TR><TH>&nbsp;</TH><TH>&nbsp;</TH><TH>&nbsp;</TH><
<TR><TD>&nbsp;</TD><TD>&nbsp;</TD><TD>&nbsp;</TD><
<TR><TD>&nbsp;</TD><TD>&nbsp;</TD><TD>&nbsp;</TD><
</TABLE>
</BODY>
</HTML>
```

## Applies To

TABLE, TBODY, TFOOT, THEAD

---

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◀ insertCell Method ▶ isEqual Method ▶

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# insertRow Method

---

Creates a new row ([TR](#)) in the table, and adds the row to the [rows](#) collection.

## Syntax

```
oTR = object.insertRow([iIndex])
```

## Parameters

*iIndex* Optional. Integer that specifies where to insert the row in the **rows** collection. The default value is **-1**, which appends the new row to the end of the **rows** collection.

## Return Value

Returns the **TR** element object if successful, or null otherwise.

## Remarks

If you insert a row in a [TFOOT](#), [TBODY](#), or [THEAD](#), you also need to add the row to the **rows** collection for the [TABLE](#). If you insert a row in the **TABLE**, you also need to add the row to the **rows** collection for the **TBODY**. If you specify an index, the index should be relative to the **rows** collection for the element that first contains the **TR**. For example, if you call this method for a **TBODY**, you must specify an index value relative to the rows collection that is on the **TBODY**, not the **TABLE**.

The preferred technique for inserting a row is to add the row at the end of the **rows** collection. It is faster to add a row at the end of a table than somewhere in the middle. To add a row at the end of the collection, specify the **-1** value, or the length of the **rows** collection minus 1.

## Example

This example uses the **insertRow** method to add a row to the **TABLE**.

```
myNewRow = document.all.myTable.insertRow()
```

## Applies To

[TABLE](#), [TBODY](#), [TFOOT](#), [THEAD](#)

## See Also

[rowIndex](#), [rows](#), [sectionRowIndex](#)

---

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◀ deleteCell Method ▶ deleteTFoot Meth

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## deleteRow Method

---

Deletes the specified row (**TR**) in the **TABLE**, and removes the row from the **rows** collection.

### Syntax

```
object.deleteRow([iRowIndex])
```

### Parameters

*iRowIndex* Optional. Integer that specifies the row to delete.

### Return Value

No return value.

### Remarks

If you delete a row from a **TFOOT**, **TBODY**, or **THEAD**, you also remove the row from the **rows** collection for the **TABLE**. Deleting a row in the **TABLE** also removes a row from the **rows** collection for the **TBODY**.

If you delete a row from a **TBODY**, **TFOOT**, or **THEAD**, *iRowIndex* must contain the **sectionRowIndex** of the **TR**. When deleting a row from the **TABLE**, *iRowIndex* must contain the **rowIndex** of the **TR**.

### Example

This example uses the **deleteRow** method to delete the specified row (**TR**) in the **TABLE**.

```
myNewRow = document.all.myTable.deleteRow()
```

## Applies To

[TABLE](#), [TBODY](#), [TFOOT](#), [THEAD](#)

## See Also

[insertRow](#), [rowIndex](#), [rows](#), [sectionRowIndex](#)

---

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## ◀ caption Property ▶ CELLPADDING At

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# cellIndex Property

---

Retrieves the position of the object in the [cells](#) collection of a given row.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>iIndex</i> = ] <i>td.cellIndex</i>

## Possible Values

<i>iIndex</i>	Integer that specifies the position of the object.
---------------	--

The property is read-only with no default value.

## Remarks

Collection indexes are in the source order of the HTML document. When a cell spans multiple rows, that cell only appears in the **cells** collection for the first row that the cell spans.

## Applies To

<b>HTML</b>	N/A
<b>Scripting</b>	<a href="#">TD</a>

## See Also

[rowIndex](#), [sectionRowIndex](#), [sourceIndex](#)

---

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◀ boundElements Collection ▶ childNod

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# cells Collection

---

Retrieves a collection of all cells in the table row or in the entire table.

## Syntax

```
[ collCells = ] object.oTR.cells  
[ oCells = ] object.cells(vIndex [, iSubIndex] )
```

## Possible Values

<i>collCells</i>	Array of <a href="#">TD</a> and <a href="#">TH</a> elements contained by the object. If the object is a <a href="#">TR</a> , the array contains elements only in that table row. If the object is a <a href="#">TABLE</a> , the array contains all elements in the table.
<i>oCells</i>	Reference to an individual item in the array of elements contained by the object.
<i>vIndex</i>	Required. Integer or string that specifies the element or collection to retrieve. If this parameter is an integer, the method returns the element in the collection at the given position, where the first element has value 0, the second has 1, and so on. If this parameter is a string and there is more than one element with the <a href="#">name</a> or <a href="#">id</a> property equal to the string, the method returns a collection of matching elements. The parameter can specify a string as a range of table rows and columns by providing a spreadsheet format, such as A1:B1.
<i>iSubIndex</i>	Optional. Position of an element to retrieve. This parameter is used when <i>vIndex</i> is a string. The method uses the string to construct a collection of all elements that have a <b>name</b> or <b>id</b> property equal to the string, and then retrieves from this collection the element at the position specified by <i>iSubIndex</i> .

## Members

## Remarks

A **cells** collection is comprised of [TH](#) and [TD](#) objects.

When a cell spans multiple rows, that cell appears only in the **cells** collection for the first of the rows that the cell spans.

If duplicate identifiers are found, a collection of those items is returned. Collections of duplicates must be referenced subsequently by ordinal position.

Individual **cells** or an array of **cells** can be specified using a spreadsheet format. By specifying a colon-delimited string of the starting and ending

cells, a **cells** collection can be retrieved from anywhere in the table. Specifying a particular cell with this format returns that object. The format of this string uses letters to indicate columns, starting with A, and numbers to indicate rows, starting with 1. A **cells** collection on a table row includes only the elements within that row if the *vIndex* string specifies a range of multiple rows using the spreadsheet format.

## Example

This example shows how to use the [rows](#) collection on the [TABLE](#) object and the **cells** collection to insert a number into each cell of the table.

```
<HTML>
<SCRIPT LANGUAGE="JScript">
function numberCells() {
    var count=0;
    for (i=0; i < document.all.oTable.rows.length; i++) {
        for (j=0; j < document.all.oTable.rows(i).cells.length; j++) {
            document.all.oTable.rows(i).cells(j).innerText = count;
            count++;
        }
    }
}
</SCRIPT>
<BODY onload="numberCells()">
<TABLE id=oTable border=1>
<TR><TH>&nbsp;</TH><TH>&nbsp;</TH><TH>&nbsp;</TH><
<TR><TD>&nbsp;</TD><TD>&nbsp;</TD><TD>&nbsp;</TD><
<TR><TD>&nbsp;</TD><TD>&nbsp;</TD><TD>&nbsp;</TD><
</TABLE>
</BODY>
</HTML>
```

## Applies To

TABLE, TR

---

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◀ insertBefore Method ▶ insertRow Metl

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# insertCell Method

---

Creates a new cell in the table row ([TR](#)), and adds the cell to the [cells](#) collection.

## Syntax

```
oTD = TR.insertCell([iIndex])
```

## Parameters

*iIndex* Optional. Integer that specifies where to insert the cell in the **TR**. The default value is -1, which appends the new cell to the end of the **cells** collection.

## Return Value

Returns the [TD](#) element object if successful, or null otherwise.

## Remarks

The preferred technique for inserting a cell is to add the cell at the end of the **cells** collection. It is faster to add a cell at the end of a row than somewhere in the middle. To add a cell at the end of the collection, specify the -1 value, or the length of the **cells** collection minus 1.

## Example

This example uses the **insertCell** method to add a cell to the end of the **TR**.

```
myNewCell = document.all.myTable.rows[0].insertCell()
```

## Applies To

[TR](#)

## See Also

[deleteCell](#), [insertRow](#)

---

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◀ deleteCaption Method ▶ deleteRow M

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# deleteCell Method

---

Deletes the specified cell ([TD](#)) in the table row, and removes the cell from the [cells](#) collection.

## Syntax

```
TR.deleteCell([iIndex])
```

## Parameters

<i>iIndex</i>	Optional. Integer that specifies the cell to be deleted from the table row. If no value is provided, the last cell in the <b>cells</b> collection is deleted.
---------------	---

## Return Value

No return value.

## Example

This example uses the **deleteCell** method to delete the last cell in the first row of the table.

```
document.all.myTable.rows[0].deleteCell()
```

## Applies To

[TR](#)

## See Also

[deleteRow](#), [insertCell](#)

---

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◆ ◀ index Property ▶ innerText Property ▲

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# innerHTML Property

---

Sets or retrieves the HTML between the start and end tags of the object.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<i>object.innerHTML</i> [ = <i>sHTML</i> ]

## Possible Values

<i>sHTML</i>	String that specifies the content between the start and end tags.
--------------	---

The property is read/write with no default value (see Remarks).

## Remarks

The **innerHTML** property is read-only on the [FRAMESET](#), [HTML](#), [HEAD](#), [TABLE](#), [TBODY](#), [TFOOT](#), [THEAD](#), [TITLE](#), and [TR](#) objects.

The **innerHTML** property takes a string that specifies a valid combination of text and elements.

When the **innerHTML** property is set, the given string completely replaces the existing content of the object. If the string contains HTML tags, the string is parsed and formatted as it is placed into the document.

This property is accessible at run time as of Microsoft® Internet Explorer 5. Removing elements at run time, before the closing tag has been parsed, could prevent other areas of the document from rendering.

When using **innerHTML** to insert script, you must include the [DEFER](#) attribute in the [SCRIPT](#) element.

You can change the value of the **TITLE** element using the [document.title](#)

property.

To change the contents of the **TABLE**, **TFOOT**, **THEAD**, and **TR** elements, use the table object model. For example, use the [rowIndex](#) property or the [rows](#) collection to retrieve a reference to a specific table row. You can add or delete rows using the [insertRow](#) and [deleteRow](#) methods. To retrieve a reference to a specific cell, use the [cellIndex](#) property or the [cells](#) collection. You can add or delete rows using the [insertCell](#) and [deleteCell](#) methods. To change the content of a particular cell, use the **innerHTML** property.

## Example

This example uses the **innerHTML** property to change the text of a paragraph when an [onmouseover](#) event occurs. The affected text and any tags within it are changed by the **onmouseover** and [onmouseout](#) events.

```
<P onmouseover="this.innerHTML='<B>Mouse out  
to change back.</B>'"  
onmouseout="this.innerHTML='<I>  
Mouse over again to change.</I>'">  
<I>Mouse over this text to change it.</I></P>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



This example uses the **innerHTML** property to insert script into the page.

```
var sHTML="<input type=button onclick=" + "  
go2()" + " value='Click Me'><BR>"  
var sScript='<SCRIPT DEFER>'
```

```
sScript = sScript + 'function go2()
{ alert("Hello from inserted script.") }'
sScript = sScript + '</script' + '>';
ScriptDiv.innerHTML=sHTML + sScript;
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ACRONYM, ADDRESS, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, FIELDSET, FONT, FORM, FRAMESET, HEAD, Hn, HTML, I, IFRAME, INS, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, NEXTID, NOBR, OL, OPTION, P, PRE, Q, RT, RUBY, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, STYLE, SUB, SUP, TABLE, TBODY, TD, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

## See Also

[insertAdjacentHTML](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# TR Element | TR Object Members

---

Specifies a row in a table.

## Properties

`accessKey` , `align` , `bgColor` , `borderColor` , `borderColorDark` , `borderColorLight` , `canHaveChildren` , `className` , `clientHeight` , `clientLeft` , `clientTop` , `clientWidth` , `currentStyle` , `dir` , `firstChild` , `height` , `id` , `innerHTML` , `innerText` , `isTextEdit` , `lang` , `language` , `lastChild` , `nextSibling` , `nodeName` , `nodeType` , `nodeValue` , `offsetHeight` , `offsetLeft` , `offsetParent` , `offsetTop` , `offsetWidth` , `outerHTML` , `outerText` , `parentElement` , `parentNode` , `parentTextEdit` , `previousSibling` , `readyState` , `recordNumber` , `rowIndex` , `runtimeStyle` , `scopeName` , `scrollHeight` , `scrollLeft` , `scrollTop` , `scrollWidth` , `sectionRowIndex` , `sourceIndex` , `style` , `tabIndex` , `tagName` , `tagUrn` , `title` , `uniqueID` , `vAlign` , `width`

## Methods

`addBehavior` , `appendChild` , `applyElement` , `attachEvent` , `blur` , `clearAttributes` , `click` , `cloneNode` , `componentFromPoint` , `contains` , `deleteCell` , `detachEvent` , `focus` , `getAdjacentText` , `getAttribute` , `getBoundingClientRect` , `getClientRects` , `getElementsByTagName` , `getExpression` , `hasChildNodes` , `insertAdjacentElement` , `insertBefore` , `insertCell` , `mergeAttributes` , `releaseCapture` , `removeAttribute` , `removeBehavior` , `removeChild` , `removeExpression` , `removeNode` , `replaceAdjacentText` , `replaceChild` , `replaceNode` , `scrollIntoView` , `setAttribute` , `setCapture` , `setExpression` , `swapNode`

## Events

`onbeforecopy` , `onbeforecut` , `onbeforeeditfocus` , `onbeforepaste` , `onblur` , `onclick` , `oncontextmenu` , `oncopy` , `oncut` , `ondblclick` , `ondrag` , `ondragend` , `ondragenter` , `ondragleave` , `ondragover` , `ondragstart` , `ondrop` , `onfilterchange` , `onfocus` , `onhelp` , `onkeydown` , `onkeypress` , `onkeyup` , `onlosecapture` , `onmousedown` , `onmousemove` , `onmouseout` , `onmouseover`



, [onmouseup](#) , [onpaste](#) , [onpropertychange](#) , [onreadystatechange](#) ,  
[onselectstart](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [cells](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [time](#)

## Styles

[width](#)[font-size](#)[page-break-before](#)[letter-spacing](#)[display](#)[padding](#)[font-family](#)[cursor](#)[behavior](#)[word-break](#)[text-transform](#)[background-repeat](#)[layout-grid-char](#)[background-image](#)[vertical-align](#)[text-indent](#)[visibility](#)[font-style](#)[clip](#)[text-autospace](#)[layout-grid-line](#)[font-variant](#)[text-decoration](#)[line-break](#)[background-color](#)[text-align](#)[direction](#)[z-index](#)[text-justify](#)[page-break-after](#)[position](#)[background-position](#)[clear](#)[font-unicode-bidi](#)[background-color](#)[font-weight](#)[word-spacing](#)[line-height](#)[layout-grid](#)[layout-grid-type](#)[layout-grid-char-spacing](#)[height](#)[layout-grid-mode](#)

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## *Web Workshop | DHTML, HTML & CSS*

# TT Element | TT Object Members

---

Renders text in a fixed-width font.

## Properties

[accessKey](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dir](#) , [firstChild](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

## Events

[onbeforecopy](#) , [onbeforecut](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncopy](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) , [onpropertychange](#) , [onreadystatechange](#) , [onresize](#) , [onselectstart](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#) , [saveSnapshot](#) , [time](#) , [userData](#)

## Styles

[width](#)[font-size](#)[overflow](#)[padding-right](#)[letter-spacing](#)[float](#)[display](#)[padding](#)[font-family](#)[cursor](#)[behavior](#)[text-transform](#)[background-repeat](#)[background-image](#)[bottom](#)[visibility](#)[font-style](#)[clip](#)[text-autospace](#)[left](#)[overflow-x](#)[font-variant](#)[text-decoration](#)[overflow-y](#)[background-color](#)[direction](#)[z-index](#)[position](#)[background-position](#)[clear](#)[font](#)[unicode-bidi](#)[background-color](#)[font-weight](#)[word-spacing](#)[line-height](#)[top](#)[padding-left](#)[layout-grid](#)[layout-grid-mode](#)[padding-top](#)[padding-bottom](#)[right](#)

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## *Web Workshop | DHTML, HTML & CSS*

# U Element | U Object Members

---

Renders text that is underlined.

## Properties

accessKey , canHaveChildren , className , clientHeight , clientLeft , clientTop , clientWidth , currentStyle , dir , firstChild , id , innerHTML , innerText , isTextEdit , lang , language , lastChild , nextSibling , nodeName , nodeType , nodeValue , offsetHeight , offsetLeft , offsetParent , offsetTop , offsetWidth , outerHTML , outerText , parentElement , parentNode , parentTextEdit , previousSibling , readyState , recordNumber , runtimeStyle , scopeName , scrollHeight , scrollLeft , scrollTop , scrollWidth , sourceIndex , style , tabIndex , tagName , tagUrn , title , uniqueID

## Methods

addBehavior , appendChild , applyElement , attachEvent , blur , clearAttributes , click , cloneNode , componentFromPoint , contains , detachEvent , focus , getAdjacentText , getAttribute , getBoundingClientRect , getClientRects , getElementsByTagName , getExpression , hasChildNodes , insertAdjacentElement , insertAdjacentHTML , insertAdjacentText , insertBefore , mergeAttributes , releaseCapture , removeAttribute , removeBehavior , removeChild , removeExpression , removeNode , replaceAdjacentText , replaceChild , replaceNode , scrollIntoView , setAttribute , setCapture , setExpression , swapNode

## Events

onbeforecopy , onbeforecut , onbeforepaste , onblur , onclick , oncontextmenu , oncopy , oncut , ondblclick , ondrag , ondragend , ondragenter , ondragleave , ondragover , ondragstart , ondrop , onfocus , onhelp , onkeydown , onkeypress , onkeyup , onlosecapture , onmousedown , onmousemove , onmouseout , onmouseover , onmouseup , onpaste , onpropertychange , onreadystatechange , onresize , onselectstart

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#) , [saveSnapshot](#) , [time](#) , [userData](#)

## Styles

[width](#)[font-size](#)[overflow](#)[padding-right](#)[letter-spacing](#)[float](#)[display](#)[padding](#)[font-family](#)[cursor](#)[behavior](#)[text-transform](#)[background-repeat](#)[background-image](#)[bottom](#)[visibility](#)[font-style](#)[clip](#)[text-autospace](#)[left](#)[overflow-x](#)[font-variant](#)[text-decoration](#)[overflow-y](#)[background-color](#)[direction](#)[z-index](#)[position](#)[background-position](#)[clear](#)[font](#)[unicode-bidi](#)[background-color](#)[font-weight](#)[word-spacing](#)[line-height](#)[top](#)[padding-left](#)[layout-grid](#)[layout-grid-mode](#)[padding-top](#)[padding-bottom](#)[right](#)

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## *Web Workshop | DHTML, HTML & CSS*



# UL Element | UL Object Members

---

Draws lines of text as a bulleted list.

## Properties

[accessKey](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dir](#) , [firstChild](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [type](#) , [uniqueID](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

## Events

[onbeforecopy](#) , [onbeforecut](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncopy](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) , [onpropertychange](#) , [onreadystatechange](#) , [onresize](#) , [onselectstart](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#) , [saveSnapshot](#) , [time](#) , [userData](#)

## Styles

[border-top-color](#)[width](#)[margin-top](#)[border-bottom-width](#)[page-break-before](#)[padding-right](#)[padding](#)[border-right-width](#)[cursor](#)[text-indent](#)[visibility](#)[font-style](#)[border-left-color](#)[margin-left](#)[text-autospace](#)[left](#)[overflow-x](#)[layout-grid-line](#)[font-variant](#)[overflow-y](#)[list-style-line-break](#)[list-style-type](#)[background](#)[text-align](#)[list-style-image](#)[direction](#)[border-bottom-color](#)[text-justify](#)[position](#)[background-position](#)[clear](#)[border-right-color](#)[border-right](#)[word-spacing](#)[top](#)[padding-left](#)[layout-grid-mode](#)[padding-bottom](#)[right](#)[font-size](#)[border-bottom](#)[overflow](#)[letter-spacing](#)[display](#)[float](#)[font-family](#)[margin-right](#)[behavior](#)[word-break](#)[text-transform](#)[background-repeat](#)[border-top-style](#)[layout-grid-char](#)[list-style-position](#)[background-image](#)[bottom](#)[clip](#)[text-decoration](#)[color](#)[border-style](#)[border-top-width](#)[border-top](#)[z-index](#)[margin-bottom](#)[page-break-after](#)[font](#)[border-left-style](#)[border-width](#)[margin](#)[unicode-bidi](#)[background-color](#)[font-weight](#)[line-height](#)[border-bottom-style](#)[layout-grid](#)[layout-grid-type](#)[layout-grid-char-spacing](#)[border-left-width](#)[border-left](#)[padding-top](#)[border-color](#)[border-right-style](#)[border](#)

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## *Web Workshop | DHTML, HTML & CSS*

## userProfile Object Members

---

Provides methods that allow a script to request read access to and perform read actions on a user's profile information.

### Methods

[addReadRequest](#) , [clearRequest](#) , [doReadRequest](#) , [getAttribute](#)

---

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# VAR Element | VAR Object Members

---

Renders text in a small fixed-width font.

## Properties

[accessKey](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dir](#) , [firstChild](#) , [id](#) , [innerHTML](#) , [innerText](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [uniqueID](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getElementsByTagName](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

## Events

[onbeforecut](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) , [onpropertychange](#) , [onreadystatechange](#) , [onresize](#) , [onselectstart](#)

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#) , [saveSnapshot](#) , [time](#) , [userData](#)

## Styles

[width](#)[font-size](#)[overflow](#)[padding-right](#)[letter-spacing](#)[float](#)[display](#)[padding](#)[font-family](#)[cursor](#)[behavior](#)[text-transform](#)[background-repeat](#)[background-image](#)[bottom](#)[visibility](#)[font-style](#)[clip](#)[text-autospace](#)[left](#)[overflow-x](#)[font-variant](#)[text-decoration](#)[overflow-y](#)[background-color](#)[direction](#)[z-index](#)[position](#)[background-position](#)[clear](#)[font](#)[unicode-bid](#)[background-color](#)[font-weight](#)[word-spacing](#)[line-height](#)[top](#)[padding-left](#)[layout-grid](#)[layout-grid-mode](#)[padding-top](#)[padding-bottom](#)[right](#)

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## *Web Workshop | DHTML, HTML & CSS*



# WBR Element | WBR Object Members

---

Inserts a soft line break into a block of [NOBR](#) text.

## Properties

[currentStyle](#) , [id](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [scopeName](#) , [tagUrn](#)

## Methods

[addBehavior](#) , [componentFromPoint](#) , [getAttribute](#) , [removeAttribute](#) , [removeBehavior](#) , [scrollIntoView](#) , [setAttribute](#)

## Collections

[behaviorUrns](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#)

## Styles

[behaviortext-autospace](#)

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◀ [showHelp Method](#) ▶ [showModelessDi](#)

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# showModalDialog Method

---

Creates a modal dialog box that displays the specified HTML document.

## Syntax

```
vReturnValue = window.showModalDialog(sURL [, vArguments][, sFeatures])
```

## Parameters

<i>sURL</i>	Required. String that specifies the URL of the document to load and display.	
<i>vArguments</i>	Optional. Variant that specifies the arguments to use when displaying the document. Use this parameter to pass a value of any type, including an array of values. The dialog box can extract the values passed by the caller from the <a href="#">dialogArguments</a> property of the <a href="#">window</a> object.	
<i>sFeatures</i>	Optional. String that specifies the window ornaments for the dialog box, using one or more of the following semicolon-delimited values:	
	<code>dialogHeight:<i>iHeight</i></code>	Sets the height of the dialog window (see Remarks for default unit of measure).
	<code>dialogLeft:<i>iXPos</i></code>	Sets the left position of the dialog window relative to the upper-left corner of the desktop.
	<code>dialogTop:<i>iYPos</i></code>	Sets the top position of the dialog window relative to the upper-left corner of the desktop.
	<code>dialogWidth:<i>iWidth</i></code>	Sets the width of the dialog window (see Remarks for default unit of measure).
	<code>center:{ <b>yes</b>   no   1   0 }</code>	Specifies whether to center the dialog window within the desktop. The default is <b>yes</b> .
	<code>help:{ <b>yes</b>   no   1   0 }</code>	Specifies whether the dialog window displays the context-sensitive Help icon. The default is <b>yes</b> .
	<code>resizable:{ yes   <b>no</b>   1   0 }</code>	Specifies whether the dialog window has set dimensions. The default for both trusted and untrusted dialog windows is <b>no</b> .
	<code>status:{ yes   no   1   0 }</code>	Specifies whether the dialog window displays a status bar. The default is <b>yes</b> for untrusted dialog windows and <b>no</b> for trusted dialog windows.

## Return Value

Variant. Returns the value of the [returnValue](#) property as set by the window of the document specified in *sURL*.

## Remarks

A modal dialog box retains the input focus while open. The user cannot switch windows until the dialog box is closed.

Because a modal dialog box can include a URL to a resource in a different domain, do not pass information through the *vArguments* parameter that the user might consider private.

As of Microsoft® Internet Explorer 4.0, you can eliminate scroll bars on dialog boxes. To turn off the scroll bar, set the **SCROLL** attribute to false in the **BODY** element for the dialog window, or call the modal dialog box from a trusted application.

Internet Explorer 5 allows further control over modal dialog boxes through the status and resizable values in the *sFeatures* parameter of the **showModalDialog** method. Turn off the status bar by calling the dialog box from a trusted application, such as Microsoft® Visual Basic® or an HTML Application (HTA), or from a trusted window, such as a trusted modal dialog box. These applications are considered to be trusted because they use Internet Explorer interfaces instead of the browser. Any dialog box generated from a trusted source has the status bar turned off by default. Resizing is turned off by default, but you can turn it on by specifying *resizable=yes* in the *sFeatures* string of the **showModalDialog** method.

You can set the default font settings the same way you set cascading style sheets (CSS) attributes (for example, "font:3;font-size:4"). To define multiple font values, use multiple font attributes.

The default unit of measure for *dialogHeight* and *dialogWidth* in Internet Explorer 4.0 is the em; in Internet Explorer 5 it is the pixel. For consistent results, specify the *dialogHeight* and *dialogWidth* in pixels when designing modal dialog boxes.

Although a user can manually adjust the height of a dialog box to a smaller value—provided the dialog box is resizable—the minimum `dialogHeight` you can specify is 100 pixels.

To override center, even though the default for center is yes, you can specify either `dialogLeft` and/or `dialogTop`.

## Example

This example uses the **`showModalDialog`** method to open a customized dialog box.

## Applies To

[window](#)

---

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◀ showModalDialog Method ▶ splitText |

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# showModelessDialog Method

---

Creates a modeless dialog box that displays the specified HTML document.

## Syntax

```
vReturnValue = window.showModelessDialog(sURL [, vArguments][, sFeatures],
```

## Parameters

<i>sURL</i>	Required. String that specifies the URL of the document to load and display.																
<i>vArguments</i>	Optional. Variant that specifies the arguments to use when displaying the document. Use this parameter to pass a value of any type, including an array of values. The dialog box can extract the values passed by the caller from the <a href="#">dialogArguments</a> property of the <a href="#">window</a> object.																
<i>sFeatures</i>	Optional. String that specifies the window ornaments for the dialog box, using one or more of the following semicolon-delimited values: <table><tr><td>dialogHeight:<i>iHeight</i></td><td>Sets the height, in pixels, of the dialog window.</td></tr><tr><td>dialogLeft:<i>iXPos</i></td><td>Sets the left position of the dialog window relative to the upper-left corner of the desktop.</td></tr><tr><td>dialogTop:<i>iYPos</i></td><td>Sets the top position of the dialog window relative to the upper-left corner of the desktop.</td></tr><tr><td>dialogWidth:<i>iWidth</i></td><td>Sets the width, in pixels, of the dialog window.</td></tr><tr><td>center:{ <b>yes</b>   no   1   0 }</td><td>Specifies whether to center the dialog window within the desktop. The default is <b>yes</b>.</td></tr><tr><td>help:{ <b>yes</b>   no   1   0 }</td><td>Specifies whether the dialog box displays the context-sensitive Help icon. The default is <b>yes</b>.</td></tr><tr><td>resizable:{ yes   <b>no</b>   1   0 }</td><td>Specifies whether the dialog window has set dimensions. The default for trusted and untrusted dialog windows is <b>no</b>.</td></tr><tr><td>status:{ yes   no   1   0 }</td><td>Specifies whether the dialog window displays a status bar. The default is <b>yes</b> for untrusted dialog windows and <b>no</b> for trusted dialog windows.</td></tr></table>	dialogHeight: <i>iHeight</i>	Sets the height, in pixels, of the dialog window.	dialogLeft: <i>iXPos</i>	Sets the left position of the dialog window relative to the upper-left corner of the desktop.	dialogTop: <i>iYPos</i>	Sets the top position of the dialog window relative to the upper-left corner of the desktop.	dialogWidth: <i>iWidth</i>	Sets the width, in pixels, of the dialog window.	center:{ <b>yes</b>   no   1   0 }	Specifies whether to center the dialog window within the desktop. The default is <b>yes</b> .	help:{ <b>yes</b>   no   1   0 }	Specifies whether the dialog box displays the context-sensitive Help icon. The default is <b>yes</b> .	resizable:{ yes   <b>no</b>   1   0 }	Specifies whether the dialog window has set dimensions. The default for trusted and untrusted dialog windows is <b>no</b> .	status:{ yes   no   1   0 }	Specifies whether the dialog window displays a status bar. The default is <b>yes</b> for untrusted dialog windows and <b>no</b> for trusted dialog windows.
dialogHeight: <i>iHeight</i>	Sets the height, in pixels, of the dialog window.																
dialogLeft: <i>iXPos</i>	Sets the left position of the dialog window relative to the upper-left corner of the desktop.																
dialogTop: <i>iYPos</i>	Sets the top position of the dialog window relative to the upper-left corner of the desktop.																
dialogWidth: <i>iWidth</i>	Sets the width, in pixels, of the dialog window.																
center:{ <b>yes</b>   no   1   0 }	Specifies whether to center the dialog window within the desktop. The default is <b>yes</b> .																
help:{ <b>yes</b>   no   1   0 }	Specifies whether the dialog box displays the context-sensitive Help icon. The default is <b>yes</b> .																
resizable:{ yes   <b>no</b>   1   0 }	Specifies whether the dialog window has set dimensions. The default for trusted and untrusted dialog windows is <b>no</b> .																
status:{ yes   no   1   0 }	Specifies whether the dialog window displays a status bar. The default is <b>yes</b> for untrusted dialog windows and <b>no</b> for trusted dialog windows.																

## Return Value

Variant. Returns a reference to the new window object. Use this reference to script properties and methods on the new window.

## Remarks

The modeless dialog box displays even when the user switches input focus

to the window.

The **showModelessDialog** method is useful for menus and Help systems. When you invoke this method, a dialog box appears, layered in front of the browser window or HTML Application (HTA).

By convention, modeless dialog boxes can differ from an application window in that they do not have scroll bar, status bar, or resize capabilities. To create this type of dialog box, implement the following steps:

- Turn off the scroll bar. Use the [SCROLL](#) attribute by including the scroll="no" value in the [BODY](#) tag for the dialog window.
- Turn off the status bar. Set the value of status to no in the *sFeatures* parameter of the **showModelessDialog** call. A second option is to call the dialog window from a trusted application, such as Microsoft® Visual Basic® or an HTA, or from a trusted window, such as a trusted dialog box. These are considered trusted because they use Internet Explorer interfaces instead of the browser. The status bar of any dialog box generated from a trusted source is set to off by default.
- Do not allow resizing. Resizing is set to off by default.

To create a return value for **showModelessDialog**, set the *vArguments* parameter to a callback function or an object in the **showModelessDialog** call. In the modeless dialog box, you can reference this function or object through the [dialogArguments](#) property of the [window](#) object. The same arguments are valid for the **showModelessDialog** and **showModalDialog** methods.

You can set the default font settings the same way you set cascading style sheets (CSS) attributes (for example, "font:3; font-size:4"). To define multiple font values, use multiple font attributes.



To override center, even though the default for center is yes, you can specify either `dialogLeft` and/or `dialogTop`.

Although a user can manually adjust the height of a dialog box to a smaller value—provided the dialog box is resizable—the minimum `dialogHeight` you can specify is 100 pixels.

## Example

This example uses the **`showModelessDialog`** method to create a return value. It also shows how to handle user actions in the modeless dialog box.

## Applies To

[window](#)

---

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◀ designMode Property ▶ dialogHeight I

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# dialogArguments Property

---

Retrieves the variable or array of variables passed into the modal dialog window.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ vVariables = ] window.dialogArguments

## Possible Values

vVariables	String, numeric, object, or array value that specifies arguments.
------------	---

The property is read-only with no default value.

## Remarks

The **dialogArguments** property applies only to windows created using the [showModalDialog](#) method.

## Applies To

[window](#)

---

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◀ dialogArguments Property ▶ dialogLeft

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# dialogHeight Property

---

Sets or retrieves the height of the modal dialog window.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>window.dialogHeight [ = <i>iHeight</i> ]</code>

## Possible Values

*iHeight* Integer that specifies the height, in ems.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The **dialogHeight** property applies only to windows created using the [showModalDialog](#) method.

Although a user can manually adjust the height of a dialog box to a smaller value—provided the dialog box is resizable—the minimum **dialogHeight** you can set using script is 100 pixels.

## Example

This example creates a dialog window using the **dialogHeight** property to set the new window's height.

```
<SCRIPT>
```

```
function someMessage()
{
    event.srcElement.blur();
    window.showModalDialog("message.htm", "",
        "dialogWidth:5cm; dialogHeight:10cm")
}
</SCRIPT>
</HEAD>
<BODY>
<SELECT onchange="someMessage()">
    <OPTION>Item 1</OPTION>
    <OPTION>Item 2</OPTION>
    <OPTION>Item 3</OPTION>
</SELECT>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

HTML	N/A
Scripting	<a href="#">window</a>

---

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◀ dialogHeight Property ▶ dialogTop Prc

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# dialogLeft Property

---

Sets or retrieves the left coordinate of the modal dialog window.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>window.dialogLeft</code> [ = <i>iLeft</i> ]

## Possible Values

*iLeft* Integer that specifies the left coordinate, in ems.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The **dialogLeft** property applies only to windows created using the [showModalDialog](#) method.

## Example

This example creates a dialog window using the **dialogLeft** property to set the position relative to the left side of the screen.

**Note** Do not break the script code into two lines as in the fourth line of the example. This was done for readability only.

```
<SCRIPT>
function someMessage()
```



```
{
    event.srcElement.blur();
    window.showModalDialog("message.htm", "",
        "dialogWidth:5cm; dialogHeight:10cm;
        dialogTop:0cm; dialogLeft:0cm")
}
</SCRIPT>
</HEAD>
<BODY>
<SELECT onchange="someMessage()">
    <OPTION>Item 1</OPTION>
    <OPTION>Item 2</OPTION>
    <OPTION>Item 3</OPTION>
</SELECT>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

HTML	N/A
Scripting	<a href="#">window</a>

---

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◀ dialogLeft Property ▶ dialogWidth Pro|

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# dialogTop Property

---

Sets or retrieves the top coordinate of the modal dialog window.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>window.dialogTop</code> [ = <i>iTop</i> ]

## Possible Values

*iTop* Integer that specifies the top coordinate, in ems.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The **dialogTop** property applies only to windows created using the [showModalDialog](#) method.

## Example

This example creates a dialog window using the **dialogTop** property to set the position relative to the top of the screen.

**Note** Do not break the script code into two lines as in the fourth line of the example. This was done for readability only.

```
<SCRIPT>
function someMessage()
```

```
{
  event.srcElement.blur();
  window.showModalDialog("message.htm", "",
    "dialogWidth:5cm; dialogHeight:10cm;
    dialogTop:0cm; dialogLeft:0cm")
}
</SCRIPT>
</HEAD>
<BODY>
<SELECT onchange="someMessage()">
  <OPTION>Item 1</OPTION>
  <OPTION>Item 2</OPTION>
  <OPTION>Item 3</OPTION>
</SELECT>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

HTML	N/A
Scripting	<a href="#">window</a>

---

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◀ dialogTop Property ▶ DIR Attribute | di

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# dialogWidth Property

---

Sets or retrieves the width of the modal dialog window.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>window.dialogWidth [ = <i>iWidth</i> ]</code>

## Possible Values

*iWidth* Integer that specifies the width, in ems.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The **dialogWidth** property applies only to windows created using the [showModalDialog](#) method.

## Example

This example creates a dialog window using the **dialogWidth** property to set the new window's width.

```
<SCRIPT>
function someMessage()
{
    event.srcElement.blur();
    window.showModalDialog("message.htm", "",
```

```
"dialogWidth:5cm; dialogHeight:10cm")
}
</SCRIPT>
</HEAD>
<BODY>
<SELECT onchange="someMessage()">
  <OPTION>Item 1</OPTION>
  <OPTION>Item 2</OPTION>
  <OPTION>Item 3</OPTION>
</SELECT>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

HTML	N/A
Scripting	<a href="#">window</a>

---

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◀ repeat Property ▶ returnValue Propert

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# returnValue Property

---

Sets or retrieves the return value from the modal dialog window.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>window.returnValue</code> [ =vValue ]

## Possible Values

`vValue` Variant that specifies the return value from the window.

The property is read/write with no default value.

## Remarks

This property applies only to windows created using the [showModalDialog](#) method.

## Applies To

s

<b>HTML</b>	N/A
<b>Scripting</b>	<a href="#">window</a>

---

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## *Web Workshop | DHTML, HTML & CSS*

# window Object Members

---

Represents an open window in the browser.

## Properties

[clipboardData](#) , [closed](#) , [defaultStatus](#) , [dialogArguments](#) , [dialogHeight](#) , [dialogLeft](#) , [dialogTop](#) , [dialogWidth](#) , [document](#) , [event](#) , [external](#) , [history](#) , [length](#) , [location](#) , [name](#) , [navigator](#) , [offscreenBuffering](#) , [opener](#) , [parent](#) , [returnValue](#) , [screen](#) , [screenLeft](#) , [screenTop](#) , [self](#) , [status](#) , [top](#)

## Methods

[alert](#) , [attachEvent](#) , [blur](#) , [clearInterval](#) , [clearTimeout](#) , [close](#) , [confirm](#) , [detachEvent](#) , [execScript](#) , [focus](#) , [moveBy](#) , [moveTo](#) , [navigate](#) , [open](#) , [print](#) , [prompt](#) , [resizeBy](#) , [resizeTo](#) , [scroll](#) , [scrollBy](#) , [scrollTo](#) , [setInterval](#) , [setTimeout](#) , [showHelp](#) , [showModalDialog](#) , [showModelessDialog](#)

## Events

[onafterprint](#) , [onbeforeprint](#) , [onbeforeunload](#) , [onblur](#) , [onerror](#) , [onfocus](#) , [onhelp](#) , [onload](#) , [onresize](#) , [onunload](#)

## Collections

[frames](#)

---

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◆ ◀ onbeforeprint Event ▶ onbeforeupdate

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# onbeforeunload Event

---

Fires prior to a page being unloaded.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENT onbeforeunload = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.onbeforeunload = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = object EVENT = onbeforeunload&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	No
<b>Cancels</b>	No
<b>To invoke</b>	<ul style="list-style-type: none"><li>• Close the current browser window.</li><li>• Navigate to another location by entering a new address or selecting a Favorite.</li><li>• Click the Back, Forward, Refresh, or Home button.</li><li>• Click on an <a href="#">anchor</a> that refers the browser to another Web page.</li><li>• Invoke the <b>anchor</b> <a href="#">click</a> method.</li><li>• Invoke the <a href="#">document</a> <a href="#">write</a> method.</li><li>• Invoke the <b>document</b> <a href="#">open</a> method.</li><li>• Invoke the <b>document</b> <a href="#">close</a> method.</li><li>• Invoke the <a href="#">window</a> <a href="#">close</a> method.</li><li>• Invoke the <b>window</b> <a href="#">open</a> method, providing the possible value <code>_self</code> for the window name.</li><li>• Invoke the <b>window</b> <a href="#">navigate</a> or <a href="#">NavigateAndFind</a> method.</li><li>• Invoke the <a href="#">location</a> <a href="#">replace</a> method.</li><li>• Invoke the <b>location</b> <a href="#">reload</a> method.</li><li>• Specify a new value for the <b>location</b> <a href="#">href</a> property.</li><li>• Submit a <a href="#">FORM</a> to the address specified in the <a href="#">ACTION</a> attribute via the <a href="#">INPUT_submit</a> control, or invoke the <b>form</b> <a href="#">submit</a> method.</li></ul>
<b>Default action</b>	Signals that the page is about to be unloaded.

When a string is returned to this event, a dialog box displays that gives the user the option of staying on the page.

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Example

This example uses the **onbeforeunload** event to prompt the user to remain on the page.

```
<HTML>
<HEAD>
<SCRIPT>
function closeIt()
{
    event.returnValue = "Any string value here will force a dialog
                        box to appear before closing the window.";
}
</SCRIPT>
</HEAD>
<BODY onbeforeunload="closeIt()">
<P>Navigate to another page to fire the before unload event.
</BODY>
</HTML>
```

## Applies To

[FRAMESET](#), [window](#)

## See Also

[data binding](#)☐, [onload](#), [onunload](#)

---

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## *Web Workshop | DHTML, HTML & CSS*



# XML Element | XML Object Members

---

Defines an [xml data island](#)☐ on an HTML page.

## Properties

[id](#) , [parentElement](#) , [readyState](#) , [recordset](#) , [scopeName](#) , [src](#) , [tagUrn](#) , [XMLDocument](#)

## Methods

[addBehavior](#) , [componentFromPoint](#) , [removeBehavior](#)

## Events

[ondataavailable](#) , [ondatasetchanged](#) , [ondatasetcomplete](#) , [onreadystatechange](#) , [onrowenter](#) , [onrowexit](#) , [onrowsdelete](#) , [onrowsinserted](#)

## Collections

[behaviorUrns](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#)

## Styles

[behaviortext-autospace](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# XMP Element | XMP Object Members

---

Renders text used for examples in a fixed-width font.

## Properties

`accessKey` , `canHaveChildren` , `className` , `clientHeight` , `clientLeft` , `clientTop` , `clientWidth` , `currentStyle` , `dir` , `firstChild` , `id` , `innerHTML` , `innerText` , `isTextEdit` , `lang` , `language` , `lastChild` , `nextSibling` , `nodeName` , `nodeType` , `nodeValue` , `offsetHeight` , `offsetLeft` , `offsetParent` , `offsetTop` , `offsetWidth` , `outerHTML` , `outerText` , `parentElement` , `parentNode` , `parentTextEdit` , `previousSibling` , `readyState` , `recordNumber` , `runtimeStyle` , `scopeName` , `scrollHeight` , `scrollLeft` , `scrollTop` , `scrollWidth` , `sourceIndex` , `style` , `tabIndex` , `tagName` , `tagUrn` , `title` , `uniqueID`

## Methods

`addBehavior` , `appendChild` , `applyElement` , `attachEvent` , `blur` , `clearAttributes` , `click` , `cloneNode` , `componentFromPoint` , `contains` , `detachEvent` , `focus` , `getAdjacentText` , `getAttribute` , `getBoundingClientRect` , `getClientRects` , `getElementsByTagName` , `hasChildNodes` , `insertAdjacentElement` , `insertAdjacentHTML` , `insertBefore` , `mergeAttributes` , `releaseCapture` , `removeAttribute` , `removeBehavior` , `removeChild` , `removeNode` , `replaceAdjacentText` , `replaceChild` , `replaceNode` , `scrollIntoView` , `setAttribute` , `setCapture` , `swapNode`

## Events

`onbeforecut` , `onbeforepaste` , `onblur` , `onclick` , `oncontextmenu` , `oncut` , `ondblclick` , `ondrag` , `ondragend` , `ondragenter` , `ondragleave` , `ondragover` , `ondragstart` , `ondrop` , `onfocus` , `onhelp` , `onkeydown` , `onkeypress` , `onkeyup` , `onlosecapture` , `onmousedown` , `onmousemove` , `onmouseout` , `onmouseover` , `onmouseup` , `onpaste` , `onpropertychange` , `onreadystatechange` , `onresize` , `onselectstart`

## Collections

[all](#) , [attributes](#) , [behaviorUrns](#) , [childNodes](#) , [children](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#) , [saveSnapshot](#) , [time](#) , [userData](#)

## Styles

[border-top-color](#)[margin-top](#)[border-bottom-width](#)[page-break-before](#)[padding-right](#)[paddingborder-right-width](#)[cursor](#)[text-indent](#)[visibility](#)[font-style](#)[border-left-color](#)[margin-left](#)[text-autospace](#)[leftoverflow-x](#)[layout-grid-line](#)[font-variant](#)[overflow-y](#)[line-break](#)[backgroundtext-align](#)[direction](#)[border-bottom-color](#)[text-justify](#)[positionbackground-position](#)[clear](#)[border-right-color](#)[border-rightword-spacing](#)[toppadding-left](#)[layout-grid-mode](#)[padding-bottom](#)[rightfont-size](#)[border-bottomoverflow](#)[letter-spacing](#)[display](#)[float](#)[font-family](#)[margin-right](#)[behavior](#)[word-break](#)[text-transform](#)[background-repeat](#)[border-top-style](#)[layout-grid-char](#)[background-image](#)[bottomclip](#)[text-decoration](#)[colorborder-style](#)[border-top-width](#)[border-topz-index](#)[margin-bottom](#)[page-break-after](#)[fontborder-left-style](#)[border-width](#)[marginunicode-bidi](#)[background-color](#)[font-weight](#)[line-height](#)[border-bottom-style](#)[layout-grid](#)[layout-grid-type](#)[layout-grid-char-spacing](#)[border-left-width](#)[border-leftpadding-top](#)[border-color](#)[border-right-style](#)[border](#)

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## *Web Workshop | DHTML, HTML & CSS*

# INPUT type=button Element | INPUT type=button

## Object Members

---

Creates a button control.

### Properties

[accessKey](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dataFld](#) , [dataFormatAs](#) , [dataSrc](#) , [defaultValue](#) , [dir](#) , [disabled](#) , [firstChild](#) , [form](#) , [id](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [name](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [size](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [type](#) , [uniqueID](#) , [value](#)

### Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [createTextRange](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [select](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

### Events

[onbeforecut](#) , [onbeforeeditfocus](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfilterchange](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) ,

[onpropertychange](#) , [onreadystatechange](#) , [onresize](#) , [onselectstart](#)

## Collections

[attributes](#) , [behaviorUrns](#) , [filters](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#)  
[, saveSnapshot](#) , [time](#) , [userData](#)

## Styles

[border-top-color](#)[width](#)[margin-top](#)[border-bottom-width](#)[padding-right](#)[padding](#)[border-right-width](#)[cursor](#)[filter](#)[visibility](#)[font-style](#)[border-left-color](#)[margin-left](#)[text-autospace](#)[left](#)[font-variant](#)[background](#)[direction](#)[border-bottom-color](#)[position](#)[background-position](#)[clear](#)[border-right-color](#)[border-right](#)[word-spacing](#)[top](#)[padding-left](#)[layout-grid-mode](#)[height](#)[padding-bottom](#)[right](#)[font-size](#)[border-bottom](#)[letter-spacing](#)[display](#)[float](#)[font-family](#)[margin-right](#)[behavior](#)[text-transform](#)[background-repeat](#)[border-top-style](#)[background-image](#)[bottom](#)[clip](#)[text-decoration](#)[color](#)[border-style](#)[border-top-width](#)[border-top](#)[z-index](#)[margin-bottom](#)[font](#)[border-left-style](#)[border-width](#)[margin](#)[unicode-bidi](#)[background-color](#)[font-weight](#)[line-height](#)[border-bottom-style](#)[layout-grid](#)[border-left-width](#)[border-left](#)[padding-top](#)[border-color](#)[border-right-style](#)[border](#)

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## *Web Workshop | DHTML, HTML & CSS*



# INPUT type=checkbox Element | INPUT type=checkbox Object Members

---

Creates a check box control.

## Properties

`accessKey` , `canHaveChildren` , `checked` , `className` , `clientHeight` , `clientLeft` , `clientTop` , `clientWidth` , `currentStyle` , `dataFld` , `dataSrc` , `defaultChecked` , `defaultValue` , `dir` , `disabled` , `firstChild` , `form` , `id` , `indeterminate` , `isTextEdit` , `lang` , `language` , `lastChild` , `name` , `nextSibling` , `nodeName` , `nodeType` , `nodeValue` , `offsetHeight` , `offsetLeft` , `offsetParent` , `offsetTop` , `offsetWidth` , `outerHTML` , `outerText` , `parentElement` , `parentNode` , `parentTextEdit` , `previousSibling` , `readyState` , `recordNumber` , `runtimeStyle` , `scopeName` , `scrollHeight` , `scrollLeft` , `scrollTop` , `scrollWidth` , `size` , `sourceIndex` , `status` , `style` , `tabIndex` , `tagName` , `tagUrn` , `title` , `type` , `uniqueID` , `value`

## Methods

`addBehavior` , `appendChild` , `applyElement` , `attachEvent` , `blur` , `clearAttributes` , `click` , `cloneNode` , `componentFromPoint` , `contains` , `detachEvent` , `focus` , `getAdjacentText` , `getAttribute` , `getBoundingClientRect` , `getClientRects` , `getExpression` , `hasChildNodes` , `insertAdjacentElement` , `insertAdjacentHTML` , `insertAdjacentText` , `insertBefore` , `mergeAttributes` , `releaseCapture` , `removeAttribute` , `removeBehavior` , `removeChild` , `removeExpression` , `removeNode` , `replaceAdjacentText` , `replaceChild` , `replaceNode` , `scrollIntoView` , `select` , `setAttribute` , `setCapture` , `setExpression` , `swapNode`

## Events

`onbeforecut` , `onbeforeeditfocus` , `onbeforepaste` , `onblur` , `onclick` , `oncontextmenu` , `oncut` , `ondblclick` , `ondrag` , `ondragend` , `ondragenter` , `ondragleave` , `ondragover` , `ondragstart` , `ondrop` , `onfilterchange` , `onfocus` , `onhelp` , `onkeydown` , `onkeypress` , `onkeyup` , `onlosecapture` , `onmousedown`

, onmousemove , onmouseout , onmouseover , onmouseup , onpaste ,  
onpropertychange , onreadystatechange , onselectstart

## Collections

attributes , behaviorUrns , filters

## Behaviors

clientCaps , download , homePage , httpFolder , saveFavorite , saveHistory  
, saveSnapshot , time , userData

## Styles

border-top-colorwidthmargin-topborder-bottom-widthpadding-  
rightpaddingborder-right-widthcursorfiltervisibilityfont-styleborder-left-  
colormargin-lefttext-autospaceleftfont-variantbackgroundddirectionborder-  
bottom-colorpositionbackground-positionclearborder-right-colorborder-  
rightword-spacingtoppadding-leftlayout-grid-modeheightpadding-  
bottomrightfont-sizeborder-bottomletter-spacingdisplayfloatfont-  
familymargin-rightbehaviortext-transformbackground-repeatborder-top-  
stylebackground-imagebottomcliptext-decorationcolorborder-styleborder-  
top-widthborder-topz-indexmargin-bottomfontborder-left-styleborder-  
widthmarginunicode-bidibackground-colorfont-weightline-heightborder-  
bottom-stylelayout-gridborder-left-widthborder-leftpadding-topborder-  
colorborder-right-styleborder

---

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◆ ◀ effectAllowed Property ▶ EVENT Attrit

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# ENCTYPE Attribute | encoding Property

---

Sets or retrieves the MIME encoding for the form.

## Syntax

<b>HTML</b>	<code>&lt;FORM ENCTYPE = <i>sType</i> ... &gt;</code>
<b>Scripting</b>	<code>object.encoding [ =<i>sType</i> ]</code>

## Possible Values

*sType* String that specifies the format of the data being submitted by the form.

The property is read/write with a default value of **application/x-www-form-urlencoded**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

Internet Explorer 4.0 also recognizes multipart/form-data, which, along with a POST method, is required to submit a file upload to the server.

## Applies To

[FORM](#)

## See Also

[action](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# INPUT type=file Element | INPUT type=file Object

## Members

---

Creates a file upload object with a text box and Browse button.

### Properties

[accessKey](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dataFld](#) , [dataSrc](#) , [defaultValue](#) , [dir](#) , [disabled](#) , [firstChild](#) , [form](#) , [id](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [name](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [size](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [type](#) , [uniqueID](#) , [value](#)

### Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [select](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

### Events

[onbeforecut](#) , [onbeforeeditfocus](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfilterchange](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) ,

[onpropertychange](#) , [onreadystatechange](#) , [onresize](#) , [onselectstart](#)

## Collections

[attributes](#) , [behaviorUrns](#) , [filters](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#)  
[, saveSnapshot](#) , [time](#) , [userData](#)

## Styles

[border-top-color](#)[width](#)[margin-top](#)[border-bottom-width](#)[padding-right](#)[padding](#)[border-right-width](#)[cursor](#)[filter](#)[visibility](#)[font-style](#)[border-left-color](#)[margin-left](#)[text-autospace](#)[left](#)[font-variant](#)[background](#)[direction](#)[border-bottom-color](#)[position](#)[background-position](#)[clear](#)[border-right-color](#)[border-right](#)[word-spacing](#)[top](#)[padding-left](#)[layout-grid-mode](#)[height](#)[padding-bottom](#)[right](#)[font-size](#)[border-bottom](#)[letter-spacing](#)[display](#)[float](#)[font-family](#)[margin-right](#)[behavior](#)[text-transform](#)[background-repeat](#)[border-top-style](#)[background-image](#)[bottom](#)[clip](#)[text-decoration](#)[color](#)[border-style](#)[border-top-width](#)[border-top](#)[z-index](#)[margin-bottom](#)[font](#)[border-left-style](#)[border-width](#)[margin](#)[unicode-bidi](#)[background-color](#)[font-weight](#)[line-height](#)[border-bottom-style](#)[layout-grid](#)[border-left-width](#)[border-left](#)[padding-top](#)[border-color](#)[border-right-style](#)[border](#)

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## *Web Workshop | DHTML, HTML & CSS*

# INPUT type=hidden Element | INPUT type=hidden

## Object Members

---

Transmits state information about client/server interaction.

### Properties

[className](#) , [dataFld](#) , [dataSrc](#) , [defaultValue](#) , [form](#) , [id](#) , [isTextEdit](#) , [lang](#) , [language](#) , [name](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetParent](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [sourceIndex](#) , [style](#) , [tagName](#) , [tagUrn](#) , [type](#) , [uniqueID](#) , [value](#)

### Methods

[addBehavior](#) , [applyElement](#) , [attachEvent](#) , [clearAttributes](#) , [cloneNode](#) , [componentFromPoint](#) , [createTextRange](#) , [detachEvent](#) , [getAdjacentText](#) , [getAttribute](#) , [getExpression](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [replaceAdjacentText](#) , [replaceChild](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

### Events

[onbeforeeditfocus](#) , [onfocus](#) , [onlosecapture](#) , [onpropertychange](#) , [onreadystatechange](#)

### Collections

[attributes](#) , [behaviorUrns](#)

### Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#)

, [saveSnapshot](#) , [time](#) , [userData](#)

## Styles

[behaviortext-autospace](#)

---

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◆ ◀ VALUE Attribute | value P... ▶ VCARD

*Web Workshop | DHTML, HTML & CSS*

# VALUE Attribute | value Property

---

Sets or retrieves the count of ordered lists as they progress.

## Syntax

<b>HTML</b>	<code>&lt;LI VALUE = <i>sValue</i> ... &gt;</code>
<b>Scripting</b>	<code>li.value [ = <i>sValue</i> ]</code>

## Possible Values

*sValue* String that specifies the count.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Example

This example sets each line item's value to an integer string.

```
<OL>
<LI VALUE="1">One
<LI VALUE="2">Two
<LI VALUE="3">Three
</OL>
```

## Applies To

[LI](#)

---

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□ SRC Attribute | src Prope... □ srcElem

*Web Workshop | DHTML, HTML & CSS*

# SRC Attribute | src Property

---

Sets or retrieves a URL to be loaded by the object.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT SRC = sURL ... &gt;</code>
<b>Scripting</b>	<code>object.src [ = sURL ]</code>

## Possible Values

*sURL* String that specifies the URL.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Example

This example uses the **src** property to change the image's **SRC** attribute.

```
<BODY onmousedown="oImage.src='sphere.jpg'"
onmouseup="oImage.src='cone.jpg'">
:
<IMG ID=oImage SRC="cone.jpeg">
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[APPLET](#), [EMBED](#), [FRAME](#), [IFRAME](#), [IMG](#), [INPUT type=image](#), [XML](#)



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## *Web Workshop | DHTML, HTML & CSS*

# INPUT type=image Element | INPUT type=image Object Members

---

Creates an image control that, when clicked, causes the form to be immediately submitted.

## Properties

[accessKey](#) , [align](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [complete](#) , [currentStyle](#) , [dataFld](#) , [dataSrc](#) , [defaultValue](#) , [dir](#) , [disabled](#) , [firstChild](#) , [form](#) , [id](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [name](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [size](#) , [sourceIndex](#) , [src](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [type](#) , [uniqueID](#) , [value](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [select](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

## Events

[onbeforecut](#) , [onbeforeeditfocus](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfilterchange](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#)

, onmousemove , onmouseout , onmouseover , onmouseup , onpaste , onpropertychange , onreadystatechange , onresize , onselectstart

## Collections

attributes , behaviorUrns , filters

## Behaviors

clientCaps , download , homePage , httpFolder , saveFavorite , saveHistory , saveSnapshot , time , userData

## Styles

border-top-colorwidthmargin-topborder-bottom-widthpadding-rightpaddingborder-right-widthcursorfiltervisibilityfont-styleborder-left-colormargin-lefttext-autospaceleftfont-variantbackgroundddirectionborder-bottom-colorpositionbackground-positionclearborder-right-colorborder-rightword-spacingtoppadding-leftlayout-grid-modeheightpadding-bottomrightfont-sizeborder-bottomletter-spacingdisplayfloatfont-familymargin-rightbehaviortext-transformbackground-repeatborder-top-stylebackground-imagebottomcliptext-decorationcolorborder-styleborder-top-widthborder-topz-indexmargin-bottomfontborder-left-styleborder-widthmarginunicode-bidibackground-colorfont-weightline-heightborder-bottom-stylelayout-gridborder-left-widthborder-leftpadding-topborder-colorborder-right-styleborder

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## *Web Workshop | DHTML, HTML & CSS*

# INPUT type=password Element | INPUT type=password Object Members

---

Creates a single-line text entry control similar to the [text](#) control, except that text is not displayed as the user enters it.

## Properties

[accessKey](#) , [autocomplete](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dataFld](#) , [dataSrc](#) , [defaultValue](#) , [dir](#) , [disabled](#) , [firstChild](#) , [form](#) , [id](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [maxLength](#) , [name](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readOnly](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [size](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [type](#) , [uniqueID](#) , [value](#) , [vcard\\_name](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [createTextRange](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [select](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

## Events

[onbeforecut](#) , [onbeforeeditfocus](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfilterchange](#) , [onfocus](#) ,

onhelp , onkeydown , onkeypress , onkeyup , onlosecapture , onmousedown , onmousemove , onmouseout , onmouseover , onmouseup , onpaste , onpropertychange , onreadystatechange , onresize , onselectstart

## Collections

attributes , behaviorUrns , filters

## Behaviors

clientCaps , download , homePage , httpFolder , saveFavorite , saveHistory , saveSnapshot , time , userData

## Styles

border-top-colorwidthmargin-topborder-bottom-widthpadding-rightpaddingborder-right-widthcursorfiltervisibilityfont-styleborder-left-colormargin-lefttext-autospaceleftfont-variantbackgroundtext-aligndirectionborder-bottom-colorpositionbackground-positionclearborder-right-colorborder-rightword-spacingtoppadding-leftlayout-grid-modeheightpadding-bottomrightfont-sizeborder-bottomletter-spacingdisplayfloatfont-familymargin-rightbehaviortext-transformbackground-repeatborder-top-stylebackground-imagebottomcliptext-decorationcolorborder-styleborder-top-widthborder-topz-indexmargin-bottomfontborder-left-styleborder-widthmarginunicode-bidibackground-colorfont-weightline-heightborder-bottom-stylelayout-gridborder-left-widthborder-leftpadding-topborder-colorborder-right-styleborder

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◀ CELLSPACING Attribute | c... ▶ CLAS

*Web Workshop | DHTML, HTML & CSS*



# CHECKED Attribute | checked Property

---

Sets or retrieves the state of the check box or radio button.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT CHECKED = <i>bChecked</i> ... &gt;</code>
<b>Scripting</b>	<code>input.checked [ = <i>bChecked</i> ]</code>

## Possible Values

<i>bChecked</i>	Boolean that specifies one of the following values: <b>false</b> Control is not selected. true Control is selected.
-----------------	---

The property is read/write with a default value of **false**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

Check boxes that are not selected do not return their values when the form is submitted.

A user can select a radio button only if the button has a [name](#). To clear a selected radio button, a user must select another button in the set.

## Example

This example retrieves the **checked** property to fire an event.

```
<HEAD>  
<SCRIPT>
```

```
function checkthis()
{
  if (oCheckbox.checked == true)
  {
    alert("It's got a check; now off to Microsoft!");
    window.open("http://www.microsoft.com");
  }
}
</SCRIPT>
</HEAD>
<BODY>
Check here if you wish to go to Microsoft:
<INPUT ID=oCheckbox TYPE=checkbox onclick=checkthis()>
</BODY>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[INPUT TYPE=checkbox](#), [INPUT TYPE=radio](#)

## See Also

[defaultChecked](#), [forms overview](#)☐

---

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## *Web Workshop | DHTML, HTML & CSS*

# INPUT type=radio Element | INPUT type=radio Object Members

---

Creates a radio button control.

## Properties

`accessKey` , `canHaveChildren` , `checked` , `className` , `clientHeight` , `clientLeft` , `clientTop` , `clientWidth` , `currentStyle` , `dataFld` , `dataSrc` , `defaultChecked` , `defaultValue` , `dir` , `disabled` , `firstChild` , `form` , `id` , `isTextEdit` , `lang` , `language` , `lastChild` , `name` , `nextSibling` , `nodeName` , `nodeType` , `nodeValue` , `offsetHeight` , `offsetLeft` , `offsetParent` , `offsetTop` , `offsetWidth` , `outerHTML` , `outerText` , `parentElement` , `parentNode` , `parentTextEdit` , `previousSibling` , `readyState` , `recordNumber` , `runtimeStyle` , `scopeName` , `scrollHeight` , `scrollLeft` , `scrollTop` , `scrollWidth` , `size` , `sourceIndex` , `status` , `style` , `tabIndex` , `tagName` , `tagUrn` , `title` , `type` , `uniqueID` , `value`

## Methods

`addBehavior` , `appendChild` , `applyElement` , `attachEvent` , `blur` , `clearAttributes` , `click` , `cloneNode` , `componentFromPoint` , `contains` , `detachEvent` , `focus` , `getAdjacentText` , `getAttribute` , `getBoundingClientRect` , `getClientRects` , `getExpression` , `hasChildNodes` , `insertAdjacentElement` , `insertAdjacentHTML` , `insertAdjacentText` , `insertBefore` , `mergeAttributes` , `releaseCapture` , `removeAttribute` , `removeBehavior` , `removeChild` , `removeExpression` , `removeNode` , `replaceAdjacentText` , `replaceChild` , `replaceNode` , `scrollIntoView` , `select` , `setAttribute` , `setCapture` , `setExpression` , `swapNode`

## Events

`onbeforecut` , `onbeforeeditfocus` , `onbeforepaste` , `onblur` , `onclick` , `oncontextmenu` , `oncut` , `ondblclick` , `ondrag` , `ondragend` , `ondragenter` , `ondragleave` , `ondragover` , `ondragstart` , `ondrop` , `onfilterchange` , `onfocus` , `onhelp` , `onkeydown` , `onkeypress` , `onkeyup` , `onlosecapture` , `onmousedown`

, onmousemove , onmouseout , onmouseover , onmouseup , onpaste ,  
onpropertychange , onreadystatechange , onselectstart

## Collections

attributes , behaviorUrns , filters

## Behaviors

clientCaps , download , homePage , httpFolder , saveFavorite , saveHistory  
, saveSnapshot , time , userData

## Styles

border-top-colorwidthmargin-topborder-bottom-widthpadding-  
rightpaddingborder-right-widthcursorfiltervisibilityfont-styleborder-left-  
colormargin-lefttext-autospaceleftfont-variantbackgroundddirectionborder-  
bottom-colorpositionbackground-positionclearborder-right-colorborder-  
rightword-spacingtoppadding-leftlayout-grid-modeheightpadding-  
bottomrightfont-sizeborder-bottomletter-spacingdisplayfloatfont-  
familymargin-rightbehaviortext-transformbackground-repeatborder-top-  
stylebackground-imagebottomcliptext-decorationcolorborder-styleborder-  
top-widthborder-topz-indexmargin-bottomfontborder-left-styleborder-  
widthmarginunicode-bidibackground-colorfont-weightline-heightborder-  
bottom-stylelayout-gridborder-left-widthborder-leftpadding-topborder-  
colorborder-right-styleborder

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## *Web Workshop | DHTML, HTML & CSS*

# INPUT type=reset Element | INPUT type=reset Object Members

---

Creates a button that, when clicked, resets the form's controls to their initial values.

## Properties

[accessKey](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dataFld](#) , [dataSrc](#) , [defaultValue](#) , [dir](#) , [disabled](#) , [firstChild](#) , [form](#) , [id](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [name](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [size](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [type](#) , [uniqueID](#) , [value](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [createTextRange](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [select](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

## Events

[onbeforecut](#) , [onbeforeeditfocus](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfilterchange](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#)

, [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) ,  
[onpropertychange](#) , [onreadystatechange](#) , [onresize](#) , [onselectstart](#)

## Collections

[attributes](#) , [behaviorUrns](#) , [filters](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#)  
[, saveSnapshot](#) , [time](#) , [userData](#)

## Styles

[border-top-color](#)[width](#)[margin-top](#)[border-bottom-width](#)[padding-right](#)[paddingborder-right-width](#)[cursor](#)[filter](#)[visibility](#)[font-style](#)[border-left-color](#)[margin-left](#)[text-autospace](#)[leftfont-variant](#)[background](#)[direction](#)[border-bottom-color](#)[position](#)[background-position](#)[clear](#)[border-right-color](#)[border-rightwidth](#)[word-spacing](#)[toppadding-left](#)[layout-grid-mode](#)[height](#)[padding-bottom](#)[rightfont-size](#)[border-bottomletter-spacing](#)[display](#)[float](#)[font-family](#)[margin-right](#)[behavior](#)[text-transform](#)[background-repeat](#)[border-top-style](#)[background-image](#)[bottomclip](#)[text-decoration](#)[color](#)[border-style](#)[border-top-width](#)[border-topz-index](#)[margin-bottom](#)[font](#)[border-left-style](#)[border-width](#)[marginunicode-bidi](#)[background-color](#)[font-weight](#)[line-height](#)[border-bottom-style](#)[layout-grid](#)[border-left-width](#)[border-leftpadding-top](#)[border-color](#)[border-right-style](#)[border](#)

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## *Web Workshop | DHTML, HTML & CSS*

# INPUT type=submit Element | INPUT type=submit

## Object Members

---

Creates a button that, when clicked, submits the form.

### Properties

[accessKey](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dataFld](#) , [dataSrc](#) , [defaultValue](#) , [dir](#) , [disabled](#) , [firstChild](#) , [form](#) , [id](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [name](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [size](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [type](#) , [uniqueID](#) , [value](#)

### Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [createTextRange](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [select](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

### Events

[onbeforecut](#) , [onbeforeeditfocus](#) , [onbeforepaste](#) , [onblur](#) , [onclick](#) , [oncontextmenu](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onfilterchange](#) , [onfocus](#) , [onhelp](#) , [onkeydown](#) , [onkeypress](#) , [onkeyup](#) , [onlosecapture](#) , [onmousedown](#) , [onmousemove](#) , [onmouseout](#) , [onmouseover](#) , [onmouseup](#) , [onpaste](#) ,

[onpropertychange](#) , [onreadystatechange](#) , [onresize](#) , [onselectstart](#)

## Collections

[attributes](#) , [behaviorUrns](#) , [filters](#)

## Behaviors

[clientCaps](#) , [download](#) , [homePage](#) , [httpFolder](#) , [saveFavorite](#) , [saveHistory](#)  
[, saveSnapshot](#) , [time](#) , [userData](#)

## Styles

[border-top-color](#)[width](#)[margin-top](#)[border-bottom-width](#)[padding-right](#)[padding](#)[border-right-width](#)[cursor](#)[filter](#)[visibility](#)[font-style](#)[border-left-color](#)[margin-left](#)[text-autospace](#)[left](#)[font-variant](#)[background](#)[direction](#)[border-bottom-color](#)[position](#)[background-position](#)[clear](#)[border-right-color](#)[border-right](#)[word-spacing](#)[top](#)[padding-left](#)[layout-grid-mode](#)[height](#)[padding-bottom](#)[right](#)[font-size](#)[border-bottom](#)[letter-spacing](#)[display](#)[float](#)[font-family](#)[margin-right](#)[behavior](#)[text-transform](#)[background-repeat](#)[border-top-style](#)[background-image](#)[bottom](#)[clip](#)[text-decoration](#)[color](#)[border-style](#)[border-top-width](#)[border-top](#)[z-index](#)[margin-bottom](#)[font](#)[border-left-style](#)[border-width](#)[margin](#)[unicode-bidi](#)[background-color](#)[font-weight](#)[line-height](#)[border-bottom-style](#)[layout-grid](#)[border-left-width](#)[border-left](#)[padding-top](#)[border-color](#)[border-right-style](#)[border](#)

---

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◀ SIZE Attribute | size Pro... ▶ sourceInc

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# SIZE Attribute | size Property

---

Sets or retrieves the size of the control.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENTSIZE = iSize ... &gt;</code>
<b>Scripting</b>	<code>object.size [ =iSize ]</code>

## Possible Values

*iSize* Integer that specifies the size.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

Although this property is read/write, no change is visible when you set the size of the [INPUT type=reset](#), [INPUT type=submit](#), and [INPUT type=image](#) objects. However, you can detect a change to the **size** property for these objects in code.

For the [INPUT type=text](#) object, the size is in characters and represents the width of the text box. When the size is specified, the [SELECT](#) object represents a list box with the specified number of rows.

## Applies To

[INPUT type=button](#), [INPUT type=checkbox](#), [INPUT type=file](#), [INPUT type=image](#), [INPUT type=password](#), [INPUT type=radio](#), [INPUT type=reset](#), [INPUT type=submit](#), [INPUT type=text](#), [SELECT](#)

## See Also

[maxLength](#)

---

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◀ MARGINWIDTH Attribute | m... ▶ MEI

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# MAXLENGTH Attribute | maxLength Property

---

Sets or retrieves the maximum number of characters that the user can enter into a text control.

## Syntax

<b>HTML</b>	<code>&lt;INPUT TYPE="text" MAXLENGTH = <i>iLength</i> ... &gt;</code>
<b>Scripting</b>	<code>object.maxLength [ =<i>iLength</i> ]</code>

## Possible Values

*iLength* Integer that specifies the maximum length of the input.

The property is read/write with a default of no limit.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The **maxLength** property limits the number of characters the user can enter. The property does not limit programmatic assignments to the [value](#) property. The property's value can be larger than the [size](#) of the text box, in which case the text box scrolls, as necessary, as the user types.

## Applies To

[INPUT type=text](#), [INPUT type=password](#)

## See Also

[size](#)

---



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## *Web Workshop | DHTML, HTML & CSS*

# INPUT type=text Element | INPUT type=text Object Members

---

Creates a single-line text entry control.

## Properties

[accessKey](#) , [autocomplete](#) , [canHaveChildren](#) , [className](#) , [clientHeight](#) , [clientLeft](#) , [clientTop](#) , [clientWidth](#) , [currentStyle](#) , [dataFld](#) , [dataSrc](#) , [defaultValue](#) , [dir](#) , [disabled](#) , [firstChild](#) , [form](#) , [id](#) , [isTextEdit](#) , [lang](#) , [language](#) , [lastChild](#) , [maxLength](#) , [name](#) , [nextSibling](#) , [nodeName](#) , [nodeType](#) , [nodeValue](#) , [offsetHeight](#) , [offsetLeft](#) , [offsetParent](#) , [offsetTop](#) , [offsetWidth](#) , [outerHTML](#) , [outerText](#) , [parentElement](#) , [parentNode](#) , [parentTextEdit](#) , [previousSibling](#) , [readOnly](#) , [readyState](#) , [recordNumber](#) , [runtimeStyle](#) , [scopeName](#) , [scrollHeight](#) , [scrollLeft](#) , [scrollTop](#) , [scrollWidth](#) , [size](#) , [sourceIndex](#) , [style](#) , [tabIndex](#) , [tagName](#) , [tagUrn](#) , [title](#) , [type](#) , [uniqueID](#) , [value](#) , [vcard\\_name](#)

## Methods

[addBehavior](#) , [appendChild](#) , [applyElement](#) , [attachEvent](#) , [blur](#) , [clearAttributes](#) , [click](#) , [cloneNode](#) , [componentFromPoint](#) , [contains](#) , [createTextRange](#) , [detachEvent](#) , [focus](#) , [getAdjacentText](#) , [getAttribute](#) , [getBoundingClientRect](#) , [getClientRects](#) , [getExpression](#) , [hasChildNodes](#) , [insertAdjacentElement](#) , [insertAdjacentHTML](#) , [insertAdjacentText](#) , [insertBefore](#) , [mergeAttributes](#) , [releaseCapture](#) , [removeAttribute](#) , [removeBehavior](#) , [removeChild](#) , [removeExpression](#) , [removeNode](#) , [replaceAdjacentText](#) , [replaceChild](#) , [replaceNode](#) , [scrollIntoView](#) , [select](#) , [setAttribute](#) , [setCapture](#) , [setExpression](#) , [swapNode](#)

## Events

[onafterupdate](#) , [onbeforecut](#) , [onbeforeeditfocus](#) , [onbeforepaste](#) , [onbeforeupdate](#) , [onblur](#) , [onchange](#) , [onclick](#) , [oncontextmenu](#) , [oncut](#) , [ondblclick](#) , [ondrag](#) , [ondragend](#) , [ondragenter](#) , [ondragleave](#) , [ondragover](#) , [ondragstart](#) , [ondrop](#) , [onerrorupdate](#) , [onfilterchange](#) , [onfocus](#) , [onhelp](#) ,

onkeydown , onkeypress , onkeyup , onlosecapture , onmousedown ,  
onmousemove , onmouseout , onmouseover , onmouseup , onpaste ,  
onpropertychange , onreadystatechange , onresize , onselect , onselectstart

## Collections

attributes , behaviorUrns , filters

## Behaviors

clientCaps , download , homePage , httpFolder , saveFavorite , saveHistory  
, saveSnapshot , time , userData

## Styles

border-top-colorwidthmargin-topborder-bottom-widthpadding-  
rightpaddingborder-right-widthcursorfiltervisibilityfont-styleborder-left-  
colormargin-lefttext-autospaceleftfont-variantbackgroundtext-  
aligndirectionborder-bottom-colorpositionbackground-positionclearborder-  
right-colorborder-rightword-spacingtoppadding-leftlayout-grid-  
modeheightpadding-bottomrightfont-sizeborder-bottomletter-  
spacingdisplayfloatfont-familymargin-rightbehaviortext-  
transformbackground-repeatborder-top-stylebackground-  
imagebottomcliptext-decorationcolorborder-styleborder-top-widthborder-  
topz-indexmargin-bottomfontborder-left-styleborder-widthmarginunicode-  
bidibackground-colorfont-weighttime-modeline-heightborder-bottom-  
stylelayout-gridborder-left-widthborder-leftpadding-topborder-colorborder-  
right-styleborder

---

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◆ ◀ !important Declaration ▶ @font-face R

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# @charset Rule

---

Sets the character set for an external style sheet.

## Syntax

HTML	@charset <i>sCharacterSet</i>
Scripting	N/A

## Possible Values

*sCharacterSet* String that specifies the [character set](#).

The rule has no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

At most, you can use one **@charset** in an external style sheet, and it must appear at the top of the file, not preceded by any characters. The **@charset** rule cannot be in an embedded style sheet.

## Example

This example implements the **@charset** rule.

```
@charset "Windows-1251";
```

---

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◀ active Pseudo-class ▶ ALIGN Attribute

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# activeElement Property

---

Retrieves the object that has the focus.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>oActive</i> = ] <b>document.activeElement</b>

## Possible Values

<i>oActive</i>	Object that specifies the element that has the focus.
----------------	---

The property is read-only with no default value.

## Applies To

[document](#)

---

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◀ activeElement Property ▶ ALIGN Attril

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# ALIGN Attribute | align Property

---

Sets or retrieves how the object is aligned with adjacent text.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENTALIGN = sAlign ... &gt;</code>
<b>Scripting</b>	<code>object.align [ =sAlign ]</code>

## Possible Values

<i>sAlign</i>	String that specifies one of the following values:
<b>absbottom</b>	Aligns the bottom of the object with the absolute bottom of the surrounding text. The absolute bottom is equal to the baseline of the text minus the height of the largest descender in the text.
<b>absmiddle</b>	Aligns the middle of the object with the middle of the surrounding text. The absolute middle is the midpoint between the absolute bottom and text top of the surrounding text.
<b>baseline</b>	Aligns the bottom of the object with the baseline of the surrounding text.
<b>bottom</b>	Aligns the bottom of the object with the bottom of the surrounding text. The bottom is equal to the baseline minus the standard height of a descender in the text.
<b>left</b>	Aligns the object to the left of the surrounding text. All preceding and subsequent text flows to the right of the object.
<b>middle</b>	Aligns the middle of the object with the surrounding text.
<b>right</b>	Aligns the object to the right of the surrounding text. All subsequent text flows to the left of the object.
<b>texttop</b>	Aligns the top of the object with the absolute top of the surrounding text. The absolute top is the baseline plus the height of the largest ascender in the text.
<b>top</b>	Aligns the top of the object with the top of the text. The top of the text is the baseline plus the standard height of an ascender in the text.

The property is read/write with a default value of **left**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

For the **INPUT** object, this attribute applies only to the **image** type. It is

undefined for all other types.

## **Applies To**

APPLET, EMBED, FIELDSET, IFRAME, IMG, INPUT type=image, OBJECT, SELECT

---

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◀ [ALIGN Attribute | align P...](#) ▶ [ALIGN A](#)

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# ALIGN Attribute | align Property

---

Sets or retrieves the alignment of the caption or legend.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENTALIGN = sAlign ... &gt;</code>
<b>Scripting</b>	<code>object.<b>align</b> [ =sAlign ]</code>

## Possible Values

<i>sAlign</i>	String that specifies one of the following values: bottom Aligns bottom-center. center Aligns center. left Aligns left. right Aligns right. top Aligns top-center.
---------------	---

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The **LEGEND** tag is used only within a **FIELDSET** tag. The contents of the **LEGEND** tag are displayed by overwriting the information in the top border of the **FIELDSET**.

The **CAPTION** tag is used only within a **TABLE** tag. Its contents are displayed centered above the table and do not interact at all with the table border.

## Applies To

CAPTION, LEGEND

---

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◀ [ALIGN Attribute | align P...](#) ▶ [ALIGN A](#)

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# ALIGN Attribute | align Property

---

Sets or retrieves the table alignment.

## Syntax

<b>HTML</b>	<code>&lt;TABLE ALIGN = sAlign ... &gt;</code>
<b>Scripting</b>	<code>table.align [ =sAlign]</code>

## Possible Values

<i>sAlign</i>	String that specifies one of the following values: <b>left</b> Aligns to the left edge. center Aligns to the center. right Aligns to the right edge.
---------------	---

The property is read/write with a default value of **left**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Applies To

[TABLE](#)

---

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◀ [ALIGN Attribute | align P...](#) ▶ [ALINK At](#)

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# ALIGN Attribute | align Property

---

Sets or retrieves the alignment of the object relative to the display or table.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENTALIGN = sAlign ... &gt;</code>
<b>Scripting</b>	<code>object.align [ =sAlign ]</code>

## Possible Values

<i>sAlign</i>	String that specifies one of the following values: center Aligns to the center. justify Aligns to the left and right edge. <b>left</b> Aligns to the left edge. right Aligns to the right edge.
---------------	---

The property is read/write with a default value of **left**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

The default value for the [TH](#) element is center.

The justify possible value is available only for the [DIV](#), [Hn](#), and [P](#) elements.

## Applies To

[COL](#), [COLGROUP](#), [DIV](#), [Hn](#), [HR](#), [P](#), [TBODY](#), [TD](#), [TFOOT](#), [TH](#), [THEAD](#), [TR](#)

---

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◀ [ALIGN Attribute | align P...](#) ▶ [alinkColc](#)

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# ALINK Attribute | aLink Property

---

Sets or retrieves the color of all active links in the element.

## Syntax

<b>HTML</b>	<code>&lt;BODY ALINK = sColor ... &gt;</code>
<b>Scripting</b>	<code>body.aLink [ =sColor]</code>

## Possible Values

**sColor** String that specifies one of the color names or hexadecimal color values in the [Color Table](#).

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

Some browsers do not recognize color names, but all browsers should recognize red-green-blue (RGB) color values and display them correctly.

## Applies To

[BODY](#)

## See Also

[link](#), [vLink](#)

---

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◀ ALINK Attribute | aLink P... ▶ ALT Attri

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# aLinkColor Property

---

Sets or retrieves the color of all active links in the document.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>document.aLinkColor</code> [ = <i>sColor</i> ]

## Possible Values

*sColor* String that specifies one of the color names or red-green-blue (RGB) values in the [Color Table](#).

The property is read/write with a default value of **#0000ff**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

Some browsers do not recognize color names, but all browsers should recognize and correctly display red-green-blue (RGB) color values.

## Applies To

[document](#)

## See Also

[linkColor](#), [vlinkColor](#)

---

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◀ [alinkColor Property](#) ▶ [altHTML Proper](#)

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# ALT Attribute | alt Property

---

Sets or retrieves a text alternative to the graphic.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT ALT = sTxt ... &gt;</code>
<b>Scripting</b>	<code>object.alt [ = sTxt ]</code>

## Possible Values

*sTxt* String that specifies the text to display as an alternative to the graphic.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The text is used to replace the graphic for text-only browsers, to display in the window before the graphic has loaded, and to act as a ToolTip when the user hovers the mouse over the graphic.

## Example

This example uses the **ALT** attribute to indicate that the icon displayed denotes a read/write property.

```
<IMG SRC="http://example.microsoft.com/rw.gif" ALT="Read/Wr
```

## Applies To

AREA, IMG

---

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◀ ALT Attribute | alt Prope... ▶ altKey Pro

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# altHTML Property

---

Sets or retrieves the optional alternative HTML script to execute if the object fails to load.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>object.altHTML [ =sHTMLCode ]</code>

## Possible Values

<i>sHTMLCode</i>	String that specifies alternative HTML code to execute.
------------------	---

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Applies To

<b>HTML</b>	N/A
<b>Scripting</b>	<a href="#">APPLET</a> , <a href="#">OBJECT</a>

---

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◆ ◀ altHTML Property ▶ appCodeName P

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# altKey Property

---

Retrieves the state of the ALT key.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>bAltKeyDown</i> = ] <i>event.altKey</i>

## Possible Values

<i>bAltKeyDown</i>	Boolean that specifies one of the following values: false ALT key is not pressed. true ALT key is pressed.
--------------------	--

The property is read-only with no default value.

## Applies To

<b>HTML</b>	N/A
<b>Scripting</b>	<a href="#">event</a>

---

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◆ ◀ altKey Property ▶ appMinorVersion Pr

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# appName Property

---

Retrieves the code name of the browser.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>sCodeName</i> = ] <i>navigator.appCodeName</i>

## Possible Values

<i>sCodeName</i>	String that specifies the browser's code name, or the following value: <b>Mozilla</b> Returned by Internet Explorer and Netscape Navigator.
------------------	--

The property is read-only with a default value of **Mozilla**.

## Applies To

[clientInformation](#), [navigator](#)

## See Also

[appMinorVersion](#), [appName](#), [appVersion](#), [userAgent](#)

---

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◀ appCodeName Property ▶ appName |

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# appMinorVersion Property

---

Retrieves the application's minor version value.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>iMinorVersion</i> = ] <b>navigator.appMinorVersion</b>

## Possible Values

<i>iMinorVersion</i>	Integer that specifies the browser's minor version.
----------------------	---

The property is read-only with a default value of **0**.

## Applies To

[clientInformation](#), [navigator](#)

## See Also

[appCodeName](#), [appName](#), [appVersion](#), [userAgent](#)

---

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◀ appMinorVersion Property ▶ appVersion

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# appName Property

---

Retrieves the name of the browser.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>sAppName</i> = ] <i>navigator.appName</i>

## Possible Values

<i>sAppName</i>	String that specifies one of the following values: <b>Microsoft Internet Explorer</b> Returned by Internet Explorer. Netscape Returned by Netscape Navigator.
-----------------	---

The property is read-only with a default value of **Microsoft Internet Explorer**, or as specified by other browsers.

## Applies To

[clientInformation](#), [navigator](#)

## See Also

[appCodeName](#), [appMinorVersion](#), [appVersion](#), [userAgent](#)

---

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## ◀ appName Property ▶ AUTOCOMPLE

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# appVersion Property

---

Retrieves the platform and version of the browser.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>sVersion</i> = ] <b>navigator.appVersion</b>

## Possible Values

*sVersion* String that specifies information about the browser's platform and version.

The property is read-only with a default value specified by the browser.

## Remarks

The **appVersion** property returns a value based on the browser name, browser version, and platform. This syntax shows the format of the returned value.

4.0 (compatible; MSIE 4.01; Windows 95)

## Applies To

[clientInformation](#), [navigator](#)

## See Also

[appCodeName](#), [appMinorVersion](#), [appName](#), [userAgent](#)

---

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◀ appVersion Property ▶ availHeight Prop

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# AUTOCOMPLETE Attribute | autocomplete Property

---

Sets or retrieves the status of AutoComplete for the object.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT AUTOCOMPLETE = sDisabled ...&gt;</code>
<b>Scripting</b>	<code>object.autocomplete [ = sDisabled ]</code>

## Possible Values

<i>sDisabled</i>	String that specifies one of the following values: <i>off</i> AutoComplete is disabled. <i>on</i> AutoComplete is enabled. Any string other than <i>off</i> enables AutoComplete.
------------------	---

The attribute has no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The AutoComplete feature is highlighted in the [autocomplete in html forms](#) overview.

When AutoComplete is enabled, suggestions are provided for the [VALUE](#) of a text field. Suggested values are mapped values based on the [NAME](#) attribute or vCard schema specified by the [VCARD\\_NAME](#) attribute.

If AutoComplete is disabled, values are not stored and suggested values are not presented.

While [PASSWORD](#) values can be mapped for AutoComplete, the ability to store this information can be disabled in the browser, and the user is

prompted for a confirmation before the value is stored.

Information provided by the AutoComplete feature is not exposed to the object model, and is not visible to a Web page until the user selects one of the suggestions as a value for the text field.

This attribute is not supported in [html applications](#)☐.

## Example

This example uses the **AUTOCOMPLETE** attribute to disable the AutoComplete feature.

```
<INPUT TYPE="password" AUTOCOMPLETE="off">
```

## Applies To

[INPUT type=password](#), [INPUT type=text](#), [FORM](#)

---

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◀ AUTOCOMPLETE Attribute | ... ▶ ava

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# availHeight Property

---

Retrieves the height of the working area of the system's screen, excluding the Microsoft® Windows® taskbar.

## Syntax

HTML	N/A
Scripting	[ <i>iHeight</i> = ] <i>screen.availHeight</i>

## Possible Values

<i>iHeight</i>	Integer that specifies the available screen height, in pixels.
----------------	--

The property is read-only with no default value.

## Applies To

HTML	N/A
Scripting	<a href="#">screen</a>

## See Also

[height](#)

---

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◀ availHeight Property ▶ background At

*Web Workshop | DHTML, HTML & CSS*



# availWidth Property

---

Retrieves the width of the working area of the system's screen, excluding the Microsoft® Windows® taskbar.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>iWidth</i> = ] <i>screen.availWidth</i>

## Possible Values

<i>iWidth</i>	Integer that specifies the available screen width, in pixels.
---------------	---

The property is read-only with no default value.

## Applies To

<b>HTML</b>	N/A
<b>Scripting</b>	<a href="#">screen</a>

## See Also

[width](#)

---

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## ◀ background Attribute | ba... ▶ BACKG

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# BACKGROUND Attribute | background Property

---

Sets or retrieves the background picture tiled behind the text and graphics on the page.

## Syntax

<b>HTML</b>	<code>&lt;BODY BACKGROUND = <i>sURL</i> ... &gt;</code>
<b>Scripting</b>	<code>body.background [ =<i>sURL</i> ]</code>

## Possible Values

*sURL* String that specifies the URL of the file to be used as the background picture for the page.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Applies To

[BODY](#)

---

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◀ BACKGROUND Attribute | ba... ▶ bac

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# BACKGROUND Attribute | background Property

---

Sets or retrieves the background picture tiled behind the text and graphics in the object.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENTBACKGROUND = sURL ... &gt;</code>
<b>Scripting</b>	<code>object.background [ =sURL ]</code>

## Possible Values

<b>sURL</b>	String that specifies the URL of the file to be used as the background picture.
-------------	---

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Applies To

[TABLE](#), [TD](#), [TH](#)

---

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◀ background-position Attri... ▶ backgro

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# backgroundPositionX Property

---

Sets or retrieves the x-coordinate of the [backgroundPosition](#) property.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>object.style.backgroundPositionX [ =iPositionX ]</code>

## Possible Values

*iPositionX* Integer that specifies the x-coordinate.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, currentStyle, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, META, NEXTID, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, runtimeStyle, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, XMP

## See Also

[backgroundPositionY](#)

---

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◀ [backgroundPositionX Properties](#) ▶ [backgroundPositionY Properties](#)

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# backgroundPositionY Property

---

Sets or retrieves the y-coordinate of the [backgroundPosition](#) property.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>object.style.backgroundPositionY [ =iPositionY ]</code>

## Possible Values

*iPositionY* Integer that specifies the y-coordinate.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, currentStyle, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, META, NEXTID, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, runtimeStyle, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, XMP

## See Also

[backgroundPositionX](#)

---

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◀ background-repeat Attribu... ▶ BEHAV

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# BALANCE Attribute | balance Property

---

Retrieves the value indicating how the volume of the background sound is divided between the left and right speakers.

## Syntax

<b>HTML</b>	<BGSOUND; <b>BALANCE</b> = <i>iBalance</i> ... >
<b>Scripting</b>	[ <i>iBalance</i> = ] <i>bgsound.balance</i>

## Possible Values

<i>iBalance</i>	Integer that specifies a value within the -10,000 to +10,000 range. A -10,000 value indicates that all sound is directed to the left speaker. A +10,000 value indicates that all sound is directed to the right speaker. A <b>0</b> value indicates that the sound is balanced between the left and right speakers.
-----------------	---

The property is read-only with a default value of **0**.

## Applies To

BGSOUND

---

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◀ BALANCE Attribute | balan... ▶ behav

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# BEHAVIOR Attribute | behavior Property

---

Sets or retrieves how the text scrolls in the marquee.

## Syntax

<b>HTML</b>	<code>&lt;MARQUEE BEHAVIOR = sScroll ... &gt;</code>
<b>Scripting</b>	<code>marquee.behavior [ = sScroll ]</code>

## Possible Values

<i>sScroll</i>	String that specifies one of the following values:
<b>scroll</b>	Marquee scrolls in the direction specified by the <a href="#">direction</a> property. The text scrolls off the end and starts over.
<b>alternate</b>	Marquee's scroll direction reverses when its content reaches the edge of the container.
<b>slide</b>	Marquee scrolls in the direction specified by the <a href="#">direction</a> property. The text scrolls to the end and stops.

The property is read/write with a default value of **scroll**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Example

This example moves a piece of text down the page using a [MARQUEE](#) object.

```
<MARQUEE loop=1 height=200 width=740
  style="position:absolute; top:0; left:10"
  SCROLLAMOUNT=10 SCROLLDELAY=20 BEHAVIOR='
<UL>
  Use Dynamic HTML to differentiate your content and create
  compelling Web sites
</UL>
```

</MARQUEE>

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[MARQUEE](#)

## See Also

[how to fly text](#)☐

---

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◀ behavior Attribute | beha... ▶ BGCOLOR

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# BGCOLOR Attribute | bgColor Property

---

Sets or retrieves the background color behind the object.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENTBGCOLOR = sColor ... &gt;</code>
<b>Scripting</b>	<code>object.bgColor [ =sColor ]</code>

## Possible Values

**sColor** String that specifies one of the color names or red-green-blue (RGB) values in the [Color Table](#).

The property is read/write. The default value is determined by the browser.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

Some browsers do not recognize color names, but all browsers should recognize RGB color values and display them correctly.

## Applies To

[BODY](#), [document](#), [MARQUEE](#), [TABLE](#), [TBODY](#), [TD](#), [TFOOT](#), [TH](#), [THEAD](#), [TR](#)

## See Also

[bgColor](#)

---

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◀ BGCOLOR Attribute ▶ border Attribute

*Web Workshop | DHTML, HTML & CSS*

# BGPROPERTIES Attribute | bgProperties Property

---

Sets or retrieves the properties of the background picture.

## Syntax

<b>HTML</b>	<code>&lt;BODY BGPROPERTIES = <i>sProperties</i> ... &gt;</code>
<b>Scripting</b>	<code>body.bgProperties [ = <i>sProperties</i> ]</code>

## Possible Values

<i>sProperties</i>	String that specifies one of the following values: "" Background can scroll. fixed Background is fixed and cannot scroll.
--------------------	---

The property is read/write with a default value of an empty string ("").

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The property, for example, specifies whether the picture is a fixed watermark or scrolls with the page. This attribute/property is supported only by Internet Explorer.

## Example

This example uses a fixed background image for the page.

```
<BODY BACKGROUND="/ie/images/watermrk.gif" BGPROPERTIES=fixed  
BGCOLOR=#FFFFFF TEXT=#000000 LINK=#ff6600 VLINK=#ff6600>
```

## Applies To

BODY

## See Also

[background](#)

---

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◀ border Attribute | border... ▶ BORDER

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# BORDER Attribute | border Property

---

Sets or retrieves the space between the frames, including the 3-D border.

## Syntax

<b>HTML</b>	<code>&lt;FRAMESET BORDER = <i>iSpace</i> ... &gt;</code>
<b>Scripting</b>	<code>frameset.border [ =<i>iSpace</i> ]</code>

## Possible Values

*iSpace* Integer that specifies the number of pixels to reserve as space between frames.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The border can be set only on an outermost **FRAMESET** tag. Setting a border for an inner **FRAMESET** is ignored, even if a border is not defined on the outermost **FRAMESET**.

## Applies To

[FRAMESET](#)

---

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◀ BORDER Attribute | border... ▶ border

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# BORDER Attribute | border Property

---

Sets or retrieves the width of the border to be drawn around the object.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT<b>BORDER</b> =iBorder ... &gt;</code>
<b>Scripting</b>	<code>object.<b>border</b> [ =iBorder ]</code>

## Possible Values

<i>iBorder</i>	Integer that specifies the number of pixels in the object's border.
----------------	---

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

Setting a border to zero or omitting the attribute causes no border to be displayed. Supplying the **BORDER** attribute without a value defaults to a single border.

## Applies To

[IMG](#), [TABLE](#)

## See Also

[borderColor](#), [borderColorDark](#), [borderColorLight](#), [hspace](#), [vspace](#)

---

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◀ border-color Attribute | ... ▶ borderCol

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# BORDERCOLOR Attribute | borderColor Property

---

Sets or retrieves the border color of the object.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENTBORDERCOLOR = sColor ... &gt;</code>
<b>Scripting</b>	<code>object.borderColor [ =sColor ]</code>

## Possible Values

*sColor* String that specifies one of the color names or red-green-blue (RGB) values in the [Color Table](#).

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

To render the color specified by *sColor*, the [BORDER](#) attribute must be set to an integer greater than 0.

Some browsers do not recognize color names, but all browsers should recognize RGB color values and display them correctly.

## Applies To

[FRAME](#), [FRAMESET](#), [TABLE](#), [TD](#), [TH](#), [TR](#)

## See Also

[border](#), [borderColorDark](#), [borderColorLight](#)

---

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◀ BORDERCOLOR Attribute | b... ▶ bor

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# borderColorDark Property

---

Sets or retrieves the color for one of the two colors used to draw the 3-D border of the object.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>object.borderColorDark [ =sColor ]</code>

## Possible Values

*sColor* String that specifies one of the color names or red-green-blue (RGB) values in the [Color Table](#).

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The property is the opposite of [borderColorLight](#) and must be used with the [border](#) property corresponding to the **BORDER** attribute. This property does not affect the cascading style sheets (CSS) [border](#) composite properties.

Some browsers do not recognize color names, but all browsers should recognize RGB color values and display them correctly.

This property is no longer recommended. Use the [borderColor](#) property instead.

## Applies To



TABLE, TD, TH, TR

---

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◀ `borderColorDark` Property ▶ `border-le`

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# borderColorLight Property

---

Sets or retrieves the color for one of the two colors used to draw the 3-D border of the object.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>object.borderColorLight [ =sColor ]</code>

## Possible Values

*sColor* String that specifies one of the color names or red-green-blue (RGB) values in the [Color Table](#).

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The property is the opposite of [borderColorDark](#) and must be used with the [border](#) property corresponding to the **BORDER** attribute. This property does not affect the cascading style sheets (CSS) [border](#) composite properties.

Some browsers do not recognize color names, but all browsers should recognize RGB color values and display them correctly.

This property is no longer recommended. Use the [borderColor](#) property instead.

## Applies To

TABLE, TD, TH, TR

---

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◀ border-width Attribute | ... ▶ bottom At

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# bottom Property

---

Retrieves the bottom coordinate of the rectangle surrounding the object content.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>iCoord</i> = ] <i>oTextRectangle</i> . <b>bottom</b>

## Possible Values

*iCoord* Integer that specifies the bottom coordinate of the rectangle, in pixels.

The property is read-only with no default value.

## Remarks

This syntax shows how to access the bottom coordinate of the second text rectangle of a [TextRange](#) object.

```
oRct = oTextRange.getClientRects();  
oRct[1].bottom;
```

Note that the collection index starts at 0, so the second item index is 1.

This syntax shows how to access the bottom coordinate of the bounding rectangle of an element object.

```
oBndRct = oElement.getBndClientRect();  
oBndRct.bottom;
```

## Example

This example uses the [getBoundingClientRect](#) method to retrieve the

coordinates of the bounds of the text rectangles within the element.

```
<SCRIPT>
function getCoords(oObject) {
    oBndRct=oObject.getBoundingClientRect();
    alert("Bounding rectangle = \nUpper left coordinates: "
        + oBndRct.left + " " + oBndRct.top +
        "\nLower right coordinates: "
        + oBndRct.right + " " + oBndRct.bottom);
}
</SCRIPT>
</HEAD>
<BODY>
<P ID=oPara onclick="getCoords(this)">
```

This feature requires Microsoft® Internet Explorer 5 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[TextRectangle](#)

## See Also

[left](#), [right](#), [top](#), [TextRectangle Collection](#), [TextRectangle Object](#)

---

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◀ bottom Attribute | bottom... ▶ bounding

*Web Workshop | DHTML, HTML & CSS*



# BOTTOMMARGIN Attribute | bottomMargin Property

---

Sets or retrieves the bottom margin of the entire body of the page.

## Syntax

<b>HTML</b>	<code>&lt;BODY BOTTOMMARGIN = <i>sPixels</i> ... &gt;</code>
<b>Scripting</b>	<code>body.bottomMargin [ =<i>sPixels</i> ]</code>

## Possible Values

*sPixels* String that specifies the number of pixels for the bottom margin.

The property is read/write with a default value of **15**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

If the value is set to "", the bottom margin is set exactly on the bottom edge. The value specified overrides the default margin.

## Applies To

[BODY](#)

---

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◀ BOTTOMMARGIN Attribute | ... ▶ bou

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# boundingHeight Property

---

Retrieves the height of the rectangle that bounds the [TextRange](#) object.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>iHeight</i> = ] <i>TextRange</i> . <b>boundingHeight</b>

## Possible Values

*iHeight* Integer that specifies the height of the bounding rectangle, in pixels.

The property is read-only with no default value.

## Example

This example retrieves the value of the **boundingHeight** property for the given text area.

```
<SCRIPT>
function boundDim(oObject)
{
    var collTextarea = document.all.tags("TEXTAREA");
    if (collTextarea != null) {
        var oTextRange = oObject.createTextRange();
        if (oTextRange != null) {
            alert("The bounding height is \n" +
                oTextRange.boundingHeight);
        }
    }
}
</SCRIPT>
</HEAD>
```

```
<BODY>
<TEXTAREA COLS=100 ROWS=2 ID=oElmnt1
  onclick="boundDim(this)"> . . . </TEXTAREA>
```

This feature requires Microsoft® Internet Explorer 4.01 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

HTML	N/A
Scripting	<a href="#">TextRange</a>

## See Also

[boundingLeft](#), [boundingTop](#), [boundingWidth](#)

---

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◀ boundingHeight Property ▶ bounding1

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# boundingLeft Property

---

Retrieves the distance between the left edge of the rectangle that bounds the [TextRange](#) object and the left side of the object that contains the **TextRange**.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>iLeft</i> = ] <i>TextRange</i> . <b>boundingLeft</b>

## Possible Values

*iLeft* Integer that specifies the left coordinate of the bounding rectangle, in pixels.

The property is read-only with no default value.

## Example

This example retrieves the value of the **boundingLeft** property for the given text area.

```
<SCRIPT>
function boundDim(oObject)
{
    var collTextarea = document.all.tags("TEXTAREA");
    if (collTextarea != null) {
        var oTextRage = oObject.createTextRange();
        if (oTextRange != null) {
            alert("The bounding left is \n" +
                oTextRange.boundingLeft);
        }
    }
}
</SCRIPT>
```

```
</HEAD>
<BODY>
<TEXTAREA COLS=100 ROWS=2 ID=oTextarea
  onclick="boundDim(this)"> . . . </TEXTAREA>
```

This feature requires Microsoft® Internet Explorer 4.01 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

HTML	N/A
Scripting	<a href="#">TextRange</a>

## See Also

[boundingHeight](#), [boundingTop](#), [boundingWidth](#)

---

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◀ boundingLeft Property ▶ boundingWid

*Web Workshop | DHTML, HTML & CSS*



# boundingTop Property

---

Retrieves the distance between the top edge of the rectangle that bounds the [TextRange](#) object and the top side of the object that contains the **TextRange**.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>iTop</i> = ] <i>TextRange</i> . <b>boundingTop</b>

## Possible Values

*iTop* Integer that specifies the top coordinate of the bounding rectangle, in pixels.

The property is read-only with no default value.

## Example

This example retrieves the value of the **boundingTop** property for the given text area.

```
<SCRIPT>
function boundDim(oObject)
{
    var collTextarea = document.all.tags("TEXTAREA");
    if (collTextarea != null) {
        var oTextRange = oObject.createTextRange();
        if (oTextRange != null) {
            alert("The bounding top is \n" +
                oTextRange.boundingTop);
        }
    }
}
</SCRIPT>
```

```
</HEAD>
<BODY>
<TEXTAREA COLS=100 ROWS=2 ID=oTextarea
onclick="boundDim(this)"> . . . </TEXTAREA>
```

This feature requires Microsoft® Internet Explorer 4.01 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

HTML	N/A
Scripting	<a href="#">TextRange</a>

## See Also

[boundingHeight](#), [boundingLeft](#), [boundingWidth](#)

---

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 ◀ boundingTop Property ▶ browserLang

*Web Workshop | DHTML, HTML & CSS*

# boundingWidth Property

---

Retrieves the width of the rectangle that bounds the [TextRange](#) object.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>iWidth</i> = ] <i>TextRange</i> . <b>boundingWidth</b>

## Possible Values

*iWidth* Integer that specifies the width of the bounding rectangle, in pixels.

The property is read-only with no default value.

## Example

This example retrieves the value of the **boundingWidth** property for the given text area.

```
<SCRIPT>
function boundDim(oObject)
{
    var collTextarea = document.all.tags("TEXTAREA");
    if (collTextarea != null) {
        var oTextRange = oObject.createTextRange();
        if (oTextRange != null) {
            alert("The bounding width is \n" +
                oTextRange.boundingWidth);
        }
    }
}
</SCRIPT>
</HEAD>
```

```
<BODY>
<TEXTAREA COLS=100 ROWS=2 ID=oTextarea
onclick="boundDim(this)"> . . . </TEXTAREA>
```

This feature requires Microsoft® Internet Explorer 4.01 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

HTML	N/A
Scripting	<a href="#">TextRange</a>

## See Also

[boundingHeight](#), [boundingLeft](#), [boundingTop](#)

---

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◆ ◀ boundingWidth Property ▶ bufferDepth

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# browserLanguage Property

---

Retrieves the current browser language.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>sLanguage</i> = ] <b>navigator.browserLanguage</b>

## Possible Values

*sLanguage* String that specifies one of the values in the [Language Codes](#).

The property is read-only with a default value of **en-us**.

## Applies To

[clientInformation](#), [navigator](#)

---

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◆ ◀ browserLanguage Property ▶ button F

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# bufferDepth Property

---

Sets or retrieves the number of bits per pixel used for colors in the off-screen bitmap buffer.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>screen.bufferDepth</code> [ <i>=iBitsPerPixel</i> ]

## Possible Values

<i>iBitsPerPixel</i>	Integer that specifies one of the following values:	
<b>0</b>	No explicit buffering occurs. The <a href="#">colorDepth</a> property is set to the screen depth.	
-1	Buffering occurs at screen depth. The <b>colorDepth</b> property is set to the screen depth.	
1, 4, 8, 15, 16, 24, 32	Number of bits per pixel to use for the off-screen buffer. The <b>colorDepth</b> property is also set to this value. The value 15 specifies 16 bits per pixel, in which only 15 bits are used in a 5-5-5 layout of red-green-blue (RGB) values.	

The property is read/write with a default value of **0**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

Nonsupported values cause **bufferDepth** to be set to -1.

When **bufferDepth** is -1 and the user changes system settings that affect the screen depth, the buffer depth is automatically updated to the new depth. This is not the case if **bufferDepth** is set to a specific value.

## Applies To

<b>HTML</b>	N/A

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◆ ◀ `bufferDepth` Property ▶ `cancelBubble`

*Web Workshop | DHTML, HTML & CSS*

# button Property

---

Retrieves the mouse button pressed by the user.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>iWhichButton</i> = ] <b>event.button</b>

## Possible Values

<i>iWhichButton</i>	Integer that specifies one of the following values: <b>0</b> No button is pressed. 1 Left button is pressed. 2 Right button is pressed. 3 Left and right buttons are both pressed. 4 Middle button is pressed. 5 Left and middle buttons both are pressed. 6 Right and middle buttons are both pressed. 7 All three buttons are pressed.
---------------------	--

The property is read-only with a default value of **0**.

## Remarks

This property is used with the [onmousedown](#), [onmouseup](#), and [onmousemove](#) events. For other events, it defaults to 0 regardless of the state of the mouse buttons.

## Applies To

<b>HTML</b>	N/A
<b>Scripting</b>	<a href="#">event</a>

---

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◀ button Property ▶ canHaveChildren P

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# cancelBubble Property

---

Sets or retrieves whether the current event should bubble up the hierarchy of event handlers.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>event.cancelBubble [ = <i>bCancel</i> ]</code>

## Possible Values

<i>bCancel</i>	Boolean that specifies one of the following values: <b>false</b> Bubbling is enabled, allowing the next event handler in the hierarchy to receive the event. <b>true</b> Bubbling is disabled for this event, preventing the next event handler in the hierarchy from receiving the event.
----------------	--

The property is read/write with a default value of **false**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

Using this property to cancel bubbling for an event does not affect subsequent events.

## Example

This example cancels bubbling of the [onclick](#) event if it occurs in the [IMG](#) object when the user presses the SHIFT key. This prevents the event from bubbling up to the **onclick** event handler for the document.

```
<SCRIPT LANGUAGE="JScript">
```

```
function checkCancel()
{
    if (window.event.shiftKey)
        window.event.cancelBubble = true;
}
function showSrc()
{
    if (window.event.srcElement.tagName == "IMG")
        alert(window.event.srcElement.src);
}
</SCRIPT>

<BODY onclick="showSrc()">
<IMG onclick="checkCancel()" SRC="sample.gif">
```

## Applies To

HTML	N/A
Scripting	<a href="#">event</a>

---

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◆ ◀ cancelBubble Property ▶ caption Prop

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# canHaveChildren Property

---

Retrieves a value indicating whether the object can contain children.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>bChildren</i> = ] <i>object</i> . <b>canHaveChildren</b>

## Possible Values

*bChildren* Boolean that specifies whether the object can be a parent to child objects.

The property is read-only with no default value.

## Remarks

Objects do not have to contain children for the **canHaveChildren** property to return true. This property is useful in determining whether objects can be appended as children.

## Example

This example uses the **canHaveChildren** property to add a new object to the first element in a Web page that can contain children.

## Applies To

A, ACRONYM, ADDRESS, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, FIELDSET, FONT, FORM, FRAMESET, HEAD, Hn, HTML, I, IFRAME, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, NEXTID, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

## See Also

[appendChild](#), [createElement](#), [createTextNode](#)

---

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◆ ◀ canHaveChildren Property ▶ cellIndex

*Web Workshop | DHTML, HTML & CSS*

# caption Property

---

Retrieves the [CAPTION](#) object of the [TABLE](#).

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>oCaption</i> = ] <b>table.caption</b>

## Possible Values

<i>oCaption</i>	Object that specifies the table caption, or the following value: <b>null</b> No caption exists for the table.
-----------------	--

The property is read-only with a default value of **null**.

## Example

This example sets the inline style for the **caption** property.

```
document.all.myTable.caption.style.color = "blue"
```

## Applies To

[table](#)

---

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## ◀ cellIndex Property ▶ CELLSPACING /

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# CELLPADDING Attribute | cellPadding Property

---

Sets or retrieves the amount of space between the border of the cell and the content of the cell.

## Syntax

<b>HTML</b>	<code>&lt;TABLE CELLPADDING = <i>sPadding</i> ... &gt;</code>
<b>Scripting</b>	<code>table.cellPadding [ =<i>sPadding</i> ]</code>

## Possible Values

<i>sPadding</i>	String that specifies one of the following values:
<i>padding</i>	Integer that specifies the amount of space between the border and the content, in pixels.
<i>percentage</i>	Integer, followed by a %. The value is a percentage of the available amount of space between the border and the content.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Applies To

[TABLE](#)

## See Also

[cellSpacing](#)

---

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◀ CELLPADDING Attribute | c... ▶ CHEC

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# CELLSPACING Attribute | cellSpacing Property

---

Sets or retrieves the amount of space between cells in a table.

## Syntax

<b>HTML</b>	<code>&lt;TABLE CELSPACING = <i>sSpacing</i> ... &gt;</code>
<b>Scripting</b>	<code>table.cellSpacing [ = <i>sSpacing</i> ]</code>

## Possible Values

<i>sSpacing</i>	String that specifies one of the following values: <ul style="list-style-type: none"><li><i>spacing</i> Integer that specifies the amount of space between cells, in pixels.</li><li><i>percentage</i> Integer, followed by a %. The value is a percentage of the available amount of space between the border and the content.</li></ul>
-----------------	---

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Example

This example uses the **CELLSPACING** attribute and the **cellSpacing** property to change the spacing between two cells.

```
<TABLE ID=oTable BORDER CELSPACING=10>
  <TR>
    <TD>Cell 1</TD>
    <TD>Cell 2</TD>
  </TR>
</TABLE>
:
<BUTTON onclick="oTable.cellSpacing=20">Larger spacing</BU
```

```
<BUTTON onclick="oTable.cellSpacing=5">Smaller spacing</BU
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[TABLE](#)

## See Also

[cellPadding](#)

---

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◀ CHECKED Attribute | check... ▶ CLAS

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# CLASSID Attribute | classid Property

---

Retrieves the class identifier for the object.

## Syntax

<b>HTML</b>	<code>&lt;OBJECT CLASSID = <i>sID</i> ... &gt;</code>
<b>Scripting</b>	<code>[ <i>sID</i>= ] <i>object.classid</i></code>

## Possible Values

<i>sID</i>	String that specifies the class identifier for the object. The format is " <i>clsid:XXXXXXXX-XXXX-XXXX-XXXX-XXXXXXXXXXXX</i> " for registered Microsoft ActiveX Controls.
------------	---

The property is read-only with no default value.

## Applies To

[OBJECT](#)

---

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◀ CLASSID Attribute | class... ▶ clear At

*Web Workshop | DHTML, HTML & CSS*

# CLASS Attribute | className Property

---

Sets or retrieves the class of the object.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT CLASS = sClass ... &gt;</code>
<b>Scripting</b>	<code>object.className [ = sClass ]</code>

## Possible Values

*sClass* String that specifies the class or style rule.

The property is read/write.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The class is typically used to associate a particular style rule in a style sheet with the element.

As of Internet Explorer 5, you can apply multiple styles to an element by specifying more than one style for the **CLASS** attribute. To apply multiple styles to a single element, use the following syntax:

```
<ELEMENT CLASS = sClass [ sClass2 [ sClass3 ... ] ] ... >
```

When multiple styles are specified for an element, a conflict could develop if two or more styles define the same attribute differently. In this case, you can resolve the conflict by applying styles to the element in the following order, according to the CSS selector used to define the style.

1. Element
2. **CLASS**
3. **ID**
4. Inline styles

When two or more selectors pertain to an element, a style defined later takes precedence over a style defined earlier. For more information, see [cascading style sheets](#).

### Example

This example uses the **className** attribute to apply one or more styles to an HTML element.

```
<HEAD>
  <STYLE TYPE="text/css">
    P {font-size: 24pt;}
    .redText {color: red;}
    .blueText {color: blue;}
    .italicText {font-style: italic;}
  </STYLE>
</HEAD>

<BODY>
  <P>
    Large text, no class specified, one implied.
  </P>
  <P CLASS="redText">
    Large text, .redText class specified.
  </P>
  <P CLASS="blueText italicText">
    Large text, .blueText and .italicText classes specified.
```



```
</P>  
</BODY>
```

This feature requires Internet Explorer 5 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, NEXTID, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

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◀ clear Attribute | clear P... ▶ clientHeigh

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# CLEAR Attribute | clear Property

---

Sets or retrieves the side on which floating objects are not to be positioned when a line break is inserted into the document.

## Syntax

<b>HTML</b>	<code>&lt;BR CLEAR = sValue ... &gt;</code>
<b>Scripting</b>	<code>br.clear [ =sValue ]</code>

## Possible Values

<b>sValue</b>	String that specifies one of the following values:
all	Object is moved below any floating object.
left	Object is moved below any floating object on the left side.
right	Object is moved below any floating object on the right side.
none	Floating objects are allowed on all sides.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Applies To

[BR](#)

---

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◀ CLEAR Attribute | clear P... ▶ clientLet

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# clientHeight Property

---

Retrieves the height of the object without taking into account any margin, border, scroll bar, or padding that might have been applied to the object.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>iHeight</i> = ] <i>object.clientHeight</i>

## Possible Values

*iHeight* Integer that specifies the height of the object, in pixels.

The property is read-only with no default value.

## Example

This example shows how the **clientHeight** property and the **offsetHeight** property measure document height differently.

**Note** The height of the **DIV** is set to 100, and this is the value retrieved by the **offsetHeight** property, not the **clientHeight** property.

```
<DIV ID=oDiv STYLE="overflow:scroll; width:200; height:100">  
<BUTTON onclick="alert(oDiv.clientHeight)">client height</BU  
<BUTTON onclick="alert(oDiv.offsetHeight)">offset heightY</BU
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ADDRESS, APPLET, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COL,

COLGROUP, custom, DD, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FORM, HEAD, Hn, HTML, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, META, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

## See Also

[measuring element dimension and location](#)☐

---

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◆ ◀ clientHeight Property ▶ clientTop Prop

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# clientLeft Property

---

Retrieves the distance between the [offsetLeft](#) property and the true left side of the client area.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>iDistance</i> = ] <i>object</i> . <b>clientLeft</b>

## Possible Values

<i>iDistance</i>	Integer that specifies the described distance, in pixels.
------------------	---

The property is read-only with no default value.

## Remarks

The difference between the **offsetLeft** and **clientLeft** properties is the border of the object.

## Applies To

A, ADDRESS, APPLET, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, custom, DD, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FORM, HEAD, Hn, HTML, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, META, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

## See Also

[measuring element dimension and location](#)☐

---

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◀ clientLeft Property ▶ clientWidth Property

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# clientTop Property

---

Retrieves the distance between the [offsetTop](#) property and the true top of the client area.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>iDistance</i> = ] <i>object</i> . <b>clientTop</b>

## Possible Values

<i>iDistance</i>	Integer that specifies the described distance, in pixels.
------------------	---

The property is read-only with no default value.

## Remarks

The difference between the **offsetTop** and the **clientTop** properties is the border area of the object.

## Applies To

A, ADDRESS, APPLET, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, custom, DD, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FORM, HEAD, Hn, HTML, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, META, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

## See Also

[measuring element dimension and location](#)☐

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 ◀ clientTop Property ▶ clientX Property

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# clientWidth Property

---

Retrieves the width of the object without taking into account any margin, border, scroll bar, or padding that might have been applied to the object.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>iWidth</i> = ] <i>object.clientWidth</i>

## Possible Values

*iWidth* Integer that specifies the width of the object, in pixels.

The property is read-only with no default value.

## Example

This example shows how the **clientWidth** property and the **offsetWidth** property measure document width differently.

**Note** The width of the **DIV** is set to 200, and this is the value retrieved by the **offsetWidth** property, not the **clientWidth** property.

```
<DIV ID=oDiv STYLE="overflow:scroll; width:200; height:100">  
<BUTTON onclick="alert(oDiv.clientWidth)">client width</BUTTON>  
<BUTTON onclick="alert(oDiv.offsetWidth)">offset widthY</BUTTON>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[A](#), [ADDRESS](#), [APPLET](#), [B](#), [BDO](#), [BIG](#), [BLOCKQUOTE](#), [BODY](#), [BUTTON](#), [CAPTION](#), [CENTER](#), [CITE](#), [CODE](#), [COL](#),

COLGROUP, custom, DD, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FORM, HEAD, Hn, HTML, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, META, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

## See Also

[measuring element dimension and location](#)☐

---

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◀ clientWidth Property ▶ clientY Property

*Web Workshop | DHTML, HTML & CSS*



# clientX Property

---

Retrieves the x-coordinate of the mouse pointer's position relative to the client area of the window, excluding window decorations and scroll bars.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>iXPos</i> = ] <i>event.clientX</i>

## Possible Values

*iXPos* Integer that specifies the x-coordinate, in pixels.

The property is read-only with no default value.

## Remarks

Since the **clientX** property returns a value relative to the client, you can add the value of the [scrollLeft](#) property to determine the distance from the edge of the [BODY](#) element.

## Example

This example uses the **clientX** property to determine the mouse position relative to the window. The status window shows the mouse position at all times.

```
<SCRIPT>
function clientCoords()
{
    var offsetInfo = ""
    clientInfo = "The x coordinate is: " + window.event.clientX + "\r"
    clientInfo += "The y coordinate is: " + window.event.clientY + "\r"
    alert(clientInfo);
}
```

```
}  
</SCRIPT>  
</HEAD>  
<BODY onmousemove="window.status = 'X=' + window.event.clie  
  ' Y=' + window.event.clientY"  
  ondblclick="clientCoords()">
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[event](#)

---

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◀ clientX Property ▶ clip Attribute | clip F

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# clientY Property

---

Retrieves the y-coordinate of the mouse pointer's position relative to the client area of the window, excluding window decorations and scroll bars.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>iYPos</i> = ] <i>event.clientY</i>

## Possible Values

*iYPos* Integer that specifies the y-coordinate, in pixels.

The property is read-only with no default value.

## Remarks

Since the **clientY** property returns a value relative to the client, you can add the value of the [scrollTop](#) property to determine the distance from the edge of the [BODY](#) element.

## Example

This example uses the **clientY** property to determine the mouse position relative to the window. The status window shows the mouse position at all times.

```
<SCRIPT>
function clientCoords()
{
    var offsetInfo = ""
    clientInfo = "The x coordinate is: " + window.event.clientX + "\r"
    clientInfo += "The y coordinate is: " + window.event.clientY + "\r"
    alert(clientInfo);
}
```

```
}  
</SCRIPT>  
</HEAD>  
<BODY onmousemove="window.status = 'X=' + this.clientX + ' Y=  
    this.clientY"  
    ondblclick="clientCoords()">
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[event](#)

---

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◀ clip Attribute | clip Pro... ▶ clipLeft Pro

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# clipBottom Property

---

Retrieves the bottom coordinate of the object clipping region.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>sBottom</i> = ] <i>currentStyle.clipBottom</i>

## Possible Values

<i>sBottom</i>	String that specifies one of the following values: <ul style="list-style-type: none"><li><b>auto</b> Bottom side of object is fully exposed—that is, the bottom side is not clipped.</li><li><b>length</b> Floating-point number, followed by an absolute units designator (cm, mm, in, pt, pc, or px) or a relative units designator (em or ex). For more information about the supported length units, see <a href="#">CSS Length Units</a>.</li></ul>
----------------	--

The property is read-only with no default value.

## Example

This example reads the **clipBottom** property from the [currentStyle](#) object of an image.

```
<SCRIPT>
function setClip(sOptionValue) {
    oImage.style.clip="rect(0,100,"+sOptionValue+",0)";
    if (oImage.currentStyle.clipBottom == "60px") {
        alert("The image has been clipped to 60px.");
    }
}
:
}
</SCRIPT>
:
<IMG ID=oImage SRC="/workshop/graphics/sphere.jpg">
```

:

Pick an amount to clip the bottom:

// the option value is sent as an argument:

```
<SELECT onchange="setClip(value)">
<OPTION VALUE=100>reset </OPTION>
<OPTION VALUE=40>40px </OPTION>
<OPTION VALUE=50>50px </OPTION>
<OPTION VALUE=60>60px </OPTION>
</SELECT>
```

This feature requires Internet Explorer 5 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[currentStyle](#)

## See Also

[clip](#), [clipLeft](#), [clipRight](#), [clipTop](#)

---

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◀ clipBottom Property ▶ clipRight Prope

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# clipLeft Property

---

Retrieves the left coordinate of the object clipping region.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>sLeft</i> = ] <i>currentStyle.clipLeft</i>

## Possible Values

<i>sLeft</i>	String that specifies one of the following values:
<i>auto</i>	Left side of object is fully exposed—that is, the left side is not clipped.
<i>length</i>	Floating-point number, followed by an absolute units designator (cm, mm, in, pt, pc, or px) or a relative units designator (em or ex). For more information about the supported length units, see <a href="#">CSS Length Units</a> .

The property is read-only with no default value.

## Example

This example demonstrates how to read the **clipLeft** property from the [currentStyle](#) object of an image.

```
<SCRIPT>
function setClip(sOptionValue) {
    oImage.style.clip="rect(0,100,100,"+sOptionValue+")";
    if (oImage.currentStyle.clipLeft == "60px") {
        alert("The image has been clipped to 60px.");
    }
}
:
}
</SCRIPT>
:
<IMG ID=oImage SRC="/workshop/graphics/sphere.jpg">
```

:

Pick an amount to clip the left:

// the option value is sent as an argument:

```
<SELECT onchange="setClip(value)">
<OPTION VALUE=100>reset </OPTION>
<OPTION VALUE=40>40px </OPTION>
<OPTION VALUE=50>50px </OPTION>
<OPTION VALUE=60>60px </OPTION>
</SELECT>
```

This feature requires Internet Explorer 5 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[currentStyle](#)

## See Also

[clip](#), [clipBottom](#), [clipRight](#), [clipTop](#)

---

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◆ ◀ clipLeft Property ▶ clipTop Property ▲

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# clipRight Property

---

Retrieves the right coordinate of the object clipping region.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>sRight</i> = ] <i>currentStyle.clipRight</i>

## Possible Values

<i>sRight</i>	String that specifies one of the following values:
<i>auto</i>	Right side of object is fully exposed—that is, the right side is not clipped.
<i>length</i>	Floating-point number, followed by an absolute units designator (cm, mm, in, pt, pc, or px) or a relative units designator (em or ex). For more information about the supported length units, see <a href="#">CSS Length Units</a> .

The property is read-only with no default value.

## Example

This example demonstrates how to read the **clipRight** property from the [currentStyle](#) object of an image.

```
<SCRIPT>
function setClip(sOptionValue) {
    oImage.style.clip="rect(0,"+sOptionValue+",100,0)";
    if (oElmnt1.currentStyle.clipRight == "60px") {
        alert("The image has been clipped to 60px.");
    }
}
:
}
</SCRIPT>
:
<IMG ID=oImage SRC="/workshop/graphics/sphere.jpg">
```

:

Pick an amount to clip the right:

// the option value is sent as an argument:

```
<SELECT onchange="setClip(value)">  
<OPTION VALUE=100>reset </OPTION>  
<OPTION VALUE=40>40px </OPTION>  
<OPTION VALUE=50>50px </OPTION>  
<OPTION VALUE=60>60px </OPTION>  
</SELECT>
```

This feature requires Internet Explorer 5 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[currentStyle](#)

## See Also

[clip](#), [clipBottom](#), [clipLeft](#), [clipTop](#)

---

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◆ ◀ clipRight Property ▶ closed Property ▶

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# clipTop Property

---

Retrieves the top coordinate of the object clipping region.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>sTop</i> = ] <i>currentStyle.clipTop</i>

## Possible Values

<i>sTop</i>	String that specifies one of the following values: <ul style="list-style-type: none"><li><b>auto</b> Top side of object is fully exposed—that is, the top side is not clipped.</li><li><b>length</b> Floating-point number, followed by an absolute units designator (cm, mm, in, pt, pc, or px) or a relative units designator (em or ex). For more information about the supported length units, see <a href="#">CSS Length Units</a>.</li></ul>
-------------	--

The property is read-only with no default value.

## Example

This example demonstrates how to read the **clipTop** property from the [currentStyle](#) object of an image.

```
<SCRIPT>
function setClip(sOptionValue) {
    oImage.style.clip="rect("+sOptionValue+",100,100,0)";
    if (oImage.currentStyle.clipTop == "60px") {
        alert("The image has been clipped to 60px.");
    }
}
:
}
</SCRIPT>
:
<IMG ID=oImage SRC="/workshop/graphics/sphere.jpg">
```



:

Pick an amount to clip the top:

// the option value is sent as an argument:

```
<SELECT onchange="setClip(value)">  
<OPTION VALUE=100>reset </OPTION>  
<OPTION VALUE=40>40px </OPTION>  
<OPTION VALUE=50>50px </OPTION>  
<OPTION VALUE=60>60px </OPTION>  
</SELECT>
```

This feature requires Internet Explorer 5 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[currentStyle](#)

## See Also

[clip](#), [clipBottom](#), [clipLeft](#), [clipRight](#)

---

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◀ clipTop Property ▶ CODE Attribute | c

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# closed Property

---

Retrieves whether the referenced window is closed.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>bClosed</i> = ] <i>window.closed</i>

## Possible Values

<i>bClosed</i>	Boolean that specifies one of the following values: <b>false</b> Window is open. true Window is closed.
----------------	---

The property is read-only with a default value of **false**.

## Applies To

[window](#)

---

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◀ closed Property ▶ CODEBASE Attribu

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# CODE Attribute | code Property

---

Sets or retrieves the URL of the file containing the compiled Java class.

## Syntax

<b>HTML</b>	<code>&lt;OBJECT CODE = sURL ... &gt;</code>
<b>Scripting</b>	<code>object.code [ =sURL ]</code>

## Possible Values

<code>sURL</code>	String that species the URL of the file.
-------------------	--

The property is read/write with no default value.

## Applies To

[OBJECT](#)

---

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◀ CODE Attribute | code Pro... ▶ CODE

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# CODEBASE Attribute | codeBase Property

---

Sets or retrieves the URL of the component.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT CODEBASE = <i>sLocation</i> ... &gt;</code>
<b>Scripting</b>	<code>object.codeBase [ = <i>sLocation</i> ]</code>

## Possible Values

<i>sLocation</i>	String that represents the URL of the component, which can be appended with: #Version= <i>a,b,c,d</i> Version of the component, where <i>a,b,c,d</i> are as indicated below. If the client computer has a newer version installed, no download occurs. <ul style="list-style-type: none"><li><i>a</i> High-order word of the major version of the component available at the specified URL.</li><li><i>b</i> Low-order word of the major version of the component available at the specified URL.</li><li><i>c</i> High-order word of the minor version of the component available at the specified URL.</li><li><i>d</i> Low-order word of the minor version of the component available at the specified URL.</li></ul>
------------------	---

The property is read/write with no default value.

## Remarks

Applets do not support versioning information supplied as part of the URL.

If *a,b,c,d* are all set to -1 (#Version=-1,-1,-1,-1), the component is downloaded from the server if the release date is later than the installation date on the client computer. If the component is installed on the client computer and the release date is the same or earlier than the installation date, only an HTTP header transaction occurs.

## Example


This example uses the **CODEBASE** attribute to specify the download location of the Common Dialog control.

```
<OBJECT ID="CommonDialog1" WIDTH=32 HEIGHT=32  
  CLASSID="CLSID:F9043C85-F6F2-101A-A3C9-08002B2F49F  
  CODEBASE="http://activex.microsoft.com/controls/vb5/comdlg  
  #Version=1,0,0,0">  
</OBJECT>
```

## Applies To

APPLET, OBJECT

## See Also

[managing versions of a component](#), specifying fileversion and #version  
for component download 

---

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◀ CODEBASE Attribute | code... ▶ COL

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# CODETYPE Attribute | codeType Property

---

Sets or retrieves the Internet media type for the code associated with the object.

## Syntax

<b>HTML</b>	<code>&lt;OBJECT CODETYPE = sType ... &gt;</code>
<b>Scripting</b>	<code>object.codeType [ =sType ]</code>

## Possible Values

**sType** String that specifies the media type.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

Internet media types are also known as MIME types.

## Applies To

[OBJECT](#)

## See Also

[mime type detection in internet explorer](#)

---

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◀ CODETYPE Attribute | code... ▶ color

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# COLOR Attribute | color Property

---

Sets or retrieves the color to be used by the object.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENTCOLOR = sColor ... &gt;</code>
<b>Scripting</b>	<code>object.color [ =sColor ]</code>

## Possible Values

**sColor** String that specifies one of the color names or red-green-blue (RGB) values in the [Color Table](#).

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

Some browsers do not recognize color names, but all browsers should recognize red-green-blue (RGB) color values and display them correctly.

## Applies To

[BASEFONT](#), [FONT](#), [HR](#)

---

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◀ color Attribute | color P... ▶ COLS Attri

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# colorDepth Property

---

Retrieves the number of bits per pixel used for colors on the destination device or buffer.

## Syntax

HTML	N/A
Scripting	[ <i>iBitsPerPixel</i> =] <b>screen.colorDepth</b>

## Possible Values

<i>iBitsPerPixel</i>	Integer that specifies one of the following values:
1, 4, 8,	Number of bits per pixel, expressed as an integer, to use for the off-screen buffer.
15, 16,	The value 15 specifies 16 bits per pixel, in which only 15 bits are used in a 5-5-5
24, 32	layout of red-green-blue (RGB) values.

The property is read-only with no default value.

## Remarks

Retrieving the value of the property through script enables you to select an appropriate color to return to the browser.

If **bufferDepth** is 0 or -1, **colorDepth** is equal to the bits-per-pixel value for the screen or printer. If **bufferDepth** is nonzero, **colorDepth** is equal to **bufferDepth**.

## Applies To

[screen](#)

---

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## ◀ colorDepth Property ▶ COLS Attribute

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# COLS Attribute | cols Property

---

Retrieves the width of the object.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT COLS = <i>iCount</i> ... &gt;</code>
<b>Scripting</b>	<code>[ <i>iCount</i>= ] object.cols</code>

## Possible Values

<i>iCount</i>	Integer that specifies the number of characters used to determine the width of the object.
---------------	--

The property is read-only with a default value of **20**.

## Applies To

[TEXTAREA](#)

---

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◀ COLS Attribute | cols Pro... ▶ COLS A

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# COLS Attribute | cols Property

---

Sets or retrieves the number of columns in the table.

## Syntax

<b>HTML</b>	<code>&lt;TABLE COLS = <i>iCount</i> ... &gt;</code>
<b>Scripting</b>	<code>table.cols [ = <i>iCount</i> ]</code>

## Possible Values

*iCount* Integer that specifies the number of columns.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

Specifying this number can speed up the processing of the table.

## Example

This example uses the **COLS** attribute and the **cols** property to set the number of columns in HTML and retrieve the number of columns in script.

```
<SCRIPT>
function checkCols(oObject)
{
    var iColumns = oObject.cols;
    alert (iColumns);
}
</SCRIPT>
```

```
</HEAD>
<BODY>
<TABLE ID=oTable BORDER COLS=3 onclick="checkCols(this)'
<TR><TD>Column 1</TD><TD>Column 2</TD><TD>Column 3
</TABLE>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[TABLE](#)

---

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◀ COLS Attribute | cols Pro... ▶ COLSPA

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# COLS Attribute | cols Property

---

Sets or retrieves the frame widths of the object.

## Syntax

<b>HTML</b>	<code>&lt;FRAMESET COLS = <i>sWidth</i> ... &gt;</code>
<b>Scripting</b>	<code>frameset.cols [ = <i>sWidth</i> ... ]</code>

## Possible Values

<i>sWidth</i>	String that specifies one or more of the following comma-delimited values:
<i>width</i>	Integer that specifies the frame width, in pixels.
<i>percentage</i>	Integer, followed by a %. The value is a percentage of total available width.
<i>width*</i>	Integer that specifies the frame width as a relative value. After allocating pixel or percentage values, the remaining space is divided among all relative-sized frames.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The number of comma-separated items is equal to the number of frames contained within the **FRAMESET**, while the value of each item determines the frame width.

## Example

This example defines a two-column frame, with the first occupying 40 percent of the available width and the second occupying the remaining 60 percent.

```
<FRAMESET COLS="40%, 60%">
```

This example defines a four-column frame. The first is 50 pixels wide, and the fourth is 80 pixels wide. The second occupies two-thirds of the remaining width, while the third occupies the final third of the remaining width.

```
<FRAMESET COLS="50, 2*, *, 80">
```

## Applies To

[FRAMESET](#)

## See Also

[ROWS](#)

---

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◀ COLS Attribute | cols Pro... ▶ COMPA

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# COLSPAN Attribute | colSpan Property

---

Sets or retrieves the number columns in the [TABLE](#) that the object should span.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENTCOLSPAN = iCount ... &gt;</code>
<b>Scripting</b>	<code>object.colSpan [ =iCount ]</code>

## Possible Values

*iCount* Integer that specifies the number of columns to span.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

This property can be changed only after the page has been loaded.

## Applies To

[TD](#), [TH](#)

---

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◀ COLSPAN Attribute | colSp... ▶ compl

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# COMPACT Attribute | compact Property

---

Sets or retrieves whether the list should be compacted to remove extra space between list objects.

## Syntax

<b>HTML</b>	<code>&lt;DL COMPACT = <i>bCompactList</i> ... &gt;</code>
<b>Scripting</b>	<code><i>dl.compact</i> [ =<i>bCompactList</i> ]</code>

## Possible Values

<i>bCompactList</i>	Boolean that specifies one of the following values: <b>false</b> Remove extra space between objects. <b>true</b> Do not remove extra space between objects.
---------------------	---

The property is read/write with a default value of **false**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Applies To

[DL](#)

---

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◀ COMPACT Attribute | compa... ▶ CON

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# complete Property

---

Retrieves whether the object is fully loaded.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>bComplete</i> = ] <i>object.complete</i>

## Possible Values

<i>bComplete</i>	Boolean that specifies one of the following values: <b>false</b> Object has not been loaded. true Object has been loaded.
------------------	---

The property is read-only with a default value of **false**.

## Applies To

<b>HTML</b>	N/A
<b>Scripting</b>	<a href="#">IMG</a> , <a href="#">INPUT type=image</a>

## See Also

[onreadystatechange](#), [readyState](#)

---

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 ◀ complete Property ▶ cookie Property

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# CONTENT Attribute | content Property

---

Sets or retrieves meta-information to be associated with [HTTP-EQUIV](#) or [NAME](#).

## Syntax

<b>HTML</b>	<code>&lt;META CONTENT = vContent ... &gt;</code>
<b>Scripting</b>	<code>meta.content [ = vContent ]</code>

## Possible Values

<i>vContent</i>	Variant that specifies one or more of the following values:
<i>description</i>	Meta-information.
<i>refresh</i>	Integer consisting of the number of seconds to elapse before the document is refreshed. This value requires the <b>HTTP-EQUIV</b> attribute to be set with the refresh value.
<i>url</i>	Location that is loaded when the document is refreshed. This value requires the <b>HTTP-EQUIV</b> attribute to be set with the refresh value.
<i>mimetype</i>	MIME type used for the <i>charset</i> value.
<i>charset</i>	Character set of the document. This value requires the <i>mimetype</i> value to be set with a valid MIME type, and the <b>HTTP-EQUIV</b> attribute to be set with the Content-Type value.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Example

This example causes the browser to reload the document every two seconds.

```
<META HTTP-EQUIV="REFRESH" CONTENT=2>
```



This example sets the character set for the document.

```
<META HTTP-EQUIV="Content-Type"  
  CONTENT="text/html; CHARSET=Windows-1251">
```

## Applies To

[META](#)

---

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◀ CONTENT Attribute | conte... ▶ cookie

*Web Workshop | DHTML, HTML & CSS*

# cookie Property

---

Sets or retrieves the string value of a cookie.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>document.cookie [ = sCookie ]</code>

## Possible Values

<i>sCookie</i>	String that specifies the name=value; pair(s), plus any of the following values:	
	<code>expires=date;</code>	Setting no expiration date on a cookie causes it to expire when the browser closes. If you set an expiration date in the future, the cookie is saved across browser sessions. If you set an expiration date in the past, the cookie is deleted. Use GMT format to specify the date.
	<code>domain=domainname;</code>	Setting the domain of the cookie allows pages on a domain made up of more than one server to share cookie information.
	<code>path=path;</code>	Setting a path for the cookie allows the current document to share cookie information with other pages within the same domain—that is, if the path is set to /thispathname, all pages in /thispathname and all pages in subfolders of /thispathname can access the same cookie information.
	<code>secure;</code>	Setting a cookie as secure means the stored cookie information can be accessed only from a secure environment.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

A cookie is a small piece of information stored by the browser. Each cookie is stored in a name=value; pair called a crumb—that is, if the cookie name is "id" and you want to save the id's value as "this", the cookie would be saved as id=this. You can store up to 20 name=value pairs in the cookie, and the cookie is always returned as a string of all the cookies that apply to

the page. This means that you must parse the string returned to find the values of individual cookies.

You can use the Microsoft® JScript® (compatible with ECMA 262 language specification) `split` method to extract a value stored in a cookie.

## Example

This example creates a cookie with a specified name and value. The value is passed to the JScript **escape** function to ensure that the value only contains valid characters. When the cookie is retrieved, the JScript **unescape** function should be used to translate the value back to its original form.

```
<SCRIPT>
// Create a cookie with the specified name and value.
// The cookie expires at the end of the 20th century.
function SetCookie(sName, sValue)
{
    document.cookie = sName + "=" + escape(sValue) + ";
    expires=Mon, 31 Dec 1999 23:59:59 UTC;";
}
</SCRIPT>
```

This example retrieves the value of the portion of the **cookie** specified by the *sCookie* parameter.

```
<SCRIPT>
// Retrieve the value of the cookie with the specified name.
function GetCookie(sName)
{
```

```
// cookies are separated by semicolons
var aCookie = document.cookie.split("; ");
for (var i=0; i < aCookie.length; i++)
{
    // a name/value pair (a crumb) is separated by an equal sign
    var aCrumb = aCookie[i].split("=");
    if (sName == aCrumb[0])
        return unescape(aCrumb[1]);
}

// a cookie with the requested name does not exist
return null;
}
</SCRIPT>
```

## Applies To

HTML	N/A
Scripting	<a href="#">document</a>

---

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 ◀ cookie Property ▶ COORDS Attribute

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# cookieEnabled Property

---

Retrieves whether client-side cookies are enabled in the browser.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>bEnabled</i> = ] <b>navigator.cookieEnabled</b>

## Possible Values

<i>bEnabled</i>	Boolean that specifies one of the following values: false Browser does not support cookies. true Browser does support cookies.
-----------------	--

The property is read-only with no default value.

## Applies To

[clientInformation](#), [navigator](#)

---

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◀ COORDS Attribute | coords... ▶ cssTe

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# cpuClass Property

---

Retrieves a string denoting the CPU class.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>sCPU</i> = ] <i>navigator.cpuClass</i>

## Possible Values

<i>sCPU</i>	String that specifies one of the following values:
<i>x86</i>	Intel processor.
<i>68K</i>	Motorola processor.
<i>Alpha</i>	Digital processor.
<i>PPC</i>	Motorola processor.
<i>Other</i>	Other CPU classes, including Sun SPARC.

The property is read-only with no default value.

## Applies To

[clientInformation](#), [navigator](#)

---

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◆ ◀ cpuClass Property ▶ ctrlKey Property

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# cssText Property

---

Sets or retrieves the persisted representation of the style rule.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<i>object.style.cssText</i> [ = <i>sTxt</i> ]

## Possible Values

*sTxt* String that specifies the text.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Example

This example uses the **cssText** property to retrieve the cascading style sheets (CSS) style set on an object.

```
<P ID=oPara STYLE="color:'green'; font-weight:bold">
This is the test paragraph.</P>
:
<BUTTON onclick="alert(oPara.style.cssText)">
Get CSS attributes</BUTTON>
```

This feature requires Internet Explorer 5 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[runtimeStyle](#), [style](#)

---

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◀ cssText Property ▶ cursor Attribute | cu

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# ctrlKey Property

---

Retrieves the state of the CTRL key.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>bEvent</i> = ] <i>event.ctrlKey</i>

## Possible Values

<i>bEvent</i>	Boolean that specifies one of the following values: false CTRL key is not pressed. true CTRL key is pressed.
---------------	--

The property is read-only with no default value.

## Applies To

<b>HTML</b>	N/A
<b>Scripting</b>	<a href="#">event</a>

---

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◀ cursor Attribute | cursor... ▶ data Prop

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# DATA Attribute | data Property

---

Retrieves the URL that references the data of the object.

## Syntax

<b>HTML</b>	<code>&lt;OBJECT DATA = sURL ... &gt;</code>
<b>Scripting</b>	<code>[ sURL = ] object.data</code>

## Possible Values

<code>sURL</code>	String that specifies the URL of the data.
-------------------	--

The property is read-only with no default value.

## Applies To

[OBJECT](#)

## See Also

[type](#)

---

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◀ DATA Attribute | data Pro... ▶ DATAFL

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# data Property

---

Sets or retrieves the value of a [TextNode](#) object.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<i>object.data</i> [ = <i>sData</i> ]

## Possible Values

*sData* String that specifies the value of the **TextNode**.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Example

This example uses the **data** property to change the value of a text node.

```
<SCRIPT>
function fnChangeValue(){
    var oNode = oList.firstChild.childNodes(0);
    var oNewText = document.createTextNode();
    oNewText.data="Create Data";
    oNode.replaceNode(oNewText);
    oNode.data = "New Node Value";

}
</SCRIPT>
```

```
<UL ID = oList onclick = "fnChangeValue()">  
<LI>Start Here  
</UL>
```

## Applies To

TextNode

---

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◀ data Property ▶ dataFld Property ▲ Df

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# DATAFLD Attribute | dataFld Property

---

Sets or retrieves which field of a given data source, as specified by the [dataSrc](#) property, to bind to the specified object.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT DATAFLD = sField ... &gt;</code>
<b>Scripting</b>	<code>object.dataFld [ = sField ]</code>

## Possible Values

*sField* String that specifies the field name.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Example

In this example, a text box is bound to the flavor field supplied by a data source object with an ID of ice\_cream. Because the text box is contained within a table, the text box is repeated and all values in the flavor column are displayed.

```
<TABLE DATASRC="#ice_cream">  
  <TR><TD><INPUT TYPE=TEXTBOX DATAFLD=flavor></TD>  
</TR></TABLE>
```

In this example, the [SELECT](#) object is bound to the card\_type column of a data source control with an ID of order. The value of the field in the data set determines the option that is initially selected. In addition, when the user

selects a different option from the **SELECT**, the value of the card\_type field in the current record of the data set is updated.

```
<SELECT DATASRC="#order" DATAFLD="card_type">  
  <OPTION>Visa  
  <OPTION>Mastercard  
  <OPTION>American Express  
  <OPTION>Diner's Club  
  <OPTION>Discover  
</SELECT>
```

## Applies To

A, APPLET, BODY, BUTTON, DIV, FRAME, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, LABEL, MARQUEE, OBJECT, PARAM, SELECT, SPAN, TEXTAREA

## See Also

[data binding](#)☐

---

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◀ DATAFLD Attribute | dataF... ▶ DATAF

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# dataFld Property

---

Retrieves the data column affected by the [oncellchange](#) event.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>sdataFld</i> = ] <b>event.dataFld</b>

## Possible Values

<i>sdataFld</i>	String that specifies a data column in the current recordset.
-----------------	---

The property is read-only.

## Applies To

[event](#)

## See Also

[data binding](#)☐

---

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◀ dataFld Property ▶ DATAPAGESIZE A

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# DATAFORMATAS Attribute | dataFormatAs Property

---

Sets or retrieves how to render the data supplied to the object.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT DATAFORMATAS = sFormat ... &gt;</code>
<b>Scripting</b>	<code>object.dataFormatAs [ = sFormat ]</code>

## Possible Values

<i>sFormat</i>	String that specifies one of the following values: <b>text</b> Data is rendered as text. html Data is rendered as HTML.
----------------	---

The property is read/write with a default value of **text**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Example

This [DIV](#) example renders data in HTML format.

```
<DIV DATAFLD="Column2" DATAFORMATAS="html"></DIV>
```

This [SPAN](#) example renders data in HTML format.

```
<SPAN DATASRC="#bank_acct" DATAFLD="balance" DATAFO
```

This [TEXTAREA](#) example renders data in text format.

```
<TEXTAREA DATASRC="#customer" DATAFLD="address" DAI
```

```
ROWS=6 COLS=60>  
</TEXTAREA>
```

## Applies To

[BODY](#), [BUTTON](#), [DIV](#), [INPUT type=button](#), [LABEL](#), [MARQUEE](#), [PARAM](#), [SPAN](#)

## See Also

[data binding](#)☐

---

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◀ DATAFORMATAS Attribute | ... ▶ DAT,

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# DATAPAGESIZE Attribute | dataPageSize Property

---

Sets or retrieves the number of records displayed in a table bound to a data source.

## Syntax

<b>HTML</b>	<code>&lt;TABLE DATAPAGESIZE = <i>iSize</i> ... &gt;</code>
<b>Scripting</b>	<code>table.dataPageSize [ = <i>iSize</i> ]</code>

## Possible Values

*iSize* Integer that specifies the number of records in the table.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

Use the [nextPage](#) and [previousPage](#) methods to display the subsequent and previous pages of records in the table.

## Example

In this example, a text box is bound to the customer\_name field supplied by a data source object with an ID of customer. Because the text box is located within a data-bound **TABLE**, the text box is repeated to display each of the records in the data source. The **DATAPAGESIZE** attribute on the **TABLE** limits the display to 10 records.

```
<TABLE DATASRC="#customer" DATAPAGESIZE=10>
```

```
<TR><TD><INPUT TYPE=TEXTBOX DATAFLD="customer_id">  
</TABLE>
```

## Applies To

[TABLE](#)

## See Also

[data binding](#), [nextPage](#), [previousPage](#)

---

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◀ DATAPAGESIZE Attribute | ... ▶ defau

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# DATASRC Attribute | dataSrc Property

---

Sets or retrieves the source of the data for data binding.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT DATASRC = <i>sID</i> ... &gt;</code>
<b>Scripting</b>	<code>object.dataSrc [ = <i>sID</i> ]</code>

## Possible Values

*sID* String that specifies the identifier of the data source.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

Tabular and single-valued data consumers use the **dataSrc** property to specify a binding. The property takes a string that corresponds to the unique identifier of a data source object (DSO) on the page. The string must be prefixed by a hash (#) mark.

When the **dataSrc** property is applied to a tabular data consumer the entire data set is repeated by the consuming elements.

When the **dataSrc** property is applied to a [TABLE](#), any contained single-valued consumer objects that specify a [dataFld](#) property are repeated for each record in the supplied data set. To complete the binding, the binding agent interrogates the enclosing **TABLE** for its data source. A tabular data consumer contained within another tabular data consumer (**TABLE**) must



specify an explicit **dataSrc**.

## Example

In this example, a text box is bound to the customer\_name field of a data source object with an ID of "customer". Because the text box is located within a data-bound **TABLE**, the text box is repeated to display each of the records provided by the data source.

```
<TABLE DATASRC="#customer">  
  <TR><TD><INPUT TYPE=TEXTBOX DATAFLD="customer_name">  
</TD></TR></TABLE>
```

## Applies To

A, APPLET, BODY, BUTTON, DIV, FRAME, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, LABEL, MARQUEE, OBJECT, PARAM, SELECT, SPAN, TABLE, TEXTAREA

## See Also

[data binding](#)

---

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◀ DATASRC Attribute | dataS... ▶ default

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# defaultCharset Property

---

Sets or retrieves the default character set of the document.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>object.defaultCharset [ =sCharset ]</code>

## Possible Values

<i>sCharset</i>	String that specifies the default character set.
-----------------	--

The property is read/write with a default value of **iso-8859-1**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Applies To

<b>HTML</b>	N/A
<b>Scripting</b>	<a href="#">META</a> , <a href="#">document</a>

---

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◀ defaultCharset Property ▶ defaultSele

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# defaultChecked Property

---

Sets or retrieves the state of the check box or radio button.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>input.defaultChecked</code> [ <i>=bChecked</i> ]

## Possible Values

<i>bChecked</i>	Boolean that specifies one of the following values: <b>true</b> Check box or radio button is selected by default. <b>false</b> Check box or radio button is not selected by default.
-----------------	--

The property is read/write with a default value of **true**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

The property can be changed programmatically, but doing so has no effect on the appearance of the check box or radio button or on how forms are submitted.

## Applies To

[INPUT TYPE=checkbox](#), [INPUT TYPE=radio](#)

## See Also

[checked](#)

---

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◀ defaultChecked Property ▶ defaultSta

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# defaultSelected Property

---

Sets or retrieves the status of the option.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>option.defaultSelected</code> [ <code>=bSelected</code> ]

## Possible Values

<i>bSelected</i>	Boolean that specifies one of the following values: <b>true</b> Option is selected by default. <b>false</b> Option is not selected by default.
------------------	--

The property is read/write with a default value of **true**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

The property can be changed programmatically, but doing so has no effect on the appearance of the option or the submitted value. The property does change the appearance of the selected option if the form is reset.

## Applies To

<b>HTML</b>	N/A
<b>Scripting</b>	<a href="#">OPTION</a>

## See Also

[selected](#)



---

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◀ defaultSelected Property ▶ defaultValu

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# defaultStatus Property

---

Sets or retrieves the default message displayed in the status bar at the bottom of the window.

## Syntax

HTML	N/A
Scripting	<code>window.defaultStatus</code> [ <code>=sMessage</code> ]

## Possible Values

<code>sMessage</code>	String that specifies the message for the status bar.
-----------------------	---

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

Do not confuse **defaultStatus** with [status](#). The **status** property reflects a priority or transient message in the status bar, such as the message that appears when an [onmouseover](#) event occurs over an anchor.

## Applies To

HTML	N/A
Scripting	<a href="#">window</a>

---

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◀ defaultStatus Property ▶ DEFER Attribute

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# defaultValue Property

---

Sets or retrieves the initial contents of the object.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>object.defaultValue</code> [ <code>=sValue</code> ]

## Possible Values

**sValue** String that specifies the initial value of the object.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The value of the property can be changed programmatically, but doing so has no effect on the appearance of the object or the submitted value. It does, however, change the initial value of the object when the form is reset.

## Applies To

[INPUT type=button](#), [INPUT type=checkbox](#), [INPUT type=file](#), [INPUT type=hidden](#), [INPUT type=image](#), [INPUT type=password](#), [INPUT type=radio](#), [INPUT type=reset](#), [INPUT type=submit](#), [INPUT type=text](#), [TEXTAREA](#)

---

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◀ defaultValue Property ▶ designMode F

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# DEFER Attribute | defer Property

---

Sets or retrieves the status of the script.

## Syntax

<b>HTML</b>	<code>&lt;SCRIPT DEFER = bDefer ... &gt;</code>
<b>Scripting</b>	<code>script.defer [ =bDefer ]</code>

## Possible Values

<i>bDefer</i>	Boolean that specifies one of the following values: <b>false</b> Inline executable function is not deferred. true Inline executable function is deferred.
---------------	---

The property is read/write with a default value of **false**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

Using the attribute at design time can improve the download performance of a page because the browser does not need to parse and execute the script and can continue downloading and parsing the page instead.

## Applies To

[SCRIPT](#)

---

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◀ DEFER Attribute | defer P... ▶ dialogA

*Web Workshop | DHTML, HTML & CSS*

# designMode Property

---

Sets or retrieves whether the document can be edited.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>document.designMode</code> [ <i>=sMode</i> ]

## Possible Values

<i>sMode</i>	String that specifies one of the following values:
On	Document can be edited.
Off   Inherit	Document cannot be edited.

The property is read/write with a default value of **Inherit**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

You can use the **designMode** property to put Internet Explorer into a mode where you can edit the current document.

While the browser is in design mode, objects enter a UI-activated state when the user presses the ENTER key or clicks an object that has focus, or when the user double-clicks the object. Objects that are UI activated have their own window within the document. You can modify the UI only when the object is in a UI-activated state.

You cannot execute script when the value of the **designMode** property is set to On.

## Applies To

[document](#)

## See Also

[mshtml editing](#)☐

---

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◀ DIR Attribute | dir Prope... ▶ direction ,

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# DIRECTION Attribute | direction Property

---

Sets or retrieves the direction in which the text should scroll.

## Syntax

<b>HTML</b>	<code>&lt;MARQUEE DIRECTION = sDirection ... &gt;</code>
<b>Scripting</b>	<code>marquee.direction [ =sDirection ]</code>

## Possible Values

<i>sDirection</i>	String that specifies one of the following values: <b>left</b> Marquee scrolls left. right Marquee scrolls right. down Marquee scrolls down. up Marquee scrolls up.
-------------------	---

The property is read/write with a default value of **left**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Applies To

[MARQUEE](#)

---

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◀ direction Attribute | dir... ▶ disabled Pr

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# DISABLED Attribute | disabled Property

---

Sets or retrieves the status of a control or style.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT DISABLED = bDisabled ... &gt;</code>
<b>Scripting</b>	<code>object.disabled [ = bDisabled ]</code>

## Possible Values

<i>bDisabled</i>	Boolean that specifies one of the following values: <b>false</b> Control or style is not disabled. true Control or style is disabled.
------------------	---

The property is read/write with a default value of **false**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

When a control is disabled it appears dimmed and does not respond to user input. When a style is disabled, all of the [rules](#) no longer render.

The **disabled** property applies to the [STYLE](#) object, not the [style](#) property.

## Example

This example uses the **disabled** property to enable or disable a **STYLE** object and a control.

## Applies To

[APPLET](#), [BUTTON](#), [INPUT type=button](#), [INPUT type=checkbox](#), [INPUT type=file](#), [INPUT type=image](#), [INPUT](#)



type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, LINK, SELECT, TEXTAREA

---

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◀ DISABLED Attribute | disa... ▶ display

*Web Workshop | DHTML, HTML & CSS*

# disabled Property

---

Sets or retrieves whether a style sheet is applied to an object.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>styleSheet.disabled</code> [ = <i>bDisabled</i> ]

## Possible Values

<i>bDisabled</i>	Boolean that specifies one of the following values: <b>false</b> Style sheet is applied to the object. true Style sheet is not applied to the object.
------------------	---

The property is read/write with a default value of **false**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

The value of this property can also change per media-dependent style sheets.

## Example

This example uses the **disabled** property to indicate whether a style sheet is applied to the **BODY** element.

## Applies To

[styleSheet](#)

---

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◀ display Attribute | displ... ▶ domain Pro

*Web Workshop | DHTML, HTML & CSS*

# documentElement Property

---

Retrieves a reference to the root node of the document.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>oElement</i> = ] <b>document.documentElement</b>

## Possible Values

*oElement* Object that specifies the reference to the document element.

The property is read-only with no default value.

## Remarks

The root node of a typical HTML document is the [HTML](#) object.

## Example

This example uses the **documentElement** property to retrieve the [innerHTML](#) property of the entire document.

```
<SCRIPT>
function fnGetHTML(){
    var sData = document.documentElement.innerHTML;
    oResults.value=sData;
}
</SCRIPT>

<TEXTAREA ID = oResults COLS = 50 ROWS = 10>
</TEXTAREA>
```

## Applies To

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◀ documentElement Property ▶ dropEffect

*Web Workshop | DHTML, HTML & CSS*



# domain Property

---

Sets or retrieves the security domain of the document.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>document.domain</code> [ <i>=sDomain</i> ]

## Possible Values

<i>sDomain</i>	String that specifies the domain suffix.
----------------	--

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The property initially returns the host name of the server the page is served from. The property can be assigned the domain suffix to allow sharing of pages across frames. For example, a page in one frame from home.microsoft.com and a page from www.microsoft.com initially would not be able to communicate with each other. However, by setting the domain property of both pages to the suffix "microsoft.com", both pages are considered secure and access is available between the pages.

## Applies To

<b>HTML</b>	N/A
<b>Scripting</b>	<a href="#">document</a>

---

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◀ domain Property ▶ DYN SRC Attribute

*Web Workshop | DHTML, HTML & CSS*

# dropEffect Property

---

Sets or retrieves the type of drag-and-drop operation and the cursor to display for the object.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<i>event.dataTransfer</i> . <b>dropEffect</b> [ = <i>sCursorStyle</i> ]

## Possible Values

<i>sCursorStyle</i>	String that specifies one of the following values: copy Copy cursor is displayed. link Link cursor is displayed. move Move cursor is displayed. <b>none</b> No cursor is specified. Instead, the no-drop cursor is displayed.
---------------------	---

The property is read/write with a default value of **none**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)□.

## Remarks

The target object can set the **dropEffect** during the [ondragenter](#), [ondragover](#), and [ondrop](#) events. To display the desired cursor until the final drop, the default action of the **ondragenter**, **ondragover**, and **ondrop** events must be canceled and the **dropEffect** must be set. Otherwise, the copy cursor, move cursor, or link cursor set by this property displays only until the first valid drop target is intersected, at which point the cursor is replaced by the drop/no-drop cursor for the duration of the drag operation.

The drag-and-drop behaviors implemented in Internet Explorer 4.0 and

supported by Internet Explorer 5 can affect **dropEffect** behavior in certain situations. Internet Explorer delivers default drag-and-drop functionality for [anchor](#), [image](#), [TEXTAREA](#), and [text box](#). When one of these objects comprises the source element, the default drop effect cannot be overridden by setting the **dropEffect** of the target element. The source object's default behavior must be canceled.

For **dropEffect** to work, it must be used with the [effectAllowed](#) property of the source object. The **effectAllowed** property determines which drag-and-drop operations are available from the source object for the entire document. The **dropEffect** property determines which drag-and-drop operations are allowed for the target object. For example, the source object might set the **effectAllowed** property to all drag-and-drop operations, while the target object specifies that the **dropEffect** allows only copy operations. The **effectAllowed** property must be set in one of the source drag-and-drop event handlers, such as the [ondragstart](#) event.

The recommended technique for dropping text is to add the **dropEffect** to the following events: [ondragenter](#), [ondragover](#), and [ondrop](#).

The **dropEffect** property applies standard system cursors.

## Example

This example uses the **dropEffect** and **effectAllowed** properties of the [dataTransfer](#) object to display the move cursor.

## Applies To

[dataTransfer](#)

## See Also

[dhtml data transfer overview](#)☐, [clearData](#), [effectAllowed](#), [getData](#), [setData](#)

---

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◆ ◀ dropEffect Property ▶ effectAllowed P

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# DYNSRC Attribute | dynsrc Property

---

Sets or retrieves the address of a video clip or VRML world to be displayed in the window.

## Syntax

<b>HTML</b>	<code>&lt;IMG DYNSRC = sURL ... &gt;</code>
<b>Scripting</b>	<code>img.dynsrc [ =sURL ]</code>

## Possible Values

<b>sURL</b>	String that specifies the URL of the video source.
-------------	--

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Applies To

[IMG](#)

---

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◀ DYN SRC Attribute | dynsrc... ▶ ENCT

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# effectAllowed Property

---

Sets or retrieves, on the source element, which data transfer operations are allowed for the object.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>event.dataTransfer.effectAllowed[ = <i>sEffect</i> ]</code>

## Possible Values

<i>sEffect</i>	String that specifies one of the following values:
copy	Selection is copied.
link	Selection is linked to the drop target by the data transfer operation.
move	Selection is moved to the target location when dropped.
copyLink	Selection is copied or linked, depending on the target default.
copyMove	Selection is copied or moved, depending on the target default.
linkMove	Selection is linked or moved, depending on the target default.
all	All drop effects are supported.
none	Dropping is disabled and the no-drop cursor is displayed.
<b>uninitialized</b>	No value has been set through the <b>effectAllowed</b> property. In this case, the default effect still works, although it cannot be queried through this property.

The property is read/write with a default value of **uninitialized**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

Set the **effectAllowed** property in the [ondragstart](#) event. This property is used most effectively with the [dropEffect](#) property.

This property can be used to override the default behavior in other

applications. For example, the browser script can set the **effectAllowed** property to copy for a text field and thereby override the Microsoft® Word default of move. Within the browser, copy is the default **effectAllowed** behavior, except for anchors, which are set to link by default, and text fields, which are set to move by default.

Setting **effectAllowed** to none disables dropping but still displays the no-drop cursor. To avoid displaying the no-drop cursor, cancel the [returnValue](#) of the **ondragstart** window.

## Example

This example uses the **dropEffect** and **effectAllowed** properties to move text in a drag-and-drop operation.

## Applies To

[dataTransfer](#)

## See Also

[dhtml data transfer overview](#)☐, [clearData](#), [getData](#), [setData](#)

---

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◀ ENCTYPE Attribute | encod... ▶ expar

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# EVENT Attribute | event Property

---

Retrieves the event for which the script is written.

## Syntax

<b>HTML</b>	<code>&lt;SCRIPT EVENT = <i>sEvent</i> ... &gt;</code>
<b>Scripting</b>	<code>[ <i>sEvent</i> = ] <i>script.event</i></code>

## Possible Values

*sEvent* String that specifies the event. The value for an **onmouseover** event, for example, is "onmouseover()".

The property is read-only with no default value.

## Example

This example uses the **EVENT** attribute and the **event** property to handle the [onclick](#) event.

```
<SCRIPT ID=oButtonScript FOR="oButton" EVENT="onclick()">
  var sMessage1 = "Flip"
  var sMessage2 = "Flop"
  if (oButton.innerText == sMessage1) {
    oButton.innerText = sMessage2;
  }
  else {
    if (oButton.innerText == sMessage2) {
      oButton.innerText = sMessage1;
    }
  }
</SCRIPT>
</HEAD>
<BODY>
:
```

```
<BUTTON ID="oButton" onmouseout="alert(oButtonScript.event)
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[SCRIPT](#)

## See Also

[event](#)

---

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 ◀ expando Property ▶ fgColor Property

*Web Workshop | DHTML, HTML & CSS*

# FACE Attribute | face Property

---

Sets or retrieves the current typeface family.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT <b>FACE</b> = <i>sTypeface</i> ... &gt;</code>
<b>Scripting</b>	<code>object.<b>face</b> [ = <i>sTypeface</i> ]</code>

## Possible Values

*sTypeface* String that specifies the typeface family.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Example

This example sets the typeface family using the **FACE** attribute and the **face** property.

```
<FONT FACE="Arial" ID=oFont>
:
<SCRIPT>
    alert(oFont.face + "\n" + "When you click this, the font will change.");
    oFont.face = 'Courier';
    alert(oFont.face + "\n" + "The font has changed.");
</SCRIPT>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.





## Applies To

[BASEFONT](#), [FONT](#)

## See Also

[font](#)

---

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◀ FACE Attribute | face Pro... ▶ fileCreat

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# fgColor Property

---

Sets or retrieves the foreground (text) color of the document.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>document.fgColor</code> [ = <i>sColor</i> ]

## Possible Values

*sColor* String that specifies any one of the color names or values in the [Color Table](#).

The property is read/write with a default value of **#000000**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Applies To

<b>HTML</b>	N/A
<b>Scripting</b>	<a href="#">document</a>

## See Also

[color](#), [text](#)

---

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◆ ◀ fgColor Property ▶ fileModifiedDate Pi

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# fileCreatedDate Property

---

Retrieves the date the file was created.

## Syntax

HTML	N/A
Scripting	[ <i>sDate</i> = ] <b>object.fileCreatedDate</b>

## Possible Values

<i>sDate</i>	String that specifies the date the file was created (for example, Monday, December 08, 1997).
--------------	---

The property is read-only with no default value.

## Example

This example implements the **fileCreatedDate** property to count the number of days since the document was created.

## Applies To

[document](#), [IMG](#)

---

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◀ fileCreatedDate Property ▶ fileSize Pr

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# fileModifiedDate Property

---

Retrieves the date the file was last modified.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>sDate</i> = ] <i>object</i> . <b>fileModifiedDate</b>

## Possible Values

<i>sDate</i>	String that specifies the date of the last file modification (for example, Monday, December 08, 1997).
--------------	--

The property is read-only with no default value.

## Applies To

[document](#), [IMG](#)

---

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◆ ◀ fileModifiedDate Property ▶ fileUpdate

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# fileSize Property

---

Retrieves the file size.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>iSize</i> = ] <i>object</i> . <b>fileSize</b>

## Possible Values

*iSize* Integer that specifies the file size.

The property is read-only with no default value.

## Applies To

[document](#), [IMG](#)

---

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◆ ◀ fileSize Property ▶ filter Attribute | filte

*Web Workshop | DHTML, HTML & CSS*

# fileUpdatedDate Property

---

Retrieves the date the file was last updated.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>sDate</i> = ] <i>img.fileUpdatedDate</i>

## Possible Values

<i>sDate</i>	String that specifies the date of the last update (for example, Monday, December 08, 1997).
--------------	---

The property is read-only with no default value.

## Applies To

[IMG](#)

---

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 ◀ filter Attribute | filter... ▶ float Attribute

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# firstChild Property

---

Retrieves a reference to the first child in the [childNodes](#) collection of the object.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>oElement</i> = ] <b>object.firstChild</b>

## Possible Values

<i>oElement</i>	Object that specifies the first child object.
-----------------	---

The property is read-only with no default value.

## Example

This example implements the **firstChild** attribute to obtain the first child element of an object.

```
<SCRIPT>
var oFirstChild = oList.firstChild;
</SCRIPT>

<BODY>
<UL ID = oList>
<LI>List Item 1
<LI>List Item 2
<LI>List Item 3
</UL>
<BODY>
```

## Applies To

[A](#), [ACRONYM](#), [ADDRESS](#), [APPLET](#), [AREA](#), [B](#), [BASE](#), [BASEFONT](#), [BDO](#), [BIG](#), [BLOCKQUOTE](#), [BODY](#), [BUTTON](#),

CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, NEXTID, OL, OPTION, P, PLAINTEXT, PRE, Q, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, XMP

## See Also

[lastChild](#)

---

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◀ font-size Attribute | fon... ▶ font-style A

*Web Workshop | DHTML, HTML & CSS*

# fontSmoothingEnabled Property

---

Retrieves whether the user has enabled font smoothing in the Display control panel.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>bEnabled</i> = ] <i>screen.fontSmoothingEnabled</i>

## Possible Values

<i>bEnabled</i>	Boolean that specifies one of the following values: <b>false</b> Font smoothing is disabled. true Font smoothing is enabled.
-----------------	--

The property is read-only with a default value of **false**.

## Remarks

Font smoothing can be enabled by checking the Smooth Edges of the Screen Fonts option in the Display control panel. In Windows® 98 and Windows 2000, this option is located on the central panel's Effects tab. In Windows NT® 4.0 and Windows 95, this option is located on the Plus! tab.

**Note** In Windows 95, the Plus! tab is available only if Microsoft® Plus! is installed.

## Applies To

<b>HTML</b>	N/A
<b>Scripting</b>	<a href="#">screen</a>

---

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◀ font-weight Attribute | f... ▶ FRAME At

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# form Property

---

Retrieves a reference to the form that the object is embedded in.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>oForm</i> = ] <i>object.form</i>

## Possible Values

*oForm* Object that specifies the form.

The property is read-only with no default value.

## Remarks

Null is returned if the object is not on a form.

## Applies To

[BUTTON](#), [INPUT type=button](#), [INPUT type=checkbox](#), [INPUT type=file](#), [INPUT type=hidden](#), [INPUT type=image](#), [INPUT type=password](#), [INPUT type=radio](#), [INPUT type=reset](#), [INPUT type=submit](#), [INPUT type=text](#), [OBJECT](#), [OPTION](#), [SELECT](#), [TEXTAREA](#)

---

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◀ form Property ▶ FRAMEBORDER Attr

*Web Workshop | DHTML, HTML & CSS*

# FRAME Attribute | frame Property

---

Sets or retrieves the way the border frame around the table is displayed.

## Syntax

<b>HTML</b>	<code>&lt;TABLE FRAME = <i>sFrame</i> ... &gt;</code>
<b>Scripting</b>	<code>table.frame [ = <i>sFrame</i> ]</code>

## Possible Values

<i>sFrame</i>	String that specifies one of the following values: <ul style="list-style-type: none"><li><b>void</b> All outside table borders are removed.</li><li><b>above</b> Border on the top side of the border frame is displayed.</li><li><b>below</b> Border on the bottom side of the table frame is displayed.</li><li><b>border</b> Borders on all sides of the table frame are displayed.</li><li><b>box</b> Borders on all sides of the table frame are displayed.</li><li><b>hsides</b> Borders on the top and bottom sides of the table frame are displayed.</li><li><b>lhs</b> Border on the left side of the table frame is displayed.</li><li><b>rhs</b> Border on the right side of the table frame is displayed.</li><li><b>vsides</b> Borders on the left and right sides of the table frame are displayed.</li></ul>
---------------	---

The property is read/write with a default value of **void**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Example

This example uses the **FRAME** attribute to render different border frames.

```
<TABLE FRAME="above">
<TR><TD>A table with</TD><TD>the value of frame set to "abov
<TR><TD>cell</TD><TD>cell</TD></TR>
</TABLE>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[TABLE](#)

## See Also

[rules](#)

---

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## ◀ FRAME Attribute | frame P... ▶ FRAMI

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# FRAMEBORDER Attribute | frameBorder Property

---

Sets or retrieves whether to display a border for the frame.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENTFRAMEBORDER = sBorder ... &gt;</code>
<b>Scripting</b>	<code>object.frameBorder [ =sBorder ]</code>

## Possible Values

<i>sBorder</i>	String that specifies one of the following values: <b>1</b> Inset border is drawn. <b>0</b> No border is drawn. <b>no</b> No border is drawn. <b>yes</b> Inset border is drawn.
----------------	---

The property is read/write with a default value of **1**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

Invalid settings default to displaying borders.

## Applies To

[FRAME](#), [FRAMESET](#), [IFRAME](#)

---

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◀ FRAMEBORDER Attribute | f... ▶ from

*Web Workshop | DHTML, HTML & CSS*

# FRAMESPACING Attribute | frameSpacing Property

---

Sets or retrieves the amount of additional space between the frames.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENTFRAMESPACING = sPixels ... &gt;</code>
<b>Scripting</b>	<code>object.frameSpacing [ =sPixels ]</code>

## Possible Values

**sPixels** String that specifies the spacing, in pixels.

The property is read/write with a default value of 2 pixels.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The amount of space defined for **frameSpacing** does not include the width of the frame border. Frame spacing can be set on one or more **FRAMESET** objects and applies to all contained **FRAMESET** objects, unless the contained object defines a different frame spacing.

## Applies To

[FRAMESET](#)

---

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◆ ◀ fromElement Property ▶ height Property

*Web Workshop | DHTML, HTML & CSS*

# hash Property

---

Sets or retrieves the subsection of the [href](#) property that follows the hash (#) mark.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>object.hash [ =sHash ]</code>

## Possible Values

*sHash* String that specifies the part of the URL following the hash (#) mark.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

If there is no hash mark, this property returns an empty string.

This property is useful for moving to a bookmark within a document. Assigning an invalid value does not cause an error.

## Applies To

<b>HTML</b>	N/A
<b>Scripting</b>	<a href="#">A</a> , <a href="#">AREA</a> , <a href="#">location</a>

---

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◀ hash Property ▶ height Attribute | heig

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# height Property

---

Retrieves the vertical resolution of the screen.

## Syntax

HTML	N/A
Scripting	[ <i>iHeight</i> = ] <i>screen.height</i>

## Possible Values

<i>iHeight</i>	Integer that specifies the screen height, in pixels.
----------------	--

The property is read-only with no default value.

## Applies To

HTML	N/A
Scripting	<a href="#">screen</a>

## See Also

[availHeight](#), [width](#)

---

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◀ HEIGHT Attribute | height... ▶ host Pro

*Web Workshop | DHTML, HTML & CSS*

# hidden Property

---

Sets or retrieves whether the embedded object is invisible.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>embed.hidden</code> [ <code>=bHidden</code> ]

## Possible Values

<i>bHidden</i>	Boolean that specifies one of the following values: <b>false</b> Object is not hidden. true Object is hidden.
----------------	---

The property is read/write with a default value of **false**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Applies To

<b>HTML</b>	N/A
<b>Scripting</b>	<a href="#">EMBED</a>

---

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◆ ◀ hidden Property ▶ hostname Property

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# host Property

---

Sets or retrieves the [hostname](#) and [port](#) number of the location or URL.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<i>object</i> . <b>host</b> [ = <i>sHost</i> ]

## Possible Values

<i>sHost</i>	String that specifies the host name and port number.
--------------	--

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The **host** property is the concatenation of the [hostname](#) and [port](#) properties, separated by a colon (hostname:port). When the **port** property is null, the **host** property is the same as the **hostname** property.

The **host** property may be set at any time, although it is safer to set the [href](#) property to change a location. If the specified host cannot be found, an error is returned.

## Applies To

<b>HTML</b>	N/A
<b>Scripting</b>	<a href="#">A</a> , <a href="#">AREA</a> , <a href="#">location</a>

---

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◆ ◀ host Property ▶ hover Pseudo-class ▶

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# hostname Property

---

Sets or retrieves the host name part of the location or URL.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>object.hostname</code> [ <code>=sHostname</code> ]

## Possible Values

<code>sHostname</code>	String that specifies the host and domain name, or the numerical IP address.
------------------------	--

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

If no host name is available, this property returns an empty string.

## Applies To

<b>HTML</b>	N/A
<b>Scripting</b>	<a href="#">A</a> , <a href="#">AREA</a> , <a href="#">location</a>

---

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## ◀ hover Pseudo-class ▶ HREF Attribute

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# href Property

---

Sets or retrieves the URL of the linked style sheet.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>object.style.href [ =sURL ]</code>

## Possible Values

<i>sURL</i>	String that specifies the URL.
-------------	--------------------------------

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The property returns the URL if the style sheet is a [LINK](#). If the style sheet is a [STYLE](#), the property returns null.

## Applies To

<b>HTML</b>	N/A
<b>Scripting</b>	<code>styleSheet</code>

---

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◀ HREF Attribute | href Pro... ▶ href Pro

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# HREF Attribute | href Property

---

Sets or retrieves the baseline URL on which relative links will be based.

## Syntax

<b>HTML</b>	<code>&lt;BASE HREF = sURL ... &gt;</code>
<b>Scripting</b>	<code>base.href [ =sURL ]</code>

## Possible Values

**sURL** String that specifies the URL.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Applies To

[BASE](#)

---

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◀ href Property ▶ FOR Attribute | htmlFc

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# HSPACE Attribute | hspace Property

---

Sets or retrieves the horizontal margin for the object.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENTHSPACE =iMargin ... &gt;</code>
<b>Scripting</b>	<code>object.hspace [ =iMargin ]</code>

## Possible Values

*iMargin* Integer that specifies the horizontal margin, in pixels.

The property is read/write with a default value of **0**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

This property is similar to the [border](#) property, except the margins don't have color when the element is a link.

## Applies To

[APPLET](#), [IFRAME](#), [IMG](#), [MARQUEE](#), [OBJECT](#)

## See Also

[vspace](#)

---

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◀ HSPACE Attribute | hspace... ▶ FOR /

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# FOR Attribute | htmlFor Property

---

Retrieves the object that is bound to the event script.

## Syntax

<b>HTML</b>	<code>&lt;SCRIPT FOR = oObject ... &gt;</code>
<b>Scripting</b>	<code>[ oObject = ] script.htmlFor</code>

## Possible Values

<b>oObject</b>	Object that specifies a scripting object or an object identifier that is bound to the event script.
----------------	---

The property is read-only with no default value.

## Applies To

SCRIPT

---

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◀ FOR Attribute | htmlFor P... ▶ HTTP-E

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# htmlText Property

---

Retrieves the HTML source as a valid HTML fragment.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>sTxt</i> = ] <i>TextRange.htmlText</i>


## Possible Values

<i>sTxt</i>	String that specifies the HTML source.
-------------	--

The property is read-only with no default value.

## Remarks

This property corresponds to the fragment portion of the CF\_HTML clipboard format.

This feature might not be available on non-Win32® platforms. For the latest information about Microsoft® Internet Explorer cross-platform compatibility, see article [q172976](#)  in the Microsoft Knowledge Base.

## Applies To

<b>HTML</b>	N/A
<b>Scripting</b>	<a href="#">TextRange</a>

---

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◀ **htmlText Property** ▶ **ID Attribute | id Pr**

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# HTTP-EQUIV Attribute | httpEquiv Property

---

Sets or retrieves information used to bind the META tag's [content](#) to an HTTP response header.

## Syntax

<b>HTML</b>	<code>&lt;META HTTP-EQUIV = <i>sInformation</i> ... &gt;</code>
<b>Scripting</b>	<code>meta.httpEquiv [ = <i>sInformation</i> ]</code>

## Possible Values

<i>sInformation</i>	String that specifies the information in the response header.
---------------------	---

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

If the property is omitted, the [name](#) property should be used to identify the meta-information. The **httpEquiv** property is not case-sensitive.

## Example

This example causes the browser to reload the document every two seconds.

```
<META HTTP-EQUIV="REFRESH" CONTENT=2>
```

## Applies To

[META](#)

## See Also

[content](#)

---

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 ◀ imeMode Property ▶ index Property ▲

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# indeterminate Property

---

Sets or retrieves whether the user has changed the status of a check box.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>checkbox.indeterminate</code> [ <i>=bDim</i> ]

## Possible Values

<i>bDim</i>	Boolean that specifies one of the following values: <b>false</b> Check box is not dimmed. true Check box is checked and dimmed.
-------------	---

The property is read/write with a default value of **false**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

The **indeterminate** property can be used to indicate whether the user has acted on the control. For example, setting the **indeterminate** to true causes the check box to appear checked and dimmed, indicating an indeterminate state.

The value of the **indeterminate** property acts independently of the values of the [checked](#) and [status](#) properties. Creating an indeterminate state is different from disabling the control. Consequently, a check box in the indeterminate state can still receive the focus. When the user clicks an indeterminate control, the indeterminate state turns off and the checked state of the check box toggles.

## Applies To

INPUT type=checkbox

---

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◆ ◀ indeterminate Property ▶ innerHTML f

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# index Property

---

Sets or retrieves the ordinal position of the option in the list box.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>option.index</code> [ = <i>iIndex</i> ]

## Possible Values

<i>iIndex</i>	Integer that specifies the ordinal position.
---------------	--

The property is read/write with no default value.

## Applies To

<b>HTML</b>	N/A
<b>Scripting</b>	<a href="#">OPTION</a>

---

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◀ innerText Property ▶ isTextEdit Proper

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# ISMAP Attribute | isMap Property

---

Retrieves whether the image is a server-side image map.

## Syntax

<b>HTML</b>	<code>&lt;IMG ISMAP = <i>bMap</i> ... &gt;</code>
<b>Scripting</b>	<code>[ <i>bMap</i>= ] <i>img.isMap</i></code>

## Possible Values

<i>bMap</i>	Boolean that specifies one of the following values: <b>false</b> Image is not a server-side map. true Image is a server-side map.
-------------	---

The property is read-only with a default value of **false**.

## Applies To

IMG

---

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◀ ISMAP Attribute | isMap P... ▶ keyCode

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# isTextEdit Property

---

Retrieves whether a [TextRange](#) object can be created using the given object.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>[bEdit = ] object.isTextEdit</code>

## Possible Values

<i>bEdit</i>	Boolean that specifies one of the following values:
false	<b>TextRange</b> object cannot be created.
true	<b>TextRange</b> object can be created.

The property is read-only with no default value.

## Remarks

To create a **TextRange** object, you can use only the [BODY](#), [BUTTON](#), and [TEXTAREA](#) objects and an [INPUT](#) object with one of the following [types](#): [button](#), [hidden](#), [password](#), [reset](#), [submit](#), or [text](#).

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BDO, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, META, NEXTID, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, XMP

---

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◆ ◀ isTextEdit Property ▶ LANG Attribute |

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# keyCode Property

---

Sets or retrieves the Unicode key code associated with the key that caused the event.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>event.keyCode</code> [ <code>=sKeyCode</code> ]

## Possible Values

`sKeyCode` String that specifies the Unicode key code.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

The property is used with the [onkeydown](#), [onkeyup](#), and [onkeypress](#) events.

The property's value is 0 if no key caused the event.

## Applies To

<b>HTML</b>	N/A
<b>Scripting</b>	<a href="#">event</a>

---

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◆ ◀ keyCode Property ▶ LANGUAGE Attri

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# LANG Attribute | lang Property

---

Sets or retrieves the language to use.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENTLANG = sLanguage ... &gt;</code>
<b>Scripting</b>	<code>object.lang [ =sLanguage]</code>

## Possible Values

**sLanguage** String that specifies an ISO standard [language](#) abbreviation.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

The parser uses this property to determine how to display language-specific choices for quotations, numbers, and so on.

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, NEXTID, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, XMP

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◀ LANG Attribute | lang Pro... ▶ lastChild

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# LANGUAGE Attribute | language Property

---

Sets or retrieves the language in which the current script is written.

## Syntax

<b>HTML</b>	<code>&lt;LANGUAGE =<i>sLanguage</i> ... &gt;</code>
<b>Scripting</b>	<code>object.<b>language</b> [ = <i>sLanguage</i> ]</code>

## Possible Values

<i>sLanguage</i>	String that specifies one of the following values:
JScript	Language is JScript.
javascript	Script is JavaScript.
vbs	Language is VBScript.
vbscript	Script is VBScript.
XML	Script is XML.
<i>language</i>	Browser-supported language.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The **language** property can refer to any scripting language. Internet Explorer 4.0 ships with scripting engines for Microsoft® JScript® (compatible with ECMA 262 language specification) and Microsoft® Visual Basic® Scripting Edition (VBScript).

In Internet Explorer, the default scripting engine is JScript.

In Internet Explorer 5, the **LANGUAGE** attribute of the [SCRIPT](#) element

can be set to XML (Extensible Markup Language).

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, Hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, NEXTID, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

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◀ LANGUAGE Attribute | lang... ▶ lastM

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# lastChild Property

---

Retrieves a reference to the last child in the [childNodes](#) collection of an object.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>oElement</i> = ] <i>object</i> . <b>lastChild</b>

## Possible Values

<i>oElement</i>	Object that specifies the last child.
-----------------	---------------------------------------

The property is read-only with no default value.

## Example

This example implements the **lastChild** property to obtain a reference to the last child element of an object.

```
<SCRIPT>
var olastChild = oList.lastChild;
</SCRIPT>

<BODY>
<UL ID = oList>
<LI>List Item 1
<LI>List Item 2
<LI>List Item 3
</UL>
<BODY>
```

## Applies To

[A](#), [ACRONYM](#), [ADDRESS](#), [APPLET](#), [AREA](#), [B](#), [BASE](#), [BASEFONT](#), [BDO](#), [BIG](#), [BLOCKQUOTE](#), [BODY](#), [BUTTON](#),

CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, NEXTID, OL, OPTION, P, PLAINTEXT, PRE, Q, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, XMP

## See Also

[firstChild](#)

---

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◀ lastChild Property ▶ layout-grid Attribute

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# lastModified Property

---

Retrieves the date the page was last modified, if the page supplies one.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>sModified</i> = ] <b>document.lastModified</b>

## Possible Values

<i>sModified</i>	String that specifies the most recent date the page was modified, in the form "MM/DD/YY hh:mm:ss".
------------------	--

The property is read-only with no default value.

## Applies To

<b>HTML</b>	N/A
<b>Scripting</b>	<a href="#">document</a>

---

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◆ ◀ left Attribute | left Pro... ▶ LEFTMARG

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# left Property

---

Retrieves the left coordinate of the rectangle surrounding the object content.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>iCoord</i> = ] <i>oTextRectangle</i> . <b>left</b>

## Possible Values

*iCoord* Integer that specifies the left coordinate of the rectangle, in pixels.

The property is read-only with no default value.

## Remarks

To access the left coordinate of the second text rectangle of a [TextRange](#) object, use this syntax:

```
oRct = oTextRange.getClientRects();  
oRct[1].left;
```

Note that because the collection index starts at 0, the second item index is 1.

To access the left coordinate of the bounding rectangle of an element object, use this syntax:

```
oBndRct = oElement.getBndClientRect();  
oBndRct.left;
```

## Example

This example uses the [getBoundingClientRect](#) method to retrieve the

coordinates of the bounds of the text rectangles within the element.

```
<SCRIPT>
function getCoords(oObject) {
    oBndRct=oObject.getBoundingClientRect();
    alert("Bounding rectangle = \nUpperleft coordinates: "
        + oBndRct.left + " " + oBndRct.top +
        "\nLowerright coordinates: "
        + oBndRct.right + " " + oBndRct.bottom);
}
</SCRIPT>
</HEAD>
<BODY>
<P ID=oPara onclick="getCoords(this)">
```

This feature requires Microsoft® Internet Explorer 5 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[TextRectangle](#)

## See Also

[TextRectangle Collection](#), [TextRectangle Object](#), [bottom](#), [right](#), [top](#)

---

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◆ ◀ left Property ▶ length Property ▲ DHTML

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# LEFTMARGIN Attribute | leftMargin Property

---

Sets or retrieves the left margin for the entire body of the page, overriding the default margin.

## Syntax

**HTML** <BODY LEFTMARGIN = *sMargin* ... >

**Scripting** *body.leftMargin* [ =*sMargin* ]

## Possible Values

*sMargin* String that specifies the left margin, in pixels.

The property is read/write with a default value of **10**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

If the value is an empty string, the left margin is on the left edge.

## Applies To

[BODY](#)

## See Also

[topMargin](#)

---

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◀ LEFTMARGIN Attribute | le... ▶ length

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# length Property

---

Retrieves the number of objects in a collection.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>iLength</i> = ] <i>object.length</i>

## Possible Values

*iLength* Integer that specifies the number of objects.

The property is read-only with no default value (see Remarks).

## Remarks

The **window.length** property returns the number of frames contained in a window.

Although this property is read-only for most of the objects listed in the Applies To section, it is read/write for the [areas](#) collection (image maps), the [options](#) collection (select boxes), and the [SELECT](#) object.

In all other cases, this property has read-only permission, which means you can retrieve, but cannot change, its current value.

## Applies To

[all](#), [anchors](#), [applets](#), [areas](#), [attributes](#), [behaviorUrns](#), [bookmarks](#), [boundElements](#), [cells](#), [childNodes](#), [children](#), [controlRange](#), [elements](#), [embeds](#), [filters](#), [forms](#), [frames](#), [history](#), [images](#), [imports](#), [links](#), [options](#), [plugins](#), [rows](#), [rules](#), [scripts](#), [SELECT](#), [styleSheets](#), [tbodies](#), [TextRectangle](#), [window](#)

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◆ ◀ length Property ▶ letter-spacing Attrib

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# length Property

---

Retrieves the number of characters in a [TextNode](#) object.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>iLength</i> = ] <i>object.length</i>

## Possible Values

*iLength* Integer that specifies the number of characters.

The property is read-only with no default value.

## Example

This example uses the **length** property to specify where a **TextNode** is split using the [splitText](#) method.

```
<SCRIPT>
function fnChangeValue(){
  var oListItem = document.createElement("LI");
  oList.appendChild(oListItem);
  var oNode = oList.firstChild.childNodes(0);
  var oTextNode = oList.firstChild.childNodes(0);
  var oSplit = oTextNode.splitText(oTextNode.length/2);
  oListItem.appendChild(oSplit);
}
</SCRIPT>

<UL ID = oList onclick = "fnChangeValue()">
<LI>Start Here
</UL>
```



## Applies To

TextNode

---

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## ◀ link Pseudo-class ▶ linkColor Property

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# LINK Attribute | link Property

---

Sets or retrieves the color of the document links for the object.

## Syntax

<b>HTML</b>	<code>&lt;BODY LINK =sColor ... &gt;</code>
<b>Scripting</b>	<code>body.link [ =sColor]</code>

## Possible Values

**sColor** String that specifies one of the color names or red-green-blue (RGB) values in the [Color Table](#).

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The **link** property cannot be set through the [BODY](#) object's [onload](#) event, but the [linkColor](#) property can.

Some browsers do not recognize color names, but all browsers should recognize RGB color values and display them correctly.

## Applies To

[BODY](#)

## See Also

[aLink](#), [vLink](#)

---

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◀ LINK Attribute | link Pro... ▶ list-style a

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# linkColor Property

---

Sets or retrieves the color of the document links.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>document.linkColor</code> [ <code>=sColor</code> ]

## Possible Values

*sColor* String that specifies one of the color names or values in the [Color Table](#).

The property is read/write with a default value of **#0000ff**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

The **linkColor** property can be set through the [BODY](#) object's [onload](#) event, but the [link](#) property cannot.

## Applies To

<b>HTML</b>	N/A
<b>Scripting</b>	<a href="#">document</a>

## See Also

[alinkColor](#), [vlinkColor](#)

---

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## ◀ listStyleType Property ▶ LOOP Attribu

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# LOOP Attribute | loop Property

---

Sets or retrieves the number of times a sound or video clip will loop when activated.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT LOOP = iLoop ... &gt;</code>
<b>Scripting</b>	<code>object.loop [ = iLoop ]</code>

## Possible Values

<i>iLoop</i>	Integer that specifies one of the following values: 0, -1    Loops infinitely. <i>count</i> Number of times to loop.
--------------	--

The property is read/write with a default value of **1**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

To restart a sound or video clip after changing its **loop** property, set the [src](#) property or [dynsrc](#) property, respectively, to itself (see Example). In Internet Explorer 4.0, when you restart a video by changing its **loop** property, the video opens and plays in a new window.

The following are descriptions of how the **loop** property works for some boundary cases.

<code>&lt;BGSOUND src="file:///c:/win95/system/msremind.wav"&gt;</code>	Loops one time
<code>&lt;BGSOUND src="file:///c:/win95/system/msremind.wav" LOOP&gt;</code>	Loops one time.
<code>&lt;BGSOUND src="file:///c:/win95/system/msremind.wav" LOOP=&gt;</code>	Loops one time.
<code>&lt;BGSOUND src="file:///c:/win95/system/msremind.wav" LOOP=0&gt;</code>	Loops one time.

```
<BGSOUND src="file:///c:/win95/system/msremind.wav" LOOP=-1> Loops infinitely.
```

## Example

This example uses the **loop** property and the **src** property to change the number of times a background sound loops.

```
<SCRIPT>
function loopOnce() {
    oBGSound.loop = 1;
    oBGSound.src = oBGSound.src; // reload sound
}
function loopContinuously() {
    oBGSound.loop = -1;
    oBGSound.src = oBGSound.src; // reload sound
}
</SCRIPT>
:
<BGSOUND id="oBGSound" src="sound.wav">
<BUTTON onclick="loopOnce()">Loop Sound Once</BUTTON>
<BUTTON onclick="loopContinuously()">Loop Sound Continuously</BUTTON>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[BGSOUND](#), [IMG](#)

---

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◀ LOOP Attribute | loop Pro... ▶ LOWSF

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# LOOP Attribute | loop Property

---

Sets or retrieves the number of times a [MARQUEE](#) will play.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENTLOOP = iLoop ... &gt;</code>
<b>Scripting</b>	<code>object.loop [ =iLoop ]</code>

## Possible Values

<i>iLoop</i>	Integer that specifies one of the following values: 0, <b>-1</b> Loops infinitely. <i>count</i> Number of times to loop.
--------------	--

The property is read/write with a default value of **-1**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

In each of the following boundary cases, the **MARQUEE** loops infinitely.

<code>&lt;MARQUEE SCROLLAMOUNT=30 LOOP&gt;This is some scrolling text.&lt;/MARQUEE&gt;</code>	Loops infinitely.
<code>&lt;MARQUEE SCROLLAMOUNT=30 LOOP=0&gt;This is some scrolling text.&lt;/MARQUEE&gt;</code>	Loops infinitely.
<code>&lt;MARQUEE SCROLLAMOUNT=30 LOOP=&gt;This is some scrolling text.&lt;/MARQUEE&gt;</code>	Loops infinitely.

If you set the **loop** property to null or 0 in script, a scripting error occurs.

## Applies To

[MARQUEE](#)

---

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◀ LOOP Attribute | loop Pro... ▶ margin ,

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# LOWSRC Attribute | lowsrc Property

---

Sets or retrieves a lower resolution image to display.

## Syntax

<b>HTML</b>	<code>&lt;IMG LOWSRC = <i>sURL</i> ... &gt;</code>
<b>Scripting</b>	<code>object.<b>lowsrc</b> [ =<i>sURL</i> ]</code>

## Possible Values

**sURL** String that specifies the URL of the lower resolution image.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

If the [src](#) property is set in code, the new URL starts loading into the image area and aborts the transfer of any image data that is already loading into the same area. If you want to alter the **lowsrc** property, you must do so before setting the **src** property. If the URL in the **src** property references an image that is not the same size as the image cell it is loaded into, the source image is scaled to fit.

## Applies To

[IMG](#)

---

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◀ margin-bottom Attribute |... ▶ margin-l

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# MARGINHEIGHT Attribute | marginHeight Property

---

Sets or retrieves the top and bottom margin heights before displaying the text in a frame.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENTMARGINHEIGHT = iHeight ... &gt;</code>
<b>Scripting</b>	<code>object.marginHeight [ =iHeight ]</code>

## Possible Values

*iHeight* Integer that specifies the height, in pixels.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

Margins cannot be less than 1 pixel or so large that the text cannot be displayed.

If **marginHeight** is specified but [marginWidth](#) is not, **marginWidth** is set to 0.

## Applies To

[FRAME](#), [IFRAME](#)

## See Also

marginWidth

---

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◀ [margin-top Attribute | ma...](#) ▶ MAXLEN

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# MARGINWIDTH Attribute | marginWidth Property

---

Sets or retrieves the left and right margin widths before displaying the text in a frame.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENTMARGINWIDTH = <i>iWidth</i> ... &gt;</code>
<b>Scripting</b>	<code>object.<b>marginWidth</b> [ =<i>iWidth</i> ]</code>

## Possible Values

*iWidth* Integer that specifies the width, in pixels.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

Margins cannot be less than 1 pixel or so large that the text cannot be displayed.

If **marginWidth** is specified but [marginHeight](#) is not, **marginHeight** is set to 0.

## Applies To

[FRAME](#), [IFRAME](#)

## See Also

marginHeight

---

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◀ MAXLENGTH Attribute | max... ▶ men

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# MEDIA Attribute | media Property

---

Sets or retrieves the media type.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENTMEDIA = sType ... &gt;</code>
<b>Scripting</b>	<code>object.media [ =sType ]</code>

## Possible Values

<i>sType</i>	String that specifies one of the following values: screen Output is intended for computer screens. print Output is intended for printed material and for documents on screen viewed in Print Preview mode. all Applies to all devices.
--------------	---

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Applies To

[LINK, STYLE](#)

---

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◀ MEDIA Attribute | media P... ▶ METHC

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# menuArguments Property

---

Returns the window object where the context menu item was executed.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>oWindow</i> = ] <i>window.external.menuArguments</i>

## Possible Values

<i>oWindow</i>	Object that specifies where the context menu was opened.
----------------	--

The property is read-only with no default value.

## Remarks

This property is accessible only through script specified in the registry for a new context menu entry.

The **menuArguments** property returns an object reference of the window where the context menu was opened. The [event](#) object is exposed through this object reference, allowing authors to query the [srcElement](#), [clientX](#), and [clientY](#) properties.

For more information about how to implement extensions to the DHTML Object Model, see [extending the dynamic html object model](#)<sup>[1]</sup>. For more information about how to add an entry into the standard context menus in Internet Explorer, see [adding entries to the standard context menu](#)<sup>[2]</sup>.

This property is not supported in [html applications](#)<sup>[3]</sup>.

## Example

This example uses the **menuArguments** property to change selected text to

uppercase, or to insert text if nothing is selected.

## Applies To

[external](#)

## See Also

[adding entries to the standard context menu](#), [extending the dynamic html object model](#)

---

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◀ METHOD Attribute | method... ▶ MUL

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# METHODS Attribute | Methods Property

---

Sets or returns the list of HTTP methods supported by the object.

## Syntax

<b>HTML</b>	<code>&lt;A METHODS = sMethod ... &gt;</code>
<b>Scripting</b>	<code>a.Methods [ =sMethod ]</code>

## Possible Values

<i>sMethod</i>	String that specifies the comma-separated list of HTTP methods supported by the object for public use.
----------------	--

The property is read/write.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

These methods are more accurately given by the HTTP protocol when it is used. However, for reasons similar to those for the [title](#) property, it can be useful to include the information in advance in the link. The HTML user agent can choose a different rendering as a function of the methods allowed; for example, if an object has a method that supports searching, an icon denoting this can be rendered.

## Applies To

[A](#)

---

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◀ NAME Attribute | name Pro... ▶ NAME

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# NAME Attribute | name Property

---

Sets or retrieves the value specified in the [CONTENT](#) attribute of the [META](#) object.

## Syntax

<b>HTML</b>	<code>&lt;META NAME = sName ... &gt;</code>
<b>Scripting</b>	<code>object.name [ = sName ]</code>

## Possible Values

<i>sName</i>	String that specifies one of the following values:
<i>name</i>	Arbitrary value.
Description	Associated <b>CONTENT</b> attribute describes the containing document. Some search engines use this to provide the user with a document summary in the result of a search.
Generator	Associated <b>CONTENT</b> attribute identifies the name of the application used to create the document.
Keywords	Associated <b>CONTENT</b> attribute consists of comma-delimited words describing the document. Some search engines use this to allow the user to perform a keyword search.
ProgID	Associated <b>CONTENT</b> attribute contains the programmatic identifier of the document's default editor.
Robots	Associated <b>CONTENT</b> attribute indicates whether the containing document should be indexed by search engines that recognize the <b>META</b> object.  <div><b>all</b> Search engines can index the containing document.</div> <div><b>noindex</b> Search engines cannot index the containing document.</div>
Template	Associated <b>CONTENT</b> attribute specifies the location of the template used to edit the document. Use this in conjunction with the ProgID <b>META</b> object if the editor supports document templates.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)□.

## Remarks

The **NAME** attribute typically is assigned one of the preceding well-defined values, but any arbitrary value can be specified. Custom tools can be developed to perform special actions on documents containing arbitrary **META** tags.

To enable the smart edit features in Internet Explorer 5 or later, add a **META** tag to the [HEAD](#) of the document. Associate ProgID with the **NAME** attribute, and associate the programmatic identifier of the desired editor with the **CONTENT** attribute. If the specified editor is not installed or properly registered on the user's system, the edit button is not displayed. Consult the documentation of your editor to determine its programmatic identifier.

## Example

This example adds **META** tags to the **HEAD** of an HTML document to display a smart edit button on the toolbar as of Internet Explorer 5. Because the ProgID **META** tag is associated with the programmatic identifier of Microsoft® Word, the button displays the Microsoft Word icon. When you click the button, Internet Explorer loads the document into Word using the specified document template.

```
<META NAME="ProgID" CONTENT="word.document">  
<META NAME="Template" CONTENT="C:\Program Files\Micro:
```

## Applies To

[META](#)

---

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◀ NAME Attribute | name Pro... ▶ nextSi

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# nameProp Property

---

Retrieves the file name specified in the [href](#) or [src](#) property of the object.

## Syntax

<b>HTML</b>	N/A
<b>Script</b>	[ <i>sFileName</i> = ] <i>object.nameProp</i>

## Possible Values

*sFileName* String that specifies the name of a file specified by the object, not including the path or protocol.

The property is read-only with no default value.

## Example

This example uses the **nameProp** property to set the [innerText](#) property of a link to the file name specified by an [A](#) element.

```
<SCRIPT>
window.onload=fnInit;
function fnInit(){
    oLink.innerText=oLink.nameProp;
}
</SCRIPT>
<A ID="oLink"
    HREF="http://msdn.microsoft.com/workshop/author/dhtml/dhtml
</A>
```

## Applies To

[A](#), [IMG](#)

---

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◀ nameProp Property ▶ nodeName Prop

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# nextSibling Property

---

Retrieves a reference to the next child of the parent for the specified object.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>oElement</i> = ] <i>object</i> . <b>nextSibling</b>

## Possible Values

*oElement* Object that specifies the next sibling.

The property is read-only with no default value.

## Example

This example uses the **nextSibling** property to obtain the next item in the list.

```
<SCRIPT>
// returns the list item labeled 'List Item 2'
var oSibling = oList.childNodes(0).nextSibling;
</SCRIPT>

<BODY>
<UL ID = oList>
<LI>List Item 1
<LI>List Item 2
<LI>List Item 3
</UL>
</BODY>
```

## Applies To



A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BDO, BGSOUND, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, NEXTID, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TextNode, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, XMP

## See Also

lastChild

---

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◀ nextSibling Property ▶ nodeType Prop

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# nodeName Property

---

Retrieves the name of a particular type of node.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>sName</i> = ] <i>object.nodeName</i>

## Possible Values

<i>sName</i>	String that specifies one of the following values: <i>tagName</i> Name of the element, also available through the <a href="#">tagName</a> property. <i>attrName</i> Name of the attribute, where the node is an <a href="#">Attribute</a> object. <i>#text</i> Node is a <a href="#">TextNode</a> object.
--------------	--

The property is read-only with no default value.

## Example

This example uses the **nodeName** property to obtain the name of an element.

```
<SCRIPT>
// returns the element name 'LI' of the list item labeled 'List Item 2'
var sName = oList.childNodes(1).nodeName;
</SCRIPT>

<BODY>
<UL ID = oList>
<LI>List Item 1
<LI>List Item 2
<LI>List Item 3
</UL>
</BODY>
```

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, Attribute, B, BASE, BASEFONT, BDO, BGSOUND, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, NEXTID, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TextNode, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, XMP

## See Also

[nodeType](#)

---

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◀ nodeName Property ▶ nodeValue Pro

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# nodeType Property

---

Retrieves the type of the requested node.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>iType</i> = ] <i>oNode</i> . <b>nodeType</b>

## Possible Values

<i>iType</i>	Integer that specifies one of the following values: <ul style="list-style-type: none"><li>1 Element node.</li><li>3 Text node.</li></ul>
--------------	--

The property is read-only with no default value.

## Remarks

If the node represents an attribute retrieved from the [attributes](#) collection, the **nodeType** returns null.

## Example

This example assigns the **nodeType** property of the [BODY](#) object to a variable.

```
var iType = document.body.nodeType;
```

This example assigns the **nodeType** property of a node created with the [createElement](#) method to a variable.

```
var oNode = document.createElement("B");  
document.body.insertBefore(oNode);
```

```
var iType = oNode.nodeType;
```

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, Attribute, B, BASE, BASEFONT, BDO, BGSOUND, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, NEXTID, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TextNode, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, XMP

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◀ nodeType Property ▶ NOHREF Attribute

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# nodeValue Property

---

Sets or retrieves the value of a node.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<i>object</i> . <b>nodeValue</b> [ = <i>sValue</i> ]

## Possible Values

*sValue* String that specifies the node value or null.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

If the object is a [TextNode](#), the **nodeValue** property returns a string representing the text contained by the node.

If the object is an [Attribute](#) object retrieved from the [attributes](#) collection, the **nodeValue** property returns the value of the attribute if it has been specified, or null otherwise.

If the object is an element, the **nodeValue** returns null. Use the [nodeName](#) property to determine the element name.

## Example

This example alters the text of the specified list item by setting the **nodeValue** property of the text node contained by that list item.

```

<SCRIPT>
function fnChangeValue(oList, iItem, sValue){
    // only perform the operation on lists
    if (oList.nodeName != "UL" && oList.nodeName != "OL")
        return false;

    // only perform the operation if the specified index is
    // within the acceptable range of available list items
    if (iItem > oList.childNodes.length -1)
        return false;

    // get a reference to the specified list item
    var oLI = oList.childNodes(i);
    if (!oLI)
        return false;

    // get a reference to the text node contained by the list item
    var oText = oLI.childNodes(0);
    // ensure that the node is a text node
    if (oText.nodeType != 3)
        return false;

    oText.nodeValue = sValue;
    return true;
}
</SCRIPT>

```

```

<UL ID="oList" onclick="fnChangeValue(this, 0, 'New Node value
<LI>Old Node Value
</UL>

```

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, Attribute, B, BASE, BASEFONT, BDO, BGSOUND, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, NEXTID, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TextNode, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, XMP

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◀ nodeValue Property ▶ NORESIZE Attribute

*Web Workshop | DHTML, HTML & CSS*

# NOHREF Attribute | noHref Property

---

Sets or retrieves whether clicks in this region cause action.

## Syntax

<b>HTML</b>	<code>&lt;AREA NOHREF ... &gt;</code>
<b>Scripting</b>	<code>area.noHref [ =bHref ]</code>

## Possible Values

<i>bHref</i>	Boolean that specifies one of the following values: <b>false</b> Clicks cause action. <b>true</b> Clicks do not cause action.
--------------	---

The property is read/write with a default value of **false**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Applies To

[AREA](#)

---

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◀ NOHREF Attribute | noHref... ▶ NOST

*Web Workshop | DHTML, HTML & CSS*

# NORESIZE Attribute | noResize Property

---

Sets or retrieves whether the user can resize the frame.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENTNORESIZE ... &gt;</code>
<b>Scripting</b>	<code>object.noResize [ =bResize ]</code>

## Possible Values

<i>bResize</i>	Boolean that specifies one of the following values: <b>false</b> User can resize the frame. true User cannot resize the frame.
----------------	--

The property is read/write with a default value of **false**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Applies To

[FRAME](#)

---

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◀ NORESIZE Attribute | noRe... ▶ NOW

*Web Workshop | DHTML, HTML & CSS*



# NOSHADE Attribute | noShade Property

---

Sets or retrieves whether the horizontal rule is drawn with 3-D shading.

## Syntax

<b>HTML</b>	<code>&lt;HR NOSHADE ... &gt;</code>
<b>Scripting</b>	<code>hr.noShade [ =<i>bShade</i> ]</code>

## Possible Values

<i>bShade</i>	Boolean that specifies one of the following values: <b>false</b> Horizontal rule is drawn with 3-D shading. <b>true</b> Horizontal rule is drawn without 3-D shading.
---------------	---

The property is read/write with a default value of **false**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Applies To

[HR](#)

---

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◀ [NOSHADE Attribute | noSha...](#) ▶ [object](#)

*Web Workshop | DHTML, HTML & CSS*

# NOWRAP Attribute | noWrap Property

---

Sets or retrieves whether the browser automatically performs wordwrap.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENTNOWRAP ... &gt;</code>
<b>Scripting</b>	<code>object.noWrap [ =bWrap ]</code>

## Possible Values

<i>bWrap</i>	Boolean that specifies one of the following values: <b>false</b> Browser automatically wraps the text. true Browser does not wrap the text.
--------------	---

The property is read/write with a default value of **false**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Applies To

[BODY](#), [DD](#), [DIV](#), [DT](#), [TD](#), [TH](#)

---

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◆ ◀ object Property ▶ offsetHeight Propert

*Web Workshop | DHTML, HTML & CSS*

# offscreenBuffering Property

---

Sets or retrieves whether objects are drawn offscreen before being made visible to the user.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>window.offscreenBuffering</code> [ <code>=vBuffering</code> ]

## Possible Values

<i>vBuffering</i>	Variant that specifies one of the following values: <ul style="list-style-type: none"><li><b>auto</b> String that allows Internet Explorer to decide when offscreen buffering is used.</li><li><b>true</b> Boolean that enables offscreen buffering.</li><li><b>false</b> Boolean that disables offscreen buffering.</li></ul>
-------------------	--

The property is read/write with a default value of **auto**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

The value of the **offscreenBuffering** property determines how the current page is drawn. When the property is set to true, objects are added to an offscreen buffer. Once all objects are drawn, the contents of the offscreen buffer are made visible to the user. When the property is set to false, objects are rendered directly to the screen.

By default, Internet Explorer decides when to buffer objects offscreen. In addition, Internet Explorer automatically enables offscreen buffering when Microsoft® DirectX®-based components are used on the page.

## Applies To

HTML	N/A
Scripting	<a href="#">window</a>

---

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◀ offscreenBuffering Proper... ▶ offsetLe

*Web Workshop | DHTML, HTML & CSS*

# offsetHeight Property

---

Retrieves the height of the object relative to the layout or coordinate parent, as specified by the [offsetParent](#) property.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>iHeight</i> = ] <i>object.offsetHeight</i>

## Possible Values

*iHeight* Integer that specifies the height, in pixels.

The property is read-only with no default value.

## Remarks

You can determine the location, width, and height of an object by using a combination of the [offsetLeft](#), [offsetTop](#), **offsetHeight**, and [offsetWidth](#) properties. These numeric properties specify the physical coordinates and dimensions of the object relative to the object's offset parent.

For more information about how to access the dimension and location of elements on the page through the document object model, see [measuring element dimension and location](#)□.

## Example

This example adjusts the size of a clock's readout to fit the current width and height of the document body.

This example uses the **offsetHeight** property and the [clientHeight](#) property to show different ways of measuring the object size.



```
<DIV ID=oDiv STYLE="overflow:scroll; width:200; height:100">  
<BUTTON onclick="alert(oDiv.clientHeight)">client height</BUT  
<BUTTON onclick="alert(oDiv.offsetHeight)">offset height</BUT
```

This feature requires Microsoft® Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, Hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, NEXTID, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

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◀ offsetLeft Property ▶ offsetTop Proper

*Web Workshop | DHTML, HTML & CSS*

# offsetParent Property

---

Retrieves a reference to the container object that defines the [offsetTop](#) and [offsetLeft](#) properties of the object.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>oElement</i> = ] <b>object.offsetParent</b>

## Possible Values

<i>oElement</i>	Object that specifies the container object.
-----------------	---

The property is read-only with no default value.

## Remarks

Most of the time the **offsetParent** property returns the [BODY](#) object.

**Note** In Microsoft® Internet Explorer 5, the **offsetParent** property returns the [TABLE](#) object for the [TD](#) object; in Internet Explorer 4.0 it returns the [TR](#) object. You can use the [parentElement](#) property to retrieve the immediate container of the table cell.

## Example

This example shows how to determine the position of a **TD** object. Although the **TD** object appears to the far right in the document, its position is close to the x-axis and y-axis, because its offset parent is a **TABLE** object rather than the document body.

**Note** For Internet Explorer 4.0, this same example returns a position of 0,0 because the offset parent is the table row.

```

<HTML>
<HEAD>
  <TITLE>Elements: Positions</TITLE>
  <SCRIPT LANGUAGE="JScript">

function showPosition()
{
  var oElement = document.all.oCell;

  alert("The TD element is at (" + oElement.offsetLeft +
    "," + oElement.offsetTop + ")\\n" + "The offset parent is " +
    oElement.offsetParent.tagName );
}
</SCRIPT>
</HEAD>
<BODY onload="showPosition()">
<P>This document contains a right-aligned table.
<TABLE BORDER=1 ALIGN=right>
  <TR>
    <TD ID=oCell>This is a small table.</TD>
  </TR>
</TABLE>
</BODY>
</HTML>

```

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, Hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, NEXTID, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

## See Also

measuring element dimension and location☐

---

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◀ offsetParent Property ▶ offsetWidth Pr

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# offsetTop Property

---

Retrieves the calculated top position of the object relative to the layout or coordinate parent, as specified by the [offsetParent](#) property.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>iCoord</i> = ] <i>object.offsetTop</i>

## Possible Values

*iCoord* Integer that specifies the top position, in pixels.

The property is read-only with no default value.

## Remarks

You can determine the location, width, and height of an object by using a combination of the [offsetLeft](#), **offsetTop**, [offsetHeight](#), and [offsetWidth](#) properties. These numeric properties specify the physical coordinates and dimensions of the object relative to the object's offset parent.

For more information about how to access the dimension and location of objects on the page through the document object model, see [measuring element dimension and location](#)□.

## Example

This example uses the **offsetTop** property to determine whether an object is in the user's view.

```
<SCRIPT>
function isinView(oObject)
```

```

{
    var oParent = oObject.offsetParent;
    var iOffsetTop = oObject.offsetTop;
    var iClientHeight = oParent.clientHeight;
    if (iOffsetHeight > iClientHeight) {
        alert("Scroll down for the message.");
    }
}
</SCRIPT>
:
<BUTTON onclick="isInView(this)">Click here</BUTTON>
:
<DIV ID=oDiv STYLE="position:absolute; top:900; left:0;">
:
</DIV>

```

This feature requires Microsoft® Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, Hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, NEXTID, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TextRange, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

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◀ offsetTop Property ▶ offsetX Property

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# offsetWidth Property

---

Retrieves the width of the object relative to the layout or coordinate parent, as specified by the [offsetParent](#) property.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>iWidth</i> = ] <i>object.offsetWidth</i>

## Possible Values

*iWidth* Integer that specifies the width, in pixels.

The property is read-only with no default value.

## Remarks

You can determine the location, width, and height of an object by using a combination of the [offsetLeft](#), [offsetTop](#), [offsetHeight](#), and **offsetWidth** properties. These numeric properties specify the physical coordinates and dimensions of the object relative to the object's offset parent.

For more information about how to access the dimension and location of objects on the page through the document object model, see [measuring element dimension and location](#)☐.

## Example

This example adjusts the size of a clock's readout to fit the current width and height of the document.

This example uses the **offsetWidth** property and the [clientWidth](#) property to show the different ways of measuring the object size.

```
<DIV ID=oDiv STYLE="overflow:scroll; width:200; height:100">  
<BUTTON onclick="alert(oDiv.clientWidth)">client width</BUTTON>  
<BUTTON onclick="alert(oDiv.offsetWidth)">offset width</BUTTON>
```

This feature requires Microsoft® Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, Hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, NEXTID, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

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◀ **offsetWidth Property** ▶ **offsetY Property**

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# offsetX Property

---

Retrieves the x-coordinate of the mouse pointer's position relative to the object firing the event.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>iCoord</i> = ] <i>event.offsetX</i>

## Possible Values

*iCoord* Integer that specifies the x-coordinate, in pixels.

The property is read-only with no default value.

## Remarks

The coordinates match the [offsetLeft](#) and [offsetTop](#) properties of the object. Use [offsetParent](#) to find the container object that defines this coordinate system.

## Example

This example uses the **offsetX** property to determine the mouse position relative to the container that fired the event, and displays the mouse coordinates in the status bar at the bottom of the window.

```
<SCRIPT>
function offsetCoords()
{
    var offsetInfo = ""
    offsetInfo = "The x coordinate is: " + window.event.offsetX + "\r"
    offsetInfo += "The y coordinate is: " + window.event.offsetY + "\r"
```

```
    alert(offsetInfo);
}
</SCRIPT>
</HEAD>
<BODY onmousemove="window.status = 'X=' + window.event.offsetX + ' Y=' + window.event.offsetY" ondblclick="offsetCoords()">
:
<DIV onclick="offsetCoords();" . . . position:absolute; top:200; left:300;">
:
</DIV>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

HTML	N/A
Scripting	<a href="#">event</a>

---

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◀ offsetX Property ▶ onLine Property ▶ |

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# offsetY Property

---

Retrieves the y-coordinate of the mouse pointer's position relative to the object firing the event.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>iCoord</i> = ] <i>event.offsetY</i>

## Possible Values

*iCoord* Integer that specifies the y-coordinate, in pixels.

The property is read-only with no default value.

## Remarks

The coordinates match the [offsetLeft](#) and [offsetTop](#) properties of the object. Use [offsetParent](#) to find the container object that defines this coordinate system.

## Example

This example uses the **offsetY** property to determine the mouse position relative to the container that fired the event, and displays the mouse coordinates in the status bar at the bottom of the window.

```
<SCRIPT>
function offsetCoords()
{
    var offsetInfo = ""
    offsetInfo = "The x coordinate is: " + window.event.offsetX + "\r"
    offsetInfo += "The y coordinate is: " + window.event.offsetY + "\r"
```



```
    alert(offsetInfo);
}
</SCRIPT>
</HEAD>
<BODY onmousemove="window.status = 'X=' + window.event.offsetX
    ' Y=' + window.event.offsetY"
    ondblclick="offsetCoords()">
:
<DIV onclick="offsetCoords();" . . . position:absolute; top:200;
    left:300;">
:
</DIV>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

HTML	N/A
Scripting	<a href="#">event</a>

---

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◀ offsetY Property ▶ opener Property ▶ |

*Web Workshop | DHTML, HTML & CSS*

# onLine Property

---

Retrieves whether the system is in [global offline mode](#)☐.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>bOnLine</i> = ] <i>navigator.onLine</i>

## Possible Values

<i>bOnLine</i>	Boolean that specifies one of the following values: true System is not in global offline mode. false System is in global offline mode.
----------------	--

The property is read-only with no default value.

## Remarks

The user can modify the global offline state by selecting the Work Offline item from the Microsoft® Internet Explorer (version 4.0 and later) File menu. This property does not indicate whether the system is connected to the network.

## Applies To

[clientInformation](#), [navigator](#)

---

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◆ ◀ opener Property ▶ outerText Property

*Web Workshop | DHTML, HTML & CSS*

# outerHTML Property

---

Sets or retrieves the object and its content in HTML.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<i>object.outerHTML</i> [ = <i>sHTML</i> ]

## Possible Values

<i>sHTML</i>	String that specifies content and HTML tags.
--------------	--

The property is read/write with no default value (see Remarks).

## Remarks

The **outerHTML** property is read-only on the [HTML](#), [HEAD](#), [BODY](#), [FRAMESET](#), [TBODY](#), [TD](#), [TFOOT](#), [TH](#), [THEAD](#), and [TR](#) objects.

The property can be any valid string containing a combination of text and tags.

When the property is set, the given string completely replaces the object, including its start and end tags. If the string contains HTML tags, the string is parsed and formatted as it is placed into the document.

This property is accessible at run time as of Microsoft® Internet Explorer 5. Removing elements at run time, before the closing tag has been parsed, can prevent other areas of the document from rendering.

You can set this property only after the [onload](#) event fires on the [window](#). When dynamically creating a tag using [TextRange](#), [innerHTML](#), or **outerHTML**, use Microsoft® JScript® (compatible with ECMA 262

language specification) to create new events to handle the newly formed tags. Microsoft® Visual Basic® Scripting Edition (VBScript) is not supported.

You can change the value of the **TITLE** element using the [document.title](#) property.

To change the contents of the **TFOOT**, **THEAD**, **TR**, and **TD** elements, use the table object model. For example, use the [rowIndex](#) property or the [rows](#) collection to retrieve a reference to a specific table row. You can add or delete rows using the [insertRow](#) and [deleteRow](#) methods. To retrieve a reference to a specific cell, use the [cellIndex](#) property or the [cells](#) collection. You can add or delete rows using the [insertCell](#) and [deleteCell](#) methods. To change the content of a particular cell, use the **innerHTML** property.

## Example

This example uses the **outerHTML** property to copy an object, accompanying attributes, and children to a list when a user clicks one of the objects.

```
<SCRIPT>
function fnCopyHTML(){
    var oWorkItem = event.srcElement;
    if((oWorkItem.tagName != "UL") && (oWorkItem.tagName != "I
        alert("Adding " + oWorkItem.outerHTML + " to the list.");
        oScratch.innerHTML += oWorkItem.outerHTML + "<BR>";
    }
}
</SCRIPT>

<UL onclick = "fnCopyHTML()">
```

```
<LI><B>Bold text</b>
<LI><I>Italic text</i>
<LI><U>Underlined text</i>
<LI><STRIKE>Strikeout text</STRIKE>
</UL>
<P>
<DIV ID = "oScratch" >
</DIV>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BDO, BGSOUND, BIG, BLOCKQUOTE, BR, BUTTON, CENTER, CITE, CODE, COMMENT, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, NEXTID, NOBR, OBJECT, OL, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, WBR, XMP

## See Also

[insertAdjacentHTML](#)

---

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◀ outerHTML Property ▶ overflow Attribute

*Web Workshop | DHTML, HTML & CSS*



# outerText Property

---

Sets or retrieves the text of the object.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<i>object.outerText</i> [ = <i>sTxt</i> ]

## Possible Values

<i>sTxt</i>	String that specifies the text.
-------------	---------------------------------

The property is read/write with no default value (see Remarks).

## Remarks

The **outerText** property is read-only on the [HTML](#), [TBODY](#), [TD](#), [TFOOT](#), [TH](#), [THEAD](#), and [TR](#) objects.

When this property is set, the given string completely replaces the original text in the object.

You can set this property only after the [onload](#) event fires on the [window](#). When dynamically creating a tag using [TextRange](#), [innerHTML](#), or [outerHTML](#), use Microsoft® JScript® (compatible with ECMA 262 language specification) to create new events to handle the newly formed tags. Microsoft® Visual Basic® Scripting Edition (VBScript) is not supported.

You can change the value of the **TITLE** element using the [document.title](#) property.

To change the contents of the **TFOOT**, **THEAD**, **TR**, and **TD** elements,

use the table object model. For example, use the [rowIndex](#) property or the [rows](#) collection to retrieve a reference to a specific table row. You can add or delete rows using the [insertRow](#) and [deleteRow](#) methods. To retrieve a reference to a specific cell, use the [cellIndex](#) property or the [cells](#) collection. You can add or delete rows using the [insertCell](#) and [deleteCell](#) methods. To change the content of a particular cell, use the **innerHTML** property.

## Example

This example uses the **outerText** property to replace an object's content; the object itself also is replaced.

```
<DIV ID=oDiv>
<P ID=oPara>Here's the text that will change.</P>
</DIV>
:
<BUTTON onclick="oPara.outerText='WOW!
  It changed!'">Change text</BUTTON>
<BUTTON onclick="oDiv.innerHTML='<P ID=oPara>
  And back again</P>'">Reset</BUTTON>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BDO, BGSOUND, BIG, BLOCKQUOTE, BR, BUTTON, CENTER, CITE, CODE, COMMENT, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, NEXTID, NOBR, OBJECT, OL, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, WBR, XMP

## See Also

[insertAdjacentText](#)

---

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◀ overflow-y Attribute | ov... ▶ padding A

*Web Workshop | DHTML, HTML & CSS*

# owningElement Property

---

Retrieves the next object in the HTML hierarchy.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>oElement</i> = ] <i>styleSheet.owningElement</i>

## Possible Values

*oElement* Object that specifies the next element in the hierarchy.

The property is read-only with no default value.

## Remarks

The **owningElement** property usually returns the [STYLE](#) or [LINK](#) object that defined the style sheet.

## Applies To

[styleSheet](#)

---

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◀ page-break-before Attribu... ▶ parent I

*Web Workshop | DHTML, HTML & CSS*

# palette Property

---

Sets or retrieves the palette used for the embedded document.

## Syntax

<b>HTML</b>	<code>&lt; EMBEDPALETTE = sPalette... &gt;</code>
<b>Scripting</b>	<code>embed.palette [ = sPalette ]</code>

## Possible Values

<i>sPalette</i>	String that specifies the palette.
-----------------	------------------------------------

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Applies To

<b>HTML</b>	N/A
<b>Scripting</b>	<a href="#">EMBED</a>

---

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◀ palette Property ▶ parentElement Prop

*Web Workshop | DHTML, HTML & CSS*



# parent Property

---

Retrieves the parent of the [window](#) in the object hierarchy.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>oElement</i> = ] <b>window.parent</b>

## Possible Values

<i>oElement</i>	Object that specifies the parent.
-----------------	-----------------------------------

The property is read-only with no default value.

## Remarks

For a document, the parent is the containing window. For a window defined using [FRAME](#), the parent is the window that contains the corresponding [FRAMESET](#) definition.

## Applies To

[window](#)

---

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## ◀ parentElement Property ▶ parentStyle

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# parentNode Property

---

Retrieves the parent object in the document hierarchy.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>oElement</i> = ] <i>object</i> . <b>parentNode</b>

## Possible Values

<i>oElement</i>	Object that specifies the parent node.
-----------------	--

The property is read-only with no default value.

## Remarks

The topmost object returns null as its parent.

## Example

This example assigns the **parentNode** of a [SPAN](#) object to a variable.

```
<SCRIPT>
var oParent = oSpan.parentNode;
</SCRIPT>
:
<BODY>
<SPAN ID=oSpan>A Span</SPAN>
</BODY>
```

This example assigns the **parentNode** of a node, created with the [createElement](#) method, to a variable.

```
var oNode = document.createElement("B");
document.body.insertBefore(oNode);
var sType = oNode.parentNode;
```

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BDO, BGSOUND, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, NEXTID, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, XMP

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◀ parentNode Property ▶ parentTextEdit

*Web Workshop | DHTML, HTML & CSS*

# parentStyleSheet Property

---

Retrieves the style sheet that was used for importing style sheets.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>sStyleSheet</i> = ] <i>styleSheet</i> . <b>parentStyleSheet</b>

## Possible Values

<i>sStyleSheet</i>	String that specifies the file name of the style sheet.
--------------------	---

The property is read-only with no default value.

## Applies To

<b>HTML</b>	N/A
<b>Scripting</b>	<a href="#">styleSheet</a>

---

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◀ parentStyleSheet Property ▶ parentW

*Web Workshop | DHTML, HTML & CSS*

# parentTextEdit Property

---

Retrieves the container object in the document hierarchy that can be used to create a [textRange](#) containing the original object.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>oObject</i> = ] <i>object</i> .parentTextEdit

## Possible Values

*oObject* Object that specifies the supported text ranges.

The property is read-only with no default value.

## Remarks

The property is an object if the parent exists; otherwise, it is null. For example, the **parentTextEdit** property of the [BODY](#) is null.

## Example

This example retrieves the parent object, if needed, creates the text range, moves to the original object, and selects the first word in the object.

```
<SCRIPT LANGUAGE="JScript">
function selectWord()
{
    var oSource = window.event.srcElement ;
    if (!oSource.isTextEdit)
        oSource = oSource.parentTextEdit;
    if (oSource != null) {
        var oTextRange = oSource.createTextRange();
```



```
oTextRange.moveToElementText(window.event.srcElement);
oTextRange.collapse();
oTextRange.expand("word");
oTextRange.select();
}
}
</SCRIPT>
```

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BDO, BGSOUND, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, META, NEXTID, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, XMP

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◀ parentTextEdit Property ▶ pathname F

*Web Workshop | DHTML, HTML & CSS*

# parentWindow Property

---

Retrieves a reference to the container object of the window.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>sParent</i> = ] <i>document.parentWindow</i>

## Possible Values

<i>sParent</i>	String that specifies the name of the parent window.
----------------	--

The property is read-only with no default value.

## Applies To

<b>HTML</b>	N/A
<b>Scripting</b>	<a href="#">document</a>

---

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◀ parentWindow Property ▶ pixelBottom

*Web Workshop | DHTML, HTML & CSS*

# pathname Property

---

Sets or retrieves the file name or path specified by the object.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>object.pathname</code> [ <code>=sName</code> ]

## Possible Values

`sName` String that specifies the file name or path.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Applies To

[A](#), [AREA](#), [location](#)

---

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◀ pathname Property ▶ pixelHeight Prop

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# pixelBottom Property

---

Sets or retrieves the bottom position of the object.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>object.style.pixelBottom [ = <i>iBottom</i> ]</code>

## Possible Values

*iBottom* Integer that specifies the bottom position, in pixels.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The **pixelBottom** property reflects the value of the cascading style sheets (CSS) [bottom](#) attribute for positioned items. The property always returns 0 for nonpositioned items, because "bottom" has meaning only when the object is positioned.

Unlike the [bottom](#) property, the **pixelBottom** value is an integer, not a string, and is always interpreted in pixels.

For more information about how to access the dimension and location of objects on the page through the document object model, see [measuring element dimension and location](#).

## Example

This example uses the **pixelBottom** property to set a positioned [DIV](#) to the bottom of the client area.

```
oDiv.style.pixelBottom = 0;
```

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, META, NEXTID, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, runtimeStyle, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, XMP

## See Also

[posBottom](#)

---

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◀ pixelLeft Property ▶ pixelTop Property

*Web Workshop | DHTML, HTML & CSS*

# pixelRight Property

---

Sets or retrieves the right position of the object.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>object.style.pixelRight [ =<i>iRight</i> ]</code>

## Possible Values

*iRight* Integer that specifies the right position, in pixels.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The **pixelRight** property reflects the value of the cascading style sheets (CSS) [right](#) attribute for positioned items. The property always returns 0 for nonpositioned items, because "right" has meaning only when the object is positioned.

Unlike the [right](#) property, the **pixelRight** value is an integer, not a string, and is always interpreted in pixels.

For more information about how to access the dimension and location of objects on the page through the document object model, see [measuring element dimension and location](#).

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, META, NEXTID, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, runtimeStyle, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, XMP

## See Also

[posRight](#)

---

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## ◀ pixelWidth Property ▶ PLUGINS PAGE

*Web Workshop | DHTML, HTML & CSS*

# platform Property

---

Retrieves the name of the user's operating system.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>sPlatform</i> = ] <i>navigator.platform</i>

## Possible Values

<i>sPlatform</i>	String that specifies one of the following values: HP-UX    HP Unix-based machines. MacPPC    Macintosh PowerPC-based machines. Mac68K    Macintosh 68K-based machines. SunOS    Solaris-based machines. Win32    Windows 32-bit platform. Win16    Windows 16-bit platform. WinCE    Windows CE platform.
------------------	---

The property is read-only with no default value.

## Applies To

[clientInformation](#), [navigator](#)

## See Also

[userAgent](#)

---

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◆ ◀ platform Property ▶ port Property ▲ Df

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# PLUGINSOURCE Attribute | pluginsource Property

---

Retrieves the URL of the plug-in used to view an embedded document.

## Syntax

<b>HTML</b>	<code>&lt;EMBED PLUGINSOURCE = sURL ... &gt;</code>
<b>Scripting</b>	<code>[ sURL = ] embed.pluginsource</code>

## Possible Values

<i>sURL</i>	String that specifies the URL of the plug-in(s).
-------------	--

The property is read-only with no default value.

## Applies To

[EMBED](#)

---

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◀ PLUGINSOURCE Attribute | p... ▶ posB

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# port Property

---

Sets or retrieves the port number associated with a URL.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>object.port [ =sPort ]</code>

## Possible Values

*sPort* String that specifies the port number associated with the URL.

The property is read/write with a default value of **21** for the [ftp](#) protocol, **70** for the [gopher](#) protocol, **80** for the [http](#) protocol, and **443** for the [https](#) protocol.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

Proprietary protocols that do not require a port return 0 or an empty string.

## Applies To

[A](#), [AREA](#), [location](#)

---

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◆ ◀ port Property ▶ posHeight Property ▲

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# posBottom Property

---

Sets or retrieves the bottom position of the object in the units specified by the cascading style sheets (CSS) [bottom](#) attribute.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<i>object.style.posBottom</i> [ = <i>iBottom</i> ]

## Possible Values

*iBottom* Integer that specifies any floating-point number that uses the same [length units](#) as the **bottom** attribute.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

This property reflects the value of the CSS **bottom** attribute for positioned items. This property always returns 0 for nonpositioned items, because "bottom" has meaning only when the object is positioned.

Setting this property changes the value of the bottom position, but leaves the [length units](#) designator for the property unchanged.

Unlike the [bottom](#) property, the **posBottom** property value is a floating-point number, not a string.

For more information about how to access the dimension and location of elements on the page through the document object model, see [measuring](#)

element dimension and location□.

## Example

This example uses the **posBottom** property to set a positioned **DIV** to the bottom of the client area.

```
oDiv.style.posBottom = 0;
```

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, META, NEXTID, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, runtimeStyle, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, XMP

## See Also

[pixelBottom](#)

---

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◆ ◀ posLeft Property ▶ posTop Property ▲

*Web Workshop | DHTML, HTML & CSS*

# posRight Property

---

Sets or retrieves the right position of the object in the units specified by the cascading style sheets (CSS) [right](#) attribute.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>object.style.posRight [ = <i>iRight</i> ]</code>

## Possible Values

*iRight* Integer that specifies any valid floating-point number that uses the same [length units](#) as the **right** attribute.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

This property reflects the value of the CSS **right** attribute for positioned items. This property always returns 0 for nonpositioned items, because "right" has meaning only when the object is positioned.

Setting this property changes the value of the right position, but leaves the units designator for the property unchanged.

Unlike the [right](#) property, the **posRight** property value is a floating-point number, not a string.

For more information about how to access the dimension and location of elements on the page through the document object model, see [measuring](#)

element dimension and location□.

## Example

This example uses the **posRight** property to set a positioned **DIV** 10 pixels from the right of the client area.

```
oDiv.style.posRight = 10;
```

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, META, NEXTID, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, runtimeStyle, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, XMP

## See Also

[pixelRight](#)

---

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◆ ◀ posWidth Property ▶ propertyName P

*Web Workshop | DHTML, HTML & CSS*



# previousSibling Property

---

Retrieves a reference to the previous child of the parent for the specified object.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>oElement</i> = ] <b>object.previousSibling</b>

## Possible Values

*oElement* Object that specifies a reference to the previous sibling of an object.

The property is read-only with no default value.

## Example

This example uses the **previousSibling** property to obtain the previous sibling of a list item.

```
<SCRIPT>
// returns the list item labeled 'List Item 1'
var oSibling = oList.childNodes(1).previousSibling;
</SCRIPT>
:
<BODY>
<UL ID = oList>
<LI>List Item 1
<LI>List Item 2
<LI>List Item 3
</UL>
</BODY>
```

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BDO, BGSOUND, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, NEXTID, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TextNode, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, XMP

## See Also

[lastChild](#)

---

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◀ previousSibling Property ▶ protocol Pr

*Web Workshop | DHTML, HTML & CSS*

# propertyName Property

---

Retrieves the name of the property that has changed on the object.

## Syntax

HTML	N/A
Scripting	[ <i>sProperty</i> = ] <b>event.propertyName</b>

## Possible Values

<i>sProperty</i>	String that specifies the name of the property whose value changed during the event.
------------------	--

The property is read-only with no default value.

## Remarks

You can alter the value of **propertyName** by using it with the [onpropertychange](#) event.

## Example

This example uses the **onpropertychange** event to change the value of the **propertyName** property.

## Applies To

HTML	N/A
Scripting	<a href="#">event</a>

## See Also

[onpropertychange](#)

---

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◆ ◀ propertyName Property ▶ qualifier Prc

*Web Workshop | DHTML, HTML & CSS*

# protocol Property

---

Sets or retrieves the protocol portion of a URL.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>object.protocol [ =sProtocol ]</code>

## Possible Values

`sProtocol` String that specifies the protocol used to transfer information.

The property is read/write with no default value.

## Remarks

The **protocol** property specifies how to transfer information from the host to the client. Microsoft® Internet Explorer supports several [predefined protocols](#), including [http](#) and [ftp](#).

The **protocol** property returns the initial substring of a URL, including the first colon (for example, http:). However, the [document](#) and [location](#) objects expose the **protocol** property as read-only. The property returns the expanded text of the protocol acronym. For example, it returns the **HTTP** protocol as Hypertext Transfer Protocol.

## Applies To

[A](#), [AREA](#), [document](#), [IMG](#), [location](#)

---

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◆ ◀ protocol Property ▶ readOnly Property

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# qualifier Property

---

Retrieves the name of the data member provided by a data source object.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>sQualifier</i> = ] <i>event.qualifier</i>

## Possible Values

*sQualifier* String that specifies the default data member either by the name of the data member or an empty string.

The property is read-only with no default value.

## Remarks

Check the **qualifier** property in the event handlers of a data source object (DSO) if:

1. The DSO supports multiple, named data members.
2. You have specified a qualifier in association with the [DATASRC](#) attribute of an element bound to that DSO.

Valid qualifiers are specific to the DSO implementation. Check the documentation of the DSO to determine if it supports named data members and to determine the valid names for those data members.

## Example

This example uses the **qualifier** property to show how to handle an [ondatasetcomplete](#) event when it is fired by a DSO that supports named data members. The hypothetical spreadsheet control defines the name of its data members to match the ranges that can be specified within a typical

spreadsheet environment such as Microsoft® Excel. In the example, the named data member is restricted to the first seven cells of the first column.

```
<SCRIPT>
// Fired when all the data is available
function handle_dscomplete()
{
    var oEvent = window.event;
    // ignore the notification for the default data member
    if (oEvent.qualifier != "")
    {
        // get a recordset corresponding to the named data member
        // as indicated by the qualifier property
        var oNamedRS = oEvent.srcElement.namedRecordset(oEvent.

        // now walk the recordset
        oNamedRS.MoveFirst();
        for (int i = 0; i < oNamedRS.RecordCount; i++)
        {
            var vValue = oNamedRS.Fields(0).value;
            oNamedRS.MoveNext();
        }
    }
}
</SCRIPT>
```

```
<!-- The CLASSID below does not correspond to a valid object -->
<OBJECT CLASSID="clsid:00000000-0000-0000-0000-00000000"
    ondatasetcomplete="handle_dscomplete()">
```

```
<!-- Bind the TABLE to the named recordset "A1:A7" provided by
the spreadsheet control -->
<TABLE DATASRC="#dsoSpreadsheet.A1:A7">
```

```
<TR><TD><SPAN DATAFLD="A"></SPAN></TD></TR>
</TABLE>
```

## Applies To

[event](#)

## See Also

[namedRecordset](#), using a data source object that exposes multiple data members ☐

---

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◆ ◀ qualifier Property ▶ READONLY Attrib

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# readOnly Property

---

Retrieves whether the rule or style sheet is defined on the page or is imported.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>bReadOnly</i> = ] <i>object.readOnly</i>

## Possible Values

<i>bReadOnly</i>	Boolean that specifies one of the following values: <b>false</b> Rule or style sheet is obtained through a <a href="#">LINK</a> object or the <a href="#">@import</a> rule. <b>true</b> Rule or style sheet is defined on the page.
------------------	---

The property is read-only with a default value of **false**.

## Remarks

You cannot modify style sheets obtained through a **LINK** object or the **@import** rule while the [designMode](#) property is enabled. For more information, see [mshtml editing](#)☐.

## Applies To

[styleSheet](#), [rule](#)

---

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◆ ◀ readOnly Property ▶ readyState Property

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# READONLY Attribute | readOnly Property

---

Sets or retrieves whether the content of the object is read-only.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENTREADONLY ... &gt;</code>
<b>Scripting</b>	<code>object.readOnly [ = bRead ]</code>

## Possible Values

<b>bRead</b>	Boolean that specifies one of the following values: <b>false</b> Property is not set on the object. true Object is set to read-only.
--------------	--

The property is read/write with a default value of **false**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

If the value of the **readOnly** property is set to true, the user cannot enter or edit text in the control. When set to true, the property still allows the object to receive the focus, whereas the [disabled](#) property does not.

## Applies To

[INPUT type=text](#), [INPUT type=password](#), [TEXTAREA](#)

---

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◆ ◀ readyState Property ▶ recordNumber

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# reason Property

---

Retrieves the result of the data transfer for a data source object.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>iReason</i> = ] <i>event.reason</i>

## Possible Values

<i>iReason</i>	Integer that specifies one of the following values: 0 Data transmitted successfully. 1 Data transfer aborted. 2 Data transferred in error.
----------------	---

The property is read-only with no default value.

## Remarks

The **reason** property specifies the state of completion of the data transfer.

## Applies To

<b>HTML</b>	N/A
<b>Scripting</b>	<a href="#">event</a>

---

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◆ ◀ reason Property ▶ recordset Property

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# recordNumber Property

---

Retrieves the ordinal record from the data set that generated the object.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>iNumber</i> = ] <i>object</i> .recordNumber

## Possible Values

<i>iNumber</i>	Integer that specifies the record number.
----------------	---

The property is read-only with no default value.

## Remarks

This property applies to elements contained within a bound, repeated table.

You can use this property with the [ado](#)☐ recordset, which is available from every data source object through the object's [recordset](#) property.

## Applies To

[A](#), [ACRONYM](#), [ADDRESS](#), [APPLET](#), [AREA](#), [B](#), [BIG](#), [BLOCKQUOTE](#), [BR](#), [BUTTON](#), [CAPTION](#), [CENTER](#), [CITE](#), [CODE](#), [COL](#), [COLGROUP](#), [COMMENT](#), [custom](#), [DD](#), [DEL](#), [DFN](#), [DIR](#), [DIV](#), [DL](#), [DT](#), [EM](#), [EMBED](#), [FIELDSET](#), [FONT](#), [FORM](#), [Hn](#), [HR](#), [I](#), [IFRAME](#), [IMG](#), [INPUT type=button](#), [INPUT type=checkbox](#), [INPUT type=file](#), [INPUT type=hidden](#), [INPUT type=image](#), [INPUT type=password](#), [INPUT type=radio](#), [INPUT type=reset](#), [INPUT type=submit](#), [INPUT type=text](#), [INS](#), [KBD](#), [LABEL](#), [LI](#), [LISTING](#), [MAP](#), [MARQUEE](#), [MENU](#), [NEXTID](#), [NOBR](#), [OBJECT](#), [OL](#), [OPTION](#), [P](#), [PLAINTEXT](#), [PRE](#), [Q](#), [RUBY](#), [S](#), [SAMP](#), [SCRIPT](#), [SELECT](#), [SMALL](#), [SPAN](#), [STRIKE](#), [STRONG](#), [SUB](#), [SUP](#), [TABLE](#), [TBODY](#), [TD](#), [TEXTAREA](#), [TFOOT](#), [TH](#), [THEAD](#), [TR](#), [TT](#), [U](#), [UL](#), [VAR](#), [XMP](#)

## See Also

[data binding](#)☐

---

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◆ ◀ recordNumber Property ▶ referrer Pro

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# recordset Property

---

Retrieves from a data source object a reference to the default record set.

## Syntax

HTML	N/A
Scripting	[ <i>oRecordset</i> = ] <i>object.recordset</i>

## Possible Values

<i>oRecordset</i>	Object that specifies the record set.
-------------------	---------------------------------------

The property is read-only with no default value.

## Remarks

To retrieve a named record set from a data source object, use the [namedRecordset](#) method.

## Applies To

[event](#), [OBJECT](#), [XML](#)

## See Also

[data binding](#) ☐

---

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◆ ◀ referrer Property ▶ repeat Property ▶ |

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# REL Attribute | rel Property

---

Sets or retrieves the relationship(s) between the object and the destination of the link.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENTREL = sRelation ... &gt;</code>
<b>Scripting</b>	<code>object.rel [ =sRelation ]</code>

## Possible Values

<i>sRelation</i>	String that specifies one or more of the following comma-delimited values, in any order:	
	Alternate	Substitute version of the file that contains the link.
	Appendix	Page that is an appendix for the set of pages.
	Bookmark	Bookmark.
	Chapter	Page is a chapter for a set of pages.
	Contents	Table of contents document.
	Copyright	Copyright notice for the current page.
	Glossary	Glossary for the current page.
	Help	Help document.
	Index	Index document for the current page.
	Next	Next document in a sequence.
	Offline	<a href="#">href</a> containing a path to the CDF file to be used for an offline favorite.
	Prev	Previous document in a sequence.
	Section	Page is a section for a set of pages.
	Shortcut Icon	<b>href</b> containing a path to an icon file to be used for the favorite or link.
	Start	First document of a set.
	Stylesheet	Style sheet.
	Subsection	Page is a subsection for a set of pages.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

If no values are indicated, the **rel** property's default relationship is an empty string. This property is used only when the [href](#) property is applied.

The Shortcut Icon and Offline values apply only to the [LINK](#) object.

The Offline value is available in Internet Explorer 5 and later. For more information about CDF files and offline favorites, see [enhancing offline favorites](#)☐.

The **rel** property is similar to the [rev](#) property, but the semantics of these two properties' link types are in the reverse direction. For example, a link from A to B with REL="X" expresses the same relationship as a link from B to A with REV="X". An anchor can have both **rel** and **rev** properties.

## Applies To

[A](#), [LINK](#)

---

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◀ REL Attribute | rel Prope... ▶ returnVal

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# repeat Property

---

Retrieves whether the [onkeydown](#) event is being repeated.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>bRepeat</i> = ] <b>event.repeat</b>

## Possible Values

<i>bRepeat</i>	Boolean that specifies one of the following values: true    Event fires two or more times. false   Event fires once.
----------------	--

The property is read-only with no default value.

## Remarks

The **repeat** property returns true while a user holds down a key.

## Applies To

[event](#)

---

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## ◀ returnValue Property ▶ REV Attribute

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# returnValue Property

---

Sets or retrieves the return value from the event.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>event.returnValue [ =<i>bValue</i> ]</code>

## Possible Values

<i>bValue</i>	Boolean that specifies one of the following values: <b>true</b> Value from the event is returned. <b>false</b> Default action of the event on the source object is canceled.
---------------	--

The property is read/write with a default value of **true**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

The value of this property takes precedence over values returned by the function, such as through a Microsoft® JScript® (compatible with ECMA 262 language specification) **return** statement.

## Applies To

<b>HTML</b>	N/A
<b>Scripting</b>	<a href="#">event</a>

---

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◆ ◀ returnValue Property ▶ right Property

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# REV Attribute | rev Property

---

Sets or retrieves the relationship(s) between the object and the destination of the link.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENTREV = sRelation ... &gt;</code>
<b>Scripting</b>	<code>object.rev [ =sRelation ]</code>

## Possible Values

<i>sRelation</i>	String that specifies one or more of the following space-delimited values, in any order:
Alternate	Substitute version of the file containing the link.
Appendix	Page that is an appendix for the set of pages.
Bookmark	Bookmark.
Chapter	Page is a chapter for a set of pages.
Contents	Table of contents document.
Copyright	Copyright notice for the current page.
Glossary	Glossary for the current page.
Help	Help document.
Index	Index document for the current page.
Next	Next document in a sequence.
Prev	Previous document in a sequence.
Section	Page is a section for a set of pages.
Start	First document of a set.
Stylesheet	Style sheet.
Subsection	Page is a subsection for a set of pages.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The **rev** property is similar to the [rel](#) property, but the semantics of these two properties' link types are in the reverse direction. For example, a link from A to B with REL="X" expresses the same relationship as a link from B to A with REV="X". An anchor can have both **rel** and **rev** properties.

## Applies To

[A](#), [LINK](#)

---

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◀ REV Attribute | rev Prope... ▶ right Att

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# right Property

---

Retrieves the right coordinate of the rectangle surrounding the object content.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>iCoord</i> = ] <i>oTextRectangle</i> . <b>right</b>

## Possible Values

*iCoord* Integer that specifies the right coordinate of the rectangle, in pixels.

The property is read-only with no default value.

## Remarks

To access the right coordinate of the second text rectangle of a [TextRange](#) object, use this syntax:

```
oRct = oTextRange.getClientRects();  
oRct[1].right;
```

Note that the collection index starts at 0, so the second item index is 1.

To access the right coordinate of the bounding rectangle of an element object, use this syntax:

```
oBndRct = oElement.getBndClientRect();  
oBndRct.right;
```

## Example

This example uses the [getBoundingClientRect](#) method to retrieve the

coordinates of the bounds of the text rectangles within the element.

```
<SCRIPT>
function getCoords(oObject) {
    oBndRct=oObject.getBoundingClientRect();
    alert("Bounding rectangle = \nUpper left coordinates: "
        + oBndRct.left + " " + oBndRct.top +
        "\nLower right coordinates: "
        + oBndRct.right + " " + oBndRct.bottom);
}
</SCRIPT>
</HEAD>
<BODY>
<P ID=oPara onclick="getCoords(this)">
```

This feature requires Internet Explorer 5 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[TextRectangle](#)

## See Also

[TextRectangle Collection](#), [TextRectangle Object](#), [bottom](#), [left](#), [top](#)

---

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◀ right Attribute | right P... ▶ rowIndex Pr

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# RIGHTMARGIN Attribute | rightMargin Property

---

Sets or retrieves the right margin for the entire body of the page.

## Syntax

<b>HTML</b>	<code>&lt;BODY RIGHTMARGIN = <i>sMargin</i> ... &gt;</code>
<b>Scripting</b>	<code>object.<b>rightMargin</b> [ =<i>sMargin</i> ]</code>

## Possible Values

*sMargin* String that specifies the right margin, in pixels.

The property is read/write with a default value of **10**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

If the value is an empty string, the right margin is on the right edge.

The value set on the property overrides the default margin.

## Applies To

[BODY](#)

---

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## ◀ rowIndex Property ▶ ROWS Attribute

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# ROWS Attribute | rows Property

---

Sets or retrieves the number of horizontal rows contained in the object.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT ROWS = <i>iRows</i> ... &gt;</code>
<b>Scripting</b>	<code>object.rows [ =<i>iRows</i> ]</code>

## Possible Values

<i>iRows</i>	Integer that specifies the number of rows.
--------------	--

The property is read/write with a default value of 2.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Applies To

[TEXTAREA](#)

---

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◀ ROWS Attribute | rows Pro... ▶ ROWS

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# ROWS Attribute | rows Property

---

Sets or retrieves the frame heights of the object.

## Syntax

<b>HTML</b>	<code>&lt;FRAMESET ROWS = <i>sHeight</i> ... &gt;</code>
<b>Scripting</b>	<code>object.rows [ = <i>sHeight</i> ... ]</code>

## Possible Values

<i>sHeight</i>	String that specifies one or more of the following comma-delimited values:
<i>height</i>	Integer that specifies the frame height, in pixels.
<i>percentage</i>	Integer, followed by a %. The value is a percentage of total available height.
<i>height*</i>	Integer that specifies the frame height as a relative value. After allocating pixel or percentage values, the remaining space is divided among all relative-sized frames.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The number of comma-separated items is equal to the number of frames contained within the **FRAMESET**, while the value of each item determines the frame height.

## Example

This example defines a two-row frame, with the first occupying 40 percent of the available height and the second occupying the remaining 60 percent.

```
<FRAMESET ROWS="40%, 60%">
```

This example defines a four-row frame. The first is 50 pixels high and the fourth is 80 pixels high. The second occupies two-thirds of the remaining height, while the third occupies the final one-third of the remaining height.

```
<FRAMESET ROWS="50, 2*, *, 80">
```

## Applies To

[FRAMESET](#)

## See Also

[cols](#)

---

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◀ ROWS Attribute | rows Pro... ▶ ruby-a

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# ROWSPAN Attribute | rowSpan Property

---

Sets or retrieves how many rows in a [TABLE](#) the cell should span.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENTROWSPAN = <i>iRows</i> ... &gt;</code>
<b>Scripting</b>	<code>object.rowSpan [ =<i>iRows</i> ]</code>

## Possible Values

*iRows* Integer that specifies the number of spanned rows.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

This property can be changed only after the page has been loaded.

## Applies To

[TD](#), [TH](#)

---

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◆ ◀ ruby-position Attribute |... ▶ scopeNan

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# RULES Attribute | rules Property

---

Sets or retrieves which dividing lines (inner borders) are displayed.

## Syntax

<b>HTML</b>	<code>&lt;TABLE RULES = <i>sRule</i> ... &gt;</code>
<b>Scripting</b>	<code>table.rules [ = <i>sRule</i> ]</code>

## Possible Values

<i>sRule</i>	String that specifies one of the following values:
all	Borders are displayed on all rows and columns.
cols	Borders are displayed between all table columns.
groups	Horizontal borders are displayed between all <a href="#">THEAD</a> , <a href="#">TBODY</a> , and <a href="#">TFOOT</a> objects; vertical borders are displayed between all <a href="#">COLGROUP</a> objects.
none	All interior table borders are removed.
rows	Horizontal borders are displayed between all table rows.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The value none turns off only the interior borders. To turn off the table borders, set the **rules** property to "", or omit the **RULES** attribute from the [TABLE](#) object.

## Example

This example initially sets the **RULES** attribute on the table, and then uses the **rules** property to dynamically change the table borders.

```
<TABLE ID=oTable RULES="cols">
<TR>
<TD>EST</TD><TD>1am</TD><TD>8pm</TD>
</TR>
<TR>
<TD>CST</TD><TD>2am</TD><TD>9pm</TD>
</TR>
<TR>
<TD>MST</TD><TD>3am</TD><TD>10pm</TD>
</TR>
</TABLE>
:
<BUTTON onclick="oTable.rules="">No borders</BUTTON>
<BUTTON onclick="oTable.rules='all'">All borders</BUTTON>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[TABLE](#)

## See Also

[frame](#)

---

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◆ ◀ RULES Attribute | rules P... ▶ screenL

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# scopeName Property

---

Retrieves the [namespace](#) defined for the element.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>sName</i> = ] <i>object.scopeName</i>

## Possible Values

<i>sName</i>	String that specifies one of the following values: <b>HTML</b> All standard HTML tags. <i>scope</i> Namespace prefix used with the custom tags. This namespace is declared in the document using the <a href="#">XMLNS</a> attribute of the <a href="#">HTML</a> element.
--------------	---

The property is read-only with a default value of **HTML**.

## Example

This example shows the values returned by the **scopeName** and [tagUrn](#) properties when used with a simple *HelloWorld* custom tag. The browser's status bar displays the property values.

```
<HTML XMLNS:InetSDK='http://msdn.microsoft.com/workshop'>

<STYLE>
@media all {
  InetSDK\:HelloWorld { behavior:url (simple.htc) }
}
</STYLE>
<SCRIPT>
function window.onload()
{
  window.status = 'scopeName = ' + hello.scopeName +
```

```
        '; tagUrn = ' + hello.tagUrn;
    }
</SCRIPT>
<BODY>
    <InetSDK:HelloWorld ID='hello'></InetSDK:HelloWorld>

</BODY>
</HTML>
```

This feature requires Internet Explorer 5 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BDO, BGSOUND, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, ISINDEX, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, NEXTID, NOBR, NOFRAMES, NOSCRIPT, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, WBR, XML, XMP

## See Also

[using custom tags in internet explorer](#)☐

---

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◀ scopeName Property ▶ screenTop Prop

*Web Workshop | DHTML, HTML & CSS*

# screenLeft Property

---

Retrieves the x-coordinate of the upper left-hand corner of the browser's client area, relative to the upper left-hand corner of the screen.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>iPos</i> = ] <i>object.screenLeft</i>

## Possible Values

*iPos* Integer that specifies the x-coordinate, in pixels.

The property is read-only with no default value.

## Remarks

The client area consists of the browser window, exclusive of the caption bar, the window-sizing border, the menu bar, the toolbars, the scroll bars, and the status bars.

## Applies To

[window](#)

## See Also

[screenTop](#)

---

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◀ screenLeft Property ▶ screenX Proper

*Web Workshop | DHTML, HTML & CSS*



# screenTop Property

---

Retrieves the y-coordinate of the top corner of the browser's client area, relative to the top corner of the screen.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>iPos</i> = ] <i>object.screenTop</i>

## Possible Values

*iPos* Integer that specifies the y-coordinate, in pixels.

The property is read-only with no default value.

## Remarks

The client area consists of the browser window, exclusive of the caption bar, the window-sizing border, the menu bar, the toolbars, the scroll bars, and the status bars.

## Applies To

[window](#)

## See Also

[screenLeft](#)

---

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◀ screenTop Property ▶ screenY Proper

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# screenX Property

---

Retrieves the x-coordinate of the mouse pointer's position relative to the user's screen.

## Syntax

HTML	N/A
Scripting	[ <i>iSize</i> = ] <i>event.screenX</i>

## Possible Values

<i>iSize</i>	Integer that specifies the x-coordinate, in pixels.
--------------	---

The property is read-only, with no default value.

## Applies To

HTML	N/A
Scripting	<a href="#">event</a>

---

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◀ screenX Property ▶ SCROLL Attribute

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# screenY Property

---

Retrieves the y-coordinate of the mouse pointer's position relative to the user's screen.

## Syntax

HTML	N/A
Scripting	[ <i>iSize</i> = ] <b>event.screenY</b>

## Possible Values

<i>iSize</i>	Integer that specifies the y-coordinate, in pixels.
--------------	---

The property is read-only, with no default value.

## Applies To

HTML	N/A
Scripting	<a href="#">event</a>

---

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◀ screenY Property ▶ SCROLLAMOUNT

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# SCROLL Attribute | scroll Property

---

Sets or retrieves whether the scroll bars are turned on or off.

## Syntax

<b>HTML</b>	<code>&lt;BODY SCROLL = sScroll ... &gt;</code>
<b>Scripting</b>	<code>body.scroll [ =sScroll ]</code>

## Possible Values

<b>sScroll</b>	String that specifies one of the following values: <b>yes</b> Scroll bars are turned on. <b>no</b> Scroll bars are turned off.
----------------	--

The property is read/write with a default value of **yes**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Applies To

[BODY](#)

---

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◀ SCROLL Attribute | scroll... ▶ SCROLI

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# SCROLLAMOUNT Attribute | scrollAmount Property

---

Sets or retrieves the number of pixels the text scrolls between each subsequent drawing of the [MARQUEE](#).

## Syntax

<b>HTML</b>	<code>&lt;MARQUEE SCROLLAMOUNT = <i>iAmount</i> ... &gt;</code>
<b>Scripting</b>	<code>marquee.scrollAmount [ =<i>iAmount</i> ]</code>

## Possible Values

<i>iAmount</i>	Integer that specifies the number of pixels.
----------------	--

The property is read/write with a default value of **6**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Applies To

[MARQUEE](#)

---

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◀ SCROLLAMOUNT Attribute | ... ▶ scr

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# SCROLLDELAY Attribute | scrollDelay Property

---

Sets or retrieves the speed of the [MARQUEE](#) scroll.

## Syntax

<b>HTML</b>	<code>&lt;MARQUEE SCROLLDELAY = iDelay ... &gt;</code>
<b>Scripting</b>	<code>marquee.scrollDelay [ =iDelay ]</code>

## Possible Values

*iDelay* Integer that specifies the delay, in milliseconds.

The property is read/write with a default value of **85**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Applies To

[MARQUEE](#)

---

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◀ SCROLLDELAY Attribute | s... ▶ SCRO

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# scrollHeight Property

---

Retrieves the scrolling height of the object.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>iHeight</i> = ] <i>object.scrollHeight</i>

## Possible Values

*iHeight* Non-negative integer that specifies the height, in pixels.

The property is read-only with no default value.

## Remarks

The height is the distance between the top and bottom edges of the object's content.

For more information about how to access the dimension and location of objects on the page through the document object model, see [measuring element dimension and location](#).

## Example

This example uses the **scrollHeight** property to retrieve the height of the viewable content.

```
<SCRIPT>
function fnCheckScroll(){
    var iNewHeight = oDiv.scrollHeight;
    alert("The value of the scrollHeight property is: "
        + iNewHeight);
}
```

```
}  
</SCRIPT>  
:  
<DIV ID=oDiv STYLE="overflow:scroll; height=100;  
  width=250; text-align:left">  
:  
</DIV>  
<INPUT TYPE=button VALUE="Check scrollHeight"  
  onclick="fnCheckScroll()">
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ADDRESS, APPLET, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, custom, DD, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FORM, HEAD, Hn, HTML, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, META, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

## See Also

[scrollLeft](#), [scrollTop](#), [scrollWidth](#)

---

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◀ scrollHeight Property ▶ scrollLeft Prop

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# SCROLLING Attribute | scrolling Property

---

Sets or retrieves whether the frame can be scrolled.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENTSCROLLING = sScrolling ... &gt;</code>
<b>Scripting</b>	<code>object.scrolling [ =sScrolling ]</code>

## Possible Values

<i>sScrolling</i>	String that specifies one of the following values: <ul style="list-style-type: none"><li><b>auto</b> Browser determines whether scroll bars are necessary.</li><li><b>no</b> Frame cannot be scrolled.</li><li><b>yes</b> Frame can be scrolled.</li></ul>
-------------------	--

The property is read/write with a default value of **auto**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Applies To

[FRAME](#), [IFRAME](#)

---

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 ◀ scrollTop Property ▶ search Property

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# scrollWidth Property

---

Retrieves the scrolling width of the object.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>iWidth</i> = ] <i>object.scrollWidth</i>

## Possible Values

*iWidth* Non-negative integer that specifies the width, in pixels.

The property is read-only with no default value.

## Remarks

The width is the distance between the left and right edges of the object's visible content.

For more information about how to access the dimension and location of objects on the page through the document object model, see [measuring element dimension and location](#).

## Example

This example uses the **scrollWidth** property to compare the rendered width of a **DIV** element with the width of the content. The width of the element, as rendered on the page, is exposed through the [offsetWidth](#) property.

When the [overflow](#) property is set to auto, the content can exceed the dimensions of an element, and scroll bars appear. You can use the **scrollWidth** property to retrieve the width of the content within the element.

```

<SCRIPT>
function fnCheckScroll(){
  var iScrollWidth = oDiv.scrollWidth;
  var iOffsetWidth = oDiv.offsetWidth;
  var iDifference = iScrollWidth - iOffsetWidth;
  alert("Width: " + iOffsetWidth
    + "\nContent Width: " + iScrollWidth
    + "\nDifference: " + iDifference);
}
</SCRIPT>
:
<DIV ID=oDiv STYLE="overflow:scroll; height=200; width=250;
  text-align:left">
:
</DIV>
<INPUT TYPE=button VALUE="Check scrollWidth"
  onclick="fnCheckScroll()">

```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ADDRESS, APPLET, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, custom, DD, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FORM, HEAD, Hn, HTML, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MENU, META, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

## See Also

[scrollHeight](#), [scrollLeft](#), [scrollTop](#), [width](#)

---

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◆ ◀ scrollWidth Property ▶ sectionRowIndex

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# search Property

---

Sets or retrieves the substring of the [href](#) property that follows the question mark.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>object.search [ =sSearch ]</code>

## Possible Values

**sSearch** String that specifies the substring of the **href** property.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

The substring that follows the question mark is the query string or form data.

## Applies To

[A](#), [AREA](#), [location](#)

---

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◀ search Property ▶ SELECTED Attribute

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# sectionRowIndex Property

---

Retrieves the position of the object in the [TBODY](#), [THEAD](#), [TFOOT](#), or [rows](#) collection.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>iIndex</i> = ] <i>oTR</i> . <b>sectionRowIndex</b>

## Possible Values

<i>iIndex</i>	Integer that specifies the index position of the object.
---------------	--

The property is read-only with no default value.

## Remarks

The **TBODY**, **THEAD**, and **TFOOT** sections are mutually exclusive, so a [TR](#) is always contained in one of these sections and in the [TABLE](#). The [rowIndex](#) property indicates the position of the object in the **rows** collection for the **TABLE**. Collection indexes are in source order of the HTML document.

## Applies To

<b>HTML</b>	N/A
<b>Scripting</b>	<a href="#">TR</a>

## See Also

[cellIndex](#), [sourceIndex](#)

---

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◀ **SELECTED Attribute | sele...** ▶ select

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# selectedIndex Property

---

Sets or retrieves the index of the selected option in a [SELECT](#) object.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>select.selectedIndex [ = <i>iIndex</i> ]</code>

## Possible Values

*iIndex* Integer that specifies the index.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

Options in a **SELECT** object are indexed in the order in which they are defined, starting with an index of 0. When you set the **selectedIndex** property, the display of the **SELECT** object updates immediately.

The **selectedIndex** property returns -1 if a **SELECT** object does not contain any selected items. Setting the selectedIndex property clears any existing selected items.

The **selectedIndex** property is most useful when used with **SELECT** objects that support selecting only one item at a time—that is, those in which the [MULTIPLE](#) attribute is not specified. If the **MULTIPLE** attribute is specified for a **SELECT** object, the **selectedIndex** property returns only the index of the first selected item, if any.

The [selected](#) property is most useful when used with **SELECT** objects that support selecting more than one item at a time—that is, those in which the **MULTIPLE** attribute is specified. You can use the **selected** property to determine whether an individual item in a **SELECT** object is selected. In addition, selected items are not cleared when the **selected** property is set. This allows multiple items in the list to be selected at the same time.

## Example

This example uses the **selectedIndex** property to retrieve individual values from a **SELECT** object. When a site is selected from the list, the browser displays the associated page.

```
<SELECT onchange="window.location.href=this.options  
  [this.selectedIndex].value">  
<OPTION VALUE="http://www.microsoft.com/ie">  
  Internet Explorer</OPTION>  
<OPTION VALUE="http://www.microsoft.com">  
  Microsoft Home</OPTION>  
<OPTION VALUE="http://msdn.microsoft.com">  
  Developer Network</OPTION>  
</SELECT>
```

## Applies To

HTML	N/A
Scripting	<a href="#">SELECT</a>

---

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◆ ◀ selectedIndex Property ▶ self Property

*Web Workshop | DHTML, HTML & CSS*

# selectorText Property

---

Retrieves a string that identifies which elements the corresponding rule applies to.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>sSelectorText</i> = ] <i>rule.selectorText</i>

## Possible Values

<i>sSelectorText</i>	String that specifies the element.
----------------------	------------------------------------

The property is read-only.

## Remarks

A selector can be either a simple selector (such as 'H1'), or a contextual selector (such as 'H1 B') that consists of several simple selectors.

## Applies To

[rule](#)

## See Also

[rules](#)

---

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◀ SHAPE Attribute | shape P... ▶ SIZE A

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# shiftKey Property

---

Retrieves the state of the SHIFT key.

## Syntax

HTML	N/A
Scripting	[ <i>bKey</i> = ] <i>event.shiftKey</i>

## Possible Values

<i>bKey</i>	Boolean that specifies one of the following values: false SHIFT key is not pressed. true SHIFT key is pressed.
-------------	--

The property is read-only with no default value.

## Applies To

HTML	N/A
Scripting	<a href="#">event</a>

---

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◀ shiftKey Property ▶ SIZE Attribute | siz

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# SIZE Attribute | size Property

---

Sets or retrieves the font size of the object.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENTSIZE = iSize ... &gt;</code>
<b>Scripting</b>	<code>object.size [ =iSize ]</code>

## Possible Values

*iSize* Integer that specifies the font size within a range of 1 through 7, with 7 representing the largest font.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Applies To

[BASEFONT](#), [FONT](#)

---

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◀ SIZE Attribute | size Pro... ▶ SIZE Attr

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# SIZE Attribute | size Property

---

Sets or retrieves the height of the [HR](#) object.

## Syntax

<b>HTML</b>	<code>&lt;HRSIZE = iSize ... &gt;</code>
<b>Scripting</b>	<code>hr.size [ =iSize ]</code>

## Possible Values

*iSize* Integer that specifies the height, in pixels.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Applies To

[HR](#)

---

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◀ SIZE Attribute | size Pro... ▶ SPAN Att

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# sourceIndex Property

---

Retrieves the ordinal position of the object, in source order, as the object appears in the [all](#) collection.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>iIndex</i> = ] <i>object</i> .sourceIndex

## Possible Values

<i>iIndex</i>	Object that specifies the ordinal position.
---------------	---

The property is read-only with no default value.

## Example

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BDO, BGSOUND, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LI, LINK, LISTING, MAP, MARQUEE, MENU, META, NEXTID, NOBR, OBJECT, OL, P, PLAINTEXT, PRE, Q, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, XMP

---

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◀ sourceIndex Property ▶ specified Prop

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# SPAN Attribute | span Property

---

Sets or retrieves the number of columns in the group.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT SPAN = <i>iSpan</i> ... &gt;</code>
<b>Scripting</b>	<code>object.<b>span</b> [ = <i>iSpan</i> ]</code>

## Possible Values

*iSpan* Integer that specifies the number of spanned columns.

The property is read/write with a default value of 1.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The **span** property is ignored when set on the **COLGROUP** element and **COLGROUP** contains one or more **COL** elements. The **span** property provides a more convenient way of grouping columns without having to specify **COL** objects.

## Example

This example uses the **SPAN** attribute to set the **COL** object to SPAN=2, which causes the **COL** to span two columns. The text is right-aligned in these two columns.

```
<TABLE BORDER>  
<COLGROUP>
```

```
<COL SPAN=2 ALIGN=RIGHT>
<COL ALIGN=LEFT>
<TBODY>
<TR>
<TD>This is the first column in the group, and it is
    right-aligned.</TD>
<TD>This is the second column in the group, and it is
    right-aligned.</TD>
<TD>This is the third column in the group, and it is
    left-aligned.</TD>
</TR>
</TABLE>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[COL](#), [COLGROUP](#)

---

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◀ specified Property □ SRC Attribute | s

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# SRC Attribute | src Property

---

Retrieves the URL of a sound to be played.

## Syntax

<b>HTML</b>	<code>&lt;BGSOUND SRC = <i>sURL</i> ... &gt;</code>
<b>Scripting</b>	<code>[ <i>sURL</i> = ] <i>object.src</i></code>

## Possible Values

<i>sURL</i>	String that specifies the URL of the sound.
-------------	---

The property is read-only with no default value.

## Applies To

[BGSOUND](#)

---

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□ SRC Attribute | src Prope... □ SRC Atl

*Web Workshop | DHTML, HTML & CSS*

# SRC Attribute | src Property

---

Retrieves the URL to an external file that contains the source code or data.

## Syntax

<b>HTML</b>	<code>&lt;SCRIPT SRC = sURL ... &gt;</code>
<b>Scripting</b>	<code>[sURL = ] oScript.src</code>

## Possible Values

**sURL** String that specifies the URL of the source code or data.

The property is read-only with no default value.

## Remarks

The **SRC** attribute first was available in Internet Explorer 3.02. The **src** property is exposed through the object model as of Internet Explorer 4.0.

In Internet Explorer 5, the **SRC** attribute of the **SCRIPT** element can refer to an XML data set if the **LANGUAGE** attribute is set to XML.

## Applies To

[SCRIPT](#)

---

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□ SRC Attribute | src Prope... □ srcFilter

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# srcElement Property

---

Retrieves the object that fired the event.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>oObject</i> = ] <b>event.srcElement</b>

## Possible Values

*oObject* Object that specifies the event that fired.

The property is read-only with no default value.

## Example

This example uses the **srcElement** property to retrieve the parent object, if needed, create the text range, move to the original object, and select the first word in the object.

```
<SCRIPT LANGUAGE="JScript">
function selectWord() {
    var oSource = window.event.srcElement ;
    if (!oSource.isTextEdit)
        oSource = window.event.srcElement.parentTextEdit;
    if (oSource != null) {
        var oTextRange = oSource.createTextRange();
        oTextRange.moveToElementText(window.event.srcElement);
        oTextRange.collapse();
        oTextRange.expand("word");
        oTextRange.select();
    }
}
```



```
</SCRIPT>
```

## Applies To

HTML	N/A
Scripting	<a href="#">event</a>

---

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□ srcElement Property □ srcUrn Propert

*Web Workshop | DHTML, HTML & CSS*

# srcFilter Property

---

Retrieves the filter object that caused the [onfilterchange](#) event to fire.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>sSrcFilter</i> = ] <i>event.srcFilter</i>

## Possible Values

<i>sSrcFilter</i>	String that specifies the filter object.
-------------------	--

The property is read-only with no default value.

## Applies To

<b>HTML</b>	N/A
<b>Scripting</b>	<a href="#">event</a>

---

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□ srcFilter Property ▶ START Attribute |

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# srcUrn Property

---

Retrieves the Uniform Resource Name (URN) of the [behavior](#)☐ that fired the event.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>sUrn</i> = ] <i>event.srcUrn</i>

## Possible Values

*sUrn* String that specifies the URN identifier.

The property is read-only with a default value of null.

## Remarks

This property is set to null unless both of the following conditions are true:

- A behavior currently is attached to the element on which the event is fired.
- The behavior defined in the preceding bullet has specified a URN identifier and fired the event.

## Applies To

[event](#)

## See Also

[behaviorUrns](#), [urns](#)

---

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 ☐ srcUrn Property ▶ start Property ▲ DH

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# START Attribute | start Property

---

Sets or retrieves the starting number for an ordered list.

## Syntax

<b>HTML</b>	<code>&lt;OL START =iStart ... &gt;</code>
<b>Scripting</b>	<code>object.start [ =iStart ]</code>

## Possible Values

<i>iStart</i>	Integer that specifies the starting number.
---------------	---

The property is read/write with a default value of **1**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Applies To

<b>HTML</b>	N/A
<b>Scripting</b>	<a href="#">OL</a>

---

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◀ START Attribute | start P... ▶ status Pr

*Web Workshop | DHTML, HTML & CSS*

# start Property

---

Sets or retrieves when a video clip file should begin playing.

## Syntax

<b>HTML</b>	<IMG START =sStart ... >
<b>Scripting</b>	img.start [ =sStart ]

## Possible Values

sStart	String that specifies one of the following values:
<b>fileopen</b>	Video begins as soon as it finishes loading.
mouseover	Video begins when the user moves the mouse over the animation.

The property is read/write with a default value of **fileopen**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The **start** property applies only to [IMG](#) objects with the [DYN SRC](#) attribute specified.

## Applies To

<b>HTML</b>	N/A
<b>Scripting</b>	<a href="#">IMG</a>

---

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◆ ◀ start Property ▶ status Property ▲ DH

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# status Property

---

Sets or retrieves the message in the status bar at the bottom of the window.

## Syntax

HTML	N/A
Scripting	<code>window.status</code> [ <code>=sStatus</code> ]

## Possible Values

<code>sStatus</code>	String that specifies the message.
----------------------	------------------------------------

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

Do not confuse the **status** property with the [defaultStatus](#) property. The **defaultStatus** property specifies the default message displayed in the status bar.

## Applies To

HTML	N/A
Scripting	<a href="#">window</a>

---

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◆ ◀ status Property ▶ STYLE Attribute ▶ C

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# status Property

---

Sets or retrieves whether the check box or radio button is selected.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<i>object.status</i> [ = <i>bStatus</i> ]

## Possible Values

<i>bStatus</i>	Boolean that specifies one of the following values: <b>false</b> Control is not selected. true Control is selected.
----------------	---

The property is read/write with a default value of **false**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Example

This example uses the **status** property to control a check box that is disabled by default.

```
<INPUT ID=oCheckbox TYPE=checkbox CHECKED DISABLED
:
<SPAN onclick="oCheckbox.status=false"
  STYLE="font-weight:bold">I disagree</SPAN>.
<SPAN onclick="oCheckbox.status=true"
  STYLE="font-weight:bold">I agree</SPAN>.
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

INPUT TYPE=checkbox, INPUT TYPE=radio

---

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## ◀ STYLE Attribute ▶ TABINDEX Attribut

*Web Workshop | DHTML, HTML & CSS*

# systemLanguage Property

---

Retrieves the default language used by the system.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>sLanguage</i> = ] <i>navigator.systemLanguage</i>

## Possible Values

<i>sLanguage</i>	String that specifies any of the values described in <a href="#">Language Codes</a> .
------------------	---

The property is read-only with a system-specific default.

## Applies To

<b>HTML</b>	N/A
<b>Scripting</b>	<a href="#">clientInformation</a> , <a href="#">navigator</a>

---

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◀ [systemLanguage Property](#) ▶ [table-layout](#)

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# TABINDEX Attribute | tabIndex Property

---

Sets or retrieves the index within the tab selection order of the object.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT TABINDEX = <i>iIndex</i> ... &gt;</code>
<b>Scripting</b>	<code>object.tabIndex [ = <i>iIndex</i> ]</code>

## Possible Values

*iIndex* Non-negative integer that specifies the tab index. To remove the object from the tab selection order, use -1.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The **tabIndex** value determines tab selection order as follows:

1. All objects with a **tabIndex** greater than 0 are selected in increasing tab index order, or all objects with duplicate **tabIndex** values are selected in source order.
2. All objects with a **tabIndex** equal to 0, or without **tabIndex** set, are selected next, in source order.
3. Elements with a negative **tabIndex** are omitted from the tabbing order.

The valid range of values for the **tabIndex** property is -32767 to 32767.

The following elements can have focus and are tab stops by default: [A](#), [BODY](#), [BUTTON](#), [EMBED](#), [FRAME](#), [IFRAME](#), [IMG](#), [INPUT](#), [ISINDEX](#),

## OBJECT, SELECT, TEXTAREA.

The following elements can have focus by default but are not tab stops; however, they can be set as tab stops: [APPLET](#), [DIV](#), [FRAMESET](#), [SPAN](#), [TABLE](#), [TD](#).

You can set the [THEAD](#) and [TFOOT](#) elements to participate in the tabbing sequence, but they do not highlight when receiving focus.

As of Internet Explorer 5, scoped elements support the **tabIndex** property and can have focus. These elements are not tab stops and do not have focus by default. Setting the **tabIndex** property to a valid positive integer makes the element a tab stop. The element can have focus if the **tabIndex** property is set to any valid negative or positive integer.

Elements that receive focus can fire the [onblur](#) and [onfocus](#) events as of Internet Explorer 4.0, and the [onkeydown](#), [onkeypress](#), and [onkeyup](#) events as of Internet Explorer 5.

### Example

### Applies To

[A](#), [ACRONYM](#), [ADDRESS](#), [APPLET](#), [AREA](#), [B](#), [BDO](#), [BIG](#), [BLOCKQUOTE](#), [BODY](#), [BUTTON](#), [CAPTION](#), [CENTER](#), [CITE](#), [custom](#), [DD](#), [DEL](#), [DFN](#), [DIR](#), [DIV](#), [DL](#), [DT](#), [EM](#), [EMBED](#), [FIELDSET](#), [FONT](#), [FORM](#), [FRAME](#), [FRAMESET](#), [Hn](#), [HR](#), [I](#), [IFRAME](#), [IMG](#), [INPUT type=button](#), [INPUT type=checkbox](#), [INPUT type=file](#), [INPUT type=image](#), [INPUT type=password](#), [INPUT type=radio](#), [INPUT type=reset](#), [INPUT type=submit](#), [INPUT type=text](#), [INS](#), [ISINDEX](#), [KBD](#), [LABEL](#), [LEGEND](#), [LI](#), [LISTING](#), [MARQUEE](#), [MARQUEE](#), [MENU](#), [OBJECT](#), [OL](#), [P](#), [PLAINTEXT](#), [PRE](#), [Q](#), [RT](#), [RUBY](#), [S](#), [SAMP](#), [SELECT](#), [SMALL](#), [SPAN](#), [STRIKE](#), [STRONG](#), [SUB](#), [SUP](#), [TABLE](#), [TBODY](#), [TD](#), [TEXTAREA](#), [TFOOT](#), [TH](#), [THEAD](#), [TR](#), [TT](#), [U](#), [UL](#), [VAR](#), [XMP](#)

---

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◀ tagName Property ▶ TARGET Attribut

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# tagUrn Property

---

Retrieves the Uniform Resource Name (URN) specified in the namespace declaration.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>sUrn</i> = ] <i>object.tagUrn</i>

## Possible Values

<i>sUrn</i>	String that specifies the URN in the namespace declaration, or the following value: <b>null</b> Returned for standard HTML tags, or for custom tags that omit the namespace declaration.
-------------	---

The property is read-only with a default value of **null**.

## Remarks

To declare the namespace in the document, use the [XMLNS](#) attribute of the [HTML](#) element.

## Example

This example uses the values returned by the [scopeName](#) and **tagUrn** properties to create a simple *HelloWorld* custom tag. The browser's status bar displays the property values.

```
<HTML XMLNS:InetSDK='http://msdn.microsoft.com/workshop'>

<STYLE>
@media all {
  InetSDK\:HelloWorld { behavior:url (simple.htc) }
}
```

```
</STYLE>
<SCRIPT>
function window.onload()
{
    window.status = 'scopeName = ' + hello.scopeName +
        '; tagUrn = ' + hello.tagUrn;
}
</SCRIPT>
<BODY>
    <InetSDK:HelloWorld ID='hello'></InetSDK:HelloWorld>

</BODY>
</HTML>
```

This feature requires Microsoft® Internet Explorer 5 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BDO, BGSOUND, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, ISINDEX, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, NEXTID, NOBR, NOFRAMES, NOSCRIPT, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, WBR, XML, XMP

## See Also

[using custom tags in internet explorer](#)☐

---

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◆ ◀ tagUrn Property ▶ text Property ▲ DH

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# TARGET Attribute | target Property

---

Sets or retrieves the window or frame at which to target the contents.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT TARGET = sTarget ... &gt;</code>
<b>Scripting</b>	<code>object.target [ = sTarget ]</code>

## Possible Values

<i>sTarget</i>	String that specifies one of the following values: <ul style="list-style-type: none"><li><code>_blank</code> Load the linked document into a new blank window. This window is not named.</li><li><code>_parent</code> Load the linked document into the immediate parent of the document the link is in.</li><li><code>_search</code> Load the linked document into the browser's search pane. Available in Internet Explorer 5 or later.</li><li><code>_self</code> Load the linked document into the same window the link was clicked in (the active window).</li><li><code>_top</code> Load the linked document into the topmost window.</li></ul>
----------------	---

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

If there is no frame or window that matches the specified target, a new window is opened for the link.

The default value for **target** depends on the URL and site. If the user does not leave the site, the default is `_self`, but if the user exits to a new site, the default is `_top`.

## Example

This example uses the **TARGET** attribute to specify a link that loads the page into the topmost frame of the current frameset.

```
<A HREF="newpage.htm" TARGET="_top">Go to New Page.</A>
```

## Applies To

[A](#), [AREA](#), [BASE](#), [FORM](#)

---

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## ◀ TARGET Attribute | target... ▶ TEXT A

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# text Property

---

Sets or retrieves the text contained within the range.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<i>TextRange</i> . <b>text</b> [ = <i>sTxt</i> ]

## Possible Values

<i>sTxt</i>	String that specifies the contained text.
-------------	---

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The text formats within the current context of the document. You cannot set this property while the document is loading. Wait for the [onload](#) event before attempting to set this property.

This feature might not be available on non-Win32® platforms. For the latest information about Microsoft® Internet Explorer cross-platform compatibility, see article [q172976](#) in the Microsoft Knowledge Base.

## Applies To

<b>HTML</b>	N/A
<b>Scripting</b>	<a href="#">TextRange</a>

---

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 ◀ text Property ▶ text Property ▲ DHTML

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# TEXT Attribute | text Property

---

Sets or retrieves the text (foreground) color for the document body.

## Syntax

<b>HTML</b>	<code>&lt;BODY TEXT = <i>sColor</i> ... &gt;</code>
<b>Scripting</b>	<code>body.text [ = <i>sColor</i> ]</code>

## Possible Values

*sColor* String that specifies any of the color names or values in the [Color Table](#).

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

Some browsers do not recognize color names, but all browsers should recognize RGB color values and display them correctly.

## Example

This example uses the **text** property to change the text color of the body.

```
<BODY ID="oBody">
:
<BUTTON onmouseover="oBody.text='green'">GREEN</BUTTON>
<BUTTON onmouseover="oBody.text='red'">RED</BUTTON>
<BUTTON onmouseover="oBody.text='blue'">BLUE</BUTTON>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to

install the latest version. Then reload this page to view the sample.



## Applies To

BODY

---

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◀ TEXT Attribute | text Pro... ▶ text Prop

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# text Property

---

Retrieves the text of the block object as a string.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>sTxt</i> =]object.text

## Possible Values

<i>sTxt</i>	String that specifies the text.
-------------	---------------------------------

The property is read-only with no default value.

## Applies To

<b>HTML</b>	N/A
<b>Scripting</b>	SCRIPT, TITLE

---

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◆ ◀ text Property ▶ text-align Attribute | te.

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# text Property

---

Sets or retrieves the text string specified by the [OPTION](#) tag.

## Syntax

HTML	N/A
Scripting	<code>object.text [ = sTxt ]</code>

## Possible Values

sTxt	String that specifies the text.
------	---------------------------------

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

The **text** and [value](#) properties are distinct from one another. Changing the **text** property does not alter an existing value, which is set within the option.

## Example

This example uses the **text** property to change the text string of each **OPTION** each time the user selects an option.

## Applies To

HTML	N/A
Scripting	<a href="#">OPTION</a>

---

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◀ [text-align Attribute | te...](#) ▶ [text-decora](#)

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# text-autospace Attribute | textAutospace Property

---

Sets or retrieves the autospacing and narrow space width adjustment of text.

## Syntax

HTML	{ <b>text-autospace</b> : <i>sIdeograph</i> }
Scripting	<i>object.textAutospace</i> [ = <i>sIdeograph</i> ]

## Possible Values

<i>sIdeograph</i>	String that specifies one of the following values:	
	<b>none</b>	No effect takes place—that is, no extra space is added.
	ideograph-alpha	Creates extra spacing between runs of ideographic and non-ideographic text, such as Latin-based, Cyrillic, Greek, Arabic, or Hebrew text.
	ideograph-numeric	Creates extra spacing between runs of ideographic text and numeric characters.
	ideograph-parenthesis	Creates extra spacing between a normal (non-wide) parenthesis and an ideograph.
	ideograph-space	Extends the width of the space character when it is adjacent to ideographs.

The property is read/write with a default value of **none**; the cascading style sheets (CSS) attribute is inherited.

## Remarks

An ideograph is a character in the East Asian writing system that represents a concept or an idea, but not a particular word or phrase.

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BDO, BGSOUND, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, ISINDEX, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, NEXTID, NOBR, NOFRAMES, NOSCRIPT, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, styleSheet, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, WBR, XML, XMP

---

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◀ textDecorationBlink Prope... ▶ textDec

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# textDecorationLineThrough Property

---

Sets or retrieves whether the text in the object has a line drawn through it.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<i>object.style.textDecorationLineThrough</i> [ = <i>bLineThrough</i> ]

## Possible Values

<i>bLineThrough</i>	Boolean that specifies one of the following values: true Apply the line-through. false Prevent the line-through.
---------------------	--

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Example

This example uses the **textDecorationLineThrough** property to draw a line through the text when the user clicks it with the mouse.

```
<P onclick="this.style.textDecorationLineThrough=true;">  
Click this if you think it's unimportant.  
</P>
```

## Applies To

A, ADDRESS, B, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, custom, DD, DFN, DIR, DIV, DL, DT, EM, FIELDSET, FORM, Hn, HTML, I, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, OL, P, PLAINTEXT, PRE, runtimeStyle, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE,

[TBODY](#), [TD](#), [TEXTAREA](#), [TFOOT](#), [TH](#), [THEAD](#), [TR](#), [TT](#), [U](#), [UL](#), [VAR](#), [XMP](#)

## See Also

[textDecoration](#)

---

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◀ textDecorationLineThrough... ▶ textDe

*Web Workshop | DHTML, HTML & CSS*

# textDecorationNone Property

---

Sets or retrieves whether the [textDecoration](#) property for the object has been set to none.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>object.style.textDecorationNone</code> [ <i>=bDecoration</i> ]

## Possible Values

<i>bDecoration</i>	Boolean that specifies one of the following values: true Property is set to none. false Property is not set to none.
--------------------	--

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Applies To

A, ADDRESS, B, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, custom, DD, DFN, DIR, DIV, DL, DT, EM, FIELDSET, FORM, Hn, HTML, I, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, OL, P, PLAINTEXT, PRE, runtimeStyle, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

## See Also

[textDecoration](#)

---

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◀ textDecorationNone Proper... ▶ textDe

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# textDecorationOverline Property

---

Sets or retrieves whether the text in the object has a line drawn over it.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<i>object.style.textDecorationOverline</i> [ = <i>bOverline</i> ]

## Possible Values

<i>bOverline</i>	Boolean that specifies one of the following values: true A line is drawn over the text. false A line is not drawn over the text.
------------------	--

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Example

This example uses the **textDecorationOverline** property to draw a line over the text when the user moves the mouse over the text.

```
<P onmouseover="this.style.textDecorationOverline=true;">  
Mouse over this text for an overline.  
</P>
```

## Applies To

A, ADDRESS, B, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, custom, DD, DFN, DIR, DIV, DL, DT, EM, FIELDSET, FORM, Hn, HTML, I, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, OL, P, PLAINTEXT, PRE, runtimeStyle, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE,

[TBODY](#), [TD](#), [TEXTAREA](#), [TFOOT](#), [TH](#), [THEAD](#), [TR](#), [TT](#), [U](#), [UL](#), [VAR](#), [XMP](#)

## See Also

[textDecoration](#)

---

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◀ textDecorationOverline Pr... ▶ text-ind

*Web Workshop | DHTML, HTML & CSS*

# textDecorationUnderline Property

---

Sets or retrieves whether the text in the object is underlined.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<i>object.style.textDecorationUnderline</i> [ = <i>bUnderline</i> ]

## Possible Values

<i>bUnderline</i>	Boolean that specifies one of the following values: true Apply the underline. false Prevent the underline.
-------------------	--

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Example

This example uses the **textDecorationUnderline** property to underline the text when the user clicks the text with the mouse.

```
<P onclick="this.style.textDecorationUnderline=true;">  
Click this if you think it's important.  
</P>
```

## Applies To

A, ADDRESS, B, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, custom, DD, DFN, DIR, DIV, DL, DT, EM, FIELDSET, FORM, Hn, HTML, I, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, OL, P, PLAINTEXT, PRE, runtimeStyle, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE,

[TBODY](#), [TD](#), [TEXTAREA](#), [TFOOT](#), [TH](#), [THEAD](#), [TR](#), [TT](#), [U](#), [UL](#), [VAR](#), [XMP](#)

## See Also

[textDecoration](#)

---

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◀ text-transform Attribute ... ▶ tHead Proc

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# tFoot Property

---

Retrieves the **TFOOT** object of the **TABLE**.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>oTFoot</i> = ] <b>table.tFoot</b>

## Possible Values

<i>oTFoot</i>	Object that specifies the <b>TFOOT</b> object.
---------------	--

The property is read-only with no default value.

## Remarks

If no **TFOOT** exists, the value of the property is null.

## Example

This example sets the color of the **TFOOT** object to blue.

```
document.all.myTable.tFoot.style.color = "blue"
```

## Applies To

<b>HTML</b>	N/A
<b>Scripting</b>	<b>TABLE</b>

---

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◀ tFoot Property ▶ TITLE Attribute | title

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# tHead Property

---

Retrieves the **THEAD** object of the **TABLE**.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>oThead</i> = ] <b>table.tHead</b>

## Possible Values

<i>oThead</i>	Object that specifies the <b>THEAD</b> object.
---------------	--

The property is read-only with no default value.

## Remarks

If no **THEAD** exists, the value for the property is null.

## Example

This example sets the color of the **THEAD** object to blue.

```
document.all.myTable.tHead.style.color = "blue"
```

## Applies To

<b>HTML</b>	N/A
<b>Scripting</b>	<b>TABLE</b>

---

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◀ tHead Property ▶ TITLE Attribute | title

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# TITLE Attribute | title Property

---

Sets or retrieves the title of the style sheet.

## Syntax

<b>HTML</b>	<code>&lt;LINK TITLE = <i>sTitle</i> ... &gt;</code>
<b>Scripting</b>	<code>link.title [ =<i>sTitle</i> ]</code>

## Possible Values

<i>sTitle</i>	String that specifies the title.
---------------	----------------------------------

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The **title** is a string used to identify a style sheet.

## Applies To

[LINK](#)

---

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◆ ◀ TITLE Attribute | title P... ▶ toElement

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# TITLE Attribute | title Property

---

Sets or retrieves advisory information (a ToolTip) for the object.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT TITLE = sTitle ... &gt;</code>
<b>Scripting</b>	<code>object.title [ = sTitle ]</code>

## Possible Values

<i>sTitle</i>	String that specifies the advisory text.
---------------	--

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

Internet Explorer renders the title as a ToolTip when the user hovers the mouse over the object.

## Windows CE

In Microsoft® Windows® CE, ToolTips do not appear when a user hovers the mouse pointer over objects.

## Example

This example uses the **title** property to display advisory text when the user hovers the mouse pointer over the text.

```
<SCRIPT>
```

```
function boldAdvise(src) {  
    src.title="this is bold text";  
    return;  
}  
</SCRIPT>  
:  
<SPAN onmouseover="boldAdvise(this)">bold section</SPAN>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CITE, CODE, COLGROUP, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FORM, FRAME, FRAMESET, Hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, OBJECT, OL, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

## See Also

[TITLE](#)

---

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## ◀ top Property ▶ TOPMARGIN Attribute

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## top Property

---

Retrieves the top coordinate of the rectangle surrounding the object content.

### Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>iCoord</i> = ] <i>oTextRectangle</i> . <b>top</b>

### Possible Values

*iCoord* Integer that specifies the top coordinate of the rectangle, in pixels.

The property is read-only with no default value.

### Remarks

Use this syntax to access the top coordinate of the second text rectangle of a [TextRange](#) object:

```
oRct = oTextRange.getClientRects();  
oRct[1].top;
```

Note that the collection index starts at 0, so the second item index is 1.

To access the top coordinate of the bounding rectangle of an object, use this syntax:

```
oBndRct = oElement.getBndClientRect();  
oBndRct.top;
```

### Example

This example uses the [getBndClientRect](#) method to retrieve the

coordinates of the bounds of the text rectangles within the element.

```
<SCRIPT>
function getCoords(oObject) {
    oBndRct=oObject.getBoundingClientRect();
    alert("Bounding rectangle = \nUpper left coordinates: "
        + oBndRct.left + " " + oBndRct.top +
        "\nLower right coordinates: "
        + oBndRct.right + " " + oBndRct.bottom);
}
</SCRIPT>
</HEAD>
<BODY>
<P ID=oPara onclick="getCoords(this)">
```

This feature requires Microsoft® Internet Explorer 5 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[TextRectangle](#)

## See Also

[TextRectangle Collection](#), [TextRectangle Object](#), [bottom](#), [left](#), [right](#)

---

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◀ top Property ▶ TRUESPEED Attribute

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# TOPMARGIN Attribute | topMargin Property

---

Sets or retrieves the margin for the top of the page.

## Syntax

<b>HTML</b>	<code>&lt;BODY TOPMARGIN = <i>iMargin</i> ... &gt;</code>
<b>Scripting</b>	<code>body.topMargin [ =<i>iMargin</i> ]</code>

## Possible Values

*iMargin* Integer that specifies the top margin of the body, in pixels.

The property is read/write with a default value of **15**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

If the value is set to "0" or "", the top margin is on the top edge of the window or frame.

## Applies To

[BODY](#)

## See Also

[leftMargin](#)

---

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◀ TOPMARGIN Attribute | top... ▶ TYPE

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# TRUESPEED Attribute | trueSpeed Property

---

Sets or retrieves whether the position of the marquee is calculated using the [scrollDelay](#) and [scrollAmount](#) properties and the actual time elapsed from the last clock tick.

## Syntax

<b>HTML</b>	<code>&lt;MARQUEE TRUESPEED ... &gt;</code>
<b>Scripting</b>	<code>marquee.trueSpeed [ =<i>bSpeed</i> ]</code>

## Possible Values

<i>bSpeed</i>	Boolean that specifies one of the following values: <ul style="list-style-type: none"><li><b>false</b> Marquee computes movement based on 60-millisecond ticks of the clock. This means every <a href="#">scrollDelay</a> value under 60 is ignored, and the marquee advances the amount of <a href="#">scrollAmount</a> each 60 milliseconds. For example, if <b>scrollDelay</b> is 6 and <b>scrollAmount</b> is 10, the marquee advances 10 pixels every 60 milliseconds.</li><li><b>true</b> Marquee advances the pixel value of <a href="#">scrollAmount</a> by the number of milliseconds set for <a href="#">scrollDelay</a>. For example, the marquee would advance 10 pixels for every 6 milliseconds if <b>scrollDelay</b> is 6, <b>scrollAmount</b> is 10, and the value of <b>trueSpeed</b> is true.</li></ul>
---------------	---

The property is read/write with a default value of **false**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)□.

## Remarks

The **trueSpeed** property indicates that the exact **scrollDelay** value specified is used to move the marquee text. If **trueSpeed** is false, all **scrollDelay** values of 59 or less are rounded up to 60 milliseconds.

## Applies To

[MARQUEE](#)

---

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◀ TYPE Attribute | type Pro... ▶ TYPE A

*Web Workshop | DHTML, HTML & CSS*

# type Property

---

Retrieves the type of selection.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>sType</i> = ] <i>selection.type</i>

## Possible Values

<i>sType</i>	String that specifies one of the following values:
none	No selection/insertion point.
text	Text selection.
control	Control selection.

The property is read-only with no default value.

## Remarks

The [selection](#) object is off the [document](#) object.

## Example

This example uses the **type** property to create an alert that indicates the type of object selected by the user. If the user drags the mouse pointer over the text "Some text", the alert reads "Text". If the user drags the mouse pointer over the space to the right of the text, the alert reads "None".

```
<BODY onclick="alert(document.selection.type)">  
Some text.
```

## Applies To

<b>HTML</b>	N/A

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◀ type Property ▶ TYPE Attribute | type

*Web Workshop | DHTML, HTML & CSS*

# TYPE Attribute | type Property

---

Retrieves the cascading style sheets (CSS) language in which the style sheet is written.

## Syntax

<b>HTML</b>	<code>&lt;STYLE TYPE =sType ... &gt;</code>
<b>Scripting</b>	<code>[ sType = ] object.type</code>

## Possible Values

<i>sType</i>	String that specifies the CSS language of the style sheet.
--------------	--

The property is read-only with no default value.

## Remarks

The property can be any string, including an empty string. Valid style sheets for Microsoft® Internet Explorer 4.0 are set to "text/css".

## Applies To

[STYLE](#)

---

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◀ TYPE Attribute | type Pro... ▶ type Prc

*Web Workshop | DHTML, HTML & CSS*

# TYPE Attribute | type Property

---

Retrieves the classification and default behavior of the button.

## Syntax

<b>HTML</b>	<code>&lt;BUTTON TYPE =sType ... &gt;</code>
<b>Scripting</b>	<code>[ sType = ] button.type</code>

## Possible Values

<i>sType</i>	String that specifies one of the following values: <ul style="list-style-type: none"><li><b>button</b> Creates a Command button.</li><li><b>reset</b> Creates a Reset button. If it's in a form, this button resets the fields in the form to their initial values.</li><li><b>submit</b> Creates a Submit button. If it's in a form, this button submits the form.</li></ul>
--------------	---

The property is read-only with a default value of **button**.

## Remarks

A Submit button has the same default behavior as a button created using the [submit](#) type with the [INPUT](#) object. If a user presses the ENTER key while viewing a form that contains a Submit button, the form is submitted. This default behavior of a Submit button is indicated by a border surrounding the button. The border appears when any control within the form receives the focus, other than another button. If the Submit button has a [name](#) property, the button contributes a name/value pair to the submitted data.

## Applies To

[BUTTON](#)

---

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◀ TYPE Attribute | type Pro... ▶ TYPE A

*Web Workshop | DHTML, HTML & CSS*

# type Property

---

Retrieves the event name from the event object.

## Syntax

HTML	N/A
Scripting	[ <i>sType</i> = ] <i>event.type</i>

## Possible Values

<i>sType</i>	String that specifies the event name.
--------------	---------------------------------------

The property is read-only with no default value.

## Remarks

Events are returned without the "on" prefix. For example, the **onclick** event is returned as "click".

## Applies To

HTML	N/A
Scripting	<a href="#">event</a>

---

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◆ ◀ type Property ▶ type Property ▲ DHTML

*Web Workshop | DHTML, HTML & CSS*

# TYPE Attribute | type Property

---

Sets or retrieves the MIME type of the object.

## Syntax

<b>HTML</b>	<OBJECT <b>TYPE</b> = <i>sType</i> ... >
<b>Scripting</b>	<i>object.type</i> [ = <i>sType</i> ]

## Possible Values

<i>sType</i>	String that specifies the MIME type of the object.
--------------	--

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

MIME is an abbreviation for Multipurpose Internet Mail Extension, and is a set of enhancements used with Simple Mail Transfer Protocol (SMTP). Used together, MIME and SMTP allow Internet messages to include a mixture of audio, images, video, and text components, and accommodate a variety of international character sets.

When no **CLASSID**= attribute is specified for an object, the **type** property is used to retrieve the class identifier for the object.

## Applies To

[OBJECT](#)

## See Also

[data](#)

---

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◀ TYPE Attribute | type Pro... ▶ TYPE A

*Web Workshop | DHTML, HTML & CSS*

# type Property

---

Retrieves the cascading style sheets (CSS) language in which the style sheet is written.

## Syntax

HTML	N/A
Scripting	[ <i>sType</i> = ] <i>styleSheet.type</i>

## Possible Values

<i>sType</i>	String that specifies the CSS language of the style sheet.
--------------	--

The property is read-only with no default value.

## Remarks

This property can be any string, including an empty string. Style sheets having any type other than "text/css" are not supported for Microsoft® Internet Explorer 4.0.

## Applies To

HTML	N/A
Scripting	<a href="#">styleSheet</a>

---

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◀ TYPE Attribute | type Pro... ▶ unicode

*Web Workshop | DHTML, HTML & CSS*



# TYPE Attribute | type Property

---

Retrieves the MIME type for the associated scripting engine.

## Syntax

<b>HTML</b>	<code>&lt;SCRIPT TYPE =sType ... &gt;</code>
<b>Scripting</b>	<code>[ sType = ] script.type</code>

## Possible Values

<i>sType</i>	String that specifies one of the following values:
text/ecmascript	ECMAScript.
text/Jscript	JScript (compatible with ECMA 262 language specification).
text/javascript	JScript.
text/vbs	VBScript.
text/vbscript	VBScript (same as text/vbs).
text/xml	XML.

The property is read-only with no default value.

## Remarks

The property can refer to any browser-supported scripting language specified in the Possible Values section.

To avoid conflict, match the **type** with the language type specified in the [language](#) property.

## Applies To

[SCRIPT](#)

---

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◀ unicode-bidi Attribute | ... ▶ UNITS Att

*Web Workshop | DHTML, HTML & CSS*

# uniqueID Property

---

Retrieves an auto-generated, unique identifier for the object.

## Syntax

HTML	N/A
Scripting	[ <i>sID</i> = ] <i>object.uniqueID</i>

## Possible Values

*sID* String that specifies the unique identifier.

The property is read-only with no default value.

## Remarks

When you apply this property to the [document](#) object, the browser automatically generates a new identifier that you can assign to an element's [ID](#) property.

A new ID is generated and assigned to the element the first time the property is retrieved. Every subsequent access to the property on the same element returns the same ID.

**Note** The unique identifier generated is not guaranteed to be the same every time the page is loaded.

## Example

The following examples use the **uniqueID** property within an HTML Component (HTC) to assign a unique identifier to an element.

This example assigns a **uniqueID** to an element from within a behavior.

Every time the [setTimeout](#) method is invoked, the behavior-defined tick() function is called. The **uniqueID** attaches the element to the tick() function defined in the behavior's namespace.

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BGSOUND, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, DD, DEL, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, XMP

## See Also

[dhtml behaviors](#)☐, [implementing behaviors in script](#)☐

---

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◀ **uniqueID Property** ▶ **updateInterval Pr**

*Web Workshop | DHTML, HTML & CSS*

# UNITS Attribute | units Property

---

Sets or retrieves the height and width units of the [EMBED](#) object.

## Syntax

<b>HTML</b>	<code>&lt;EMBED UNITS = sUnits ... &gt;</code>
<b>Scripting</b>	<code>embed.units [ =sUnits ]</code>

## Possible Values

<i>sUnits</i>	String that specifies one of the following values: <ul style="list-style-type: none"><li><b>px</b> Height and width are in pixels. For more information about the supported length units, see <a href="#">CSS Length Units</a>.</li><li><b>em</b> Height and width are relative to the height and width of the element's font. For more information about the supported length units, see <b>CSS Length Units</b>.</li></ul>
---------------	--

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Applies To

[EMBED](#)

---

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◀ UNITS Attribute | units P... ▶ URL Proj

*Web Workshop | DHTML, HTML & CSS*



# updateInterval Property

---

Sets or retrieves the update interval for the screen.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>screen.updateInterval [ =<i>iInterval</i> ]</code>

## Possible Values

*iInterval* Integer that specifies the update interval, in milliseconds.

The property is read/write with a default value of **0**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

The **updateInterval** property can be set to an integer value specifying the number of milliseconds between updates to the screen. A value of 0 disables the update interval.

The interval causes screen updates to be buffered and then drawn in the specified millisecond intervals. This limits excessive invalidations that reduce the overall painting performance, which can happen when too many flipbook-style animations occur at once.

Use this property judiciously; a value too small or too large adversely affects the page rendering response.

## Applies To

HTML	N/A
Scripting	screen

---

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◀ updateInterval Property ▶ URN Attribute

*Web Workshop | DHTML, HTML & CSS*

# URL Property

---

Sets or retrieves the URL for the current document.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>document.URL</code> [ = <i>sURL</i> ]

## Possible Values

<i>sURL</i>	String that specifies the URL.
-------------	--------------------------------

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

The **URL** property is case-sensitive.

This property is an alias for the **location.href** property on the window.

## Applies To

<b>HTML</b>	N/A
<b>Scripting</b>	<a href="#">document</a>

---

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◀ URL Property ▶ USEMAP Attribute | u

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# URN Attribute | urn Property

---

Sets or retrieves a Uniform Resource Name (URN) for a target document.

## Syntax

<b>HTML</b>	<A URN = <i>sURN</i> ... >
<b>Scripting</b>	<i>a.urn</i> [ = <i>sURN</i> ]

## Possible Values

*sURN* String that specifies the URN.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

URNs are an adjunct to Uniform Resource Locators (URL). URLs, the addresses used on the World Wide Web, usually specify a particular file on a particular machine, whereas URNs specify the identity of a resource, rather than its location.

## Applies To

[A](#)

## See Also

[URL](#)

---

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◀ userAgent Property ▶ VALIGN Attribute

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# userLanguage Property

---

Retrieves the current user language.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>sLanguage</i> = ] <b>navigator.userLanguage</b>

## Possible Values

*sLanguage* String that specifies any of the possible return values listed in the [Language Codes](#).

The property is read-only with a browser-specific default value.

## Applies To

[clientInformation](#), [navigator](#)

---

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◀ userLanguage Property ▶ VALIGN Att

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# VALIGN Attribute | vAlign Property

---

Sets or retrieves whether the caption appears at the top or bottom of the [TABLE](#).

## Syntax

<b>HTML</b>	<code>&lt;CAPTION VALIGN =sAlign ... &gt;</code>
<b>Scripting</b>	<code>caption.vAlign [ =sAlign ]</code>

## Possible Values

<i>sAlign</i>	String that specifies one of the following values: <b>top</b> Places the caption at the top of the table. <b>bottom</b> Places the caption at the bottom of the table.
---------------	--

The property is read/write with a default value of **top**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Applies To

[CAPTION](#)

---

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◀ VALIGN Attribute | vAlign... ▶ value Pr

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# VALIGN Attribute | vAlign Property

---

Sets or retrieves how text and other content are vertically aligned within the object that contains them.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENTVALIGN =sAlign ... &gt;</code>
<b>Scripting</b>	<code>object.vAlign [ =sAlign ]</code>

## Possible Values

<b>sAlign</b>	String that specifies one of the following values: <ul style="list-style-type: none"><li><b>middle</b> Aligns the text in the middle of the object.</li><li><b>center</b> Aligns the text in the middle of the object.</li><li><b>baseline</b> Aligns the base line of the first line of text with the base lines in adjacent objects.</li><li><b>bottom</b> Aligns the text at the bottom of the object.</li><li><b>top</b> Aligns the text at the top of the object.</li></ul>
---------------	--

The property is read/write with a default value of **middle**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Applies To

[COL](#), [COLGROUP](#), [TBODY](#), [TD](#), [TFOOT](#), [TH](#), [THEAD](#), [TR](#)

## See Also

[verticalAlign](#)

---

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◀ VALIGN Attribute | vAlign... ▶ VALUE ,

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# value Property

---

Sets or retrieves the value of the object.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>object.value</code> [ = <i>sValue</i> ]

## Possible Values

*sValue* String that specifies the value of the object.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Example

In this example, when the user clicks the text area, the alert displays the value "This is the value of a TEXTAREA".

```
<TEXTAREA onclick="alert(this.value)">  
This is the value of a TEXTAREA.  
</TEXTAREA>
```

## Applies To

[TEXTAREA](#)

---

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◆ ◀ VALUE Attribute | value P... ▶ vertical/

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# VCARD\_NAME Attribute | vcard\_name Property

---

Sets or retrieves the vCard value of the object to use for the AutoComplete box.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT VCARD_NAME = sVCard... &gt;</code>
<b>Scripting</b>	<code>object.vcard_name [ = sVCard ]</code>

## Possible Values

<i>sVCard</i>	String that specifies one or more of the following values:	
	vCard.Business.City	Business city mapped to the vCard.Business.City schema.
	vCard.Business.Country	Business country mapped to the vCard.Business.Country schema.
	vCard.Business.Fax	Business fax number mapped to the vCard.Business.Fax schema.
	vCard.Business.Phone	Business telephone number mapped to the vCard.Business.Phone schema.
	vCard.Business.State	Business state, province, or territory mapped to the vCard.Business.State schema.
	vCard.Business.StreetAddress	Business street address mapped to the vCard.Business.StreetAddress schema.
	vCard.Business.URL	Business Web site address mapped to the vCard.Business.URL schema.
	vCard.Business.Zipcode	Business postal code number mapped to the vCard.Business.Zipcode schema.
	vCard.Cellular	Cellular phone number mapped to the vCard.Cellular schema.
	vCard.Company	Company name mapped to the vCard.Company schema.
	vCard.Department	Company or agency department name mapped to the vCard.Department schema.
	vCard.DisplayName	User-selected display name mapped to the vCard.DisplayName schema.
	vCard.Email	E-mail address mapped to the vCard.Email schema.
	vCard.FirstName	First name mapped to the vCard.FirstName schema.
	vCard.Gender	Gender mapped to the vCard.Gender schema.
	vCard.Home.City	Home city mapped to the vCard.Home.City schema.
	vCard.Home.Country	Home country mapped to the vCard.Home.Country schema.
	vCard.Home.Fax	Home fax number to the vCard.Home.FAX schema.
	vCard.Home.Phone	Home telephone number to the vCard.Home.Phone schema.
	vCard.Home.State	Home state, province, or territory mapped to the vCard.Home.State schema.
	vCard.Home.StreetAddress	Home street address mapped to the vCard.Home.StreetAddress schema.

vCard.Home.Zipcode	Home postal code number mapped to the vCard.Home.Zipcode schema.
vCard.Homepage	Web page address mapped to the vCard.Homepage schema.
vCard.JobTitle	Company or agency job title mapped to the vCard.JobTitle schema.
vCard.LastName	Last name mapped to the vCard.LastName schema.
vCard.MiddleName	Middle name mapped to the vCard.MiddleName schema.
vCard.Notes	Additional notes mapped to the vCard.Notes schema.
vCard.Office	Office location mapped to the vCard.Office schema.
vCard.Pager	Pager number mapped to the vCard.Pager schema.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

A vCard is a standards-based way to refer to common personal information about a user.

When a **VCARD\_NAME** attribute is specified, the AutoComplete box is populated with mapped values from the Profile Assistant and any other submitted values stored for that domain. For example, if a user enters an e-mail address into a text field that exposes a **VCARD\_NAME** attribute set to vCard.Email, AutoComplete suggests any e-mail information provided in the Profile Assistant. If the user submits a different e-mail address, the new information becomes available on that domain for other text fields with the same **VCARD\_NAME** value.

If the **VCARD\_NAME** attribute is not specified, the name of the text field is used to map the submitted information. However, information from the Profile Assistant is not used.

You can disable the AutoComplete feature by specifying no to the [AUTOCOMPLETE](#) attribute.

Even though you can map [PASSWORD](#) values for AutoComplete, the browser can disable the ability to store this information. When this occurs, the browser prompts the user for a confirmation before storing the value.

The object model and a Web page do not have access to information provided by the AutoComplete feature until the user selects one of the suggestions for the text field.

This property is not supported in [html applications](#)☐.

## Example

This example uses the **VCARD\_NAME** attribute to map the value of the text field to the e-mail address specified by the Profile Assistant.

```
<INPUT  
TYPE = text NAME= "CustomerEmail"  
VCARD_NAME = "vCard.Email"  
>
```

## Applies To

[INPUT\\_password](#), [INPUT\\_text](#)

## See Also

[autocomplete in html forms](#)☐

---

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◀ visited Pseudo-class ▶ vlinkColor Prop

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# VLINK ATTRIBUTE | vLink Property

---

Sets or retrieves the color of links in the object that have already been visited.

## Syntax

<b>HTML</b>	<code>&lt;BODY VLINK =sColor ... &gt;</code>
<b>Scripting</b>	<code>body.vlink [ =sColor ]</code>

## Possible Values

*sColor* String that specifies one of the color names or values in the [Color Table](#).

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

Some browsers do not recognize color names, but all browsers should recognize red-green-blue (RGB) color values and display them correctly.

## Applies To

[BODY](#)

## See Also

[aLink](#), [link](#), [hover](#)

---

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◀ [VLINK ATTRIBUTE | vLink P...](#) ▶ [VOL](#)

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# vlinkColor Property

---

Sets or retrieves the color of the links that the user has visited.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<code>document.vlinkColor</code> [ <code>=sColor</code> ]

## Possible Values

*sColor* String that specifies one of the color names or values in the [Color Table](#).

The property is read/write with a default value of **#800080**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

Some browsers do not recognize color names, but all browsers should recognize red-green-blue (RGB) color values and display them correctly.

## Applies To

<b>HTML</b>	N/A
<b>Scripting</b>	<a href="#">document</a>

## See Also

[alinkColor](#), [linkColor](#)

---

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◀ vlinkColor Property ▶ VSPACE Attribu

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# VOLUME Attribute | volume Property

---

Retrieves the volume setting for the sound.

## Syntax

<b>HTML</b>	<code>&lt;BGSOUND VOLUME = iVolume ... &gt;</code>
<b>Scripting</b>	<code>[ iVolume = ] bgsound.volume</code>

## Possible Values

<i>iVolume</i>	Integer that specifies the volume setting. Valid values range from -10,000 to 0, with 0 being full Wave Output volume.
----------------	--

The property is read-only with no default value.

## Remarks

The higher the setting, the louder the sound.

## Applies To

[BGSOUND](#)

---

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◀ [VOLUME Attribute | volume...](#) ▶ [WHIT](#)

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# VSPACE Attribute | vspace Property

---

Sets or retrieves the vertical margin for the object.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENTVSPACE =iMargin ... &gt;</code>
<b>Scripting</b>	<code>object.vspace [ =iMargin ]</code>

## Possible Values

*iMargin* Integer that specifies the vertical margin, in pixels.

The property is read/write with no default value.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

This property is similar to [border](#), except the margins don't have color when the object is a link.

## Applies To

[APPLET](#), [IFRAME](#), [IMG](#), [MARQUEE](#), [OBJECT](#)

## See Also

[hspace](#)

---

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◆ ◀ VSPACE Attribute | vspace... ▶ width |

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# WHITESPACE Attribute | whiteSpace Property

---

Property not implemented.

## See Also

[CSS Attributes](#)

---

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◀ WHITESPACE Attribute | wh... ▶ WID

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# width Property

---

Retrieves the horizontal resolution of the screen.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>iWidth</i> = ] <i>screen.width</i>

## Possible Values

<i>iWidth</i>	Integer that specifies the width, in pixels.
---------------	--

The property is read-only with no default value.

## Applies To

<b>HTML</b>	N/A
<b>Scripting</b>	<a href="#">screen</a>

## See Also

[availWidth](#), [height](#)

---

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◀ width Property ▶ width Attribute | width

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# WIDTH Attribute | width Property

---

Sets or retrieves the calculated width of the object.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT WIDTH = sWidth ... &gt;</code>
<b>Scripting</b>	<code>object.width [ = sWidth ]</code>

## Possible Values

<i>sWidth</i>	String that specifies one of the following values: <i>width</i> Integer that specifies the width of the object, in pixels. <i>percentage</i> Integer, followed by a %. The value is a percentage of the width of the parent object.
---------------	---

This property is read/write for the **IMG** object and read-only for other objects. There is no default value.

## Remarks

If you specify the **width** property of an **IMG**, but not the **height** property, the resulting height of the **IMG** is sized proportionally to the specified **width** property and the actual height, in pixels, of the source image file. Consider the following example:

Dimensions of image in source file (pixels):	100 X 50 (W X H)
Specified image <b>width</b> :	2in
Specified image height:	<i>not specified</i>
Resulting image width:	2in
Resulting image height:	1in ((50/100) * 2 inches)

If you specify the **width** property of an **IMG**, and the height and width of the image in the source file are identical, the height of the image matches the width.

If you specify the **height** property and the **width** property of an **IMG**, the

resulting image dimensions match the height and width specified.

Although you can specify the width as a percentage, this property always retrieves the width in pixels.

### Example

This example sets the width of the image to 20 pixels regardless of the original size of the image.

```
<IMG SRC="large.gif" WIDTH="20">
```

### Applies To

[COL](#), [COLGROUP](#), [EMBED](#), [FRAME](#), [HR](#), [IMG](#), [MARQUEE](#), [OBJECT](#), [TABLE](#), [TD](#), [TH](#), [TR](#)

---

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◀ WORDSPACING Attribute | w... ▶ x Pr

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# WRAP Attribute | wrap Property

---

Sets or retrieves how to handle wordwrapping in the object.

## Syntax

<b>HTML</b>	<code>&lt;TEXTAREA <b>WRAP</b> = <i>sWrap</i> ... &gt;</code>
<b>Scripting</b>	<code>object.<b>wrap</b> [ = <i>sWrap</i> ]</code>

## Possible Values

<i>sWrap</i>	String that specifies one of the following values: <ul style="list-style-type: none"><li><b>soft</b> Text is displayed with wordwrapping and submitted without carriage returns and line feeds.</li><li><b>hard</b> Text is displayed with wordwrapping and submitted with soft returns and line feeds.</li><li><b>off</b> Wordwrapping is disabled. The lines appear exactly as the user types them.</li></ul>
--------------	---

The property is read/write with a default value of **soft**.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

To detect the difference between soft and hard you must submit the content within the [TEXTAREA](#) to an HTTP server.

## Example

This example dynamically sets the **wrap** property of a **TEXTAREA** to the value selected by the user.

```
<SCRIPT>
function ChangeWrap(oSelect, oTA)
{
```

```
cValue = oSelect.options(oSelect.selectedIndex).value;
oTA.wrap = cValue;
}
</SCRIPT>

...
<SELECT ID=cboWrap onchange="ChangeWrap(this, txt1)">
<OPTION VALUE=soft>soft
<OPTION VALUE=hard>hard
<OPTION VALUE=off>off
</SELECT>
<P>
<TEXTAREA ID=txt1 STYLE="height:200;width:200"></TEXTA
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[TEXTAREA](#)

---

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◀ WRAP Attribute | wrap Pro... ▶ XMLD

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# x Property

---

Retrieves the x-coordinate of the mouse pointer's position relative to the parent element.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>iX</i> = ] <i>event.x</i>

## Possible Values

*iX* Integer that specifies the x-coordinate, in pixels.

The property is read-only with no default value.

## Remarks

In browser versions earlier than Microsoft® Internet Explorer 5, the **x** property retrieves a coordinate relative to the client.

If the mouse is outside the window when the event is called, this property returns -1. If an element is absolutely positioned and fires a mouse event, or is not the child of an absolutely positioned element, the **x** property returns a coordinate relative to the **BODY** element.

## Example

This example displays the current mouse position in the browser's status window.

```
<BODY onmousemove="window.status = 'X=' + window.event.x +  
  ' Y=' + window.event.y">
```

## Applies To

event

---

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◆ ◀ x Property ▶ XMLNS Attribute ▶ DHTML

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# XMLDocument Property

---

Retrieves a reference to the XML Document Object Model (DOM) exposed by the object.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>oXMLObject</i> = ] <i>object.XMLDocument</i>

## Possible Values

*oXMLObject* Object that specifies a reference to the XML DOM exposed by the object.

The property is read-only with no default value.

## Remarks

For a complete description of the XML DOM exposed by the **XMLDocument** property, see the [xml dom reference](#)☐.

## Example

This example uses the **XMLDocument** property to access the object model of an [XML](#) data island.

## Applies To

[XML](#)

## See Also

[persistence](#)☐

---

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◆ ◀ XMLNS Attribute ▶ z-index Attribute |

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# y Property

---

Retrieves the y-coordinate of the mouse pointer's position relative to the parent element.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>iY</i> = ] <i>event.y</i>

## Possible Values

*iY* Integer that specifies the y-coordinate, in pixels.

The property is read-only with no default value.

## Remarks

In browser versions earlier than Microsoft® Internet Explorer 5, the **y** property retrieves a coordinate relative to the client.

If the mouse is outside the window at the time the event fires, this property returns -1. If an element is absolutely positioned and fires a mouse event, or is not the child of an absolutely positioned element, the **y** property returns a coordinate relative to the **BODY** element.

## Example

This example displays the current mouse position in the browser's status window.

```
<BODY onmousemove="window.status = 'X=' + window.event.x +  
  ' Y=' + window.event.y">
```

## Applies To

event

---

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◆ ◀ elementFromPoint Method ▶ execCor

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## empty Method

---

Deselects the current selection, sets the selection type to none, and sets the item property to null.

### Syntax

```
selection.empty()
```

### Return Value

No return value.

### Applies To

[selection](#)

---

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◀ [execCommand Method](#) ▶ [expand Met](#)

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# execScript Method

---

Executes the specified script in the provided language.

## Syntax

```
window.execScript(sExpression, sLanguage)
```

## Parameters

<i>sExpression</i>	Required. String that specifies the code to be executed.
<i>sLanguage</i>	Required. String that specifies the language in which the code is executed. The language defaults to Microsoft JScript (compatible with ECMA 262 language specification).

## Return Value

No return value.

## Applies To

[window](#)

---

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◀ children Collection ▶ elements Collect

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# controlRange Collection

---

Returns an array of elements specified in the [createControlRange](#) method.

## Syntax

```
[collRange= ] document.body.createControlRange()
```

## Possible Values

*collRange* Array of elements created with the **createControlRange** method.

## Remarks

Instead of using the collection's [item](#) method, you can use an index to directly access an element in the collection. For example, the element returned from the collection represented by `collRange(0)` is the same as the element returned by `collRange.item(0)`.

The **controlRange** collection is available as of Microsoft® Internet Explorer 5.

## Members

## See Also

[createControlRange](#)

---

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◆ ◀ print Method ▶ queryCommandEnable

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# prompt Method

---

Displays a dialog box that prompts the user with a message and an input field.

## Syntax

```
vTextData = window.prompt([sMessage] [, sDefaultValue])
```

## Parameters

<i>sMessage</i>	Optional. String that specifies the message to display in the dialog box. By default, this parameter is set to "".
<i>sDefaultValue</i>	Optional. String that specifies the default value of the input field. By default, this parameter is set to "undefined".

## Return Value

String or Integer. Returns the value typed in by the user.

## Remarks

The title of this dialog box cannot be changed.

## Applies To

[window](#)

---

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◀ queryCommandValue Method ▶ refresh

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# recalc Method

---

Recalculates all dynamic properties in the current document.

## Syntax

```
document.recalc([bForceAll])
```

## Parameters

<i>bForceAll</i>	Optional. Boolean that specifies one of the following values: <b>false</b> Default. Recalculates only those expressions that have changed since the last recalculation. <b>true</b> Recalculates all expressions in the document.
------------------	---

## Return Value

No return value.

## Remarks

Implicit dependencies, internal property changes, and related properties can cause some expressions not to recalculate, even though the properties being referenced might have changed. For example, resizing the main window changes `document.body.clientWidth`. Expressions that reference **clientWidth** might not be recalculated, because the change might not be recognized.

Implicit dependencies refer to properties that can be altered by changes in other properties. For example, the `height` of a **DIV** implicitly depends on the `innerHTML` of the **DIV**. However, if an expression references the **height**, a change in the `innerHTML`, which might alter the **height**, does not cause a recalculation of the expression on a subsequent call to **recalc**.

Related properties can access or manipulate data or behaviors through one or more other properties. For example, [pixelLeft](#) and [posLeft](#) can set or retrieve the left position of the element. However, if an expression that references **element.pixelLeft** and **element.posLeft** is altered, the expression might not be recalculated on subsequent calls to **recalc**.

Related properties that can cause this behavior include the following: [clientHeight](#), [clientLeft](#), [clientTop](#), [clientWidth](#), [height](#), [left](#), [offsetHeight](#), [offsetLeft](#), [offsetTop](#), [offsetWidth](#), [pixelHeight](#), [pixelLeft](#), [pixelTop](#), [pixelWidth](#), [posHeight](#), [posLeft](#), [posTop](#), [posWidth](#), and [top](#).

To force recalculations of all expressions, you should refer to the same property name or manually call **recalc(true)**.

## Example

The following examples use the **recalc** method in HTML and script to change the width of an element by the value specified in a text field.

## Applies To

[document](#)

## See Also

[dynamic properties](#)☐, [getExpression](#), [removeExpression](#), [setExpression](#)

---

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◀ BackColor Command | IDM\_B... ▶ Blo

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## BlockDirLTR Command | IDM\_BLOCKDIRLTR Command ID

---

Not supported.

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## Further Reading

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The descriptions for the following items are contained in the Microsoft<sup>®</sup> [platform software development kit](#) (SDK). 🌐

<b>ACCELERATEABSDI</b>
<b>AccessibleObjectFromEvent</b>
<b>AddRef</b>
<b>BindMoniker</b>
<b>BORDERWIDTHS</b>
<b>BSTR</b>
<b>CB_DELETESTRING</b>
<b>CB_FINDSTRINGEXACT</b>
<b>CB_GETCOUNT</b>
<b>CB_GETCURSEL</b>
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<b>CB_GETDROPPEDSTATE</b>
<b>CB_GETTEXTENDEDUI</b>
<b>CB_GETITEMDATA</b>
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<b>CB_GETLBTEXTLEN</b>
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◀ BlockDirLTR Command | IDM... ▶ Blok

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## BlockDirRTL Command | IDM\_BLOCKDIRRTL Command ID

---

Not supported.

---

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◀ Bold Command | IDM\_BOLD C... ▶ IE

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## BrowseMode Command | IDM\_BROWSEMODE Command ID

---

Not supported.

---

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◀ Delete Command | IDM\_DELE... ▶ Di

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## DirLTR Command | IDM\_DIRLTR Command ID

---

Not supported.

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◀ DirRTL Command | IDM\_DIRR... ▶ Fir

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## EditMode Command | IDM\_EDITMODE Command ID

---

Not supported.

---

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◀ FormatBlock Command | IDM... ▶ IDM

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# IDM\_FONT Command ID

---

Changes the text color, font, and font size of the current selection based on entries to the font dialog box.

## C++ Information

Command group	CGID_MSHTML
Symbolic constant	IDM_FONT
User interface	Yes.
IOleCommandTarget::Exec parameters	<i>pvaIn</i> Not applicable.
	<i>pvaOut</i> Not applicable.
Header file	Mshtmlcid.h
Applies to	<a href="#">IOleCommandTarget::Exec</a> , <a href="#">IOleCommandTarget::QueryStatus</a>

## Minimum Availability

Internet Explorer 4.0 and later

---

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◀ [IDM\\_FONT Command ID](#) ▶ [Indent Co](#)

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# IDM\_GETBLOCKFMTS Command ID

---

Retrieves the strings corresponding to the available block format tags.

## C++ Information

Command group	CGID_MSHTML
Symbolic constant	IDM_GETBLOCKFMTS
User interface	None
<b>IOleCommandTarget::Exec parameters</b>	<div><div><i>pvaIn</i></div><div>Required. The caller must pass NULL.</div></div> <div><div><i>pvaOut</i></div><div>Required. The caller must pass a pointer to a SAFEARRAY. Upon successful return, pvaOut points to a SAFEARRAY of BSTR objects. The caller is responsible for releasing the contents of the SAFEARRAY using the SafeArrayDestroyData and SafeArrayDestroy APIs.</div></div>
Header file	Mshhtml.h
Applies to	<a href="#">IOleCommandTarget::Exec</a>

## Remarks

Use the values returned from this Command ID when calling **IOleCommandTarget::Exec** with the [IDM\\_BLOCKFMT](#) Command ID.

This Command ID is not available through script.

## Minimum Availability

Internet Explorer 4.0 and later.

---

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◀ Indent Command | IDM\_INDE... ▶ Inli

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## InlineDirLTR Command | IDM\_INLINEDIRLTR Command ID

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Not supported.

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◀ InlineDirLTR Command | ID... ▶ Insert

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## InlineDirRTL Command | IDM\_INLINEDIRRTL Command ID

---

Not supported.

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◀ JustifyCenter Command | I... ▶ Justify

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## JustifyFull Command | IDM\_JUSTIFYFULL Command ID

---

Not supported.

---

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◀ JustifyLeft Command | IDM... ▶ Justify

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## JustifyNone Command | IDM\_JUSTIFYNONE Command ID

---

Not supported.

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◀ JustifyRight Command | ID... ▶ Outer

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## Open Command | IDM\_OPEN Command ID

---

Not supported.

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◀ Paste Command | IDM\_PASTE... ▶ Pi

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## PlayImage Command | IDM\_DYNSRCPLAY Command ID

---

Not supported.

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◀ Print Command | [IDM\\_PRINT...](#) ▶ Refi

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## Redo Command | IDM\_REDO Command ID

---

Not supported.

---

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◀ RemoveFormat Command | ID... ▶ Sa

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# RemoveParaFormat Command | IDM\_REMOVEPARAFORMAT Command ID

---

Not supported.

---

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◀ RemoveParaFormat Command ... ▶ S

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## SaveAs Command | IDM\_SAVEAS Command ID

---

Not supported.

---

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◀ SelectAll Command | IDM\_S... ▶ Size

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## SizeToControl Command | IDM\_SIZE\_TO\_CONTROL Command ID

---

Not supported.

---

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◀ StrikeThrough Command | I... ▶ UnBo

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# SuperScript Command | IDM\_SUPERSCRIPT Command ID

---

Not supported.

---

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◀ Underline Command | IDM\_U... ▶ Unli

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## Undo Command | UNDO Command ID

---

Not supported.

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◆ ▶ anim:DA Element | anim Be... ▲ Defal

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# anchor Behavior

---

Enables the browser to navigate to a folder view.

## Syntax

<b>XML</b>	N/A
<b>HTML</b>	<A STYLE="behavior:url('#default#AnchorClick')" ID= <i>sID</i> >
<b>Scripting</b>	<i>object.style</i> .behavior = "url('#default#AnchorClick')" <i>object.addBehavior</i> ("#default#AnchorClick")

## Possible Values

*sID* String that specifies a unique identifier for the object.

## Members

## Remarks

You can use the **anchor** behavior and the exposed **folder** property to display the files and folders on a Web server in a Web folder view, similar to the Microsoft® Windows® folder view. The **folder** property must be present for the folder navigation to occur. If the **folder** property is not included, the **href** on the **A** object is used as normal.

For this behavior to work, the Web Folders component of Microsoft® Internet Explorer must be installed. If the component is not installed and the behavior is invoked, Internet Explorer prompts the user to download the component. To open a Web address in folder view, the Web server must include a WebDAV server, available as of Microsoft® Internet Information Server 5, or support WEC extensions, available as of Microsoft® FrontPage® 2000.

Using the **folder** property with the **anchor** behavior to navigate to a folder

view is the same as invoking the [navigate](#) or [navigateFrame](#) method from the [httpFolder](#) Behavior.

Internet Explorer 5 displays the value of the **folder** property when the mouse moves over the **A** object. Earlier browser versions can display the value of the **href** property in the status bar or as a title, so the file name and content of the earlier file version are important to keep in mind.

You can use the [TARGET](#) attribute to specify the window or frame that loads the specified location in the **FOLDER** attribute.

The **anchor** behavior is available as of Internet Explorer 5, only in the Microsoft® Win32® platform.

## Example

This example uses the **anchor** behavior to navigate to a folder view.

## Applies To

[A](#)

## See Also

[web folder behaviors](#)☐

---

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◀ anchor Behavior ▶ ANIMATION Elements

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## anim:DA Element | anim Behavior

---

**This document describes technologies available as an experimental implementation of HTML+TIME within Internet Explorer 5. While we encourage you to evaluate these features and to [send us your feedback](#), please note that these features are subject to change.**

Defines an instance of the Microsoft® DirectAnimation® viewer in an HTML document to render DirectAnimation objects and play DirectAnimation sounds.

### Syntax

<b>XML</b>	<code>&lt;anim:DA ID="sID" STYLE="height:sHeight; width:sWidth;" /&gt;</code>
<b>HTML</b>	N/A
<b>Scripting</b>	N/A

### Possible Values

<i>sID</i>	String that specifies a unique identifier for the object.
<i>sHeight</i>	String that specifies the <a href="#">height</a> of the DirectAnimation viewer.
<i>sWidth</i>	String that specifies the <a href="#">width</a> of the DirectAnimation viewer.

### Members

### Remarks

The prefix **anim** is used to associate this attribute with an XML namespace. You must include this prefix when using the **anim:DA** element. To define this namespace prefix, include the following line of code in the [HEAD](#) section of your HTML document.

```
<XML:NAMESPACE PREFIX="anim"/>
```

You also must define the custom **DA** element and associate it with the default **anim** behavior. You can do this by adding the following line of code

to the [STYLE](#) block of your document.

```
<STYLE>
  anim\:DA { behavior: url(#default#anim); }
</STYLE>
```

You also must use the **height** and **width** properties, as shown in the following line of code, to make the DirectAnimation viewer display properly.

```
<anim:DA STYLE="width:400; height:200;" />
```

Other inline style properties can be used to control the DirectAnimation viewer's position and [z-index](#).

The **anim:DA** element is available as of Microsoft® Internet Explorer 5, only in the Microsoft® Win32® platform.

## See Also

[html+time](#), [multimedia extensions to html+time](#)

---

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◀ [anim:DA Element | anim Be...](#) ▶ [AUDIO](#)

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# ANIMATION Element | animation Behavior

---

**This document describes technologies available as an experimental implementation of HTML+TIME within Internet Explorer 5. While we encourage you to evaluate these features and to [send us your feedback](#), please note that these features are subject to change.**

Defines a timed animation element in an HTML document.

## Syntax

XML	<t:ANIMATION ID="sID" STYLE="behavior:url(#default#time)" />
HTML	N/A
Scripting	N/A

## Possible Values

sID	String that specifies a unique identifier for the object.
-----	---

## Members

## Remarks

The members listed in the preceding table might not be accessible through scripting until the [window.onload](#) event fires. Waiting for this event to fire ensures that the page is completely loaded, that all behaviors have been applied to corresponding elements on the page, and that all the behavior's properties, methods, and events are available for scripting. Using any of the behavior-defined members before the **window.onload** event fires could cause a scripting error, indicating that the object does not support a particular member.

Although different media-based elements exist, there is no functional difference in their current implementation. However, you are encouraged to use elements such as **ANIMATION**, [AUDIO](#), [IMG](#), [MEDIA](#), and [VIDEO](#)



for improved document readability and enhanced future support.

The prefix **t** is used to associate this element with an XML namespace. You must include the following line of code in the [HEAD](#) section of your HTML document when using this element.

```
<XML:NAMESPACE PREFIX="t"/>
```

The **ANIMATION** element is available as of Microsoft® Internet Explorer 5, only in the Microsoft® Win32® platform.

### See Also

[dhtml behaviors](#)☐, [html+time](#)☐, [using dhtml behaviors](#)☐

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◀ ANIMATION Element | anima... ▶ clier

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# AUDIO Element | audio Behavior

---

**This document describes technologies available as an experimental implementation of HTML+TIME within Internet Explorer 5. While we encourage you to evaluate these features and to [send us your feedback](#), please note that these features are subject to change.**

Defines a timed audio element in an HTML document.

## Syntax

XML	<t:AUDIO ID=" <i>sID</i> " STYLE="behavior:url(#default#time)" />
HTML	N/A
Scripting	N/A

## Possible Values

<i>sID</i>	String that specifies a unique identifier for the object.
------------	---

## Members

## Remarks

The members listed in the preceding table might not be accessible through scripting until the [window.onload](#) event fires. Waiting for this event to fire ensures that the page is completely loaded, that all behaviors have been applied to corresponding elements on the page, and that all the behavior's properties, methods, and events are available for scripting. Using any of the behavior-defined members before the **window.onload** event fires could result in a scripting error, indicating that the object does not support that particular member.

Although different media-based elements exist, there is no functional difference in their current implementation. However, you are encouraged to use elements such as [ANIMATION](#), **AUDIO**, [IMG](#), [MEDIA](#), and [VIDEO](#)

for improved document readability and enhanced future support.

The prefix **t** is used to associate this element with an XML namespace. You must include the following line of code in the [HEAD](#) section of your HTML document when using this element.

```
<XML:NAMESPACE PREFIX="t"/>
```

The **AUDIO** element is available as of Microsoft® Internet Explorer 5, only in the Microsoft® Win32® platform.

### See Also

[dhtml behaviors](#)☐, [html+time](#)☐, [using dhtml behaviors](#)☐

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◀ AUDIO Element | audio Beh... ▶ down

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# clientCaps Behavior

---

Provides information about features supported by Microsoft® Internet Explorer, as well as a way for installing browser components on demand.

## Syntax

<b>XML</b>	<code>&lt;Prefix:CustomTag ID=sID STYLE="behavior:url('#default#clientCaps')" /&gt;</code>
<b>HTML</b>	<code>&lt;ELEMENT STYLE="behavior:url('#default#clientCaps')" ID=sID&gt;</code>
<b>Scripting</b>	<code>object.style.behavior = "url('#default#clientCaps')"</code> <code>object.addBehavior("#default#clientCaps")</code>

## Possible Values

<i>Prefix</i>	Prefix that associates the <i>CustomTag</i> with an XML namespace. This prefix is set using the <a href="#">XMLNS</a> attribute of the <a href="#">HTML</a> tag.
<i>CustomTag</i>	User-defined tag.
<i>sID</i>	String that specifies a unique identifier for the object.

## Members

## Remarks

The members listed in the preceding table might not be accessible through scripting until the [window.onload](#) event fires. Waiting for this event to fire ensures that the page is completely loaded, that all behaviors have been applied to corresponding elements on the page, and that all the behavior's properties, methods, and events are available for scripting. To prevent a scripting error—which would indicate that the object does not support a particular member—do not use any of the behavior-defined members before the **window.onload** event fires.

The **clientCaps** behavior is available as of Internet Explorer 5, in the Microsoft® Win32® and Unix platforms.

## Example

This example retrieves all the properties exposed by the **clientCaps** behavior.

This example uses the [getComponentVersion](#) method of the **clientCaps** behavior to determine the browser version.

This example shows how to install the Internet Explorer Data Binding component, if the component does not already exist in the user's system.

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BDO, BGSOUND, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, ISINDEX, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, NEXTID, NOBR, NOFRAMES, NOSCRIPT, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, WBR, XML, XMP

## See Also

[client capabilities](#)☐, [dhtml behaviors](#)☐, [using dhtml behaviors](#)☐

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◀ clientCaps Behavior ▶ homePage Beh

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# download Behavior

---

Downloads a file and notifies a specified callback function when the download is complete.

## Syntax

<b>XML</b>	<code>&lt;Prefix:CustomTag ID=sID STYLE="behavior:url('#default#download')" /&gt;</code>
<b>HTML</b>	<code>&lt;ELEMENT STYLE="behavior:url('#default#download')" ID=sID&gt;</code>
<b>Scripting</b>	<code>object.style.behavior = "url('#default#download')"</code> <code>object.addBehavior("#default#download")</code>

## Possible Values

<i>Prefix</i>	Prefix that associates the <i>CustomTag</i> with an XML namespace. This prefix is set using the <a href="#">XMLNS</a> attribute of the <a href="#">HTML</a> tag.
<i>CustomTag</i>	User-defined tag.
<i>sID</i>	String that specifies a unique identifier for the object.

## Members

## Remarks

The members listed in the preceding table might not be accessible through scripting until the [window.onload](#) event fires. Waiting for this event to fire ensures that the page is completely loaded, that all behaviors have been applied to corresponding elements on the page, and that all the behavior's properties, methods, and events are available for scripting. To prevent a scripting error—which would indicate that the object does not support a particular member—do not use any of the behavior-defined members before the **window.onload** event fires.

The **download** behavior and the file specified in the [startDownload](#) method must exist on the same domain.

The **download** behavior is available as of Microsoft® Internet Explorer 5, in the Microsoft® Win32® and Unix platforms.

## Example

This example uses the **download** behavior to download a page.

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BDO, BGSOUND, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, ISINDEX, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, NEXTID, NOBR, NOFRAMES, NOSCRIPT, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, WBR, XML, XMP

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◀ download Behavior ▶ httpFolder Beha

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# homePage Behavior

---

Contains information about a user's homepage.

## Syntax

<b>XML</b>	<code>&lt;Prefix:CustomTag ID=sID STYLE="behavior:url('#default#homepage')" /&gt;</code>
<b>HTML</b>	<code>&lt;ELEMENT STYLE="behavior:url('#default#homepage')" ID=sID&gt;</code>
<b>Scripting</b>	<code>object.style.behavior = "url('#default#homepage')"</code> <code>object.addBehavior("#default#homepage")</code>

## Possible Values

<i>Prefix</i>	Prefix that associates the <i>CustomTag</i> with an XML namespace. This prefix is set using the <a href="#">XMLNS</a> attribute of the <a href="#">HTML</a> tag.
<i>CustomTag</i>	User-defined tag.
<i>sID</i>	String that specifies a unique identifier for the object.

## Members

## Remarks

The members listed in the preceding table might not be accessible through scripting until the [window.onload](#) event fires. Waiting for this event to fire ensures that the page is completely loaded, that all behaviors have been applied to corresponding elements on the page, and that all the behavior's properties, methods, and events are available for scripting. To prevent a scripting error—which would indicate that the object does not support a particular member—do not use any of the behavior-defined members before the **window.onload** event fires.

The **homePage** behavior is available as of Microsoft® Internet Explorer 5, in the Microsoft® Win32® and Unix platforms.

## Example

This example uses the **homePage** behavior to set the user's home page to the specified URL.

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BDO, BGSOUND, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, ISINDEX, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, NEXTID, NOBR, NOFRAMES, NOSCRIPT, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, WBR, XML, XMP

## See Also

[dhtml behaviors](#)☐

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## ◀ homePage Behavior ▶ IMG Element |

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# httpFolder Behavior

---

Contains scripting features that enable browser navigation to a folder view.

## Syntax

<b>XML</b>	N/A
<b>HTML</b>	<ELEMENT STYLE="behavior:url('#default#httpFolder')" ID= <i>sID</i> >
<b>Scripting</b>	<i>object.style</i> .behavior = "url('#default#httpFolder')" <i>object.addBehavior</i> ("#default#httpFolder")

## Possible Values

*sID* String that specifies a unique identifier for the object.

## Members

## Remarks

The **httpFolder** behavior can be defined in a [STYLE](#) block, or inline with the element.

The **httpFolder** behavior is available as of Microsoft® Internet Explorer 5, only in the Microsoft® Win32® platform.

## Example

This example uses the **httpFolder** behavior to navigate to a folder view.

## Applies To

A, ACRONYM, ADDRESS, AREA, B, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, DD, DEL, DFN, DIR, DIV, DL, DT, EM, FONT, FORM, Hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LI, LISTING, MAP, MARQUEE, MENU, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TEXTAREA, TT, U, UL, VAR, XMP

## See Also

[web folder behaviors](#)☐

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◀ httpFolder Behavior ▶ MEDIA Element

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# IMG Element | img Behavior

---

**This document describes technologies available as an experimental implementation of HTML+TIME within Internet Explorer 5. While we encourage you to evaluate these features and to [send us your feedback](#), please note that these features are subject to change.**

Defines a timed image element in an HTML document.

## Syntax

XML	<t:IMG ID=" <i>sID</i> " STYLE="behavior:url(#default#time)" />
HTML	N/A
Scripting	N/A

## Possible Values

<i>sID</i>	String that specifies a unique identifier for the object.
------------	---

## Members

## Remarks

The members listed in the preceding table might not be accessible through scripting until the [window.onload](#) event fires. Waiting for this event to fire ensures that the page is completely loaded, that all behaviors have been applied to corresponding elements on the page, and that all the behavior's properties, methods, and events are available for scripting. Using any of the behavior-defined members before the **window.onload** event fires could result in a scripting error, indicating that the object does not support that particular member.

Although different media-based elements exist, there is no functional difference in their current implementation. However, you are encouraged to use elements such as [ANIMATION](#), [AUDIO](#), **IMG**, [MEDIA](#), and [VIDEO](#)

for improved document readability and enhanced future support.

This element duplicates the HTML [IMG](#) element and provides control over media loading. Use this element instead of the HTML **IMG** element for timing images in Microsoft® Internet Explorer 5.

The prefix **t** is used to associate this element with an XML namespace. You must include the following line of code in the [HEAD](#) section of your HTML document when using this element.

```
<XML:NAMESPACE PREFIX="t"/>
```

The **IMG** element is available as of Internet Explorer 5, only in the Microsoft® Win32® platform.

## See Also

[dhtml behaviors](#)☐, [html+time](#)☐, [using dhtml behaviors](#)☐

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◀ IMG Element | img Behavio... ▶ PAR E

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## MEDIA Element | media Behavior

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**This document describes technologies available as an experimental implementation of HTML+TIME within Internet Explorer 5. While we encourage you to evaluate these features and to [send us your feedback](#), please note that these features are subject to change.**

Defines a generic, timed media element in an HTML document.

### Syntax

XML	<t:MEDIA ID=" <i>sID</i> " STYLE="behavior:url(#default#time)" />
HTML	N/A
Scripting	N/A

### Possible Values

<i>sID</i>	String that specifies a unique identifier for the object.
------------	---

### Members

### Remarks

The members listed in the preceding table might not be accessible through scripting until the [window.onload](#) event fires. Waiting for this event to fire ensures that the page is completely loaded, that all behaviors have been applied to corresponding elements on the page, and that all the behavior's properties, methods, and events are available for scripting. Using any of the behavior-defined members before the **window.onload** event fires could result in a scripting error, indicating that the object does not support that particular member.

Although different media-based elements exist, there is no functional difference in their current implementation. However, you are encouraged to use elements such as [ANIMATION](#), [AUDIO](#), [IMG](#), **MEDIA**, and [VIDEO](#)

for improved document readability and enhanced future support.

The prefix **t** is used to associate this element with an XML namespace. You must include the following line of code in the [HEAD](#) section of your HTML document when using this element.

```
<XML:NAMESPACE PREFIX="t"/>
```

The **MEDIA** element is available as of Microsoft® Internet Explorer 5, only in the Microsoft® Win32® platform.

### See Also

[dhtml behaviors](#)☐, [html+time](#)☐, [using dhtml behaviors](#)☐

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◀ MEDIA Element | media Beh... ▶ save

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## PAR Element | par Behavior

---

**This document describes technologies available as an experimental implementation of HTML+TIME within Internet Explorer 5. While we encourage you to evaluate these features and to [send us your feedback](#), please note that these features are subject to change.**

Defines a new timeline container in an HTML document for independently timed elements.

### Syntax

<b>XML</b>	<code>&lt;t:PAR ID="sID" STYLE="behavior:url(#default#time)" /&gt;</code>
<b>HTML</b>	N/A
<b>Scripting</b>	N/A

### Possible Values

*sID* String that specifies a unique identifier for the object.

### Members

### Remarks

All HTML descendants of this element have independent, or parallel, timing.

Use this element instead of the [TIMELINE](#) attribute to create a time container without using an HTML element. All descendant elements, or time children, of this new time container inherit the time properties of their container. Unlike the time children of the [SEQ](#) element, the **PAR** descendants have no implicit timing relationships with each other, and their timelines might overlap. The **PAR** element effectively groups elements together so they can be easily modified as a single unit.



The prefix **t** is used to associate this element with an XML namespace. You must include the following line of code in the [HEAD](#) section of your HTML document when using this element.

```
<XML:NAMESPACE PREFIX="t"/>
```

The **PAR** element is available as of Internet Explorer 5, only in the Microsoft® Win32® platform.

### Example

This example uses the **PAR** element to apply a timeline to a group of HTML elements.

### See Also

[html+time](#)☐, [SEQ](#), [TIMELINE](#)

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◀ PAR Element | par Behavio... ▶ save-

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# saveFavorite Behavior

---

Enables the object to persist data in a Favorite.

## Syntax

<b>XML</b>	N/A
<b>HTML</b>	<ELEMENT STYLE="behavior:url('#default#saveFavorite')" ID=sID>
<b>Scripting</b>	<i>object.style</i> .behavior = "url('#default#saveFavorite')" <i>object.addBehavior</i> ("#default#saveFavorite")

## Possible Values

*sID* String that specifies a unique identifier for the object.

## Members

## Remarks

The **saveFavorite** behavior allows the current state of a page to be saved when the user adds the page to Favorites. When the user returns to the page through a shortcut or the Favorites menu, the state of the page is restored.

The **saveFavorite** behavior persists data across sessions, using one UserData store for each object. If two objects try to use the same attribute, both are persisted in the UserData store for each element. The **saveFavorite** UserData store is persisted in the Favorites INI file, which includes the URL of the page as well as the UserData store. When the page is loaded through a shortcut or Favorites, the data from the UserData store is loaded from the INI file, even if the user closes and reopens Microsoft® Internet Explorer.

For example, a page with several dynamically updated styles can save these updates using the **onload** and **onsave** events. The style values can be saved

as attributes when **onsave** fires, and restored when **onload** fires.

To use the **saveFavorite** behavior, use a **META** tag that identifies the type of persistence.

```
<META NAME="save" CONTENT="favorite">
```

The required **STYLE** can be set inline or in the document header, as follows:

```
<STYLE>
  .saveFavorite {behavior:url(#default#savefavorite);}
</STYLE>
```

An **ID** is optional for **saveFavorite**, but including one improves performance.

The **saveFavorite** behavior is available as of Microsoft® Internet Explorer 5, in the Microsoft® Win32® and Unix platforms.

## Example

This example uses the **saveFavorite** behavior to persist information after the user saves the page as a favorite.

## Applies To

A, ACRONYM, ADDRESS, AREA, B, BIG, BLOCKQUOTE, BUTTON, CAPTION, CENTER, CITE, CODE, DD, DEL, DFN, DIR, DIV, DL, DT, EM, FONT, FORM, Hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LI, LISTING, MAP, MARQUEE, MENU, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TEXTAREA, TT, U, UL, VAR, XMP

## See Also

[dhtml behaviors](#)☐, [persistence overview](#)☐

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◀ saveFavorite Behavior ▶ saveSnapshot

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# saveHistory Behavior

---

Enables the object to persist data in the browser history.

## Syntax

<b>XML</b>	N/A
<b>HTML</b>	<code>&lt;ELEMENT STYLE="behavior:url('#default#saveHistory')" ID=sID&gt;</code>
<b>Scripting</b>	<code>object.style.behavior = "url('#default#saveHistory')"</code> <code>object.addBehavior("#default#saveHistory")</code>

## Possible Values

*sID* String that specifies a unique identifier for the object.

## Members

## Remarks

The **saveHistory** behavior saves the current state of the page when the user navigates away from the page. When the user returns to the page by pressing the back or forward button, the values are restored.

The **saveHistory** behavior persists only for the current session. When the user navigates away from the page containing the **saveHistory** behavior, the data is persisted in a UserData store. The **saveHistory** behavior uses one UserData store for the entire document. Thus, if two elements write the same attribute, the first is overwritten by the second. The UserData store is saved in an in-memory stream and is not saved to disk. Therefore, it is not available after the user closes Microsoft® Internet Explorer.

For example, a page with several dynamically updated styles might save these updates using the `onload` and `onsave` event handlers. The style values can be saved as attributes when **onsave** fires, and restored when **onload**

fires.

To use the **saveHistory** behavior, use a [META](#) tag that identifies the type of persistence.

```
<META NAME="save" CONTENT="history">
```

The required [STYLE](#) can be set inline or in the document header, as follows:

```
<STYLE>
  .saveHistory {behavior:url(#default#savehistory);}
</STYLE>
```

An [ID](#) is optional for **saveHistory**, but including one improves performance.

The **saveHistory** behavior is available as of Microsoft® Internet Explorer 5, in the Microsoft® Win32® and Unix platforms.

## Example

This example uses the **saveHistory** behavior to persist information after the user leaves and subsequently returns to the page.

## Applies To

A, ACRONYM, ADDRESS, AREA, B, BIG, BLOCKQUOTE, BUTTON, CAPTION, CENTER, CITE, CODE, DD, DEL, DFN, DIR, DIV, DL, DT, EM, FONT, FORM, Hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LI, LISTING, MAP, MARQUEE, MENU, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TEXTAREA, TT, U, UL, VAR, XMP

## See Also



[dhtml behaviors](#)☐, [persistence overview](#)☐

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◀ saveHistory Behavior ▶ SEQ Element

*Web Workshop | DHTML, HTML & CSS*

# saveSnapshot Behavior

---

Enables the object to persist data when a Web page is saved.

## Syntax

<b>XML</b>	N/A
<b>HTML</b>	< <i>ELEMENT</i> STYLE="behavior:url('#default#saveSnapshot')" ID= <i>sID</i> >
<b>Scripting</b>	<i>object.style</i> .behavior="url('#default#saveSnapshot')" <i>object.addBehavior</i> ("#default#saveSnapshot")

## Possible Values

*sID* String that specifies a unique identifier for the object.

## Members

## Remarks

The **saveSnapshot** behavior can persist form values, styles, dynamically updated content, and scripting variables when the user saves a Web page locally as Web Page, HTML Only.

The **saveSnapshot** behavior cannot persist the **BODY** element and individual table elements, such as **rows** and **cells**.

The **saveSnapshot** behavior can persist the content of the **SCRIPT** element if the element is assigned an **ID** and a **CLASS**. The **saveSnapshot** behavior can persist only string, Boolean, and integer variants. Comments, functions, and scripting objects, such as arrays, are stripped out. Persistent **SCRIPT** elements with an external source write the variables into the persistent page from the source.

To use the **saveSnapshot** behavior, use a **META** tag that identifies the type

of persistence.

```
<META NAME="save" CONTENT="snapshot">
```

The required **STYLE** may be set inline or in the document header, as follows:

```
<STYLE>  
  .saveSnapshot {behavior:url(#default#savesnapshot);}  
</STYLE>
```

An **ID** is required for the object to persist correctly.

The **saveSnapshot** behavior is available as of Microsoft® Internet Explorer 5, in the Microsoft® Win32® and Unix platforms.

## Example

The following examples show how to use the **saveSnapshot** behavior.

## Applies To

A, ACRONYM, ADDRESS, AREA, B, BIG, BLOCKQUOTE, BUTTON, CENTER, CITE, CODE, DD, DEL, DFN, DIR, DIV, DL, DT, EM, FONT, FORM, Hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LI, LISTING, MAP, MARQUEE, MENU, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TEXTAREA, TT, U, UL, VAR, XMP

## See Also

[dhtml behaviors](#)☐, [persistence overview](#)☐

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◀ saveSnapshot Behavior ▶ time Behav

*Web Workshop | DHTML, HTML & CSS*

# SEQ Element | seq Behavior

---

**This document describes technologies available as an experimental implementation of HTML+TIME within Internet Explorer 5. While we encourage you to evaluate these features and to [send us your feedback](#), please note that these features are subject to change.**

Defines a new timeline container in an HTML document for sequentially timed elements.

## Syntax

XML	<t:SEQ ID=" <i>sID</i> " STYLE="behavior:url(#default#time)" />
HTML	N/A
Scripting	N/A

## Possible Values

*sID* String that specifies a unique identifier for the object.

## Members

## Remarks

All timed HTML descendants of this XML element have sequential timing. These sequential elements are timed as though each one has the [BEGINAFTER](#) attribute set to the previous timed element. As with **beginAfter** timing, a duration value ([dur](#) property) must be specified or the next element in the sequence might never be displayed. Elements without timing attributes are ignored by the timing mechanism and are statically rendered. A timed element is an HTML element with an associated time behavior.

The prefix *t* is used to associate this element with an XML namespace. You must include the following line of code in the [HEAD](#) section of your

HTML document when using this element.

```
<XML:NAMESPACE PREFIX="t"/>
```

The **SEQ** element is available as of Microsoft® Internet Explorer 5, only in the Microsoft® Win32® platform.

### Example

This example uses the **SEQ** element to display a sequence of text lines without specifying [begin](#) times for each timed element in the sequence.

### See Also

[html+time](#)☐, [PAR](#), [TIMELINE](#)

---

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◀ SEQ Element | seq Behavio... ▶ userL

*Web Workshop | DHTML, HTML & CSS*

# time Behavior

---

**This document describes technologies available as an experimental implementation of HTML+TIME within Internet Explorer 5. While we encourage you to evaluate these features and to [send us your feedback](#), please note that these features are subject to change.**

Provides an active timeline for an HTML element.

## Syntax

XML	N/A
HTML	<code>&lt;ELEMENT STYLE="behavior:url('#default#time')" ID=sID&gt;</code>
Scripting	<code>object.style.behavior = "url('#default#time')"</code> <code>object.addBehavior("#default#time")</code>

## Possible Values

*sID* String that specifies a unique identifier for the object.

## Members

## Remarks

This default behavior adds timing to HTML pages. Using the HTML+TIME extensions, any HTML element can be set to appear at a given time, last for a specified duration, and repeat the behavior if desired. The **time** behavior supports all time-related attributes, properties, methods, and events. The XML elements associated with this behavior are [ANIMATION](#), [AUDIO](#), [IMG](#), [MEDIA](#), [PAR](#), [SEQ](#), and [VIDEO](#).

The members listed in the preceding table might not be accessible through scripting until the [window.onload](#) event fires. Waiting for this event to fire ensures that the page is completely loaded, that all behaviors have been applied to corresponding elements on the page, and that all the behavior's

properties, methods, and events are available for scripting. Using any of the behavior-defined members before the **window.onload** event fires could result in a scripting error, indicating that the object does not support that particular member.

The **time** behavior is available as of Microsoft® Internet Explorer 5, only in the Microsoft® Win32® platform.

## Example

This example uses the **time** behavior to make text appear for specified intervals of time.

## Applies To

A, ACRONYM, ADDRESS, AREA, B, BIG, BLOCKQUOTE, BUTTON, CAPTION, CENTER, CITE, CODE, DD, DEL, DIR, DIV, DL, DT, EM, FIELDSET, FONT, FORM, Hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LEGEND, LI, LISTING, MARQUEE, MENU, OL, OPTION, P, PLAINTEXT, PRE, Q, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

## See Also

[dhtml behaviors](#), [html+time](#), [using dhtml behaviors](#)

---

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◀ time Behavior ▶ VIDEO Element | vide

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# userData Behavior

---

Enables the object to persist data in user data.

## Syntax

<b>XML</b>	N/A
<b>HTML</b>	<ELEMENT STYLE="behavior:url('#default#userData')" ID=sID>
<b>Scripting</b>	<i>object.style</i> .behavior = "url('#default#userData')" <i>object.addBehavior</i> ("#default#userData")

## Possible Values

*sID* String that specifies a unique identifier for the object.

## Members

## Remarks

The **userData** behavior persists information across sessions by writing to a UserData store. This provides a data structure that is more dynamic and has a greater capacity than cookies. The capacity of the UserData store is 64K per page, with a limit of 640K per domain.

The **userData** behavior persists data across sessions, using one UserData store for each object. The UserData store is persisted in the cache using the [save](#) and [load](#) methods. Once the UserData store has been saved, it can be reloaded even if Microsoft® Internet Explorer has been closed and reopened.

For security reasons, a UserData store is available only in the same directory and with the same protocol used to persist the store.

Setting the **userData** behavior (proposed) class on the [HTML](#), [HEAD](#),

[TITLE](#), or [STYLE](#) object causes an error when the **save** or **load** method is called.

The required **STYLE** can be set inline or in the document header, as follows:

```
<STYLE>
  .userData {behavior:url(#default#userdata);}
</STYLE>
```

An [ID](#) is optional for **userData**, but including one improves performance.

The **userData** behavior is available as of Microsoft® Internet Explorer 5, in the Microsoft® Win32® and Unix platforms.

## Example

This example uses the **userData** behavior to preserve information in a UserData Store.

## Applies To

A, ACRONYM, ADDRESS, AREA, B, BIG, BLOCKQUOTE, BUTTON, CAPTION, CENTER, CITE, CODE, DD, DEL, DFN, DIR, DIV, DL, DT, EM, FONT, FORM, Hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LI, LISTING, MAP, MARQUEE, MENU, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TEXTAREA, TT, U, UL, VAR, XMP

## See Also

[dhtml behaviors](#)☐, [persistence overview](#)☐

---

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◀ userData Behavior ▶ ACCELERATE A

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# VIDEO Element | video Behavior

---

**This document describes technologies available as an experimental implementation of HTML+TIME within Internet Explorer 5. While we encourage you to evaluate these features and to [send us your feedback](#), please note that these features are subject to change.**

Defines a timed video element in an HTML document.

## Syntax

XML	<t:VIDEO ID="sID" STYLE="behavior:url(#default#time)" />
HTML	N/A
Scripting	N/A

## Possible Values

sID	String that specifies a unique identifier for the object.
-----	---

## Members

## Remarks

The members listed in the preceding table might not be accessible through scripting until the [window.onload](#) event fires. Waiting for this event to fire ensures that the page is completely loaded, that all behaviors have been applied to corresponding elements on the page, and that all the behavior's properties, methods, and events are available for scripting. Using any of the behavior-defined members before the **window.onload** event fires could result in a scripting error, indicating that the object does not support that particular member.

Although different media-based elements exist, there is no functional difference in their current implementation. However, you are encouraged to use elements such as [ANIMATION](#), [AUDIO](#), [IMG](#), [MEDIA](#), and **VIDEO**

for improved document readability and enhanced future support.

The prefix **t** is used to associate this element with an XML namespace. You must include the following line of code in the [HEAD](#) section of your HTML document when using this element.

```
<XML:NAMESPACE PREFIX="t"/>
```

The **VIDEO** element is available as of Microsoft® Internet Explorer 5, only in the Microsoft® Win32® platform.

### See Also

[dhtml behaviors](#)☐, [html+time](#)☐, [using dhtml behaviors](#)☐

---

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◀ t:VIDEO Element | video B... ▶ AUTOI

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# ACCELERATE Attribute | accelerate Property

---

**This document describes technologies available as an experimental implementation of HTML+TIME within Internet Explorer 5. While we encourage you to evaluate these features and to [send us your feedback](#), please note that these features are subject to change.**

Sets or retrieves a value that applies an acceleration to the element's local timeline.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT STYLE="behavior:url(#default#time);" t:ACCELERATE = iPercent... &gt;</code>
<b>Scripting</b>	<code>object.accelerate [ = iPercent ]</code>

## Possible Values

<i>iPercent</i>	Integer that specifies a value between <b>0</b> and 100, and represents the percentage of the local timeline over which the acceleration is applied. The local timeline refers to the timeline associated with a particular HTML element (such as a <a href="#">DIV</a> or <a href="#">SPAN</a> ), rather than the global timeline associated with the entire document.
-----------------	---

The property is read/write with a default value of **0**. This property cannot be modified in script after the [onload](#) event fires on the document body.

## Remarks

If the [REPEAT](#) or [REPEATDUR](#) attribute is set on an element, the acceleration occurs each time the element repeats.

The **ACCELERATE** attribute is especially well suited to animation content and behaviors. Setting this attribute to a nonzero value does not affect the duration of the timeline, but it could change the effective play speed of the local timeline. The sum of the values for the **ACCELERATE** and [DECELERATE](#) attributes must not exceed 100. This property is also commonly known as "ease-in" in some systems.

The prefix t is used to associate this attribute with an XML namespace.

## Applies To

[animation](#), [audio](#), [img](#), [media](#), [par](#), [seq](#), [time](#), [video](#)

## See Also

[html+time](#)☐

---

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◀ ACCELERATE Attribute | ac... ▶ avail

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# AUTOREVERSE Attribute | autoReverse Property

---

**This document describes technologies available as an experimental implementation of HTML+TIME within Internet Explorer 5. While we encourage you to evaluate these features and to [send us your feedback](#), please note that these features are subject to change.**

Sets or retrieves whether the timeline on an element immediately begins playing in reverse after completing in the forward direction.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT STYLE="behavior:url(#default#time);" t:AUTOREVERSE = <i>bReverse</i>... &gt;</code>
<b>Scripting</b>	<code>object.autoReverse [ = <i>bReverse</i> ]</code>

## Possible Values

<i>bReverse</i>	Boolean that specifies one of the following values:  <b>true</b> Timeline plays in the forward direction until it completes, then it immediately plays in the reverse direction.  <b>false</b> Timeline does not play in the reverse direction after it finishes playing in the forward direction.
-----------------	--

The property is read/write with a default value of **false**. This property cannot be modified in script after the [onload](#) event fires on the document body.

## Remarks

On some systems, this attribute is referred to as "Play forward, then backward."

The prefix `t` is used to associate this attribute with an XML namespace.

## Applies To

[animation](#), [audio](#), [img](#), [media](#), [par](#), [seq](#), [time](#), [video](#)

## See Also

[html+time](#)☐

---

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◀ AUTOREVERSE Attribute | a... ▶ avai

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# availHeight Property

---

Retrieves the height of the working area of the system's screen, excluding the Microsoft® Windows® taskbar.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>iHeight</i> = ] <i>oClientCaps</i> . <b>availHeight</b>

## Possible Values

*iHeight* Integer that specifies the available screen height, in pixels.

The property is read-only with no default value.

## Example

This example displays all the properties available through the [clientCaps](#) behavior.

## Applies To

[clientCaps](#)

## See Also

[client capabilities](#)☐, [height](#)

---

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◀ availHeight Property ▶ BEGIN Attribut

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# availWidth Property

---

Retrieves the width of the working area of the system's screen, excluding the Microsoft® Windows® taskbar.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>iWidth</i> = ] <i>oClientCaps</i> . <b>availWidth</b>

## Possible Values

*iWidth* Integer that specifies the available screen width, in pixels.

The property is read-only with no default value.

## Example

This example displays all the properties available through the [clientCaps](#) behavior.

## Applies To

[clientCaps](#)

## See Also

[client capabilities](#)☐, [width](#)

---

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◀ **availWidth Property** ▶ **BEGINAFTER /**

*Web Workshop | DHTML, HTML & CSS*

# BEGIN Attribute | begin Property

---

**This document describes technologies available as an experimental implementation of HTML+TIME within Internet Explorer 5. While we encourage you to evaluate these features and to [send us your feedback](#), please note that these features are subject to change.**

Sets or retrieves the delay time before the timeline begins playing on the element.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT STYLE="behavior:url(#default#time);" t:BEGIN = sTime... &gt;</code>
<b>Scripting</b>	<code>object.begin [ = sTime ]</code>

## Possible Values

<i>sTime</i>	String that specifies the time delay before the element becomes active on the timeline. This is an offset from the time the page is loaded. The time must be specified as described in <a href="#">Time Formats</a> .
--------------	---

The property is read/write with a default value of **0**. This property cannot be modified in script after the [onload](#) event fires on the document body.

## Remarks

The prefix **t** is used to associate this attribute with an XML namespace.

## Example

This example uses the **BEGIN** attribute to make text appear and disappear over time.

## Applies To

[animation](#), [audio](#), [img](#), [media](#), [par](#), [seq](#), [time](#), [video](#)

## See Also

[html+time](#), [BEGINAFTER](#), [BEGINEVENT](#), [BEGINWITH](#)

---

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◆ ◀ BEGIN Attribute | begin P... ▶ BEGINE

*Web Workshop | DHTML, HTML & CSS*



# BEGINAFTER Attribute | beginAfter Property

---

**This document describes technologies available as an experimental implementation of HTML+TIME within Internet Explorer 5. While we encourage you to evaluate these features and to [send us your feedback](#), please note that these features are subject to change.**

Sets or retrieves a value indicating that the timeline of an element starts when the referenced element ends.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT STYLE="behavior:url(#default#time);" t:BEGINAFTER = <i>sID</i>... &gt;</code>
<b>Scripting</b>	<code>object.beginAfter [ = <i>sID</i> ]</code>

## Possible Values

<i>sID</i>	String that specifies the unique identifier of another timed element within the current time scope. The timeline begins on the current element when the referenced element ends. For more information about time scope, see the Remarks section.
------------	--

The property is read/write with no default value. This property cannot be modified in script after the [unload](#) event fires on the document body.

## Remarks

This property supports relative sequential timing. You can offset the start time by specifying a nonzero value for the [BEGIN](#) attribute on the element. This indicates that the timeline should start a specified amount of time after the timeline on the referenced element ends. If the referenced element has an indefinite duration, the timeline on the current element does not start. This property cannot be used on the same element as the [BEGINEVENT](#) or [BEGINWITH](#) attribute.

The current time scope is defined by the closest parent time container created with the [TIMELINE](#) attribute or the [PAR](#) or [SEQ](#) element. All

timed elements within the same parent time container (time siblings) share the current time scope. If no time containers are explicitly declared, the document root is defined as the parent time container. In this case, all timed elements in the document would share the current time scope. To create timing dependencies between elements in different time scopes, use the [BEGINEVENT](#) attribute instead of the **BEGINAFTER** attribute.

The prefix t is used to associate this attribute with an XML namespace.

## Example

This example uses the **BEGINAFTER** and [BEGIN](#) properties to make a paragraph appear one second after the first paragraph appears.

## Applies To

[animation](#), [audio](#), [img](#), [media](#), [par](#), [seq](#), [time](#), [video](#)

## See Also

[html+time](#)☐, [BEGIN](#), [BEGINEVENT](#), [BEGINWITH](#)

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◀ BEGINAFTER Attribute | be... ▶ BEGI

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# BEGINEVENT Attribute | beginEvent Property

---

**This document describes technologies available as an experimental implementation of HTML+TIME within Internet Explorer 5. While we encourage you to evaluate these features and to [send us your feedback](#), please note that these features are subject to change.**

Sets or retrieves a value that starts the timeline of an element when the referenced event occurs.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT STYLE="behavior:url(#default#time);" t:BEGINEVENT = sEventName... &gt;</code>
<b>Scripting</b>	<code>object.beginEvent [ = sEventName ]</code>

## Possible Values

<i>sEventName</i>	String that specifies a timing event or an <a href="#">event</a> supported by the Dynamic HTML (DHTML) Object Model. Valid values include <i>object.EventName</i> or the string "none". Examples of event names include <i>span1.onBegin</i> and <i>document.onLoad</i> .
-------------------	---

The property is read/write with no default value. This property cannot be modified in script after the [onload](#) event fires on the document body.

## Remarks

This property supports interactive timing, where element timelines can begin in response to events from users, media players, or the presentation. You can offset the start time by specifying a nonzero value for the [BEGIN](#) attribute on the element. This indicates that the timeline should start a specified amount of time after the referenced event occurs. If the referenced event doesn't occur, the timeline on the current element does not start. This property cannot be used on the same element as the [BEGINAFTER](#) or [BEGINWITH](#) attribute.

To start the timeline on the current element, you can specify more than one

event setting the **BEGINEVENT** attribute to a string containing a list of semicolon-separated events. For example, you would use the following code to cause the timeline to begin on the heading when either button is pressed:

```
<BUTTON ID="btn1">Button #1</BUTTON>
<BUTTON ID="btn2">Button #2</BUTTON>
.
.
.
<H1 CLASS="time" t:BEGINEVENT="btn1.onclick;btn2.onclick" t:DUR="
    My Heading
</H1>
```

The prefix t is used to associate this attribute with an XML namespace.

## Example

This example uses the **BEGINEVENT** attribute to make a paragraph appear one second after the user clicks the button.

## Applies To

[animation](#), [audio](#), [img](#), [media](#), [par](#), [seq](#), [time](#), [video](#)

## See Also

[BEGIN](#), [BEGINAFTER](#), [BEGINWITH](#), [html+time](#)☐

---

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◀ BEGINEVENT Attribute | be... ▶ buffer

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# BEGINWITH Attribute | beginWith Property

---

**This document describes technologies available as an experimental implementation of HTML+TIME within Internet Explorer 5. While we encourage you to evaluate these features and to [send us your feedback](#), please note that these features are subject to change.**

Sets or retrieves a value that starts an element's timeline at the same time as the referenced element.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT STYLE="behavior:url(#default#time);" t:BEGINWITH = <i>sID</i>... &gt;</code>
<b>Scripting</b>	<code>object.<b>beginWith</b> [ = <i>sID</i> ]</code>

## Possible Values

<i>sID</i>	String that specifies the unique identifier of another element within the current time scope. The timeline on the current element starts when this referenced element starts. For more information about time scope, see the Remarks section.
------------	---

The property is read/write with no default value. This property cannot be modified in script after the [onload](#) event fires on the document body.

## Remarks

This property supports relative timing between elements. You can offset the start time by specifying a nonzero value for the [BEGIN](#) attribute on the element. This indicates that the timeline should start a specified amount of time after the referenced element starts. This property cannot be used on the same element as the [BEGINAFTER](#) or [BEGINEVENT](#) property.

The current time scope is defined by the closest parent time container created with the [TIMELINE](#) attribute or the [PAR](#) or [SEQ](#) element. All timed elements within the same parent time container (time siblings) share the current time scope. If no time containers are explicitly declared, the

document root is defined as the parent time container. In this case, all timed elements in the document would share the current time scope. If you need to create begin dependencies between elements in different time scopes, use the [BEGINEVENT](#) attribute instead.

The prefix `t` is used to associate this attribute with an XML namespace.

## Example

This example uses the the **BEGINWITH** and **BEGIN** attributes to make a paragraph appear two seconds after the first one appears.

## Applies To

[animation](#), [audio](#), [img](#), [media](#), [par](#), [seq](#), [time](#), [video](#)

## See Also

[html+time](#)☐

---

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◀ BEGINWITH Attribute | beg... ▶ CLIP

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# bufferDepth Property

---

Retrieves the number of bits per pixel used for colors on the off-screen bitmap buffer.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>iBitsPerPixel</i> = ] <i>oClientCaps</i> . <b>bufferDepth</b>

## Possible Values

<i>iBitsPerPixel</i>	Integer that specifies one of the following values:	
<b>0</b>	No explicit buffering occurs. The <a href="#">colorDepth</a> property is set to the screen depth.	
-1	Buffering occurs at the screen depth. The <b>colorDepth</b> property is set to the screen depth.	
1, 4, 8, 15, 16, 24, 32	Off-screen buffering occurs based on the specified number of bits per pixel. The <b>colorDepth</b> property is also set to this value. The value 15 specifies 16 bits per pixel, in which only 15 bits are used in a 5-5-5 layout of red-green-blue (RGB) values.	

The property is read-only with a default value of **0**.

## Remarks

Nonsupported values cause **bufferDepth** to be set to -1.

When **bufferDepth** is -1 and the user changes system settings that affect the screen depth, the buffer depth automatically updates to the new depth. This does not occur if **bufferDepth** is set to a specific value.

## Example

This example displays all the properties available through the [clientCaps](#) behavior.

## Applies To

[clientCaps](#)

## See Also

[client capabilities](#)☐

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◆ ◀ bufferDepth Property ▶ CLIPEND Attri

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# CLIPBEGIN Attribute | clipBegin Property

---

**This document describes technologies available as an experimental implementation of HTML+TIME within Internet Explorer 5. While we encourage you to evaluate these features and to [send us your feedback](#), please note that these features are subject to change.**

Sets or retrieves the beginning point of a sub-clip of a continuous media object.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT STYLE="behavior:url(#default#time);" t:CLIPBEGIN = sTime... &gt;</code>
<b>Scripting</b>	<code>object.clipBegin [ = sTime ]</code>

## Possible Values

<i>sTime</i>	String that specifies the beginning point of a media object as an offset from the start time. The time must be specified as described in <a href="#">Time Formats</a> .
--------------	---

The property is read/write with no default value. This property cannot be modified in script after the [unload](#) event fires on the document body.

## Remarks

The prefix t is used to associate this attribute with an XML namespace.

## Applies To

[animation](#), [audio](#), [img](#), [media](#), [video](#)

## See Also

[html+time](#), [CLIPEND](#)

---

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◀ CLIPBEGIN Attribute | cli... ▶ CLOCKS

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# CLIPEND Attribute | clipEnd Property

---

**This document describes technologies available as an experimental implementation of HTML+TIME within Internet Explorer 5. While we encourage you to evaluate these features and to [send us your feedback](#), please note that these features are subject to change.**

Sets or retrieves the end point of a sub-clip of a continuous media object.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT STYLE="behavior:url(#default#time);" t:CLIPEND = sTime... &gt;</code>
<b>Scripting</b>	<code>object.clipEnd [ = sTime ]</code>

## Possible Values

<i>sTime</i>	String that specifies the end point of a media object as an offset from the start time. The time must be specified as described in <a href="#">Time Formats</a> .
--------------	---

The property is read/write with no default value. This property cannot be modified in script after the [onload](#) event fires on the document body.

## Remarks

If the **CLIPEND** attribute exceeds the duration of the media object, the value is ignored and **CLIPEND** is set equal to the end of the media object.

The prefix t is used to associate this attribute with an XML namespace.

## Applies To

[animation](#), [audio](#), [img](#), [media](#), [video](#)

## See Also

[html+time](#), [CLIPBEGIN](#)

---



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◀ CLIPEND Attribute | clipE... ▶ colorDe

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# CLOCKSOURCE Attribute | clockSource Property

---

**This document describes technologies available as an experimental implementation of HTML+TIME within Internet Explorer 5. While we encourage you to evaluate these features and to [send us your feedback](#), please note that these features are subject to change.**

Sets or retrieves whether all the elements within the local time scope are synchronized with this element's timeline.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT STYLE="behavior:url(#default#time);" t:CLOCKSOURCE = bSyncLocal... &gt;</code>
<b>Scripting</b>	<code>object.clockSource [ = bSyncLocal ]</code>

## Possible Values

<i>bSyncLocal</i>	Boolean that specifies one of the following values: <ul style="list-style-type: none"><li><b>true</b> Elements within the local time scope are synchronized with the timeline on this element. The local time scope is determined by the <a href="#">SYNCBEHAVIOR</a> attribute on the parent element.</li><li><b>false</b> Elements within the local time scope are not synchronized with the timeline on this element.</li></ul>
-------------------	--

The property is read/write with a default value of **false**. This property cannot be modified in script after the [onload](#) event fires on the document body.

## Remarks

This property must be used with the **SYNCBEHAVIOR** attribute to ensure synchronization between a designated media object, such as a video file, and other timed elements in the document.

The prefix **t** is used to associate this attribute with an XML namespace.

## Applies To

[animation](#), [audio](#), [img](#), [media](#), [video](#)

## See Also

[html+time](#)☐, [syncTolerance](#)

---

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◀ CLOCKSOURCE Attribute | c... ▶ con

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# colorDepth Property

---

Retrieves the number of bits per pixel used for colors on the destination device or buffer.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>iBitsPerPixel</i> = ] <i>oClientCaps</i> . <b>colorDepth</b>

## Possible Values

<i>iBitsPerPixel</i>	Integer that specifies one of the following values:	
1, 4, 8,	Off-screen buffering occurs based on the specified number of bits per pixel. The	
15, 16,	value 15 specifies 16 bits per pixel, in which only 15 bits are used in a 5-5-5 layout	
24, 32	of red-green-blue (RGB) values.	

The property is read-only with no default value.

## Remarks

To select an appropriate color to return to the browser, retrieve the property's value through script.

If [bufferDepth](#) is 0 or -1, **colorDepth** is equal to the bits-per-pixel value for the screen or printer. If **bufferDepth** is nonzero, **colorDepth** is equal to **bufferDepth**.

## Example

This example displays all the properties available through the [clientCaps](#) behavior.

## Applies To

[clientCaps](#)

## See Also

[client capabilities](#)☐

---

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◆ ◀ colorDepth ▶ cookieEnabled ▶ Default

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# connectionType Property

---

Retrieves the type of connection in use.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>sConnectionType</i> = ] oClientCaps. <b>connectionType</b>

## Possible Values

<i>sConnectionType</i>	String that specifies one of the following values: lan      User is connected through a network. modem   User is connected through a modem. offline   User is working offline.
------------------------	---

The property is read-only with no default value.

## Example

This example displays all the properties available through the [clientCaps](#) behavior.

## Applies To

[clientCaps](#)

## See Also

[client capabilities](#)☐

---

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 ◀ connectionType Property ▶ cpuClass

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# cookieEnabled Property

---

Retrieves whether client-side cookies are enabled in the browser.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>bEnabled</i> = ] <i>oClientCaps.cookieEnabled</i>

## Possible Values

<i>bEnabled</i>	Boolean that specifies one of the following values: false Browser does not support cookies. true Browser supports cookies.
-----------------	--

The property is read-only with no default value.

## Example

This example displays all the properties available through the [clientCaps](#) behavior.

## Applies To

[clientCaps](#)

## See Also

[client capabilities](#)☐

---

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◀ cookieEnabled Property ▶ currTime P

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# cpuClass Property

---

Retrieves a string representing the CPU class.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>sCPU</i> = ] <i>oClientCaps.cpuClass</i>

## Possible Values

<i>sCPU</i>	String that specifies one of the following values:
x86	CPU is an x86 processor.
Alpha	CPU is an Alpha processor.

The property is read-only with no default value.

## Example

This example displays all the properties available through the [clientCaps](#) behavior.

## Applies To

[clientCaps](#)

## See Also

[client capabilities](#)☐

---

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## ◀ cpuClass Property ▶ DECELERATE A

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## currTime Property

---

**This document describes technologies available as an experimental implementation of HTML+TIME within Internet Explorer 5. While we encourage you to evaluate these features and to [send us your feedback](#), please note that these features are subject to change.**

Retrieves a value indicating the current time along the simple duration, as defined by the element's [DUR](#) or [END](#) attribute.

### Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>sTime</i> = ] <i>object.currTime</i>

### Possible Values

<i>sTime</i>	String that specifies the current time on the element's simple duration.
--------------	--

The property is read-only with no default value.

### Remarks

The simple duration is the segment of time from when the element begins playing until it completes one forward cycle of its behavior, excluding repetitions.

If the [REPEAT](#) or [REPEATDUR](#) attribute is set on an element, the value of the **currTime** property resets each time the element repeats.

### Applies To

[time](#)

### See Also

[html+time](#), [localTime](#)

---

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 ◀ currTime Property ▶ DUR Attribute | d

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# DECELERATE Attribute | decelerate Property

---

**This document describes technologies available as an experimental implementation of HTML+TIME within Internet Explorer 5. While we encourage you to evaluate these features and to [send us your feedback](#), please note that these features are subject to change.**

Sets or retrieves a value that applies a deceleration to the end of a simple duration.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT STYLE="behavior:url(#default#time);" t:DECELERATE = iPercent... &gt;</code>
<b>Scripting</b>	<code>object.decelerate [ = iPercent ]</code>

## Possible Values

<i>iPercent</i>	Integer that specifies a value between <b>0</b> and 100, and represents the percentage of the local timeline over which the deceleration is applied. The local timeline refers to the timeline associated with a particular HTML element (such as a <a href="#">DIV</a> or <a href="#">SPAN</a> ), rather than the global timeline associated with the entire document.
-----------------	---

The property is read/write with a default value of **0**. This property cannot be modified in script after the [onload](#) event fires on the document body.

## Remarks

The simple duration is the segment of time from when the element begins playing until it completes one forward cycle of its behavior, excluding repetitions.

If the [REPEAT](#) or [REPEATDUR](#) attribute is set on an element, the deceleration occurs each time the element repeats.

The **DECELERATE** attribute is especially well suited to animation content and behaviors. Setting this attribute to a nonzero value does not affect the duration of the timeline in any way, but it might change the effective play

speed of the local timeline.

The sum of the values for the [ACCELERATE](#) and **DECELERATE** attributes must not exceed 100. This property is also commonly known as "ease-out" in some systems.

The prefix **t** is used to associate this attribute with an XML namespace.

## Applies To

[animation](#), [audio](#), [img](#), [media](#), [par](#), [seq](#), [time](#), [video](#)

## See Also

[html+time](#)☐

---

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◀ DECELERATE Attribute | de... ▶ END

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# DUR Attribute | dur Property

---

**This document describes technologies available as an experimental implementation of HTML+TIME within Internet Explorer 5. While we encourage you to evaluate these features and to [send us your feedback](#), please note that these features are subject to change.**

Sets or retrieves a value indicating the amount of time the element remains active or displayed.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT STYLE="behavior:url(#default#time);" t:DUR = sTime... &gt;</code>
<b>Scripting</b>	<code>object.dur [ = sTime ]</code>

## Possible Values

<i>sTime</i>	String that specifies one of the following values: <ul style="list-style-type: none"><li><b>indefinite</b> Element remains active on the timeline for an indefinite amount of time.</li><li><i>duration</i> Amount of time the element remains active or displayed. The time must be specified as described in <a href="#">Time Formats</a>.</li></ul>
--------------	--

The property is read/write with a default value of **indefinite**. This property cannot be modified in script after the [onload](#) event fires on the document body.

## Remarks

The **DUR** attribute is a value relative to the value of the element's [BEGIN](#) attribute. By contrast, the [END](#) attribute represents an absolute value along the parent element's timeline starting at 0 seconds. Do not use the **DUR** attribute on the same element as the **END** attribute.

The prefix t is used to associate this attribute with an XML namespace.

## Example

This example uses the **DUR** attribute to display lines of text for different amounts of time.

## Applies To

[animation](#), [audio](#), [img](#), [media](#), [par](#), [seq](#), [time](#), [video](#)

## See Also

[html+time](#)☐

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◀ DUR Attribute | dur Prope... ▶ ENDEV

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# END Attribute | end Property

---

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Sets or retrieves a value indicating the end time for the element, or the end of the simple duration when the element is set to [repeat](#).

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT STYLE="behavior:url(#default#time);" t:END = sTime... &gt;</code>
<b>Scripting</b>	<code>object.end [ = sTime ]</code>

## Possible Values

<i>sTime</i>	String that specifies one of the following values: <ul style="list-style-type: none"><li><b>indefinite</b> Element remains active on the timeline for an indefinite amount of time.</li><li><i>end</i> Number of seconds along the timeline at which the element will become inactive. The time must be specified as described in <a href="#">Time Formats</a>.</li></ul>
--------------	---

The property is read/write with a default value of **indefinite**. This property cannot be modified in script after the [onload](#) event fires on the document body.

## Remarks

The **END** attribute represents an absolute value along the parent element's timeline starting at 0 seconds. By contrast, the [DUR](#) attribute represents a value relative to the value of the element's [BEGIN](#) attribute. Do not use the **END** attribute on the same element as the **DUR** attribute.

The prefix **t** is used to associate this attribute with an XML namespace.

## Example



This example uses the **END** attribute to display three lines of text, each with its own start time, but all with the same end time.

## Applies To

[animation](#), [audio](#), [img](#), [media](#), [par](#), [seq](#), [time](#), [video](#)

## See Also

[html+time](#)☐, [ENDEVENT](#), [ENDHOLD](#)

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◀ END Attribute | end Prope... ▶ ENDH

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## ENDEVENT Attribute | endEvent Property

---

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Sets or retrieves a value indicating that the timeline of an element ends immediately when the referenced event occurs, regardless of the element's [repeat](#) count or [repeatDur](#) property.

### Syntax

<b>HTML</b>	<code>&lt;ELEMENT STYLE="behavior:url(#default#time);" t:ENDEVENT = sEventName... &gt;</code>
<b>Scripting</b>	<code>object.endEvent [ = sEventName ]</code>

### Possible Values

<i>sEventName</i>	String that specifies a timing event or an <a href="#">event</a> supported by the DHTML Object Model. Valid values use the format <i>object.EventName</i> , or the string "none". Examples of event names include <i>span1.onBegin</i> and <i>document.onLoad</i> .
-------------------	---

The property is read/write with no default value. This property cannot be modified in script after the [onload](#) event fires on the document body.

### Remarks

This property supports interactive timing, where element timelines can end in response to events from users, media players, or the presentation. If the referenced event does not occur, the timeline on the current element does not start. To override this behavior, you can specify a maximum duration for the timeline using either the [DUR](#) or [END](#) attribute on the same element. This behavior is sometimes referred to as "lazy interactive."

The prefix *t* is used to associate this attribute with an XML namespace.

## Example

This example uses the **ENDEVENT** attribute to make a paragraph disappear when the user clicks the button.

## Applies To

[animation](#), [audio](#), [img](#), [media](#), [par](#), [seq](#), [time](#), [video](#)

## See Also

[html+time](#)☐, [ENDHOLD](#)

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◀ ENDEVENT Attribute | endE... ▶ EVEI

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# ENDHOLD Attribute | endHold Property

---

**This document describes technologies available as an experimental implementation of HTML+TIME within Internet Explorer 5. While we encourage you to evaluate these features and to [send us your feedback](#), please note that these features are subject to change.**

Sets or retrieves whether an element remains active if its timeline ends before the timeline on its parent element ends.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT STYLE="behavior:url(#default#time);" t:ENDHOLD = bHold... &gt;</code>
<b>Scripting</b>	<code>object.endHold [ = bHold ]</code>

## Possible Values

<b>bHold</b>	Boolean that specifies one of the following values:
<b>true</b>	Element is frozen at the end of its local timeline. This last snapshot of the element displays until the end of the element's parent timeline is reached.
<b>false</b>	Element is not held until the end of the parent timeline is reached.

The property is read/write with a default value of **false**. This property cannot be modified in script after the [onload](#) event fires on the document body.

## Remarks

This property does not affect the defined duration ([DUR](#)) of the timeline, nor the timeline's defined [END](#) time. However, the **ENDHOLD** attribute does affect the display of the element between the end of the element's timeline and the end of the parent element's timeline. For example, suppose an element has an end value of 10 seconds and its parent element has an end value of 15 seconds. In this case, the **ENDHOLD** attribute defines whether the element displays during the five-second interval (seconds 11

through 15) after the timeline ends.

The prefix t is used to associate this attribute with an XML namespace.

## Applies To

[animation](#), [audio](#), [img](#), [media](#), [par](#), [seq](#), [time](#), [video](#)

## See Also

[html+time](#)☐, [ENDEVENT](#)

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◀ ENDHOLD Attribute | endHo... ▶ expir

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# EVENTRESTART Attribute | eventRestart Property

---

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Sets or retrieves whether the element should restart if a [beginEvent](#) call occurs while the local timeline is already running.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT STYLE="behavior:url(#default#time);" t:EVENTRESTART = bRestart... &gt;</code>
<b>Scripting</b>	<code>object.eventRestart [ = bRestart ]</code>

## Possible Values

<i>bRestart</i>	Boolean that specifies one of the following values: <b>true</b> Timeline immediately restarts every time the referenced event happens. <b>false</b> Timeline can't restart until after it plays through once.
-----------------	---

The property is read/write with a default value of **true**. This property cannot be modified in script after the [onload](#) event fires on the document body.

## Remarks

The prefix **t** is used to associate this attribute with an XML namespace.

## Applies To

[animation](#), [audio](#), [img](#), [media](#), [par](#), [seq](#), [time](#), [video](#)

## See Also

[html+time](#)

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◀ EVENTRESTART Attribute | ... ▶ FOL

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# expires Property

---

Sets or retrieves the expiration date of data persisted with the [userData](#) behavior.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	<i>oPersistObject.expires</i> [ = <i>sUTCString</i> ]

## Possible Values

*sUTCString* String that specifies the expiration date in UTC (Universal Time Coordinate) format.

The property is read/write with no default value.

## Remarks

The **expires** property designates the amount of time that persisted information is available. Microsoft® Internet Explorer removes the persisted information when the browser checks the date and the designated time has expired.

## Example

This example uses the **expires** property to set the expiration date of persisted data to one minute after the information is persisted.

## Applies To

[userData](#)

## See Also

[persistence overview](#)☐

---

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◆ ◀ expires Property ▶ height Property ▲ [

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# FOLDER Attribute | folder Property

---

Sets or retrieves a namespace extension, address, or path.

## Syntax

<b>HTML</b>	<code>&lt;A FOLDER = sFolder ... &gt;</code>
<b>Scripting</b>	<code>oAnchor.folder [ = sFolder ]</code>

## Possible Values

<i>sFolder</i>	String that specifies a valid namespace extension, address, or path.
----------------	--

The property is read/write with no default value.

## Remarks

Browsers that do not support the **FOLDER** attribute will navigate to the location specified in the [HREF](#) attribute. Microsoft® Internet Explorer 5 displays the value of the **FOLDER** attribute in the browser screen instead of the value of the **HREF** attribute.

## Example

This example uses the **FOLDER** attribute to specify a location to open in folder view.

## Applies To

[anchor](#)

---

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◀ FOLDER Attribute | folder... ▶ image F

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# height Property

---

Retrieves the vertical resolution of the screen.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>iHeight</i> = ] <i>oClientCaps</i> .height

## Possible Values

<i>iHeight</i>	Integer that specifies the screen height, in pixels.
----------------	--

The property is read-only with no default value.

## Example

This example displays all the properties available through the [clientCaps](#) behavior.

## Applies To

[clientCaps](#)

## See Also

[client capabilities](#)☐

---

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◆ ◀ height Property ▶ IMG Attribute | img |

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# image Property

---

Sets or retrieves the Microsoft® DirectAnimation® Image ([daimage](#)☐ ) displayed by the [anim:DA](#) element.

## Syntax

**Scripting** `object.image [ = oImage ]`

## Possible Values

*oImage* **DAImage** object that specifies the image displayed by the **anim:DA** element.

The property is read/write with no default value.

## Example

This example uses the **image** property to display a static **DAImage**.

## Applies To

[anim](#)

## See Also

[multimedia extensions to html+time](#)☐, [sound](#), [statics](#)

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◀ image Property ▶ javaEnabled Proper

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# IMG Attribute | img Property

---

**This document describes technologies available as an experimental implementation of HTML+TIME within Internet Explorer 5. While we encourage you to evaluate these features and to [send us your feedback](#), please note that these features are subject to change.**

Sets or retrieves the URL of an alternate image to display if the MIME type is not supported on the user's computer.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT STYLE="behavior:url(#default#time);" t:IMG = sURL... &gt;</code>
<b>Scripting</b>	<code>object.img [ = sURL ]</code>

## Possible Values

<b>sURL</b>	String that specifies the URL of an alternate image to display for this element if the MIME type is not supported on the user's computer.
-------------	---

The property is read/write with no default value. This property cannot be modified in script after the [onload](#) event fires on the document body.

## Remarks

The prefix t is used to associate this attribute with an XML namespace.

## Applies To

[animation](#), [media](#), [video](#)

## See Also

[html+time](#)

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 ◀ IMG Attribute | img Prope... ▶ localTin

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# javaEnabled Property

---

Retrieves whether the Microsoft virtual machine is enabled.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>bEnabled</i> = ] <i>oClientCaps</i> . <b>javaEnabled</b>

## Possible Values

<i>bEnabled</i>	Boolean that specifies one of the following values: false Microsoft virtual machine is not enabled. true Microsoft virtual machine is enabled.
-----------------	--

The property is read-only with no default value.

## Example

This example displays all the properties available through the [clientCaps](#) behavior.

## Applies To

[clientCaps](#)

## See Also

[client capabilities](#)☐

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◆ ◀ javaEnabled Property ▶ onOffBehavio

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# localTime Property

---

**This document describes technologies available as an experimental implementation of HTML+TIME within Internet Explorer 5. While we encourage you to evaluate these features and to [send us your feedback](#), please note that these features are subject to change.**

Retrieves a value indicating the current time along the local duration, as defined by the element's [REPEAT](#) or [REPEATDUR](#) attribute.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>sTime</i> = ] <i>object.localTime</i>

## Possible Values

<i>sTime</i>	String that specifies the current time on the element's local duration. The local duration is the amount of time from when the element begins until it stops, including playing in reverse and all repetitions.
--------------	---

The property is read-only with no default value.

## Remarks

If the [AUTOREVERSE](#) attribute is set to true on an element, the **localTime** is effectively doubled. The **localTime** property also includes the value of the element's **REPEAT** or **REPEATDUR** attribute.

## Applies To

[time](#)

## See Also

[html+time](#), [currTime](#)

---

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◆ ◀ localTime Property ▶ platform Property

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# onOffBehavior Property


---

Retrieves an object indicating whether the specified Microsoft® DirectAnimation® behavior is running.

## Syntax

**Scripting** [ *oOn* = ] *object.onOffBehavior*

## Possible Values

*oOn* DirectAnimation Boolean ([daboolean](#) ) object that specifies one of the following values:

true	Behavior is running.
false	Behavior is not running.

The property is read-only with no default value.

## Remarks

This property allows you to incorporate multimedia elements, such as 2-D and 3-D animated images and sounds, into an HTML page using the [anim:DA](#) element. The object this property is applied to must be an HTML object with a valid HTML+TIME timeline. Use this property with HTML+TIME timelines to control DirectAnimation content. This property is not part of the HTML+TIME specification.

**Important** To ensure that pages using this property display properly in future versions of Internet Explorer, complete the following steps:

- Use "#time" instead of "#default#time" for the behavior declaration.
- Include the time object in your page. The class identifier used to specify this object is 476C391C-3E0D-11D2-B948-00C04FA32195.

These actions are necessary only for pages that use HTML+TIME timelines to control DirectAnimation content.

## Example

This example attaches a timeline specified with HTML+TIME to an image animated with DirectAnimation. The **onOffBehavior** property is used to display one image while the animation is running, and to display a different image while the animation is stopped.

## Applies To

[time](#)

## See Also

[multimedia extensions to html+time](#)☐, [progressBehavior](#), [timelineBehavior](#)

---

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◀ onOffBehavior Property ▶ PLAYER At

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# platform Property

---

Retrieves the platform on which the browser is running.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>sPlatform</i> = ] <i>oClientCaps</i> . <b>platform</b>

## Possible Values

<i>sPlatform</i>	String that specifies one of the following values: Win32 Browser is running on Windows 32-bit platform. Win16 Browser is running on Windows 16-bit platform. WinCE Browser is running on Windows CE platform.
------------------	--

The property is read-only with no default value.

## Example

This example displays all the properties available through the [clientCaps](#) behavior.

## Applies To

[clientCaps](#)

## See Also

[client capabilities](#)☐

---

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◀ platform Property ▶ playerObject Prop

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# PLAYER Attribute | player Property

---

**This document describes technologies available as an experimental implementation of HTML+TIME within Internet Explorer 5. While we encourage you to evaluate these features and to [send us your feedback](#), please note that these features are subject to change.**

Sets or retrieves the object used to render the media associated with this element.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT STYLE="behavior:url(#default#time);" t:PLAYER = sID... &gt;</code>
<b>Scripting</b>	<code>object.player [ = sID ]</code>

## Possible Values

<i>sID</i>	String that specifies the class identifier of the object used to render the element's media. The format is "{XXXXXXXX-XXXX-XXXX-XXXX-XXXXXXXXXXXX}" for registered Microsoft ActiveX controls.
------------	--

The property is read/write with no default value. This property cannot be modified in script after the [unload](#) event fires on the document body.

## Remarks

Only media playing objects that support HTML+TIME work with this property. To support HTML+TIME, a player must implement the [itimedmediaplayer](#) interface.

The prefix t is used to associate this attribute with an XML namespace.

## Applies To

[animation](#), [audio](#), [img](#), [media](#), [video](#)

## See Also

[multimedia extensions to html+time](#), [playerObject](#)

---

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◆ ◀ player Property ▶ progressBar P

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# playerObject Property

---

**This document describes technologies available as an experimental implementation of HTML+TIME within Internet Explorer 5. While we encourage you to evaluate these features and to [send us your feedback](#), please note that these features are subject to change.**

Retrieves the object that plays media files.

## Syntax

HTML	N/A
Scripting	[ <i>oPlayer</i> = ] <b>object.playerObject</b>

## Possible Values

<i>oPlayer</i>	Player object used for rendering the element's media.
----------------	---



The property is read-only with no default value.

## Remarks

The **PLAYER** attribute specifies the object that plays media files.

This property provides access to all the properties, methods, and events available on the player object.

## Example

This example plays a video clip with the Microsoft® Windows® Media Player control. The video clip begins playing five seconds after the page loads, and continues playing for 20 seconds. The **playerObject** is used to access the [mute](#)  property and [aboutbox](#)  method available on the Windows Media Player control.

## Applies To

[animation](#), [audio](#), [img](#), [media](#), [video](#)

## See Also

[multimedia extensions to html+time](#)☐, [PLAYER](#)

---

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◀ playerObject Property ▶ REPEAT Attri

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# progressBehavior Property


---

Retrieves an object indicating the progress of the specified Microsoft® DirectAnimation® behavior.

## Syntax

**Scripting** [ *oProgress* = ] *object*.progressBehavior

## Possible Values

*oProgress* Object that specifies the DirectAnimation number ([danumber](#) ) used to indicate the progress of the behavior. The **DANumber** object contains a floating-point number, with a value between 0.0 and 1.0, that indicates how much of the behavior is complete.

The property is read-only with no default value.

## Remarks

This property allows you to incorporate multimedia elements, such as 2-D and 3-D animated images and sounds, into an HTML page with the [anim:DA](#) element. The object this property is applied to must be an HTML object with a valid HTML+TIME timeline. Use this property with HTML+TIME timelines to control DirectAnimation content. This property is not part of the HTML+TIME specification.

**Important** To ensure that pages using this property display properly in future versions of Internet Explorer, complete the following steps:

- Use "#time" instead of "#default#time" for the behavior declaration.
- Include the time object in your page. The class identifier used to specify this object is 476C391C-3E0D-11D2-B948-00C04FA32195.

These actions are necessary only for pages that use HTML+TIME timelines to control DirectAnimation content.

## Example

This example attaches a timeline specified with HTML+TIME to an image animated with DirectAnimation. The **progressBehavior** property is used to animate the opacity of the image.

## Applies To

[time](#)

## See Also

[multimedia extensions to html+time](#), [onOffBehavior](#), [timelineBehavior](#)

---

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## ◀ progressBehavior Property ▶ REPEAT

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# REPEAT Attribute | repeat Property

---

**This document describes technologies available as an experimental implementation of HTML+TIME within Internet Explorer 5. While we encourage you to evaluate these features and to [send us your feedback](#), please note that these features are subject to change.**

Sets or retrieves the number of times an element's timeline repeats.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT STYLE="behavior:url(#default#time);" t:REPEAT = vRepetitions... &gt;</code>
<b>Scripting</b>	<code>object.repeat [ = vRepetitions ]</code>

## Possible Values

<i>vRepetitions</i>	Variant that specifies one of the following values: <i>indefinite</i> Timeline repeats indefinitely. <i>repetitions</i> Floating-point number greater than 0 that specifies how many times the timeline repeats.
---------------------	--

The property is read/write with a default value of **1**. This property cannot be modified in script after the [onload](#) event fires on the document body.

## Remarks

Use the [DUR](#) or [END](#) attribute to define each repeat iteration. The **REPEAT** attribute has no effect if the duration is not defined or is indefinite.

Do not use this property on the same element as the [REPEATDUR](#) attribute. Typically, **REPEAT** is set on elements that are time containers, such as the [PAR](#) or [SEQ](#) element. Elements containing the [TIMELINE](#) attribute are also time containers. If you set the **REPEAT** attribute on an element that is not a time container, it increases the element's duration by multiplying the duration by the repeat count. This causes the element to

remain active on the timeline for the increased duration, but it doesn't change the element's appearance as it repeats the local timeline.

The prefix `t` is used to associate this attribute with an XML namespace.

## Example

This example uses the **REPEAT** attribute to display a series of three different paragraphs over time.

## Applies To

[animation](#), [audio](#), [img](#), [media](#), [par](#), [seq](#), [time](#), [video](#)

## See Also

[html+time](#)☐

---

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◀ REPEAT Attribute | repeat... ▶ sound |

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# REPEATDUR Attribute | repeatDur Property

---

**This document describes technologies available as an experimental implementation of HTML+TIME within Internet Explorer 5. While we encourage you to evaluate these features and to [send us your feedback](#), please note that these features are subject to change.**

Sets or retrieves the number of seconds an element's timeline repeats.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT STYLE="behavior:url(#default#time);" t:REPEATDUR = sTime... &gt;</code>
<b>Scripting</b>	<code>object.repeatDur [ = sTime ]</code>

## Possible Values

<i>sTime</i>	String that specifies one of the following values: indefinite Timeline repeats indefinitely.
<i>totaldur</i>	Total amount of time to repeat the element's timeline. The time must be specified as described in <a href="#">Time Formats</a> .

The property is read/write with no default value. This property cannot be modified in script after the [onload](#) event fires on the document body.

## Remarks

Use the [DUR](#) or [END](#) property to define each repeat iteration. The **REPEATDUR** property has no effect if the duration is not defined or is indefinite.

Do not use this property on the same element as the [REPEAT](#) attribute. Typically, **REPEATDUR** is set on elements that are time containers, such as the [PAR](#) or [SEQ](#) element. Elements containing the [TIMELINE](#) attribute are also time containers. If you set the **REPEATDUR** attribute on an element that is not a time container, it sets the element's duration to the **REPEATDUR** value. This property is useful for coordinating the timing of

an element with a media element that has a fractional duration, such as an audio file that is 3.45 seconds.

The prefix t is used to associate this attribute with an XML namespace.

## Applies To

[animation](#), [audio](#), [img](#), [media](#), [par](#), [seq](#), [time](#), [video](#)

## See Also

[html+time](#)☐

---

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## ◀ REPEATDUR Attribute | rep... ☐ SRC

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# sound Property

---

Sets or retrieves the Microsoft® DirectAnimation® sound ([dasound](#) ) played by the [anim:DA](#) element.

## Syntax

**Scripting** `object.sound [ = oSound ]`

## Possible Values

*oSound* **DASound** object that specifies the sound played by the **anim:DA** element.

The property is read/write with no default value.

## Applies To

[anim](#)

## See Also

[multimedia extensions to html+time](#) , [image](#), [statics](#)

---

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◆ ◀ sound Property ▶ statics Property ▲ D

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# SRC Attribute | src Property

---

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Sets or retrieves the source URL of the media.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT STYLE="behavior:url(#default#time);" t:SRC = sURL... &gt;</code>
<b>Scripting</b>	<code>object.src [ = sURL ]</code>

## Possible Values

**sURL** String that specifies the URL of the media.

The property is read/write with no default value. This property cannot be modified in script after the [onload](#) event fires on the document body.

## Remarks

The prefix t is used to associate this attribute with an XML namespace.

## Applies To

[animation](#), [audio](#), [img](#), [media](#), [video](#)

## See Also

[html+time](#)

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□ SRC Attribute | src Prope... ▸ SYNCB

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## statics Property

---

Retrieves an object containing the [dastatics](#)  class library used with Microsoft® DirectAnimation®.

### Syntax


**Scripting** [ *oLibrary* = ] *object.statics*

### Possible Values

*oLibrary* Object that contains the **DAStatics** functions and properties available through DirectAnimation.

The property is read-only with no default value.

### Remarks

The **DAStatics** library is associated with meter construction mode. For more information, see the [meterlibrary](#)  documentation.

You must assign a scripting variable to the value of this property to allow access to all DirectAnimation functions and properties, as shown in the following example:

```
<anim:DA ID="da1"/>
.
.
.
<SCRIPT>
m = da1.statics;
var x = m.property
</SCRIPT>
```

### Applies To

[anim](#)

## See Also

[multimedia extensions to html+time](#)☐, [image](#), [sound](#)

---

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◀ statics Property ▶ syncTolerance Prop

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# SYNCBEHAVIOR Attribute | syncBehavior Property

---

**This document describes technologies available as an experimental implementation of HTML+TIME within Internet Explorer 5. While we encourage you to evaluate these features and to [send us your feedback](#), please note that these features are subject to change.**

Sets or retrieves the synchronization rules for the element's timeline.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT STYLE="behavior:url(#default#time);" t:SYNCBEHAVIOR = sRule... &gt;</code>
<b>Scripting</b>	<code>object.syncBehavior [ = sRule ]</code>

## Possible Values

<i>sRule</i>	String that specifies one of the following values:
<b>canSlip</b>	Element does not have to be synchronized with the parent element's timeline. This allows an HTML page to have enough flexibility to handle network problems.
<b>locked</b>	Element must be synchronized with the parent element's timeline. For example, a parent element's timeline does not progress until the child element's media is ready to be played.

The property is read/write with a default value of **canSlip**. This property cannot be modified in script after the [onload](#) event fires on the document body.

## Remarks

You must use this property with the [CLOCKSOURCE](#) attribute to determine the scope of which elements to synchronize. If a media file isn't ready when the timeline begins, the canSlip value enables the parent timeline to continue without interruption. The timeline on the element associated with the media begins as soon as the file loads.

If you set the **SYNCBEHAVIOR** attribute to locked, the parent timeline must pause and wait for the element to catch up. If the parent element's

timeline is also locked, the scope of the synchronization behavior is extended to include all the time children of the parent's parent element. If all timelines are locked, the entire document pauses when an element cannot maintain its synchronization.

The prefix `t` is used to associate this attribute with an XML namespace.

## Applies To

[animation](#), [audio](#), [img](#), [media](#), [par](#), [seq](#), [time](#), [video](#)

## See Also

[html+time](#)☐, [syncTolerance](#)

---

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◆ ◀ SYNCBEHAVIOR Attribute | ... ▶ syste

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# syncTolerance Property

---

**This document describes technologies available as an experimental implementation of HTML+TIME within Internet Explorer 5. While we encourage you to evaluate these features and to [send us your feedback](#), please note that these features are subject to change.**

Retrieves the time variance allowed on a timeline with locked synchronization.

## Syntax

HTML	N/A
Scripting	[ <i>sTime</i> = ] <i>object.syncTolerance</i>

## Possible Values

<i>sTime</i>	String that specifies the amount of time variance, in seconds, allowed between synchronized elements.
--------------	---

The property is read-only with a default value of **.2** seconds.

## Remarks

This property is valid only for time containers with locked timelines, as defined using the [SYNCBEHAVIOR](#) and [CLOCKSOURCE](#) attributes. Once the synchronization of locked elements is off by more than the **syncTolerance** value, the elements resynchronize and the [onresync](#) event fires.

## Applies To

[animation](#), [audio](#), [img](#), [media](#), [par](#), [seq](#), [time](#), [video](#)

## See Also

[html+time](#)

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◀ syncTolerance Property ▶ TARGET At

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# systemLanguage Property

---

Retrieves the default language that the system is running.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>sLanguage</i> = ] <i>oClientCaps.systemLanguage</i>

## Possible Values

*sLanguage* String that specifies any of the values described in [Language Codes](#).

The property is read-only with a system-specific default value.

## Example

This example displays all the properties available through the [clientCaps](#) behavior.

## Applies To

[clientCaps](#)

## See Also

[client capabilities](#)☐

---

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◀ systemLanguage Property ▶ TIMEAC

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# TARGET Attribute | target Property

---

Sets or retrieves the name of a window or frame that is the target for navigation.

## Syntax

<b>HTML</b>	<code>&lt;A TARGET = [ <i>sTarget</i> ]... &gt;</code>
<b>Scripting</b>	<code>object.target [ = <i>sTarget</i> ]</code>

## Possible Values

<i>sTarget</i>	String that specifies one or more of the following values: <i>name</i> Name of the frame or window. _self Linked document loads into the same window as the link. _top Linked document loads into the topmost window.
----------------	--

The property is read/write, has no default value, and is case insensitive.

## Remarks

The **TARGET** attribute is exposed to objects participating in the [anchor](#) behavior.

## Example

This example uses the **TARGET** attribute and the **anchor** behavior to specify the name of a window or frame.

## Applies To

[anchor](#)

---

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## ◀ TARGET Attribute | target... ▶ TIMELI

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# TIMEACTION Attribute | timeAction Property

---

**This document describes technologies available as an experimental implementation of HTML+TIME within Internet Explorer 5. While we encourage you to evaluate these features and to [send us your feedback](#), please note that these features are subject to change.**

Sets or retrieves what action is taken on the element while the timeline is active.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT STYLE="behavior:url(#default#time);" t:TIMEACTION = sAction... &gt;</code>
<b>Scripting</b>	<code>object.timeAction [ = sAction ]</code>

## Possible Values

<b>sAction</b>	String that specifies one of the following values:
<b>display</b>	Element displays when the timeline is active, and disappears when the timeline is inactive. As the element changes between active and inactive states, the surrounding HTML elements dynamically reflow within the page.
<b>none</b>	Element takes no action. This is useful for time grouping, when the parent element should not do anything in response to timing.
<b>onOff</b>	Element's <b>on</b> property toggles between true and false over time. If no <b>on</b> property exists for the element, nothing happens.
<b>style</b>	Element displays with the inline style when the timeline is active, and displays without the inline style when the timeline is inactive. If no inline style is defined for this element, nothing happens.
<b>visibility</b>	Element's <b>style.visibility</b> property displays the element when the timeline is active, and makes the element disappear when the timeline is inactive. The surrounding HTML elements do not reflow as a result of the local element changing between active and inactive states.

The property is read/write with a default value of **visibility**. This property cannot be modified in script after the [unload](#) event fires on the document body.

## Remarks

When this property is used on the HTML [BODY](#) element, the default value is none.

The prefix t is used to associate this attribute with an XML namespace.

## Example

This example shows text with different **timeAction** values.

## Applies To

[animation](#), [audio](#), [img](#), [media](#), [par](#), [seq](#), [time](#), [video](#)

## See Also

[html+time](#)☐

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◀ TIMEACTION Attribute | ti... ▶ timeline

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# TIMELINE Attribute | timeline Property

---

**This document describes technologies available as an experimental implementation of HTML+TIME within Internet Explorer 5. While we encourage you to evaluate these features and to [send us your feedback](#), please note that these features are subject to change.**

Sets or retrieves the type of timeline associated with an HTML element.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT STYLE="behavior:url(#default#time);" t:TIMELINE = sType... &gt;</code>
<b>Scripting</b>	<code>object.timeline [ = sType ]</code>

## Possible Values

<i>sType</i>	String that specifies one of the following values:
<b>none</b>	Current element does not define a local timeline and has no affect on its contained time descendants.
<b>par</b>	New timeline container element in a document. All HTML descendants of this element have independent, or parallel, timing.
<b>seq</b>	Sequence timeline container element in a document. All HTML descendants of this element are timed as though they have a <a href="#">BEGINAFTER</a> attribute set to the previous element.

The property is read/write with a default value of **none**. This property cannot be modified in script after the [unload](#) event fires on the document body.

## Remarks

The prefix **t** is used to associate this attribute with an XML namespace.

## Example

This example uses the **TIMELINE** attribute to create a parallel time container.



## Applies To

[time](#)

## See Also

[html+time](#)☐, [PAR](#), [SEQ](#)

---

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◀ **TIMELINE Attribute | time...** ▶ **TIMES1**

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# timelineBehavior Property

---

Retrieves a Microsoft® DirectAnimation® number ([danumber](#)) object containing the timeline behavior associated with the specified object.

## Syntax


**Scripting** [ *oBehavior* = ] *object*.**timelineBehavior**

## Possible Values

*oBehavior* Object that specifies the **DANumber** containing the behavior associated with the specified object.

The property is read-only with no default value.

## Remarks

Typically, this property is used with the [substitutetime](#) function to replace the timeline of the DirectAnimation behavior with the specified HTML+TIME timeline.

This property allows you to incorporate multimedia elements, such as 2-D and 3-D animated images and sounds, into an HTML page with the [anim:DA](#) element. Use this property with HTML+TIME timelines to control DirectAnimation content. This property is not part of the HTML+TIME specification.

**Important** To ensure that pages using this property display properly in future versions of Internet Explorer, complete the following steps:

- Use "#time" instead of "#default#time" for the behavior declaration.
- Include the time object in your page. The class identifier used to specify this object is 476C391C-3E0D-11D2-B948-00C04FA32195.

These actions are necessary only for pages that use HTML+TIME timelines

to control DirectAnimation content.

## Example

This example uses the **timelineBehavior** property to apply a timeline, created with HTML+TIME, to a simple animation that rotates an image.

## Applies To

[time](#)

## See Also

[multimedia extensions to html+time](#), [onOffBehavior](#), [progressBehavior](#)

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◆ ◀ timelineBehavior Property ▶ TYPE Att

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# TIMESTARTRULE Attribute | timeStartRule Property

---

**This document describes technologies available as an experimental implementation of HTML+TIME within Internet Explorer 5. While we encourage you to evaluate these features and to [send us your feedback](#), please note that these features are subject to change.**

Sets or retrieves the point at which the document's timeline begins.

## Syntax

<b>HTML</b>	<code>&lt;BODY STYLE="behavior:url(#default#time);" t:TIMESTARTRULE = sAction... &gt;</code>
<b>Scripting</b>	<code>body.timeStartRule [ = sAction ]</code>

## Possible Values

<b>sAction</b>	String that specifies the following value: <b>onDocLoad</b> Starts the document timeline after the document is fully loaded, but without waiting for any document-associated media. This value ties the start of the document timeline to the <a href="#">window.onload</a> event.
----------------	---

The property is read/write with a default value of **onDocLoad**. This property cannot be modified in script after the [onload](#) event fires on the document body.

## Remarks

Only the HTML [BODY](#) element supports this property.

Values other than onDocLoad might be available in future versions of Internet Explorer.

The prefix `t` is used to associate this attribute with an XML namespace.

## Applies To

[time](#)

## See Also

[html+time](#)☐

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◆ ◀ TIMESTARTRULE Attribute |... ▶ user

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# TYPE Attribute | type Property

---

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Sets or retrieves the MIME type of the media object referenced by the [SRC](#) attribute.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT STYLE="behavior:url(#default#time);" t:TYPE = sType... &gt;</code>
<b>Scripting</b>	<code>object.type [ = sType ]</code>

## Possible Values

<i>sType</i>	String that specifies the MIME type of the media associated with the element.
--------------	---

The property is read/write with no default value. This property cannot be modified in script after the [onload](#) event fires on the document body.

## Remarks

By default, the server should send the MIME type to the user agent. If that mechanism fails, the MIME type is obtained from this property.

The prefix t is used to associate this attribute with an XML namespace.

## Applies To

[animation](#), [audio](#), [img](#), [media](#), [video](#)

## See Also

[html+time](#)

---

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◀ TYPE Attribute | type Pro... ▶ width Pr

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# userLanguage Property

---

Retrieves the current user language.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>sLanguage</i> = ] <i>oClientCaps.userLanguage</i>

## Possible Values

*sLanguage* String that specifies any of the possible return values listed in [Language Codes](#).

The property is read-only with a browser-specific default value.

## Example

This example displays all the properties available through the [clientCaps](#) behavior.

## Applies To

[clientCaps](#)

## See Also

[client capabilities](#)☐

---

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◀ userLanguage Property ▶ XMLDocum

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# width Property

---

Retrieves the horizontal resolution of the screen.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>iWidth</i> = ] <i>oClientCaps</i> .width

## Possible Values

*iWidth* Integer that specifies the width of the screen, in pixels.

The property is read-only with no default value.

## Example

This example displays all the properties available through the [clientCaps](#) behavior.

## Applies To

[clientCaps](#)

## See Also

[client capabilities](#)☐

---

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◆ ◀ width Property ▶ addComponentRequ

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# XMLDocument Property

---

Retrieves a reference to the XML Document Object Model (DOM) exposed by the object.

## Syntax

HTML	N/A
Scripting	[ <i>oXMLObject</i> = ] <i>oObject</i> .XMLDocument

## Possible Values

*oXMLObject* Object that specifies the XML DOM exposed by the object.

The property is read-only with no default value.

## Remarks

For a complete description of the XML DOM exposed by the **XMLDocument** property, see the [xml dom reference](#).

When persistence is applied to an element, a root node is automatically created within the exposed XML document. This node is accessed through the [documentelement](#) property. You can use [setAttribute](#) to add attributes to the root node, and you can use [appendChild](#) to add child nodes to the root node.

The **XMLDocument** property is available to the [saveFavorite](#) and [saveHistory](#) behaviors only when the [onload](#) and [onsave](#) events are fired.

## Example

This example shows how a persistent object can access the XML DOM through the **XMLDocument** property. The **setAttribute** method is exposed



through the XML DOM. The **setAttribute** method is not the same as the DHTML and persistence methods of the same name.

## Applies To

[saveFavorite](#), [saveHistory](#), [userData](#)

## See Also

[persistence overview](#)☐

---

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 ◀ XMLDocument Property ▶ addDABeh

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# addComponentRequest Method

---

Adds the specified component to the queue of components to be installed.

## Syntax

```
oClientCaps.addComponentRequest(sID, sIDType [, sMinVer])
```

## Parameters

<i>sID</i>	Required. String that specifies any of the component identifiers listed in the <a href="#">Installable Components in Internet Explorer</a> document.
<i>sIDType</i>	Required. String that specifies the case-insensitive type of the identifier specified in <i>sID</i> , or the following value: componentid Active Setup identifier of the component.
<i>sMinVer</i>	Optional. String that specifies the minimum version number of the component to install.

## Return Value

No return value.

## Remarks

Only Microsoft® Internet Explorer components are specified by this method. Components not supported by Internet Explorer are ignored.

The **addComponentRequest** method queues a download request for the specified component. Actual download of the component does not occur until a call is made to the [doComponentRequest](#) method.

## Example

This example uses the **addComponentRequest** and **doComponentRequest** methods to install the Internet Explorer Data Binding component, if the component does not already exist in the user's

system.

## Applies To

[clientCaps](#)

## See Also

[clientcaps](#), [using dhtml behaviors](#), [compareVersions](#),  
[doComponentRequest](#), [isComponentInstalled](#)

---

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◆ ◀ addComponentRequest Metho... ▶ be

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# addDABehavior Method

---

Adds a Microsoft® DirectAnimation® behavior ([dabehavior](#)☐ ) to the run list when the behavior is not part of the animation model.

## Syntax

```
object.addDABehavior(oBehavior, IID)
```

## Parameters


<i>oBehavior</i>	Required. Object that specifies the <b>DABehavior</b> to add.
<i>IID</i>	Required. Integer that specifies the identifier of the <b>DABehavior</b> to add. This value is used in a subsequent call to the <a href="#">removeDABehavior</a> method to remove the <b>DABehavior</b> .

## Return Value

No return value.

## Remarks

When the system starts the animation, additional behaviors are run with the same start time as the behaviors included in the original animation.

For more information about DirectAnimation, see the [microsoft directanimation software development kit \(sdk\)](#)☐ .

## Applies To

[anim](#)

## See Also

[multimedia extensions to html+time](#)☐

---

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◆ ◀ addDABehavior Method ▶ clearCompo

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# beginElement Method

---

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Starts the element on the timeline.

## Syntax

```
object.beginElement()
```

## Return Value

No return value.

## Remarks

This method applies the same action as if the element's [begin](#) time is reached on the local timeline. When the **beginElement** method is called, the element begins. All time children elements are notified and aligned correctly to the local timeline.

## Example

This example displays an image when the countdown reaches 0. Click the Restart Timeline button to restart the timeline with the **beginElement** method.

## Applies To

[animation](#), [audio](#), [img](#), [media](#), [par](#), [seq](#), [time](#), [video](#)

## See Also

[endElement](#)

---

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◀ beginElement Method ▶ compareVers

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# clearComponentRequest Method

---

Clears the queue of all component download requests.

## Syntax

```
oClientCaps.clearComponentRequest()
```

## Return Value

No return value.

## Applies To

[clientCaps](#)

## See Also

[clientcaps](#), [using dhtml behaviors](#), [addComponentRequest](#), [doComponentRequest](#), [isComponentInstalled](#)

---

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◆ ◀ clearComponentRequest met... ▶ doC

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# compareVersions Method

---

Compares two version numbers.

## Syntax

```
iResult = oClientCaps.compareVersions(sVersionNumber1, sVersionNumber2)
```

## Parameters

<i>sVersionNumber1</i>	Required. String that specifies the first of two version numbers to compare.
<i>sVersionNumber2</i>	Required. String that specifies the second of two version numbers to compare.

## Return Value

Returns one of the following values:

-1	<i>sVersionNumber1</i> is less than <i>sVersionNumber2</i>
0	<i>sVersionNumber1</i> is equal to <i>sVersionNumber2</i>
1	<i>sVersionNumber1</i> is greater than <i>sVersionNumber2</i>

## Example

This example uses the **compareVersions** method to compare the version of the installed Microsoft virtual machine component with a specified version.

```
<HTML xmlns:IE >
<HEAD>
<STYLE>
@media all {
    IE\:clientCaps {behavior:url(#default#clientcaps)}
}
</STYLE>
</HEAD>
```

```
<BODY >
<IE:clientCaps ID="oClientCaps" />
:
<SCRIPT>
  sMSvmVersion = oClientCaps.getComponentVersion
    (" {08B0E5C0-4FCB-11CF-AAA5-00401C608500} ", "Component")
  if (0 == oClientCaps.compareVersions(sMSvmVersion, "5,0,18,1"))
    window.alert ("Versions matched!");
</SCRIPT>
:
</BODY>
```

## Applies To

[clientCaps](#)

## See Also

[clientcaps](#), [using dhtml behaviors](#), [getComponentVersion](#),  
[isComponentInstalled](#)

---

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◆ ◀ compareVersions Method ▶ endElement

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# doComponentRequest Method

---

Downloads all the components that have been queued using [addComponentRequest](#).

## Syntax

```
bSuccess = oClientCaps.doComponentRequest()
```

## Return Value

Boolean. Returns true if the specified component(s) downloaded successfully, or false otherwise.

## Example

This example uses the **doComponentRequest** and **addComponentRequest** methods to install the Microsoft® Internet Explorer Data Binding component, if the component does not already exist in the user's system.

## Applies To

[clientCaps](#)

## See Also

[clientcaps](#), [using dhtml behaviors](#), [getComponentVersion](#), [isComponentInstalled](#)

---

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◆ ◀ doComponentRequest Method ▶ getA

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# endElement Method

---

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Stops the element on the timeline.

## Syntax

```
object.endElement()
```

## Return Value

No return value.

## Remarks

This method applies the same action as if the element's [end](#) time is reached on the local timeline, or the element's duration ([dur](#)) has expired. All time children elements are notified and aligned correctly to the local timeline. In addition, the **endElement** method fires the [onend](#) event.

## Applies To

[animation](#), [audio](#), [img](#), [media](#), [par](#), [seq](#), [time](#), [video](#)

## See Also

[beginElement](#)

---

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◆ ◀ endElement Method ▶ GetComponent

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# getAttribute Method

---

Retrieves the value of the specified attribute.

## Syntax

```
vAttribute = oPersistObject.getAttribute(sAttrName)
```

## Parameters

*sAttrName* Required. String that specifies the name of the persistent attribute.

## Return Value

Variant. Returns a string, number, or Boolean, defined by *sAttrName*. If an explicit attribute doesn't exist, an empty string is returned. If a custom attribute doesn't exist, null is returned.

## Remarks

The *sAttrName* value is not case sensitive.

This method requires an object participating in persistence, where that object has a class name equal to the desired persistence behavior. An [ID](#) is required for the [userData](#) and [saveSnapshot](#) behaviors, and is recommended for the [saveHistory](#) and [saveFavorite](#) behaviors.

This method overrides the DHTML [getAttribute](#) method.

## Example

This example uses the **getAttribute** method to retrieve an attribute on an object participating in **userData** persistence.

## Applies To

[saveFavorite](#), [saveHistory](#), [userData](#)

## See Also

[dhtml behaviors](#), [persistence overview](#), [removeAttribute](#), [setAttribute](#)

---

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◀ `getAttribute Method` ▶ `isComponentIn`

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# GetComponentVersion Method

---

Retrieves the version of the specified component.

## Syntax

```
sVersion = oClientCaps.GetComponentVersion(sID, sIDType)
```

## Parameters

<i>sID</i>	Required. String that specifies any of the component identifiers listed in the <a href="#">Detectable Components in Internet Explorer</a> document.
<i>sIDType</i>	Required. String that specifies the case-insensitive type of the identifier specified in <i>sID</i> , or the following value: componentid Active Setup identifier of the component.

## Return Value

String. Returns the version number of the component, if it is installed, or null otherwise.

## Remarks

Only Microsoft® Internet Explorer components are detected by this method. If a component identifier of a third-party component is specified, the method returns null.

## Example

This example detects whether Microsoft virtual machine is installed and, if it is, uses the **GetComponentVersion** method to indicate the version of the component currently installed.

## Applies To

[clientCaps](#)

## See Also

[client capabilities](#), [using dhtml behaviors](#), [compareVersions](#),  
[isComponentInstalled](#)

---

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◀ `getComponentVersion` Metho... ▶ isHc

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# isComponentInstalled Method

---

Retrieves whether the specified component is available.

## Syntax

```
blInstalled = oClientCaps.isComponentInstalled(sID, sIDType [, sMinVersion])
```

## Parameters

<i>sID</i>	Required. String that specifies any of the component identifiers listed in the <a href="#">Detectable Components in Internet Explorer</a> document.
<i>sIDType</i>	Required. String that specifies the case-insensitive type of the identifier specified in <i>sID</i> , or the following value: componentid Active Setup identifier of the component.
<i>sMinVersion</i>	Optional. String that specifies the version number of the component.

## Return Value

Boolean. Returns true if the component is installed and its version number is greater than or equal to the specified *sMinVersion*, or false otherwise.

## Remarks

Only Microsoft® Internet Explorer components are detected by this method. If a component identifier of a third-party component is specified, the method returns false.

## Example

This example uses the **isComponentInstalled** method to determine whether the Microsoft virtual machine is installed.

## Applies To

[clientCaps](#)

## See Also

[client capabilities](#), [using dhtml behaviors](#), [compareVersions](#),  
[getComponentVersion](#)

---

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◆ ◀ isComponentInstalled Meth... ▶ load N

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# isHomePage Method

---

Determines whether the specified URL refers to the client's home page.

## Syntax

```
bQueryHome = oHomePage.isHomePage(sPageURL)
```

## Parameters

*sPageURL* Required. String that specifies the path and/or file name to compare against a client's specified home page.

## Return Value

Boolean. Returns true if the client's Web page is the same as the provided argument, or false otherwise.

## Remarks

The **isHomePage** method returns false if the argument and a user's home page are the same, but the document calling the method is on a different domain than the user's home page.

## Example

This example uses the **isHomePage** method to determine whether a user's home page is the same as the specified URL.

## Applies To

[homePage](#)

## See Also

[dhtml behaviors](#) 



---

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◀ isHomePage Method ▶ navigate Meth

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# load Method

---

Loads an object participating in [userData](#) persistence from a UserData store.

## Syntax

```
oPersistObject.load(sStoreName)
```

## Parameters

*sStoreName* Required. String that specifies the arbitrary name assigned to a persistent object within a UserData store.

## Return Value

No return value.

## Remarks

The **load** method reads information from a UserData store. You can determine access to a UserData store by specifying a path within the immediate directory tree between the Web root and the current folder. For example, if you save the UserData store in the /private/ folder, a Web page located in the /public/ folder cannot access that UserData store.

This method requires an object participating in **userData** persistence, where the object has an [ID](#) and a class name equal to the persistence behavior.

## Example

This example uses the **load** method to read information about an object participating in **userData** persistence saved in a UserData store.

## Applies To

[userData](#)

## See Also

[dhtml behaviors](#), [persistence overview](#)

---

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◀ load Method ▶ navigateFrame Method

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# navigate Method

---

Navigates the window to the specified location and displays the contents in folder view.

## Syntax

```
oDAVObject.navigate(sHTTP)
```

## Parameters

*sHTTP* Required. String that specifies any valid HTTP address.

## Return Value

No return value.

## Remarks

The **navigate** method is a shortcut whose function is identical to that of the [navigateFrame](#) method with the `_self` for the target.

## Applies To

[httpFolder](#)

---

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 ◀ navigate Method ▶ navigateHomePage

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# navigateFrame Method

---

Navigates the window or frame to the specified location and displays the contents in folder view.

## Syntax

```
oDAVObject.navigateFrame(sHTTP, sTarget)
```

## Parameters

*sHTTP* Required. String that specifies any valid HTTP address.

*sTarget* Required. String that specifies the name of a frame. You can use `_self` for the current window, or `_top` for a new window.

## Return Value

No return value.

## Remarks

This method requires an object with the [httpFolder](#) behavior.

## Applies To

[httpFolder](#)

---

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◀ navigateFrame Method ▶ pause Meth

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# navigateHomePage Method

---

Navigates the browser to a user's home page.

## Syntax

```
oHomePage.navigateHomePage()
```

## Return Value

No return value.

## Example

This example uses the **navigateHomePage** method to load a user's home page.

## Applies To

[homePage](#)

## See Also

[dhtml behaviors](#)☐

---

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 ◀ navigateHomePage Method ▶ remove

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# pause Method

---

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Pauses the timeline on the HTML document.

## Syntax

```
body.pause()
```

## Return Value

No return value.

## Remarks

Only the [BODY](#) element supports the **pause** method. When this method is invoked, the [onpause](#) event occurs.

## Example

This example uses the **pause** method to control the highlight sequence for rows in a table.

## Applies To

[time](#)

## See Also

[resume](#)

---

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◀ pause Method ▶ removeDABehavior ▶

*Web Workshop | DHTML, HTML & CSS*

# removeAttribute Method

---

Removes the specified attribute from the object.

## Syntax

```
oPersistObject.removeAttribute(sAttrName)
```

## Parameters

*sAttrName* Required. String that specifies the name of the persistent attribute.

## Return Value

No return value.

## Remarks

The *sAttrName* value is not case sensitive.

This method requires an object participating in persistence, where that object has a class name equal to the desired persistence behavior. An [ID](#) is required for the [userData](#) and [saveSnapshot](#) behaviors, and recommended for the [saveHistory](#) and [saveFavorite](#) behaviors.

This method overrides the DHTML [removeAttribute](#) method.

## Example

This example uses the **removeAttribute** method to remove an attribute on an object participating in **userData** persistence.

## Applies To

[saveFavorite](#), [saveHistory](#), [userData](#)

## See Also

[dhtml behaviors](#), [persistence overview](#), [getAttribute](#), [setAttribute](#)

---

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◀ removeAttribute Method ▶ resume Me

*Web Workshop | DHTML, HTML & CSS*

# removeDABehavior Method

---

Removes a Microsoft® DirectAnimation® behavior ([dabehavior](#)☐ ) added by the [addDABehavior](#) method.

## Syntax

```
object.removeDABehavior(iID)
```


## Parameters

*iID* Required. Integer that specifies the identifier of the **DABehavior** to remove. This value is obtained from a previous call made to the **addDABehavior** method.

## Return Value

No return value.

## Remarks

For more information about DirectAnimation, see the [microsoft directanimation software development kit \(sdk\)](#)☐ .

## Applies To

[anim](#)

## See Also

[multimedia extensions to html+time](#)☐

---

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◀ removeDABehavior Method ▶ save M

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## resume Method

---

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Resumes a paused timeline on the HTML document.

### Syntax

```
body.resume()
```

### Return Value

No return value.

### Remarks

Only the [BODY](#) element supports the **resume** method. When this method is invoked, the [onresume](#) event occurs.

### Example

This example uses the **resume** method to control the highlight sequence for rows in a table.

### Applies To

[time](#)

### See Also

[pause](#)

---

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◀ resume Method ▶ setAttribute Method

*Web Workshop | DHTML, HTML & CSS*

## save Method

---

Saves an object participating in [userData](#) persistence to a UserData store.

### Syntax

```
oPersistObject.save(sStoreName)
```

### Parameters

*sStoreName* Required. String that specifies the arbitrary name assigned to a persistent object within a UserData store.

### Return Value

No return value.

### Remarks

The **save** method writes information into a UserData store. You can determine access to a UserData store by specifying a path within the immediate directory tree between the Web root and the current folder. For example, if you save the UserData store in the /private/ folder, a Web page located in the /public/ folder cannot access the UserData store.

This method requires an object participating in **userData** persistence, where that object has an [ID](#) and a class name equal to the desired persistence behavior.

### Example

This example uses the **save** method to save an object participating in **userData** persistence to a UserData store.



## Applies To

[userData](#)

## See Also

[dhtml behaviors](#), [persistence overview](#)

---

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◀ save Method ▶ setHomePage Method

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# setAttribute Method

---

Sets the value of the specified attribute.

## Syntax

```
oPersistObject.setAttribute(sAttrName, vAttrValue)
```

## Parameters

<i>sAttrName</i>	Required. String that specifies the name of the persistent attribute.
<i>vAttrValue</i>	Required. Variant that specifies the value of the persistent attribute.

## Return Value

No return value.

## Remarks

If the specified attribute is not already present, the **setAttribute** method adds the attribute to the object and sets the value.

The *sAttrName* value is not case sensitive.

This method requires an object participating in persistence, where that object has a class name equal to the desired persistence behavior. An [ID](#) is required for the [userData](#) and [saveSnapshot](#) behaviors, and recommended for the [saveHistory](#) and [saveFavorite](#) behaviors.

This method overrides the DHTML [setAttribute](#) method.

## Example

This example uses the **setAttribute** method to set an attribute on an object

participating in **userData** persistence.

## Applies To

[saveFavorite](#), [saveHistory](#), [userData](#)

## See Also

[dhtml behaviors](#), [persistence overview](#), [getAttribute](#), [removeAttribute](#)

---

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◀ [setAttribute Method](#) ▶ [startDownload I](#)

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# setHomePage Method

---

Sets a user's home page to the specified value.

## Syntax

```
oHomePage.setHomePage(sPageURL)
```

## Parameters

*sPageURL* Required. String that specifies the path and/or file name of the user's home page.

## Return Value

No return value.

## Remarks

The **setHomePage** method prompts the user to confirm the new home page value before setting it on the browser.

## Example

This example uses the **setHomePage** method to set a user's home page.

## Applies To

[homePage](#)

## See Also

[dhtml behaviors](#)☐

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 ◀ setHomePage Method ▶ onbegin Eve

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# startDownload Method

---

Downloads the specified file.

## Syntax

```
oDownload.startDownload (sUrl, fpCallback)
```

## Parameters

<i>sUrl</i>	Required. String that specifies the location of the file to download.
<i>fpCallback</i>	Required. Function pointer that specifies the code to execute after the download is complete.

## Return Value

No return value.

## Remarks

The callback function pointer takes a single parameter. When a file downloads successfully, the file contents are passed as the parameter and are accessible in script.

The **startDownload** method returns only the content of text documents. If a different document format is downloaded, the format is returned, but the file content is not.

The following sample code shows a callback function.

```
// The callback function accepts one parameter.  
function fnCallBack(vData){  
    /* vData stores the downloaded file content.  
    The content can be split into an array,  
    written to another file, or processed in a form.
```

```
*/  
var aData=vData.split("\n");  
}
```

## Example

This example uses the **startDownload** method to begin downloading a file when the user clicks the link, and to notify the specified callback function, `onDownloadDone`, when the download is complete.

## Applies To

[download](#)

---

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◀ startDownload Method ▶ onend Event

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# onbegin Event

---

**This document describes technologies available as an experimental implementation of HTML+TIME within Internet Explorer 5. While we encourage you to evaluate these features and to [send us your feedback](#), please note that these features are subject to change.**

Fires when the timeline starts on an element.

## Syntax

Inline HTML	<code>&lt;ELEMENT onbegin = "handler" ... &gt;</code>	All platforms
Event property	<code>object.onbegin = handler</code>	JScript (compatible with ECMA 262 language specification) only
Named script	<code>&lt;SCRIPT FOR = objectEVENT = onbegin &gt;</code>	Internet Explorer only

## Remarks

Bubbles	No
Cancels	No
To invoke	Set the element's <a href="#">begin</a> time. The value of the element's <b>begin</b> time, which can depend on other elements, determines when the event actually fires.
Default action	Calls the associated event handler.

This event also fires for the element when the [beginElement](#) method is invoked on it, or in response to other dependencies created by the [BEGINWITH](#) or [BEGINEVENT](#) attribute. This event does not fire when the timeline on the element is set to [repeat](#). However, it fires if the parent element's timeline is set to **repeat**.

## Event Object Properties

Although event handlers in the Dynamic HTML (DHTML) Object Model do not directly receive parameters, the handler can query the [event](#) object for data. For a list of properties of the **event** object relevant to an **onbegin** event handler, click the following link.

## Applies To

[animation](#), [audio](#), [img](#), [media](#), [par](#), [seq](#), [time](#), [video](#)

## See Also

[onend](#)

---

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◆ ◀ onbegin Event ▶ onload Event ▶ Defa

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## onend Event

---

**This document describes technologies available as an experimental implementation of HTML+TIME within Internet Explorer 5. While we encourage you to evaluate these features and to [send us your feedback](#), please note that these features are subject to change.**

Fires when the timeline stops on an element.

### Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENTonend = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.onend = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = objectEVENT = onend &gt;</code>	Internet Explorer only

### Remarks

<b>Bubbles</b>	No
<b>Cancels</b>	No
<b>To invoke</b>	Set the element's <a href="#">end</a> time. The value of the element's <b>end</b> time, which can depend on other elements, determines when the event actually fires.
<b>Default action</b>	Calls the associated event handler.

This event also fires for the element when the [endElement](#) method is invoked on it, or in response to other dependencies created by the [ENDEVENT](#) attribute. If the element timeline is set to [repeat](#), this event fires only once after all repetitions are complete. The timing of this event is not affected by the [ENDHOLD](#) attribute. If the **ENDHOLD** attribute is set to true for the element, this event fires when the parent element's timeline completes.

### Event Object Properties

Although event handlers in the Dynamic HTML (DHTML) Object Model do not directly receive parameters, the handler can query the [event](#) object

for data. For a list of properties of the **event** object relevant to an **onend** event handler, click the following link.

## Applies To

[animation](#), [audio](#), [img](#), [media](#), [par](#), [seq](#), [time](#), [video](#)

## See Also

[onbegin](#)

---

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◀ onend Event ▶ onmediacomplete Eve

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# onload Event

---

Fires from a persistent element when the page reloads.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENT onload = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.onload = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = object EVENT = <b>onload</b>&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	No
<b>Cancels</b>	Yes
<b>To invoke</b>	Load the persistent Web page from a favorite or shortcut or through an Internet address.
<b>Default action</b>	Initiates any action associated with this script. The <b>onload</b> event for behaviors overrides the <b>onload</b> event for DHTML objects.

## Event Object Properties

Although event handlers in the document object model do not directly receive parameters, the handler can query the [event](#) object for data. For a list of properties of the **event** object relevant to an **onload** event handler, click the following link.

## Example

This example shows how to use the **onload** event for a persistence behavior.

## Applies To

[saveFavorite](#), [saveHistory](#)

---

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◀ onload Event ▶ onmedialoadfailed Event

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# onmediacomplete Event

---

**This document describes technologies available as an experimental implementation of HTML+TIME within Internet Explorer 5. While we encourage you to evaluate these features and to [send us your feedback](#), please note that these features are subject to change.**

Fires when the element's associated media finish loading.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENT onmediacomplete = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.onmediacomplete = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = objectEVENT = onmediacomplete&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	No
<b>Cancels</b>	No
<b>To invoke</b>	Open a page in the browser that contains a media file affected by HTML+TIME.
<b>Default action</b>	Calls the associated event handler.

When a streaming media file is used, this event could fire before the file starts playing.

## Event Object Properties

Although event handlers in the Dynamic HTML (DHTML) Object Model do not directly receive parameters, the handler can query the [event](#) object for data. For a list of properties of the **event** object relevant to an **onmediacomplete** event handler, click the following link.

## Applies To

[animation](#), [audio](#), [img](#), [media](#), [par](#), [seq](#), [video](#)

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◀ onmediacomplete Event ▶ onmediasli

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# onmedialoadfailed Event

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Fires when an element's media file fails to load for any reason.

## Syntax

Inline HTML	<code>&lt;ELEMENT onmedialoadfailed = "handler" ... &gt;</code>	All platforms
Event property	<code>object.onmedialoadfailed = handler</code>	JScript (compatible with ECMA 262 language specification) only
Named script	<code>&lt;SCRIPT FOR = objectEVENT = onmedialoadfailed&gt;</code>	Internet Explorer only

## Remarks

Bubbles	No
Cancels	No
To invoke	Open a page in the browser that contains a media file affected by HTML+TIME. The event will fire only if the media file fails to load.
Default action	Calls the associated event handler.

## Event Object Properties

Although event handlers in the Dynamic HTML (DHTML) Object Model do not directly receive parameters, the handler can query the [event](#) object for data. For a list of properties of the **event** object relevant to an **onmedialoadfailed** event handler, click the following link.

## Applies To

[animation](#), [audio](#), [img](#), [media](#), [par](#), [seq](#), [video](#)

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◀ onmedialoadfailed Event ▶ onpause E

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# onmediaslip Event

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Fires when an element's media file fails to keep up with the defined timeline.

## Syntax

Inline HTML	<code>&lt;ELEMENT onmediaslip = "handler" ... &gt;</code>	All platforms
Event property	<code>object.onmediaslip = handler</code>	JScript (compatible with ECMA 262 language specification) only
Named script	<code>&lt;SCRIPT FOR = objectEVENT = onmediaslip&gt;</code>	Internet Explorer only

## Remarks

Bubbles	No
Cancels	No
To invoke	Open a page in the browser that contains a media file affected by HTML+TIME. This event fires only if the media file fails to keep up with the defined timeline. This event could fire as a result of network problems.
Default action	Calls the associated event handler.

## Event Object Properties

Although event handlers in the Dynamic HTML (DHTML) Object Model do not directly receive parameters, the handler can query the [event](#) object for data. For a list of properties of the **event** object relevant to an **onmediaslip** event handler, click the following link.

## Applies To

[animation](#), [audio](#), [img](#), [media](#), [par](#), [seq](#), [video](#)

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◀ onmediaslip Event ▶ onrepeat Event ▶

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# onpause Event

---

**This document describes technologies available as an experimental implementation of HTML+TIME within Internet Explorer 5. While we encourage you to evaluate these features and to [send us your feedback](#), please note that these features are subject to change.**

Fires when the timeline on an element pauses.

## Syntax

Inline HTML	<code>&lt;ELEMENT onpause = "handler" ... &gt;</code>	All platforms
Event property	<code>object.onpause = handler</code>	JScript (compatible with ECMA 262 language specification) only
Named script	<code>&lt;SCRIPT FOR = objectEVENT = onpause&gt;</code>	Internet Explorer only

## Remarks

Bubbles	No
Cancels	No
To invoke	Call the <a href="#">pause</a> method.
Default action	Calls the associated event handler.

The **onpause** event fires on every element that is active when the timeline pauses, including the **BODY** element.

## Event Object Properties

Although event handlers in the Dynamic HTML (DHTML) Object Model do not directly receive parameters, the handler can query the [event](#) object for data. For a list of properties of the **event** object relevant to an **onpause** event handler, click the following link.

## Applies To

[animation](#), [audio](#), [img](#), [media](#), [par](#), [seq](#), [time](#), [video](#)

## See Also

[onresume](#)

---

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◆ ◀ onpause Event ▶ onresume Event ▲ [

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# onrepeat Event

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**This document describes technologies available as an experimental implementation of HTML+TIME within Internet Explorer 5. While we encourage you to evaluate these features and to [send us your feedback](#), please note that these features are subject to change.**

Fires when the timeline repeats on an element, beginning with the second iteration.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENT onrepeat = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.onrepeat = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = object EVENT = onrepeat&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	No
<b>Cancels</b>	No
<b>To invoke</b>	Set the <a href="#">repeat</a> property to a value greater than 1.
<b>Default action</b>	Calls the associated event handler.

The event fires once for each repetition of the timeline, excluding the first full cycle. Therefore, the **onrepeat** event fires [repeat](#)–1 times unless it is stopped by other dependencies before completion. This event fires only if the [repeat](#) or [repeatDur](#) property is set directly on the element. This event does not fire on child elements that have the **repeat** or **repeatDur** property set only on their parent elements.

## Event Object Properties

Although event handlers in the Dynamic HTML (DHTML) Object Model do not directly receive parameters, the handler can query the [event](#) object for data. For a list of properties of the **event** object relevant to an **onrepeat**

event handler, click the following link.

## Example

This example displays a message box that indicates the current repeat iteration every time the **onrepeat** event fires on a timeline.

## Applies To

[animation](#), [audio](#), [img](#), [media](#), [par](#), [seq](#), [time](#), [video](#)

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◆ ◀ onrepeatEvent ▶ onresync Event ▶ De

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# onresume Event

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**This document describes technologies available as an experimental implementation of HTML+TIME within Internet Explorer 5. While we encourage you to evaluate these features and to [send us your feedback](#), please note that these features are subject to change.**

Fires when an element's timeline resumes from a paused state.

## Syntax

Inline HTML	<code>&lt;ELEMENT onresume = "handler" ... &gt;</code>	All platforms
Event property	<code>object.onresume = handler</code>	JScript (compatible with ECMA 262 language specification) only
Named script	<code>&lt;SCRIPT FOR = objectEVENT = onresume&gt;</code>	Internet Explorer only

## Remarks

Bubbles	No
Cancels	No
To invoke	Call the <a href="#">resume</a> method.
Default action	Calls the associated event handler.

The **onresume** event fires on every element that becomes active when the timeline resumes, including the **BODY** element.

## Event Object Properties

Although event handlers in the Dynamic HTML (DHTML) Object Model do not directly receive parameters, the handler can query the [event](#) object for data. For a list of properties of the **event** object relevant to an **onresume** event handler, click the following link.

## Applies To

[animation](#), [audio](#), [img](#), [media](#), [par](#), [seq](#), [time](#), [video](#)

## See Also

[onpause](#)

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◆ ◀ onresume Event ▶ onreverse Event ▶

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# onresync Event

---

**This document describes technologies available as an experimental implementation of HTML+TIME within Internet Explorer 5. While we encourage you to evaluate these features and to [send us your feedback](#), please note that these features are subject to change.**

Fires when the element's associated media synchronization is interrupted.

## Syntax

Inline HTML	<code>&lt;ELEMENT onresync = "handler" ... &gt;</code>	All platforms
Event property	<code>object.onresync = handler</code>	JScript (compatible with ECMA 262 language specification) only
Named script	<code>&lt;SCRIPT FOR = objectEVENT = onresync&gt;</code>	Internet Explorer only

## Remarks

Bubbles	No
Cancels	No
To invoke	Interrupt the element's ability to play its media as defined by the timeline. Using timelines with locked <a href="#">SYNCBEHAVIOR</a> increases the chances that the element needs to be resynchronized somewhere along the timeline.
Default action	Calls the associated event handler and re-establishes media synchronization.

## Event Object Properties

Although event handlers in the Dynamic HTML (DHTML) Object Model do not directly receive parameters, the handler can query the [event](#) object for data. For a list of properties of the **event** object relevant to an **onresync** event handler, click the following link.

## Applies To

[animation](#), [audio](#), [img](#), [media](#), [par](#), [seq](#), [video](#)

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◆ ◀ onresync Event ▶ onsave Event ▶ Def

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## onreverse Event

---

**This document describes technologies available as an experimental implementation of HTML+TIME within Internet Explorer 5. While we encourage you to evaluate these features and to [send us your feedback](#), please note that these features are subject to change.**

Fires when the timeline on an element begins to play backward.

### Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENT onreverse = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.onreverse = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = objectEVENT = onreverse&gt;</code>	Internet Explorer only

### Remarks

<b>Bubbles</b>	No
<b>Cancels</b>	No
<b>To invoke</b>	Set the <a href="#">AUTOREVERSE</a> attribute on the element to true.
<b>Default action</b>	Calls the associated event handler.

If the element is also set to [repeat](#), this event fires every time the timeline begins to play backward.

### Event Object Properties

Although event handlers in the Dynamic HTML (DHTML) Object Model do not directly receive parameters, the handler can query the [event](#) object for data. For a list of properties of the **event** object relevant to an **onreverse** event handler, click the following link.

### Applies To

[animation](#), [audio](#), [img](#), [media](#), [par](#), [seq](#), [time](#), [video](#)

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◆ ◀ onreverse Event ▶ onscriptcommand

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# onsave Event

---

Fires from a persisted element when the Web page is saved or bookmarked, or when the user navigates away from the page.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENT onsave = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.onsave = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = object EVENT = onsave&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	No
<b>Cancels</b>	Yes
<b>To invoke</b>	<ul style="list-style-type: none"><li>• Save the Web page.</li><li>• Bookmark the Web page.</li><li>• Navigate to another page.</li></ul>
<b>Default action</b>	Initiates any action associated with this script.

## Event Object Properties

Although event handlers in the Dynamic HTML (DHTML) Object Model do not directly receive parameters, the handler can query the [event](#) object for data. For a list of properties of the **event** object relevant to an **onsave** event handler, click the following link.

## Example

This example shows how to use the **onsave** event for a persistence behavior.

## Applies To

[saveFavorite](#), [saveHistory](#), [saveSnapshot](#)

---

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## ◀ onsave Event ▶ Default Behaviors Re

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# onscriptcommand Event

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**This document describes technologies available as an experimental implementation of HTML+TIME within Internet Explorer 5. While we encourage you to evaluate these features and to [send us your feedback](#), please note that these features are subject to change.**

Fires when the Microsoft® Windows® Media Player control receives a synchronized command or URL.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENTonscriptcommand = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.onscriptcommand = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = objectEVENT = onscriptcommand&gt;</code>	Internet Explorer only

## Remarks


<b>Bubbles</b>	No
<b>Cancels</b>	No
<b>To invoke</b>	Open a document in the browser that plays a streaming media file affected by HTML+TIME. The streaming media file (.asf) must contain embedded commands, or triggers, in the stream.
<b>Default action</b>	Calls the associated event handler.

This event fires when the Windows Media Player is used with one of the HTML+TIME media elements, including [ANIMATION](#), [AUDIO](#), [IMG](#), [MEDIA](#), and [VIDEO](#).

Commands can be embedded among the sounds and images of an .asf file. A command consists of a pair of Unicode strings associated with a designated time in the stream. When the stream reaches the time associated with the command, the Windows Media Player control fires this event and sets two properties on the event object, the **scType** property and the **Param** property. The **scType** property specifies the type of command, and the



**Param** property specifies the command value. The **scType** property determines how the Windows Media Player control processes the command parameter.

Any type of command can be embedded in an ASF stream to be handled by this event. For example, if the Windows Media Player encounters a URL trigger in the .asf file, the **scType** property is set to URL and the **Param** property is set to URL (http://...). For more information about how this event works with the Media Player, see the [windows media player](#) .

In addition to the **onscriptcommand** event, a second event is fired in response to the .asf trigger. The event prefix on is added to the front of the string specified in the **scType** property, and that event is fired. For example, suppose a stream defines a trigger with the **scType** property set to the string mytype. In this case, the custom onmytype event fires at that point in the stream with the **onscriptcommand**.

## Event Object Properties

Although event handlers in the Dynamic HTML (DHTML) Object Model do not directly receive parameters, the handler can query the [event](#) object for data. For a list of properties of the **event** object relevant to an **onscriptcommand** event handler, click the following link.

## Applies To

[animation](#), [audio](#), [img](#), [media](#), [video](#)

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▶ Additional Named Entities... ▶ HTML C

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# ISO Latin-1 Character Set

---

The following table contains the complete ISO Latin-1 character set, corresponding to the first 256 entries of the Unicode character repertoire in Microsoft® Internet Explorer version 4.0 and later. The table provides each character, its decimal code, its named entity reference for HTML, and also a brief description.

Character	Decimal code	Named entity	Description
---	&#00;	---	Unused
---	&#01;	---	Unused
---	&#02;	---	Unused
---	&#03;	---	Unused
---	&#04;	---	Unused
---	&#05;	---	Unused
---	&#06;	---	Unused
---	&#07;	---	Unused
---	&#08;	---	Unused
---	&#09;	---	Horizontal tab
---	&#10;	---	Line feed
---	&#11;	---	Unused
---	&#12;	---	Unused
---	&#13;	---	Carriage Return
---	&#14;	---	Unused
---	&#15;	---	Unused
---	&#16;	---	Unused
---	&#17;	---	Unused
---	&#18;	---	Unused
---	&#19;	---	Unused
---	&#20;	---	Unused
---	&#21;	---	Unused
---	&#22;	---	Unused
---	&#23;	---	Unused
---	&#24;	---	Unused
---	&#25;	---	Unused
---	&#26;	---	Unused
---	&#27;	---	Unused
---	&#28;	---	Unused
---	&#29;	---	Unused
---	&#30;	---	Unused
---	&#31;	---	Unused

	&#32;	---	Space
!	&#33;	---	Exclamation mark
"	&#34;	&quot;	Quotation mark
#	&#35;	---	Number sign
\$	&#36;	---	Dollar sign
%	&#37;	---	Percent sign
&	&#38;	&amp;	Ampersand
'	&#39;	---	Apostrophe
(	&#40;	---	Left parenthesis
)	&#41;	---	Right parenthesis
*	&#42;	---	Asterisk
+	&#43;	---	Plus sign
,	&#44;	---	Comma
-	&#45;	---	Hyphen
.	&#46;	---	Period (fullstop)
/	&#47;	---	Solidus (slash)
0	&#48;	---	Digit 0
1	&#49;	---	Digit 1
2	&#50;	---	Digit 2
3	&#51;	---	Digit 3
4	&#52;	---	Digit 4
5	&#53;	---	Digit 5
6	&#54;	---	Digit 6
7	&#55;	---	Digit 7
8	&#56;	---	Digit 8
9	&#57;	---	Digit 9
:	&#58;	---	Colon
;	&#59;	---	Semicolon
<	&#60;	&lt;	Less than
=	&#61;	---	Equals sign
>	&#62;	&gt;	Greater than
?	&#63;	---	Question mark
@	&#64;	---	Commercial at
A	&#65;	---	Capital A
B	&#66;	---	Capital B
C	&#67;	---	Capital C
D	&#68;	---	Capital D
E	&#69;	---	Capital E
F	&#70;	---	Capital F
G	&#71;	---	Capital G
H	&#72;	---	Capital H
I	&#73;	---	Capital I
J	&#74;	---	Capital J
K	&#75;	---	Capital K
L	&#76;	---	Capital L

M	&#77;	---	Capital M
N	&#78;	---	Capital N
O	&#79;	---	Capital O
P	&#80;	---	Capital P
Q	&#81;	---	Capital Q
R	&#82;	---	Capital R
S	&#83;	---	Capital S
T	&#84;	---	Capital T
U	&#85;	---	Capital U
V	&#86;	---	Capital V
W	&#87;	---	Capital W
X	&#88;	---	Capital X
Y	&#89;	---	Capital Y
Z	&#90;	---	Capital Z
[	&#91;	---	Left square bracket
\	&#92;	---	Reverse solidus (backslash)
]	&#93;	---	Right square bracket
^	&#94;	---	Caret
_	&#95;	---	Horizontal bar (underscore)
`	&#96;	---	Acute accent
a	&#97;	---	Small a
b	&#98;	---	Small b
c	&#99;	---	Small c
d	&#100;	---	Small d
e	&#101;	---	Small e
f	&#102;	---	Small f
g	&#103;	---	Small g
h	&#104;	---	Small h
i	&#105;	---	Small i
j	&#106;	---	Small j
k	&#107;	---	Small k
l	&#108;	---	Small l
m	&#109;	---	Small m
n	&#110;	---	Small n
o	&#111;	---	Small o
p	&#112;	---	Small p
q	&#113;	---	Small q
r	&#114;	---	Small r
s	&#115;	---	Small s
t	&#116;	---	Small t
u	&#117;	---	Small u
v	&#118;	---	Small v
w	&#119;	---	Small w
x	&#120;	---	Small x
y	&#121;	---	Small y

z	&#122;	---	Small z
{	&#123;	---	Left curly brace
	&#124;	---	Vertical bar
}	&#125;	---	Right curly brace
~	&#126;	---	Tilde
---	&#127;	---	Unused
	&#160;	&nbsp;	Nonbreaking space
¡	&#161;	&iexcl;	Inverted exclamation
¢	&#162;	&cent;	Cent sign
£	&#163;	&pound;	Pound sterling
¤	&#164;	&curren;	General currency sign
¥	&#165;	&yen;	Yen sign
¦	&#166;	&brvbar; or &brkbar;	Broken vertical bar
§	&#167;	&sect;	Section sign
¨	&#168;	&uml; or &die;	Diæresis / Umlaut
©	&#169;	&copy;	Copyright
<sup>a</sup>	&#170;	&ordf;	Feminine ordinal
«	&#171;	&laquo;	Left angle quote, guillemot left
¬	&#172;	&not	Not sign
	&#173;	&shy;	Soft hyphen
®	&#174;	&reg;	Registered trademark
—	&#175;	&macr; or &hibar;	Macron accent
°	&#176;	&deg;	Degree sign
±	&#177;	&plusmn;	Plus or minus
<sup>2</sup>	&#178;	&sup2;	Superscript two
<sup>3</sup>	&#179;	&sup3;	Superscript three
´	&#180;	&acute;	Acute accent
µ	&#181;	&micro;	Micro sign
¶	&#182;	&para;	Paragraph sign
·	&#183;	&middot;	Middle dot
¸	&#184;	&cedil;	Cedilla
<sup>1</sup>	&#185;	&sup1;	Superscript one
º	&#186;	&ordm;	Masculine ordinal
»	&#187;	&raquo;	Right angle quote, guillemot right
¼	&#188;	&frac14;	Fraction one-fourth
½	&#189;	&frac12;	Fraction one-half
¾	&#190;	&frac34;	Fraction three-fourths
¿	&#191;	&iquest;	Inverted question mark
À	&#192;	&Agrave;	Capital A, grave accent
Á	&#193;	&Aacute;	Capital A, acute accent
Â	&#194;	&Acirc;	Capital A, circumflex
Ã	&#195;	&Atilde;	Capital A, tilde
Ä	&#196;	&Auml;	Capital A, diæresis / umlaut
Å	&#197;	&Aring;	Capital A, ring
Æ	&#198;	&AElig;	Capital AE ligature

Ç	&#199;	&Ccedil;	Capital C, cedilla
È	&#200;	&Egrave;	Capital E, grave accent
É	&#201;	&Eacute;	Capital E, acute accent
Ê	&#202;	&Ecirc;	Capital E, circumflex
Ë	&#203;	&Euml;	Capital E, diæresis / umlaut
Ì	&#204;	&Igrave;	Capital I, grave accent
Í	&#205;	&Iacute;	Capital I, acute accent
Î	&#206;	&Icirc;	Capital I, circumflex
Ï	&#207;	&Iuml;	Capital I, diæresis / umlaut
Ð	&#208;	&ETH;	Capital Eth, Icelandic
Ñ	&#209;	&Ntilde;	Capital N, tilde
Ò	&#210;	&Ograve;	Capital O, grave accent
Ó	&#211;	&Oacute;	Capital O, acute accent
Ô	&#212;	&Ocirc;	Capital O, circumflex
Õ	&#213;	&Otilde;	Capital O, tilde
Ö	&#214;	&Ouml;	Capital O, diæresis / umlaut
×	&#215;	&times;	Multiply sign
Ø	&#216;	&Oslash;	Capital O, slash
Ù	&#217;	&Ugrave;	Capital U, grave accent
Ú	&#218;	&Uacute;	Capital U, acute accent
Û	&#219;	&Ucirc;	Capital U, circumflex
Ü	&#220;	&Uuml;	Capital U, diæresis / umlaut
Ý	&#221;	&Yacute;	Capital Y, acute accent
Þ	&#222;	&THORN;	Capital Thorn, Icelandic
ß	&#223;	&szlig;	Small sharp s, German sz
à	&#224;	&agrave;	Small a, grave accent
á	&#225;	&aacute;	Small a, acute accent
â	&#226;	&acirc;	Small a, circumflex
ã	&#227;	&atilde;	Small a, tilde
ä	&#228;	&auml;	Small a, diæresis / umlaut
å	&#229;	&aring;	Small a, ring
æ	&#230;	&aelig;	Small ae ligature
ç	&#231;	&ccedil;	Small c, cedilla
è	&#232;	&egrave;	Small e, grave accent
é	&#233;	&eacute;	Small e, acute accent
ê	&#234;	&ecirc;	Small e, circumflex
ë	&#235;	&euml;	Small e, diæresis / umlaut
ì	&#236;	&igrave;	Small i, grave accent
í	&#237;	&iacute;	Small i, acute accent
î	&#238;	&icirc;	Small i, circumflex
ï	&#239;	&iuml;	Small i, diæresis / umlaut
ð	&#240;	&eth;	Small eth, Icelandic
ñ	&#241;	&ntilde;	Small n, tilde
ò	&#242;	&ograve;	Small o, grave accent
ó	&#243;	&oacute;	Small o, acute accent



ô	&#244;	&ocirc;	Small o, circumflex
õ	&#245;	&otilde;	Small o, tilde
ö	&#246;	&ouml;	Small o, diæresis / umlaut
÷	&#247;	&divide;	Division sign
ø	&#248;	&oslash;	Small o, slash
ù	&#249;	&ugrave;	Small u, grave accent
ú	&#250;	&uacute;	Small u, acute accent
û	&#251;	&ucirc;	Small u, circumflex
ü	&#252;	&uuml;	Small u, diæresis / umlaut
ý	&#253;	&yacute;	Small y, acute accent
þ	&#254;	&thorn;	Small thorn, Icelandic
ÿ	&#255;	&yuml;	Small y, diæresis / umlaut

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## ◀ ISO Latin-1 Character Set ▶ Character

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# Additional Named Entities for HTML

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The following table contains additional named entities, their numeric character references, and a description of each. With the exception of the left and right-pointing brackets (&#9001; and &#9002;), the entities on this page are rendered using Lucida sans Unicode.

Character	Named entity	Numeric character reference	Description
<i>Latin Extended-B</i>			
f	&fnof;	&#402;	Latin small f with hook, =function, =florin, U0192 ISOtech
<i>Greek</i>			
A	&Alpha;	&#913;	Greek capital letter alpha, U0391
B	&Beta;	&#914;	Greek capital letter beta, U0392
Γ	&Gamma;	&#915;	Greek capital letter gamma, U0393 ISOgrk3
Δ	&Delta;	&#916;	Greek capital letter delta, U0394 ISOgrk3
E	&Epsilon;	&#917;	Greek capital letter epsilon, U0395
Z	&Zeta;	&#918;	Greek capital letter zeta, U0396
H	&Eta;	&#919;	Greek capital letter eta, U0397
Θ	&Theta;	&#920;	Greek capital letter theta, U0398 ISOgrk3
I	&Iota;	&#921;	Greek capital letter iota, U0399
K	&Kappa;	&#922;	Greek capital letter kappa, U039A
Λ	&Lambda;	&#923;	Greek capital letter lambda, U039B ISOgrk3
M	&Mu;	&#924;	Greek capital letter mu, U039C
N	&Nu;	&#925;	Greek capital letter nu, U039D
Ξ	&Xi;	&#926;	Greek capital letter xi, U039E ISOgrk3
O	&Omicron;	&#927;	Greek capital letter omicron, U039F
Π	&Pi;	&#928;	Greek capital letter pi, U03A0 ISOgrk3
P	&Rho;	&#929;	Greek capital letter rho, U03A1
Σ	&Sigma;	&#931;	Greek capital letter sigma, U03A3 ISOgrk3
T	&Tau;	&#932;	Greek capital letter tau, U03A4
Υ	&Upsilon;	&#933;	Greek capital letter upsilon, U03A5 ISOgrk3
Φ	&Phi;	&#934;	Greek capital letter phi, U03A6 ISOgrk3
X	&Chi;	&#935;	Greek capital letter chi, U03A7
Ψ	&Psi;	&#936;	Greek capital letter psi, U03A8 ISOgrk3
Ω	&Omega;	&#937;	Greek capital letter omega, U03A9 ISOgrk3
α	&alpha;	&#945;	Greek small letter alpha, U03B1 ISOgrk3
β	&beta;	&#946;	Greek small letter beta, U03B2 ISOgrk3
γ	&gamma;	&#947;	Greek small letter gamma, U03B3 ISOgrk3
δ	&delta;	&#948;	Greek small letter delta, U03B4 ISOgrk3
ε	&epsilon;	&#949;	Greek small letter epsilon, U03B5 ISOgrk3
ζ	&zeta;	&#950;	Greek small letter zeta, U03B6 ISOgrk3

η	&eta;	&#951;	Greek small letter eta, U03B7 ISOgrk3
θ	&theta;	&#952;	Greek small letter theta, U03B8 ISOgrk3
ι	&iota;	&#953;	Greek small letter iota, U03B9 ISOgrk3
κ	&kappa;	&#954;	Greek small letter kappa, U03BA ISOgrk3
λ	&lambda;	&#955;	Greek small letter lambda, U03BB ISOgrk3
μ	&mu;	&#956;	Greek small letter mu, U03BC ISOgrk3
ν	&nu;	&#957;	Greek small letter nu, U03BD ISOgrk3
ξ	&xi;	&#958;	Greek small letter xi, U03BE ISOgrk3
ο	&omicron;	&#959;	Greek small letter omicron, U03BF NEW
π	&pi;	&#960;	Greek small letter pi, U03C0 ISOgrk3
ρ	&rho;	&#961;	Greek small letter rho, U03C1 ISOgrk3
ς	&sigmaf;	&#962;	Greek small letter final sigma, U03C2 ISOgrk3
σ	&sigma;	&#963;	Greek small letter sigma, U03C3 ISOgrk3
τ	&tau;	&#964;	Greek small letter tau, U03C4 ISOgrk3
υ	&upsilon;	&#965;	Greek small letter upsilon, U03C5 ISOgrk3
φ	&phi;	&#966;	Greek small letter phi, U03C6 ISOgrk3
χ	&chi;	&#967;	Greek small letter chi, U03C7 ISOgrk3
ψ	&psi;	&#968;	Greek small letter psi, U03C8 ISOgrk3
ω	&omega;	&#969;	Greek small letter omega, U03C9 ISOgrk3
ϑ	&thetasym;	&#977;	Greek small letter theta symbol, U03D1 NEW
Υ	&upsih;	&#978;	Greek upsilon with hook symbol, U03D2 NEW
ϖ	&piv;	&#982;	Greek pi symbol, U03D6 ISOgrk3
<i>General Punctuation</i>			
•	&bull;	&#8226;	bullet, =black small circle, U2022 ISOpub
...	&hellip;	&#8230;	horizontal ellipsis, =three dot leader, U2026 ISOpub
'	&prime;	&#8242;	prime, =minutes, =feet, U2032 ISOtech
''	&Prime;	&#8243;	double prime, =seconds, =inches, U2033 ISOtech
—	&oline;	&#8254;	overline, =spacing overscore, U203E NEW
/	&frasl;	&#8260;	fraction slash, U2044 NEW
<i>Letterlike Symbols</i>			
℘	&weierp;	&#8472;	script capital P, =power set, =Weierstrass p, U2118 ISOamso
ℑ	&image;	&#8465;	blackletter capital I, =imaginary part, U2111 ISOamso
ℜ	&real;	&#8476;	blackletter capital R, =real part symbol, U211C ISOamso
™	&trade;	&#8482;	trade mark sign, U2122 ISOnum
ℵ	&alefsym;	&#8501;	alef symbol, =first transfinite cardinal, U2135 NEW
<i>Arrows</i>			
←	&larr;	&#8592;	leftward arrow, U2190 ISOnum
↑	&uarr;	&#8593;	upward arrow, U2191 ISOnum
→	&rarr;	&#8594;	rightward arrow, U2192 ISOnum
↓	&darr;	&#8595;	downward arrow, U2193 ISOnum
↔	&harr;	&#8596;	left right arrow, U2194 ISOamsa
↵	&crarr;	&#8629;	downward arrow with corner leftward, =carriage return, U21B5 NEW
⇐	&lArr;	&#8656;	leftward double arrow, U21D0 ISOtech
⇑	&uArr;	&#8657;	upward double arrow, U21D1 ISOamsa
⇒	&rArr;	&#8658;	rightward double arrow, U21D2 ISOtech

⇓	&dArr;	&#8659;	downward double arrow, U21D3 ISOamsa
⇔	&hArr;	&#8660;	left right double arrow, U21D4 ISOamsa
<i>Mathematical Operators</i>			
∀	&forall;	&#8704;	for all, U2200 ISOtech
∂	&part;	&#8706;	partial differential, U2202 ISOtech
∃	&exist;	&#8707;	there exists, U2203 ISOtech
∅	&empty;	&#8709;	empty set, =null set, =diameter, U2205 ISOamso
∇	&nabla;	&#8711;	nabla, =backward difference, U2207 ISOtech
∈	&isin;	&#8712;	element of, U2208 ISOtech
∉	&notin;	&#8713;	not an element of, U2209 ISOtech
∋	&ni;	&#8715;	contains as member, U220B ISOtech
∏	&prod;	&#8719;	n-ary product, =product sign, U220F ISOamsb
∑	&sum;	&#8722;	n-ary sumation, U2211 ISOamsb
−	&minus;	&#8722;	minus sign, U2212 ISOtech
*	&lowast;	&#8727;	asterisk operator, U2217 ISOtech
√	&radic;	&#8730;	square root, =radical sign, U221A ISOtech
∝	&prop;	&#8733;	proportional to, U221D ISOtech
∞	&infin;	&#8734;	infinity, U221E ISOtech
∠	&ang;	&#8736;	angle, U2220 ISOamso
⊥	&and;	&#8869;	logical and, =wedge, U2227 ISOtech
⊢	&or;	&#8870;	logical or, =vee, U2228 ISOtech
∩	&cap;	&#8745;	intersection, =cap, U2229 ISOtech
∪	&cup;	&#8746;	union, =cup, U222A ISOtech
∫	&int;	&#8747;	integral, U222B ISOtech
∴	&there4;	&#8756;	therefore, U2234 ISOtech
∼	&sim;	&#8764;	tilde operator, =varies with, =similar to, U223C ISOtech
≅	&cong;	&#8773;	approximately equal to, U2245 ISOtech
≐	&asymp;	&#8773;	almost equal to, =asymptotic to, U2248 ISOamsr
≠	&ne;	&#8800;	not equal to, U2260 ISOtech
≡	&equiv;	&#8801;	identical to, U2261 ISOtech
≤	&le;	&#8804;	less-than or equal to, U2264 ISOtech
≥	&ge;	&#8805;	greater-than or equal to, U2265 ISOtech
⊂	&sub;	&#8834;	subset of, U2282 ISOtech
⊃	&sup;	&#8835;	superset of, U2283 ISOtech
⊄	&nsup;	&#8836;	not a subset of, U2284 ISOamsn
⊆	&sube;	&#8838;	subset of or equal to, U2286 ISOtech
⊇	&supe;	&#8839;	superset of or equal to, U2287 ISOtech
⊕	&oplus;	&#8853;	circled plus, =direct sum, U2295 ISOamsb
⊗	&otimes;	&#8855;	circled times, =vector product, U2297 ISOamsb
⊥	&perp;	&#8869;	up tack, =orthogonal to, =perpendicular, U22A5 ISOtech
⋅	&sdot;	&#8901;	dot operator, U22C5 ISOamsb
<i>Miscellaneous Technical</i>			
⌈	&lceil;	&#8968;	left ceiling, =apl upstile, U2308, ISOamsc
⌋	&rceil;	&#8969;	right ceiling, U2309, ISOamsc
⌊	&lfloor;	&#8970;	left floor, =apl downstile, U230A, ISOamsc

⌋	&rflor;	&#8971;	right floor, U230B, ISOamsc
⟨	&lang;	&#9001;	left-pointing angle bracket, =bra, U2329 ISOtech
⟩	&rang;	&#9002;	right-pointing angle bracket, =ket, U232A ISOtech
<i>Geometric Shapes</i>			
◊	&lloz;	&#9674;	lozenge, U25CA ISOpub
<i>Miscellaneous Symbols</i>			
♠	&spades;	&#9824;	black spade suit, U2660 ISOpub
♣	&clubs;	&#9827;	black club suit, =shamrock, U2663 ISOpub
♥	&hearts;	&#9829;	black heart suit, =valentine, U2665 ISOpub
♦	&diams;	&#9830;	black diamond suit, U2666 ISOpub

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◀ Additional Named Entities... ▶ Charac

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# Character Entities for Special Symbols and BIDI Text

Using NE	NE	NCR	Using NCR
<i>C0 Controls and Basic Latin</i>			
"	&quot	&#34;	quotation mark, =apl quote, U0022 ISOnum
&	&amp	&#38;	ampersand, U0026 ISOnum
<	&lt	&#60;	less-than sign, U003C ISOnum
>	&gt	&#62;	greater-than sign, U003E ISOnum
<i>Latin Extended-A</i>			
Œ	&OElig	&#338;	Latin capital ligature oe, U0152 ISolat2
œ	&oelig	&#339;	Latin small ligature oe, U0153 ISolat2
Š	&Scaron	&#352;	Latin capital letter s with caron, U0160 ISolat2
š	&scaron	&#353;	Latin small letter s with caron, U0161 ISolat2
Ÿ	&Yuml	&#376;	Latin capital letter y with diaeresis, U0178 ISolat2
<i>Spacing Modifier Letters</i>			
^	&circ	&#710;	modifier letter circumflex accent, U02C6 ISOpub
~	&tilde	&#732;	small tilde, U02DC ISODia
<i>General Punctuation</i>			
	&ensp	&#8194;	en space, U2002 ISOpub
	&emsp	&#8195;	em space, U2003 ISOpub
	&thinsp	&#8201;	thin space, U2009 ISOpub
	&zwnj	&#8204;	zero width non-joiner, U200C NEW RFC 2070
	&zwj	&#8205;	zero width joiner, U200D NEW RFC 2070
	&lrm	&#8206;	left-to-right mark, U200E NEW RFC 2070
	&rlm	&#8207;	right-to-left mark, U200F NEW RFC 2070
—	&ndash	&#8211;	en dash, U2013 ISOpub
—	&mdash	&#151;	em dash, U2014 ISOpub



‘	&lsquo	&#8216;	left single quotation mark, U2018 ISO
’	&rsquo	&#8217;	right single quotation mark, U2019 ISO
,	&sbquo	&#8218;	single low-9 quotation mark, U201A NEW
“	&ldquo	&#8220;	left double quotation mark, U201C ISO
”	&rdquo	&#8221;	right double quotation mark, U201D ISO
„	&bdquo	&#8222;	double low-9 quotation mark, U201E NEW
†	&dagger	&#8224;	dagger, U2020 ISO
‡	&Dagger	&#8225;	double dagger, U2021 ISO
‰	&permil	&#8240;	per mille sign, U2030 ISO
‹	&lsaquo	&#8249;	single left-pointing angle quotation mark, U2039 ISO proposed
›	&rsaquo	&#8250;	single right-pointing angle quotation mark, U203A ISO proposed

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◀ Character Entities for Sp... ▶ CSS Attr

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# Character Set Recognition

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Microsoft® Internet Explorer uses the character set specified for a document to determine how to translate the bytes in the document into characters on the screen or on paper. By default, Internet Explorer uses the character set specified in the HTTP content type returned by the server to determine this translation. If this parameter is not given, Internet Explorer uses the character set specified by the **META** element in the document. It uses the user's preferences if no **META** element is given.

You can use the **META** element to explicitly set the character set for a document. In this case, you set the **HTTP-EQUIV=** attribute to "Content-Type" and specify a character set identifier in the **CONTENT=** attribute. For example, the following **META** element identifies windows-1251 as the character set for the document.

```
<META HTTP-EQUIV="Content-Type"  
  CONTENT="text/html; CHARSET=windows-1251">
```

As long as you place the **META** element before the **BODY** element, it affects the whole document, including the **TITLE** element. For clarity, it should appear as the first element after **HEAD** so that all readers know the encoding before the first element that can be displayed is parsed. Note that the **META** element applies to the document containing it. This means, for example, that a compound document (a document consisting of two or more documents in a set of frames) can use different character sets in different frames.

The following table contains information concerning the character sets supported by Internet Explorer 5. The information provided is:

1. Display Name — the name used to refer to the character set.

2. Preferred Charset ID — the most common identifier used to set character sets in Internet Explorer. For example, in the previous code sample windows-1251 is the Charset ID.
3. Additional Aliases — other identifiers that may be used to set character sets.
4. MLang Code Pages — numeric value of the code pages used by the Internet Explorer MLang API.
5. Supported by Version — the versions of Internet Explorer that support the listed character sets.

**Note** CS indicates that the version of Internet Explorer must support complex scripts such as Arabic, Hebrew, or Thai.

# Charsets in Microsoft Internet Explorer 5

Display Name	Preferred Charset ID	Additional Aliases	MLang Code Page	Supported by Versions
Arabic ASMO-708	ASMO-708		708	4CS, 5
Arabic (DOS)	DOS-720		720	4CS, 5
Arabic (ISO)	iso-8859-6	ISO_8859-6:1987, iso-ir-127, ISO_8859-6, ECMA-114, arabic, csISOLatinArabic	28596	4CS, 5
Arabic (Windows)	windows-1256		1256	4CS, 5
Baltic (ISO)	iso-8859-4	csISOLatin4, iso-ir-110, ISO_8859-4, ISO_8859-4:1988, l4, latin4	28594	4, 5
Baltic (Windows)	Windows-1257		1257	4, 5
Central European (DOS)	ibm852	cp852	852	4, 5
Central European (ISO)	iso-8859-2	csISOLatin2, iso-ir-101, iso8859-2, iso_8859-2, iso_8859-2:1987, l2, latin2	28592	3, 4, 5
Central European (Windows)	windows-1250	x-cp1250	1250	3, 4, 5
Chinese Simplified (GB2312)	gb2312	chinese, csGB2312, csISO58GB23128, GB2312, GBK, GB_2312-80, iso-ir-58	936	3, 4, 5
Chinese Simplified (HZ)	hz-gb-2312		52936	4, 5
Chinese Traditional	big5	csbig5, x-x-big5	950	3, 4, 5
Cyrillic (DOS)	cp866	ibm866	866	4, 5
Cyrillic (ISO)	iso-8859-5	csISOLatinCyrillic, cyrillic, iso-ir-144, ISO_8859-5, ISO_8859-5:1988	28595	4, 5
Cyrillic (KOI8-R)	koi8-r	csKOI8R, koi	20866	3, 4, 5
Cyrillic (Windows)	windows-1251	x-cp1251	1251	3, 4, 5
Greek (ISO)	iso-8859-7	csISOLatinGreek, ECMA-118, ELOT_928, greek, greek8, iso-ir-126, ISO_8859-7, ISO_8859-7:1987	28597	3, 4, 5
Greek (Windows)	Windows-1253	windows-1253	1253	5
Hebrew (DOS)	DOS-862		862	4CS, 5
Hebrew (ISO)	iso-8859-8	csISOLatinHebrew, hebrew, iso-ir-138, ISO_8859-8, visual, ISO-8859-8 Visual	28598	4CS, 5
Hebrew (Windows)	windows-1255	logical, ISO_8859-8:1988, iso-ir-138	1255	3CS, 4CS, 5
Japanese (JIS)	iso-2022-jp	csISO2022JP	50220	4, 5
Japanese (JIS-Allow 1-byte Kana)	csISO2022JP	iso-2022-jp	50221	4, 5
Japanese (JIS-Allow 1-byte	iso-2022-jp	csISO2022JP	50222	3, 4, 5

Kana - SO/SI)				
Japanese (EUC)	euc-jp	csEUCPkdFmtJapanese, Extended_UNIX_Code_Packed_Format_for_Japanese, x-euc, x-euc-jp	51932	3, 4, 5
Japanese (Shift-JIS)	shift_jis	csShiftJIS, csWindows31J, ms_Kanji, shift-jis, x-ms-cp932, x-sjis	932	3, 4, 5
Korean	ks_c_5601-1987	csKSC56011987, euc-kr, korean, ks_c_5601	949	3, 4, 5
Korean (ISO)	iso-2022-kr	csISO2022KR	50225	3, 4, 5
Latin 3 (ISO)	iso-8859-3		28593	4, 5
Thai (Windows)	iso-8859-11	windows-874	874	3, 4, 5
Turkish (Windows)	Windows-1254	windows-1254	1254	3, 4, 5
Turkish (ISO)	iso-8859-9	csISOLatin5, ISO_8859-9, ISO_8859-9:1989, iso-ir-148, l5, latin5	28599	3, 4, 5
Ukrainian (KOI8-U)	koi8-u		21866	4, 5
Unicode (UTF-7)	utf-7	csUnicode11UTF7, unicode-1-1-utf-7, x-unicode-2-0-utf-7	65000	4, 5
Unicode (UTF-8)	utf-8	unicode-1-1-utf-8, unicode-2-0-utf-8, x-unicode-2-0-utf-8	65001	4, 5
Vietnamese (Windows)	windows-1258		1258	3, 4, 5
Western European (Windows)	Windows-1252		1252	5
Western European (ISO)	iso-8859-1	ANSI_X3.4-1968, ANSI_X3.4-1986, ascii, cp367, cp819, csASCII, IBM367, ibm819, iso-ir-100, iso-ir-6, ISO646-US, iso8859-1, ISO_646.irv:1991, iso_8859-1, iso_8859-1:1987, latin1, us, us-ascii, x-ansi	1252	3, 4, 5

## Nonstandard Charsets with Special Meaning Inside Internet Explorer and MLang

These character sets are not to be used for labeling documents.

Display Name	Preferred Charset ID	Additional Aliases	MLang Code Page	Supported by Versions
Japanese (Auto Select)	_autodetect		50932	3, 4, 5
Korean (Auto Select)	_autodetect_kr		50949	4, 5
Unicode	unicode		1200	4, 5
Unicode (BigEndian)	unicodeFEFF		1201	4, 5
User Defined	x-user-defined		50000	4, 5

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◀ all Collection ▶ applets Collection ▶ D

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# anchors Collection

---

Retrieves a collection of all [A](#) objects that have a [name](#) and/or [id](#) property. Objects in this collection are in HTML source order.

## Syntax

```
[ collAnchors = ] document.anchors  
[ oObject = ] document.anchors(vIndex [, iSubIndex] )
```

## Possible Values

<i>collAnchors</i>	Array of <b>A</b> objects.
<i>oObject</i>	Reference to an individual item in the array of elements contained by the object.
<i>vIndex</i>	Required. Integer or string that specifies the element or collection to retrieve. If this parameter is an integer, the method returns the element in the collection at the given position, where the first element has value 0, the second has 1, and so on. If this parameter is a string and there is more than one element with the <a href="#">name</a> or <a href="#">id</a> property equal to the string, the method returns a collection of matching elements.
<i>iSubIndex</i>	Optional. Position of an element to retrieve. This parameter is used when <i>vIndex</i> is a string. The method uses the string to construct a collection of all elements that have a <b>name</b> or <b>id</b> property equal to the string, and then retrieves from this collection the element at the position specified by <i>iSubIndex</i> .

## Members

## Example

This example shows how to display the **name** property of the third anchor defined in the document.

```
alert(document.anchors(2).name);
```

## Applies To

[document](#)

---

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◀ [anchors Collection](#) ▶ [areas Collection](#)

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# applets Collection

---

Retrieves a collection of all [APPLET](#) objects in the document.

## Syntax

```
[collApplets = ]document.applets  
[oObject= ]document.applets(vIndex [,iSubIndex] )
```

## Possible Values

<i>collApplets</i>	Array of <b>APPLET</b> objects.
<i>oObject</i>	Reference to an individual item in the array of elements contained by the object.
<i>vIndex</i>	Required. Integer or string that specifies the element or collection to retrieve. If this parameter is an integer, the method returns the element in the collection at the given position, where the first element has value 0, the second has 1, and so on. If this parameter is a string and there is more than one element with the <a href="#">name</a> or <a href="#">id</a> property equal to the string, the method returns a collection of matching elements.
<i>iSubIndex</i>	Optional. Position of an element to retrieve. This parameter is used when <i>vIndex</i> is a string. The method uses the string to construct a collection of all elements that have a <b>name</b> or <b>id</b> property equal to the string, and then retrieves from this collection the element at the position specified by <i>iSubIndex</i> .

## Members

## Applies To

[document](#)

---

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◀ applets Collection ▶ attributes Collecti

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# areas Collection

---

Retrieves a collection of the [AREA](#) objects defined for the given [MAP](#) object.

## Syntax

```
[collAreas = ]map.areas  
[oObject= ]map.areas(vIndex [,iSubIndex] )
```

## Possible Values

<i>collAreas</i>	Array of <b>AREA</b> objects.
<i>oObject</i>	Reference to an individual item in the array of elements contained by the object.
<i>vIndex</i>	Required. Integer or string that specifies the element or collection to retrieve. If this parameter is an integer, the method returns the element in the collection at the given position, where the first element has value 0, the second has 1, and so on. If this parameter is a string and there is more than one element with the <a href="#">name</a> or <a href="#">id</a> property equal to the string, the method returns a collection of matching elements.
<i>iSubIndex</i>	Optional. Position of an element to retrieve. This parameter is used when <i>vIndex</i> is a string. The method uses the string to construct a collection of all elements that have a <b>name</b> or <b>id</b> property equal to the string, and then retrieves from this collection the element at the position specified by <i>iSubIndex</i> .

## Members

## Remarks

Areas can be added to or removed from the collection. If duplicate identifiers are found, a collection of those items is returned. Collections of duplicates must be referenced subsequently by ordinal position.

## Applies To

[MAP](#)

---

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◀ attributes Collection ▶ bookmarks Coll

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# behaviorUrns Collection

---

Returns a collection of Uniform Resource Name (URN) strings identifying the behaviors attached to the element.

## Syntax

```
[ collBehaviorUrns = ] object.behaviorUrns  
[ sBehaviorUrn = ] object.behaviorUrns(iIndex)
```

## Possible Values

<i>collBehaviorUrns</i>	Array of URNs identifying the behaviors attached to the element.
<i>sBehaviorUrn</i>	Reference to an item in the array of behavior URNs.
<i>iIndex</i>	Required. Integer that indicates the zero-based index of the item to be returned.

## Remarks

A behavior can specify a unique identifier in the form of a URN. If no URN is specified for a behavior, an empty string is specified in the collection. If no behaviors are attached to the element, an empty collection is returned.

## Members

## Example

This example shows how to display the URN of every behavior attached to a specified [DIV](#).

```
<HEAD>  
<STYLE>  
  DIV { behavior:url(fly.htc) url (zoom.htc) url (fade.htc)}  
</STYLE>
```

```
function window.onload()
{
  oColl = oDiv.behaviorUrns;
  if (oColl != null)
  {
    for (i=0; i < oColl.length; i++)
      alert (oColl(i));
  }
}
</HEAD>

<DIV ID=oDiv>I just want to fly</DIV>
```

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BGSOUND, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, ISINDEX, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, NEXTID, NOBR, NOFRAMES, NOSCRIPT, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, STYLE, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, WBR, XML, XMP

## See Also

[urns](#)

---

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◀ behaviorUrns Collection ▶ boundElem

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# bookmarks Collection

---

Returns a collection of ActiveX® Data Objects (ADO) bookmarks tied to the rows affected by the current event.

## Syntax

```
[collBookmarks= ] event.bookmarks  
[oObject= ]event.bookmarks(iIndex)
```

## Possible Values

<i>collBookmarks</i>	Array of ADO bookmarks.
<i>oObject</i>	Reference to an individual item in the array of elements contained by the object.
<i>iIndex</i>	Required. Integer that specifies the zero-based index of the item to be returned.

## Members

## Applies To

[event](#)

## See Also

[data binding](#), [bookmark property - ado](#) ➡

---

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◀ [bookmarks Collection](#) ▶ [cells Collectio](#)

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# boundElements Collection

---

Returns a collection of all elements on the page bound to a data set.

## Syntax

```
[collBoundElements= ] event.boundElements  
[oObject= ]event.boundElements(vIndex [,iSubIndex])
```

## Possible Values

<i>collBoundElements</i>	Array of elements found on a page that are bound to a data set.
<i>oObject</i>	Reference to an individual item in the array of elements contained by the object.
<i>vIndex</i>	Required. Integer or string that specifies the element or collection to retrieve. If this parameter is an integer, the method returns the element in the collection at the given position, where the first element has value 0, the second has 1, and so on. If this parameter is a string and there is more than one element with the <b>name</b> or <b>id</b> property equal to the string, the method returns a collection of matching elements.
<i>iSubIndex</i>	Optional. Position of an element to retrieve. This parameter is used when <i>vIndex</i> is a string. The method uses the string to construct a collection of all elements that have a <b>name</b> or <b>id</b> property equal to the string, and then retrieves from this collection the element at the position specified by <i>iSubIndex</i> .

## Remarks

This collection is applicable only to data events.

## Members

## Applies To

[event](#)

---

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◀ cells Collection ▶ children Collection ▶

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# childNodes Collection

---

Retrieves a collection of [elements](#) and [TextNodes](#) that are direct descendants of the specified object.

## Syntax

```
[ collChildNodes = ] object.childNodes  
[ oNode = ] object.childNodes(vIndex [, iSubIndex] )
```

## Possible Values

<i>collChildNodes</i>	Array containing the children of a specified object.
<i>oNode</i>	Reference to an individual item in the array of elements contained by the object.
<i>vIndex</i>	Required. Integer or string that specifies the element or collection to retrieve. If this parameter is an integer, the method returns the element in the collection at the given position, where the first element has value 0, the second has 1, and so on. If this parameter is a string and there is more than one element with the <a href="#">name</a> or <a href="#">id</a> property equal to the string, the method returns a collection of matching elements.
<i>iSubIndex</i>	Optional. Position of an element to retrieve. This parameter is used when <i>vIndex</i> is a string. The method uses the string to construct a collection of all elements that have a <b>name</b> or <b>id</b> property equal to the string, and then retrieves from this collection the element at the position specified by <i>iSubIndex</i> .

## Members

## Remarks

The **childNodes** collection can contain HTML elements and **TextNodes**.

## Example

This example shows how to assign to a variable the **childNodes** collection of the [BODY](#) object.

```
<SCRIPT>  
var aNodeList = oBody.childNodes;  
</SCRIPT>  
:
```



```
<BODY ID="oBody">  
<SPAN ID="oSpan">A Span</SPAN>  
</BODY>
```

This example shows how to assign to a variable the **childNodes** collection of a node created with the [createElement](#) method.

```
var oParentNode = document.createElement("DIV");  
var oNode = document.createElement("B");  
document.body.insertBefore(oParentNode);  
oParentNode.insertBefore(oNode);  
var aNodeList = oParentNode.childNodes;
```

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, DD, DEL, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INS, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, NEXTID, OL, OPTION, P, PLAINTEXT, PRE, Q, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, XMP

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◀ elements Collection ▶ filters Collection

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# embeds Collection

---

Retrieves a collection of all **EMBED** objects in the document.

## Syntax

```
[collEmbeds = ]document.embeds  
[oObject= ]document.embeds(vIndex [,iSubIndex] )
```

## Possible Values

<i>collEmbeds</i>	Array of <b>EMBED</b> objects.
<i>oObject</i>	Reference to an individual item in the array of elements contained by the object.
<i>vIndex</i>	Required. Integer or string that specifies the element or collection to retrieve. If this parameter is an integer, the method returns the element in the collection at the given position, where the first element has value 0, the second has 1, and so on. If this parameter is a string and there is more than one element with the <b>name</b> or <b>id</b> property equal to the string, the method returns a collection of matching elements.
<i>iSubIndex</i>	Optional. Position of an element to retrieve. This parameter is used when <i>vIndex</i> is a string. The method uses the string to construct a collection of all elements that have a <b>name</b> or <b>id</b> property equal to the string, and then retrieves from this collection the element at the position specified by <i>iSubIndex</i> .

## Members

## Applies To

[document](#)

---

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◀ [embeds Collection](#) ▶ [forms Collection](#)

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# filters Collection

---

Retrieves the collection of filters that have been applied to the object.

## Syntax

```
[collFilters = ]object.filters  
[oObject= ]object.filters(vIndex [,iSubIndex] )
```

## Possible Values

<i>collFilters</i>	Array of filters applied to the object.
<i>oObject</i>	Reference to an individual item in the array of elements contained by the object.
<i>vIndex</i>	Required. Integer or string that specifies the element or collection to retrieve. If this parameter is an integer, the method returns the element in the collection at the given position, where the first element has value 0, the second has 1, and so on. If this parameter is a string and there is more than one element with the <a href="#">name</a> or <a href="#">id</a> property equal to the string, the method returns a collection of matching elements.
<i>iSubIndex</i>	Optional. Position of an element to retrieve. This parameter is used when <i>vIndex</i> is a string. The method uses the string to construct a collection of all elements that have a <b>name</b> or <b>id</b> property equal to the string, and then retrieves from this collection the element at the position specified by <i>iSubIndex</i> .

## Members

## Remarks

For a filter to render, the [SPAN](#) and [DIV](#) elements must have one of the following cascading style sheets (CSS) attributes: [height](#), [width](#), or [position](#) (absolute or relative).

## Applies To

[BDO](#), [BODY](#), [BUTTON](#), [custom](#), [DIV](#), [FIELDSET](#), [IMG](#), [INPUT type=button](#), [INPUT type=checkbox](#), [INPUT type=file](#), [INPUT type=image](#), [INPUT type=password](#), [INPUT type=radio](#), [INPUT type=reset](#), [INPUT type=submit](#), [INPUT type=text](#), [MARQUEE](#), [NEXTID](#), [RT](#), [RUBY](#), [SPAN](#), [TABLE](#), [TD](#), [TEXTAREA](#), [TH](#)

---

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 ◀ filters Collection ▶ frames Collection ▶

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# forms Collection

---

Retrieves a collection, in source order, of all **FORM** objects in the document.

## Syntax

```
[collForms = ]document.forms  
[oObject= ]document.forms(vIndex [,iSubIndex] )
```

## Possible Values

<i>collForms</i>	Array of <b>FORM</b> objects.
<i>oObject</i>	Reference to an individual item in the array of elements contained by the object.
<i>vIndex</i>	Required. Integer or string that specifies the element or collection to retrieve. If this parameter is an integer, the method returns the element in the collection at the given position, where the first element has value 0, the second has 1, and so on. If this parameter is a string and there is more than one element with the <a href="#">name</a> or <a href="#">id</a> property equal to the string, the method returns a collection of matching elements.
<i>iSubIndex</i>	Optional. Position of an element to retrieve. This parameter is used when <i>vIndex</i> is a string. The method uses the string to construct a collection of all elements that have a <b>name</b> or <b>id</b> property equal to the string, and then retrieves from this collection the element at the position specified by <i>iSubIndex</i> .

## Members

## Applies To

[document](#)

---

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 ◀ frames Collection ▶ imports Collection

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# images Collection

---

Retrieves a collection, in source order, of **IMG** objects in the document.

## Syntax

```
[collImages = ]document.images  
[oObject= ]document.images(vIndex [,iSubIndex] )
```

## Possible Values

<i>collImages</i>	Array of <b>IMG</b> objects.
<i>oObject</i>	Reference to an individual item in the array of elements contained by the object.
<i>vIndex</i>	Required. Integer or string that specifies the element or collection to retrieve. If this parameter is an integer, the method returns the element in the collection at the given position, where the first element has value 0, the second has 1, and so on. If this parameter is a string and there is more than one element with the <a href="#">name</a> or <a href="#">id</a> property equal to the string, the method returns a collection of matching elements.
<i>iSubIndex</i>	Optional. Position of an element to retrieve. This parameter is used when <i>vIndex</i> is a string. The method uses the string to construct a collection of all elements that have a <b>name</b> or <b>id</b> property equal to the string, and then retrieves from this collection the element at the position specified by <i>iSubIndex</i> .

## Members

## Applies To

[document](#)

---

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◀ imports Collection ▶ mimeTypees Colle

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# links Collection

---

Retrieves a collection of all [A](#) objects that specify the [href](#) property and all [AREA](#) objects in the document.

## Syntax

```
[ collLinks = ] document.links  
[ oObject = ] document.links(iIndex)
```

## Possible Values

<i>collLinks</i>	Array of <a href="#">A</a> objects.
<i>oObject</i>	Reference to an individual item in the array of elements contained by the object.
<i>iIndex</i>	Required. Integer that indicates the zero-based index of the item to be returned.

## Members

## Remarks

For [A](#) objects to appear in the collection, they must have a [name](#) and/or [id](#) property.

## Example

This example shows how to display the **HREF** attribute of the third link defined in the document.

```
alert(document.links(2).href);
```

## Applies To

[document](#)

---

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◀ links Collection ▶ options Collection ▶

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# mimeTypes Collection

---

Not implemented.

---

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 ◀ options Collection ▶ rows Collection ▲

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# plugins Collection

---

Retrieves a collection of all [EMBED](#) objects within the document.

## Syntax

```
[collPlugins = ]navigator.plugins  
[oObject= ]navigator.plugins(iIndex)
```

## Possible Values

<i>collPlugins</i>	Array that is empty.
<i>oObject</i>	Reference to an individual item in the array of elements contained by the object.
<i>iIndex</i>	Required. Integer indicating the zero-based index of the item to be returned.

## Members

## Remarks

The **plugins** collection is exposed for compatibility with other browsers.

The collection is an alias for the [embeds](#) collection on the document.

## Applies To

[clientInformation](#), [navigator](#)

---

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◀ rules Collection ▶ styleSheets Collecti

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# scripts Collection

---

Retrieves a collection of all **SCRIPT** objects in the document.

## Syntax

```
[collScripts = ]document.scripts  
[oObject= ]document.scripts(vIndex [,iSubIndex] )
```

## Possible Values

<i>collScripts</i>	Array of <b>SCRIPT</b> objects.
<i>oObject</i>	Reference to an individual item in the array of elements contained by the object.
<i>vIndex</i>	Required. Integer or string that specifies the element or collection to retrieve. If this parameter is an integer, the method returns the element in the collection at the given position, where the first element has value 0, the second has 1, and so on. If this parameter is a string and there is more than one element with the <a href="#">name</a> or <a href="#">id</a> property equal to the string, the method returns a collection of matching elements.
<i>iSubIndex</i>	Optional. Position of an element to retrieve. This parameter is used when <i>vIndex</i> is a string. The method uses the string to construct a collection of all elements that have a <b>name</b> or <b>id</b> property equal to the string, and then retrieves from this collection the element at the position specified by <i>iSubIndex</i> .

## Members

## Remarks

This collection contains all the scripts in the document in source order regardless of the script's location in the document (whether in the [HEAD](#) or [BODY](#)).

If duplicate identifiers are found, a collection of those items is returned. Collections of duplicates must be referenced subsequently by ordinal position.

## Applies To

[document](#)

---

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◀ styleSheets Collection ▶ TextRectangl

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# tBodies Collection

---

Retrieves a collection of all **TBODY** objects in the table. Objects in this collection are in HTML source order.

## Syntax

```
[ collTBodies = ] table.tBodies  
[ oObject = ] table.tBodies(vIndex [, iSubIndex] )
```

## Possible Values

<i>collTBodies</i>	Array of <b>TBODY</b> objects.
<i>oObject</i>	Reference to an individual item in the array of elements contained by the object.
<i>vIndex</i>	Required. Integer or string that specifies the element or collection to retrieve. If this parameter is an integer, the method returns the element in the collection at the given position, where the first element has value 0, the second has 1, and so on. If this parameter is a string and there is more than one element with the <a href="#">name</a> or <a href="#">id</a> property equal to the string, the method returns a collection of matching elements.
<i>iSubIndex</i>	Optional. Position of an element to retrieve. This parameter is used when <i>vIndex</i> is a string. The method uses the string to construct a collection of all elements that have a <b>name</b> or <b>id</b> property equal to the string, and then retrieves from this collection the element at the position specified by <i>iSubIndex</i> .

## Members

## Remarks

This collection can be indexed by name (ID). If duplicate names are found, a collection of those named items is returned. Collections of duplicate names must be referenced subsequently by ordinal position.

## Example

This example shows how to put text in the first cell in the first row of the first **TBODY** object in the **TABLE**. For each **TABLE**, an initial **TBODY** object is synthesized in the HTML tree even if a **TBODY** element does not exist in the HTML source.

```
document.all.oTable.tBodies[0].rows[0].cells[0].innerText =
```

"Text for the first table cell";

## Applies To

TABLE

---

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◀ getElementById Method ▶ getElement

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# getElementsByName Method

---

Retrieves a collection of objects based on the value of the [NAME](#) attribute.

## Syntax

```
collObjects = document.getElementsByName(sNameValue)
```

## Parameters

*sNameValue* Required. String that specifies the value of a **NAME** attribute.

## Return Value

Returns a collection of objects with the same **NAME** attribute value.

## Remarks

When you use the **getElementsByName** method, all elements in the document that have the specified **NAME** attribute value are returned.

Elements that support the **NAME** attribute are included in the collection returned by the **getElementsByName** method, but not elements with a **NAME** [expando](#).

## Example

This example uses the **getElementsByName** method to return a collection of [INPUT type=text](#) elements with the specified **NAME** attribute value, `firstName`.

## Applies To

[document](#)

## See Also

[document object model overview](#)☐

---

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◀ getElementByName Method ▶ getEx

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# getElementsByTagName Method

---

Retrieves a collection of objects based on the specified element name.

## Syntax

```
collObjects = document.getElementsByTagName(sTagName)
```

## Parameters

*sTagName* Required. String that specifies the name of an element.

## Return Value

Returns a collection of objects with the specified element name.

## Remarks

The **getElementsByTagName** method is equivalent to using the [tags](#) method on the [all](#) collection. For example, the following code shows how to retrieve a collection of [DIV](#) elements from the [BODY](#) element, first using the DHTML Object Model and then the Document Object Model (DOM).

- Using the DHTML Object Model:

```
var aDivs = document.body.all.tags("DIV");
```

- Using the DOM:

```
var aDivs = document.body.getElementsByTagName("DIV").
```

When you use the **getElementsByTagName** method, all child elements with the specified tag name are returned.

## Example

This example uses the **getElementsByTagName** method to return the children of a [UL](#) element based on the selected [LI](#) element.

## Applies To

[A](#), [ACRONYM](#), [ADDRESS](#), [APPLET](#), [AREA](#), [B](#), [BASE](#), [BASEFONT](#), [BDO](#), [BGSOUND](#), [BIG](#), [BLOCKQUOTE](#), [BODY](#), [BR](#), [BUTTON](#), [CAPTION](#), [CENTER](#), [CITE](#), [CODE](#), [COL](#), [COLGROUP](#), [custom](#), [DD](#), [DEL](#), [DFN](#), [DIR](#), [DIV](#), [DL](#), [document](#), [DT](#), [EM](#), [EMBED](#), [FIELDSET](#), [FONT](#), [FORM](#), [FRAME](#), [FRAMESET](#), [HEAD](#), [Hn](#), [HR](#), [HTML](#), [I](#), [IFRAME](#), [IMG](#), [INS](#), [KBD](#), [LABEL](#), [LEGEND](#), [LI](#), [LINK](#), [LISTING](#), [MAP](#), [MARQUEE](#), [MENU](#), [OL](#), [P](#), [PLAINTEXT](#), [PRE](#), [Q](#), [S](#), [SAMP](#), [SCRIPT](#), [SELECT](#), [SMALL](#), [SPAN](#), [STRIKE](#), [STRONG](#), [SUB](#), [SUP](#), [TABLE](#), [TBODY](#), [TD](#), [TEXTAREA](#), [TFOOT](#), [TH](#), [THEAD](#), [TITLE](#), [TR](#), [TT](#), [U](#), [UL](#), [VAR](#), [XMP](#)

## See Also

[document object model overview](#)☐

---

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◀ swapNode Method ▶ taintEnabled Me

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## tags Method

---

Retrieves a collection of objects that have the specified HTML tag name.

### Syntax

```
collElements = object.tags(sTag)
```

### Parameters

*sTag* Required. String that specifies an HTML tag. It can be any one of the [objects](#) exposed by the DHTML Object Model.

### Return Value

Returns a collection of element objects if successful, or null otherwise.

### Remarks

This method returns an empty collection if no elements having the given name are found. Use the [length](#) property on the collection to determine the number of elements it contains.

### Example

This example uses the **tags** method to retrieve a collection of all **P** elements in the document, and then uses the [textDecoration](#) property to underline each element.

```
<SCRIPT LANGUAGE="JScript">
var coll = document.all.tags("P");
if (coll!=null)
{
    for (i=0; i<coll.length; i++)
```

```
coll[i].style.textDecoration="underline";  
}  
</SCRIPT>
```

## Applies To

all, anchors, applets, areas, boundElements, cells, children, elements, embeds, forms, images, links, options, plugins, rows, scripts, tbodies

---

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◆ ◀ taintEnabled Method ▶ write Method ▶

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# urns Method

---

Retrieves a collection of all objects to which a specified [behavior](#) is attached.

## Syntax

```
collObjects = object.urns(sUrn)
```

## Parameters

*sUrn* Required. String that specifies the behavior's Uniform Resource Name (URN).

## Return Value

Returns a collection of objects if successful, or null otherwise.

## Remarks

This method returns an empty collection if no element has the specified behavior attached to it.

Use the [length](#) property on the collection to determine the number of elements it contains, and the [item](#) method to obtain a particular item in the collection.

## Example

This example uses the **urns** method to retrieve a collection of all elements currently attached to the specified behavior, and then displays a comma-delimited list of IDs of the elements in a message box.

```
<SCRIPT LANGUAGE="JScript">  
var coll = document.all.urns("URN1");
```

```
var sText = "";

if (coll != null)
{
    for (i=0; i<coll.length; i++)
        sText += coll.item(i).id + ', ';

    window.alert (sText);
}
</SCRIPT>
```

## Applies To

[all](#), [anchors](#), [applets](#), [areas](#), [boundElements](#), [cells](#), [childNodes](#), [children](#), [elements](#), [embeds](#), [FORM](#), [forms](#), [images](#), [links](#), [options](#), [rows](#), [scripts](#), [SELECT](#), [stylesheets](#), [tbodies](#)

## See Also

[behaviorUrns](#)

---

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▶ onafterprint Event ▲ DHTML Events

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# onabort Event

---

Fires when the user aborts the download of an image.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENTonabort = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.onabort = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = objectEVENT = onabort&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	No
<b>Cancels</b>	Yes
<b>To invoke</b>	<ul style="list-style-type: none"><li>• Click an <a href="#">anchor</a>.</li><li>• Click the browser Stop button.</li><li>• Navigate to another page.</li></ul>
<b>Default action</b>	Halts downloading of the designated image.

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Applies To

[IMG](#)

---

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◆ ◀ onabort Event ▶ onafterupdate Event

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# onafterprint Event

---

Fires on the object immediately after its associated document prints.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENT onafterprint = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.onafterprint = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = object EVENT = onafterprint&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	No
<b>Cancels</b>	No
<b>To invoke</b>	<ul style="list-style-type: none"><li>• Choose Print from the File menu in Internet Explorer.</li><li>• Press CTRL + P.</li><li>• Right-click anywhere on a page, and choose Print.</li><li>• Right-click on a link on a page, and choose Print.</li><li>• From Windows Explorer, select an .htm file, and then choose Print from the File menu.</li><li>• From Windows Explorer, right-click on an .htm file, and then choose Print.</li></ul>
<b>Default Action</b>	None

This event is usually used with the [onbeforeprint](#) event. Use the **onbeforeprint** event to make changes to the document just before it prints. Use the **onafterprint** event to undo those changes, reverting the document back to its pre-print state.

## Event Object Properties

Although event handlers in the document object model do not receive parameters directly, the handler can query the [event](#) object for data.

## Example

This example uses the **onafterprint** event to return the document to its pre-

print state. In this case, because the **onbeforeprint** event handler makes all currently hidden sections of the page visible for printing, the **onafterprint** event sets those sections back to hidden.

## Applies To

[window](#), [BODY](#), [FRAMESET](#)

## See Also

[onbeforeprint](#), [print](#)

---

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◀ onafterprint Event ▶ onbeforecopy Event

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# onafterupdate Event

---

Fires on a databound object after successfully updating the associated data in the data source object.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENT<del>on</del>afterupdate = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.<del>on</del>afterupdate =handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = objectEVENT = <del>on</del>afterupdate&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	Yes
<b>Cancels</b>	No
<b>To invoke</b>	Change the data that the object contains.
<b>Default action</b>	Confirms that data has been transferred.

This event only fires when the object is databound and an [onbeforeupdate](#) event has fired (for example, because the data has changed).

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Applies To

[BDO](#), [custom](#), [INPUT TYPE=text](#), [RT](#), [RUBY](#), [TEXTAREA](#)

## See Also

[data binding](#)☐, [onbeforeupdate](#)

---

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◀ onafterupdate Event ▶ onbeforecut Ev

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# onbeforecopy Event

---

Fires on the source object before the selection is copied to the system clipboard.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENT onbeforecopy = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.onbeforecopy = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = object EVENT = onbeforecopy&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	Yes
<b>Cancels</b>	Yes
<b>To invoke</b>	After selecting the text: <ul style="list-style-type: none"><li>• Right-click to display the shortcut menu and select Copy.</li><li>• Or press CTRL+C.</li></ul>
<b>Default action</b>	None.

The **onbeforecopy** event fires on the source element. Use the [setData](#) method to specify a data format for the selection.

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Example

This example uses the **onbeforecopy** event to customize copy behavior.

## Applies To

[A](#), [ADDRESS](#), [AREA](#), [B](#), [BDO](#), [BIG](#), [BLOCKQUOTE](#), [CAPTION](#), [CENTER](#), [CITE](#), [CODE](#), [custom](#), [DD](#), [DFN](#), [DIR](#), [DIV](#), [DL](#), [DT](#), [EM](#), [FIELDSET](#), [FORM](#), [Hn](#), [I](#), [IMG](#), [LABEL](#), [LEGEND](#), [LI](#), [LISTING](#), [MENU](#), [NOBR](#), [OL](#), [P](#), [PLAINTEXT](#), [PRE](#), [S](#), [SAMP](#), [SMALL](#), [SPAN](#), [STRIKE](#), [STRONG](#), [SUB](#), [SUP](#), [TD](#), [TEXTAREA](#), [TH](#), [TR](#), [TT](#), [U](#), [UL](#)

## See Also

[dhtml data transfer overview](#)☐, [onbeforecut](#), [onbeforepaste](#), [oncopy](#), [oncut](#), [onpaste](#), [setData](#)

---

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◆ ◀ onbeforecopy Event ▶ onbeforeeditfoc

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# onbeforecut Event

---

Fires on the source object before the selection is deleted from the document.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENTonbeforecut = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.onbeforecut = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = object EVENT = onbeforecut&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	Yes
<b>Cancels</b>	Yes
<b>To invoke</b>	After selecting the text: <ul style="list-style-type: none"><li>• Right-click to display the shortcut menu and select Cut.</li><li>• Or press CTRL+X if the selection is within a text field.</li></ul>
<b>Default action</b>	None.

Creating custom code for cutting requires several steps:

1. Set event.[returnValue](#)=false in the **onbeforecut** event to enable the Cut shortcut menu item.
2. Specify a data format in which to transfer the selection through the [setData](#) method of the [clipboardData](#) object.
3. Invoke the **setData** method in the [oncut](#) event.

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Example

This example uses the **setData** and [getData](#) methods with the [clipboardData](#)



object to perform a cut-and-paste operation through the shortcut menu.

## Applies To

A, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, custom, DD, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, Hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, NEXTID, NOBR, OL, P, PLAINTEXT, PRE, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

## See Also

[dhtml data transfer overview](#)☐, [onbeforecopy](#), [onbeforepaste](#), [oncopy](#), [oncut](#), [onpaste](#), [setData](#)

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◀ onbeforecut Event ▶ onbeforepaste Event

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# onbeforeeditfocus Event

---

Fires before a control enters a UI activated state.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENT onbeforeeditfocus = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.onbeforeeditfocus = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = objectEVENT = onbeforeeditfocus&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	Yes
<b>Cancels</b>	Yes
<b>To invoke</b>	<ul style="list-style-type: none"><li>• Press the ENTER key or click an object when it has focus.</li><li>• Double-click an object.</li></ul>
<b>Default action</b>	Moves the object into a UI activated state.

The [designMode](#) property allows Web authors to use the design mode in Microsoft® Internet Explorer, and the property must be set to yes for the **onbeforeeditfocus** event to fire.

While the browser is in design mode, objects enter a UI activated state when the user presses the ENTER key or clicks an object that has focus, or when the user double-clicks the object. Objects that are UI activated have their own window within the document and allow authors to modify the user interface. To place an object in a UI activated state, the document must be in design mode.

The **onbeforeeditfocus** event differs from the [onfocus](#) event. The **onbeforeeditfocus** event fires before an object enters a UI activated state, whereas the **onfocus** event fires when an object has focus.

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Applies To

A, APPLET, AREA, BUTTON, custom, DIV, document, FIELDSET, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, MARQUEE, OBJECT, SELECT, SPAN, TABLE, TD, TEXTAREA, TR

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◀ onbeforeeditfocus Event ▶ onbeforepr

*Web Workshop | DHTML, HTML & CSS*

# onbeforepaste Event

---

Fires on the target object before the selection is pasted from the system clipboard to the document.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENTonbeforepaste = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.onbeforepaste = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = objectEVENT = onbeforepaste&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	Yes
<b>Cancels</b>	Yes
<b>To invoke</b>	After copying or cutting text: <ul style="list-style-type: none"><li>• Right-click to display the shortcut menu and select Paste.</li><li>• Or press CTRL+V.</li></ul>
<b>Default action</b>	None.

Creating custom code for pasting requires several steps.

1. Set event.[returnValue](#)=false in the **onbeforepaste** event to enable the Paste shortcut menu item.
2. Cancel the default behavior of the browser by including event.**returnValue**=false in the [onpaste](#) event handler. This guideline applies only to objects, such as the [text box](#), that have a defined default behavior.
3. Specify a data format in which to paste the selection through the [getData](#) method of the [clipboardData](#) object.
4. Invoke the **getData** method in the **onpaste** event to execute custom code for pasting.

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Applies To

[A](#), [ADDRESS](#), [APPLET](#), [AREA](#), [B](#), [BDO](#), [BIG](#), [BLOCKQUOTE](#), [BODY](#), [BUTTON](#), [CAPTION](#), [CENTER](#), [CITE](#), [CODE](#), [custom](#), [DD](#), [DFN](#), [DIR](#), [DIV](#), [DL](#), [document](#), [DT](#), [EM](#), [EMBED](#), [FIELDSET](#), [FONT](#), [FORM](#), [Hn](#), [HR](#), [I](#), [IMG](#), [INPUT type=button](#), [INPUT type=checkbox](#), [INPUT type=file](#), [INPUT type=image](#), [INPUT type=password](#), [INPUT type=radio](#), [INPUT type=reset](#), [INPUT type=submit](#), [INPUT type=text](#), [KBD](#), [LABEL](#), [LEGEND](#), [LI](#), [LISTING](#), [MAP](#), [MARQUEE](#), [MENU](#), [NEXTID](#), [NOBR](#), [OL](#), [P](#), [PLAINTEXT](#), [PRE](#), [RT](#), [RUBY](#), [S](#), [SAMP](#), [SELECT](#), [SMALL](#), [SPAN](#), [STRIKE](#), [STRONG](#), [SUB](#), [SUP](#), [TABLE](#), [TBODY](#), [TD](#), [TEXTAREA](#), [TFOOT](#), [TH](#), [THEAD](#), [TR](#), [TT](#), [U](#), [UL](#), [VAR](#), [XMP](#)

## See Also

[dhtml data transfer overview](#)☐, [getData](#), [onbeforecopy](#), [onbeforecut](#), [oncopy](#), [oncut](#), [onpaste](#)

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◆ ◀ onbeforepaste Event ▶ onbeforeunload

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# onbeforeprint Event

---

Fires on the object before its associated document prints.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENT onbeforeprint = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.onbeforeprint = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = object EVENT = onbeforeprint&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	No
<b>Cancels</b>	No
<b>To invoke</b>	<ul style="list-style-type: none"><li>• Choose Print from the File menu in Internet Explorer.</li><li>• Press CTRL + P.</li><li>• Right-click anywhere on a page, and choose Print.</li><li>• Right-click on a link on a page, and choose Print.</li><li>• From Windows Explorer, select an .htm file and choose Print from the File menu.</li><li>• From Windows Explorer, right-click on an .htm file and choose Print.</li></ul>
<b>Default action</b>	Prints the document associated with the object for which the event is specified.

Use this event to modify the document just before it prints. In most cases it is used to make all the information on the page visible just before printing.

Use the event in conjunction with the [onafterprint](#) event to undo the changes made to the document in the **onbeforeprint** event.

## Event Object Properties

Although event handlers in the document object model do not receive parameters directly, the handler can query the [event](#) object for data.

## Example

This example uses the **onbeforeprint** to make all hidden sections of the page visible just before the page prints. The **onafterprint** event is processed after the page prints to return the document to its original state.

## Applies To

[window](#), [BODY](#), [FRAMESET](#)

## See Also

[onafterprint](#), [print](#)

---

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◆ ◀ onbeforeunload Event ▶ onblur Event

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# onbeforeupdate Event

---

Fires on a databound object before updating the associated data in the data source object.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENTonbeforeupdate = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.onbeforeupdate = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = objectEVENT = onbeforeupdate&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	Yes
<b>Cancels</b>	Yes
<b>To invoke</b>	Cause an object to receive focus, change the value of the object, and either cause the object to lose focus or force the page to unload.
<b>Default action</b>	Signals that the data contained in an object has changed.

If the **onbeforeupdate** event is canceled, the [onafterupdate](#) event does not fire.

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Applies To

[BDO](#), [custom](#), [INPUT TYPE=text](#), [RT](#), [RUBY](#), [TEXTAREA](#)

## See Also

[data binding](#)☐

---

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◆ ◀ onblur Event ▶ oncellchange Event ▶

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# onbounce Event

---

Fires when the [behavior](#) property of the [MARQUEE](#) object is set to "alternate" and the contents of the marquee reach one side of the window.

## Syntax

<b>Inline HTML</b>	<code>&lt;MARQUEE onbounce = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>marquee.onbounce = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = object EVENT = onbounce&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	No
<b>Cancels</b>	Yes
<b>To invoke</b>	Cause the <b>MARQUEE</b> contents to loop.
<b>Default action</b>	The <b>MARQUEE</b> contents begin to scroll in the opposite direction.

## Event Object Properties

Although event handlers in the document object model do not receive parameters directly, the handler can query the [event](#) object for data.

## Example

This example shows how to display an alert each time the **onbounce** event occurs.

```
<BODY>
<MARQUEE ID=mqBounce BEHAVIOR=alternate
  onbounce="alert('onbounce fired')" LOOP=3
  WIDTH=200>Marquee text
</MARQUEE>
</BODY>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[MARQUEE](#)

## See Also

[behavior](#)

---

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◆ ◀ onbounce Event ▶ onchange Event ▶

*Web Workshop | DHTML, HTML & CSS*

# oncellchange Event

---

Fires when data changes in the data provider.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENToncellchange = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.oncellchange = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = objectEVENT = oncellchange&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	Yes
<b>Cancels</b>	No
<b>To invoke</b>	Cause data in the data source to change.
<b>Default action</b>	Signals that the data contained in an object has changed.

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Applies To

[APPLET](#), [BDO](#), [OBJECT](#)

## See Also

[data binding](#)☐, [onafterupdate](#), [onbeforeupdate](#)

---

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◆ ◀ oncellchange Event ▶ onclick Event ▶

*Web Workshop | DHTML, HTML & CSS*

# onchange Event

---

Fires when the contents of the object or selection have changed.

## Syntax

Inline HTML	<code>&lt;ELEMENT onchange = "handler" ... &gt;</code>	All platforms
Event property	<code>object.onchange = handler</code>	JScript (compatible with ECMA 262 language specification) only
Named script	<code>&lt;SCRIPT FOR = object EVENT = onchange&gt;</code>	Internet Explorer only

## Remarks

Bubbles	No
Cancels	Yes
To invoke	<ul style="list-style-type: none"><li>Choose a different <a href="#">OPTION</a> in a <a href="#">SELECT</a> object using mouse or keyboard navigation.</li><li>Alter text in the text area and then navigate out of the object.</li></ul>
Default action	Changed text selection is committed.

This event is fired when the contents are committed and not while the value is changing. For example, on a text box, this event is not fired while the user is typing, but rather when the user commits the change by leaving the text box that has focus. In addition, this event is executed before the code specified by [onblur](#) when the control is also losing the focus.

On the **SELECT** object, this event does not fire programmatically when the [SELECTED](#) attribute is changed from one **OPTION** to another.

## Event Object Properties

Although event handlers in the document object model do not receive parameters directly, the handler can query the [event](#) object for data.

## Example

This example uses the **onchange** event to retrieve the selected option of a **SELECT** object.

```
<BODY>
<FORM>
<P>Select a different option in the
  drop-down list box to trigger the onchange event.
<SELECT NAME=selTest
  onchange="alert('Index: ' + this.selectedIndex
    + '\nValue: ' + this.options[this.selectedIndex].value)">
  <OPTION VALUE="Books">Books
  <OPTION VALUE="Clothing">Clothing
  <OPTION VALUE="Housewares">Housewares
</SELECT>
</FORM>
</BODY>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[INPUT TYPE=text](#), [SELECT](#), [TEXTAREA](#)

## See Also

[onkeypress](#)

---

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◆ ◀ onclick Event ▶ oncopy Event ▲ DHTML

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# oncontextmenu Event

---

Fires when the user clicks the right mouse button in the client area, opening the context menu.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENT oncontextmenu = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.oncontextmenu = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = object EVENT = oncontextmenu&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	Yes
<b>Cancels</b>	Yes
<b>To invoke</b>	Right-click the object.
<b>Default action</b>	Opens the context menu. To cancel the default behavior, set the <a href="#">returnValue</a> property of the <a href="#">event</a> object to false.

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Example

This example shows how to prevent a context menu from appearing by canceling the **oncontextmenu** event handler.

```
<SPAN STYLE="width:300; background-color:blue; color:white;"  
<P>The context menu never displays when you right-click in this b  
</SPAN>
```

This feature requires Internet Explorer 5 or later. Click the icon below to install the latest version. Then reload this page to view the sample.





## Applies To

A, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, custom, DD, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, Hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, NEXTID, NOBR, OL, P, PLAINTEXT, PRE, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

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◀ oncontextmenu Event ▶ oncut Event ▶

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# oncopy Event

---

Fires on the source element when the user copies the object or selection, adding it to the system clipboard.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENToncopy = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.oncopy = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = objectEVENT = oncopy&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	Yes
<b>Cancels</b>	Yes
<b>To invoke</b>	After selecting text: <ul style="list-style-type: none"><li>• Right-click to display the shortcut menu and select Copy.</li><li>• Or press CTRL+C.</li></ul>
<b>Default action</b>	Duplicates the selection.

Use the [setData](#) method to specify a data format for the selection.

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Applies To

[A](#), [ADDRESS](#), [AREA](#), [B](#), [BDO](#), [BIG](#), [BLOCKQUOTE](#), [CAPTION](#), [CENTER](#), [CITE](#), [CODE](#), [custom](#), [DD](#), [DFN](#), [DIR](#), [DIV](#), [DL](#), [DT](#), [EM](#), [FIELDSET](#), [FORM](#), [Hn](#), [HR](#), [I](#), [IMG](#), [LEGEND](#), [LI](#), [LISTING](#), [MENU](#), [NOBR](#), [OL](#), [P](#), [PLAINTEXT](#), [PRE](#), [S](#), [SAMP](#), [SMALL](#), [SPAN](#), [STRIKE](#), [STRONG](#), [SUB](#), [SUP](#), [TD](#), [TH](#), [TR](#), [TT](#), [U](#), [UL](#)

## See Also

[dhtml data transfer overview](#)☐, [onbeforecopy](#), [onbeforecut](#), [onbeforepaste](#),

[oncut](#), [onpaste](#), [setData](#)

---

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◀ oncopy Event ▶ ondataavailable Even

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# oncut Event

---

Fires on the source element when the object or selection is removed from the document and added to the system clipboard.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENToncut = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.oncut = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = objectEVENT = oncut&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	Yes
<b>Cancels</b>	Yes
<b>To invoke</b>	After selecting text: <ul style="list-style-type: none"><li>• Right-click to display the shortcut menu and select Cut.</li><li>• Or press CTRL+X if the selection is within a text field.</li></ul>
<b>Default action</b>	Removes the selection from the document and persists it in the clipboard.

Creating custom code for cutting requires several steps:

1. Set event.[returnValue](#)=false in the **onbeforecut** event to enable the Cut shortcut menu item.
2. Specify a data format in which to transfer the selection through the [setData](#) method of the [clipboardData](#) object.
3. Invoke the **setData** method in the **oncut** event.

Set event.returnValue=false in the **oncut** event handler to cancel the default action. The default action must be canceled to successfully use the **setData** method. Web authors can use the [innerHTML](#) property or the [createRange](#) method to perform the cut operation once the event is cancelled.

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Applies To

[A](#), [ADDRESS](#), [APPLET](#), [AREA](#), [B](#), [BDO](#), [BIG](#), [BLOCKQUOTE](#), [BODY](#), [BUTTON](#), [CAPTION](#), [CENTER](#), [CITE](#), [CODE](#), [custom](#), [DD](#), [DFN](#), [DIR](#), [DIV](#), [DL](#), [document](#), [DT](#), [EM](#), [EMBED](#), [FIELDSET](#), [FONT](#), [FORM](#), [Hn](#), [HR](#), [I](#), [IMG](#), [INPUT type=button](#), [INPUT type=checkbox](#), [INPUT type=file](#), [INPUT type=image](#), [INPUT type=password](#), [INPUT type=radio](#), [INPUT type=reset](#), [INPUT type=submit](#), [INPUT type=text](#), [KBD](#), [LABEL](#), [LEGEND](#), [LI](#), [LISTING](#), [MAP](#), [MARQUEE](#), [MENU](#), [NEXTID](#), [NOBR](#), [OL](#), [P](#), [PLAINTEXT](#), [PRE](#), [RT](#), [RUBY](#), [S](#), [SAMP](#), [SELECT](#), [SMALL](#), [SPAN](#), [STRIKE](#), [STRONG](#), [SUB](#), [SUP](#), [TABLE](#), [TBODY](#), [TD](#), [TEXTAREA](#), [TFOOT](#), [TH](#), [THEAD](#), [TR](#), [TT](#), [U](#), [UL](#), [VAR](#), [XMP](#)

## See Also

[dhtml data transfer overview](#)☐, [onbeforecopy](#), [onbeforecut](#), [onbeforepaste](#), [oncopy](#), [onpaste](#), [setData](#)

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◀ oncut Event ▶ ondatasetchanged Eve

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# ondataavailable Event

---

Fires periodically as data arrives from data source objects that asynchronously transmit their data.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENTondataavailable = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.ondataavailable = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = objectEVENT = ondataavailable&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	Yes
<b>Cancels</b>	No
<b>To invoke</b>	Fires when new data is received from the data source.
<b>Default action</b>	Signals that new data is available.

This event originates from data source objects.

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Applies To

[APPLET](#), [OBJECT](#), [XML](#)

## See Also

[data binding](#)☐

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◀ ondataavailable Event ▶ ondatasetcor

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# ondatasetchanged Event

---

Fires when the data set exposed by a data source object changes.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENTondatasetchanged = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.ondatasetchanged =handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = objectEVENT = ondatasetchanged&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	Yes
<b>Cancels</b>	No
<b>To invoke</b>	<ul style="list-style-type: none"><li>• Make initial data available from a data source object.</li><li>• Have the data source object expose a different data set.</li><li>• Perform a filter operation.</li></ul>
<b>Default action</b>	Signals that the data set has changed.

This event originates from data source objects.

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Applies To

[APPLET](#), [OBJECT](#), [XML](#)

## See Also

[data binding](#)☐, [ondataavailable](#), [ondatasetcomplete](#)

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◀ ondatasetchanged Event ▶ ondblclick

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# ondatasetcomplete Event

---

Fires to indicate that all data is available from the data source object.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENTondatasetcomplete = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.ondatasetcomplete =handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = objectEVENT = ondatasetcomplete&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	Yes
<b>Cancel</b>	No
<b>To invoke</b>	Allow data set change to complete.
<b>Default action</b>	Sets the <a href="#">reason</a> property of the <a href="#">event</a> object to one of three values, indicating the reason for completion: <ul style="list-style-type: none"><li>• 0 Data transmitted successfully.</li><li>• 1 Data transfer aborted.</li><li>• 2 Data transferred in error.</li></ul>

This event originates from data source objects.

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Applies To

[APPLET](#), [OBJECT](#), [XML](#)

## See Also

[data binding](#)☐, [ondataavailable](#), [ondatasetchanged](#)

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◀ ondatasetcomplete Event ▶ ondrag Ev

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# ondblclick Event

---

Fires when the user double-clicks the object.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENT ondblclick = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.ondblclick = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = object EVENT = ondblclick&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	Yes
<b>Cancels</b>	Yes
<b>To invoke</b>	Click the left mouse button twice in rapid succession over an object. The user's double-click must occur within the time limit specified by the the user's system.
<b>Default action</b>	Initiates any action that is associated with the event.

The order of events leading to the **ondblclick** event is [onmousedown](#), [onmouseup](#), [onclick](#), [onmouseup](#), and then **ondblclick**. Actions associated with any of these events are executed when the **ondblclick** event fires.

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Example

This example uses the **ondblclick** event to add items to a list box when the user double-clicks in the text box.

```
<HEAD>
<SCRIPT>
```

```
function addItem()
{
sNewItem = new Option(txtEnter.value)
selList.add(sNewItem);
}
</SCRIPT>
</HEAD>
<BODY>
<P>Enter text and then double-click in the text box to
add text to the list box.
<INPUT TYPE=text NAME=txtEnter VALUE="Enter_text"
ondblclick="addItem()">
<SELECT NAME=selList SIZE=5></SELECT>
</BODY>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, custom, DD, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, Hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, NEXTID, NOBR, OBJECT, OL, P, PLAINTEXT, PRE, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

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◆ ◀ ondblclick Event ▶ ondragend Event ▶

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# ondrag Event

---

Fires on the source object continuously during a drag operation.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENTondrag = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.ondrag = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = objectEVENT = ondrag&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	Yes
<b>Cancels</b>	Yes
<b>To invoke</b>	<ul style="list-style-type: none"><li>• Drag a text selection or object within the browser.</li><li>• Drag a text selection or object to another browser.</li><li>• Drag a text selection or object to a drop target in another application.</li><li>• Drag a text selection or object to the system desktop.</li></ul>
<b>Default action</b>	Calls the associated event handler if there is one.

This event fires on the source object after the [ondragstart](#) event. The **ondrag** event fires throughout the drag operation, whether the selection being dragged is over the drag source, a valid target, or an invalid target.

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Applies To

A, ACRONYM, ADDRESS, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, CAPTION, CENTER, CITE, CODE, custom, DD, DEL, DFN, DIR, DIV, DL, document, DT, EM, FIELDSET, FONT, FORM, Hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LI, LISTING, MAP, MARQUEE, MENU, NOBR, OBJECT, OL, P, PLAINTEXT, PRE, Q, S, SAMP, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TR, TT, U, UL, VAR, XMP

## See Also

[dhtml data transfer overview](#)☐, [ondragstart](#)

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◆ ◀ ondrag Event ▶ ondragenter Event ▶ I

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# ondragend Event

---

Fires on the source object when the user releases the mouse at the close of a drag operation.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENTondragend = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.ondragend = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = objectEVENT = ondragend&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	Yes
<b>Cancels</b>	Yes
<b>To invoke</b>	Release the mouse button during a drag operation.
<b>Default action</b>	Calls the associated event handler.

The **ondragend** event is the final drag event to fire, following the [ondragleave](#) event, which fires on the target object.

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Applies To

A, ACRONYM, ADDRESS, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, CAPTION, CENTER, CITE, CODE, custom, DD, DEL, DFN, DIR, DIV, DL, document, DT, EM, FIELDSET, FONT, FORM, Hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LI, LISTING, MAP, MARQUEE, MENU, NOBR, OBJECT, OL, P, PLAINTEXT, PRE, Q, S, SAMP, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TR, TT, U, UL, VAR, XMP

## See Also



[dhtml data transfer overview](#)☐, [ondragstart](#)

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◀ ondragend Event ▶ ondragleave Even

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# ondragenter Event

---

Fires on the target element when the user drags the object to a valid drop target.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENT<b>ondragenter</b> = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.<b>ondragenter</b> = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = object EVENT = <b>ondragenter</b>&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	Yes
<b>Cancels</b>	Yes
<b>To invoke</b>	<ul style="list-style-type: none"><li>• Drag the selection over a valid drop target within the browser.</li><li>• Drag the selection to a valid drop target within another browser window.</li></ul>
<b>Default action</b>	Calls the associated event handler.

You can handle the **ondragenter** event on the source or on the target object. Of the target events, it is the first to fire during a drag operation. Target events use the [getData](#) method to stipulate which data and data formats to retrieve. The list of drag-and-drop target events includes:

- [onbeforepaste](#)
- [onpaste](#)
- [ondragenter](#)
- [ondragover](#)
- [ondragleave](#)
- [ondrop](#)

When scripting custom functionality, use the [returnValue](#) property to disable the default action.

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Example

This example shows when and where each event fires during a drag-and-drop operation by listing each event and the name of the object firing it in a list box.

## Applies To

A, ACRONYM, ADDRESS, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, custom, DD, DEL, DFN, DIR, DIV, DL, document, DT, EM, FIELDSET, FONT, FORM, Hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LI, LISTING, MAP, MARQUEE, MENU, NOBR, OBJECT, OL, P, PLAINTEXT, PRE, Q, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

## See Also

[dhtml data transfer overview](#)☐, [ondragstart](#)

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◀ ondragenter Event ▶ ondragover Ever

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# ondragleave Event

---

Fires on the target object when the user moves the mouse out of a valid drop target during a drag operation.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENTondragleave = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.ondragleave = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = objectEVENT = ondragleave&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	Yes
<b>Cancels</b>	Yes
<b>To invoke</b>	Drag the selection over a valid drop target, and then move that selection out again without dropping it.
<b>Default action</b>	Calls the associated event handler.

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Applies To

A, ACRONYM, ADDRESS, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, custom, DD, DEL, DFN, DIR, DIV, DL, document, DT, EM, FIELDSET, FONT, FORM, Hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LI, LISTING, MAP, MARQUEE, MENU, NOBR, OBJECT, OL, P, PLAINTEXT, PRE, Q, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TR, TT, U, UL, VAR, XMP

## See Also

[dhtml data transfer overview](#)☐, [ondragstart](#)

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◀ ondragleave Event ▶ ondragstart Event

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# ondragover Event

---

Fires on the target element continuously while the user drags the object over a valid drop target.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENT<b>ondragover</b> = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.<b>ondragover</b> = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = objectEVENT = <b>ondragover</b>&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	Yes
<b>Cancels</b>	Yes
<b>To invoke</b>	<ul style="list-style-type: none"><li>• Drag the selection over a valid drop target within the browser.</li><li>• Drag the selection to a valid drop target within another browser window.</li></ul>
<b>Default action</b>	Calls the associated event handler.

The **ondragover** event fires on the target object after the [ondragenter](#) event has fired.

When scripting custom functionality, use the [returnValue](#) property to disable the default action.

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Applies To

A, ACRONYM, ADDRESS, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, custom, DD, DEL, DFN, DIR, DIV, DL, document, DT, EM, FIELDSET, FONT, FORM, Hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LI, LISTING, MAP, MARQUEE, MENU,

NOBR, OBJECT, OL, P, PLAINTEXT, PRE, Q, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TR, TT, U, UL, VAR, XMP

## See Also

[dhtml data transfer overview](#)☐, [ondragstart](#)

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◆ ◀ ondragover Event ▶ ondrop Event ▲ C

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# ondragstart Event

---

Fires on the source object when the user starts to drag a text selection or selected object.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENT ondragstart = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.ondragstart = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = object EVENT = ondragstart&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	Yes
<b>Cancels</b>	Yes
<b>To invoke</b>	Drag the selected text or object.
<b>Default action</b>	Calls the associated event handler.

The **ondragstart** event is the first to fire when the user starts to drag the mouse. It is essential to every drag operation, yet is just one of several source events in the data transfer object model. Source events use the [setData](#) method of the [dataTransfer](#) object to provide information about data being transferred. Source events include **ondragstart**, [ondrag](#), and [ondragend](#).

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Example

The first example shows how to detect the [tagName](#) property of the object from which the **ondragstart** event has originated. The second example

shows how to order event firing for drag-and-drop events.

## Applies To

A, ACRONYM, ADDRESS, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, CAPTION, CENTER, CITE, CODE, custom, DD, DEL, DFN, DIR, DIV, DL, document, DT, EM, FIELDSET, FONT, FORM, Hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LI, LISTING, MAP, MARQUEE, MENU, NEXTID, NOBR, OBJECT, OL, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

## See Also

[dhtml data transfer overview](#)☐, [ondrop](#)

---

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◆ ◀ ondragstart Event ▶ onerror Event ▶ [

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# ondrop Event

---

Fires on the target object when the mouse button is released during a drag-and-drop operation.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENT<b>ondrop</b> = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.<b>ondrop</b> = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = objectEVENT = <b>ondrop</b>&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	Yes
<b>Cancels</b>	Yes
<b>To invoke</b>	Drag the selection over a valid drop target and release the mouse.
<b>Default action</b>	Calls the associated event handler.

The **ondrop** event fires before the [ondragleave](#) and [ondragend](#) events.

When scripting custom functionality, use the [returnValue](#) property to disable the default action.

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Applies To

A, ACRONYM, ADDRESS, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, custom, DD, DEL, DFN, DIR, DIV, DL, document, DT, EM, FIELDSET, FONT, FORM, Hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LI, LISTING, MAP, MARQUEE, MENU, NOBR, OBJECT, OL, P, PLAINTEXT, PRE, Q, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TR, TT, U, UL, VAR, XMP

## See Also

[dhtml data transfer overview](#)☐, [ondragstart](#)

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◀ ondrop Event ▶ onerrorupdate Event

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# onerror Event

---

Fires when an error occurs during object loading.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENT onerror = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.onerror = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = object EVENT = onerror&gt;</code>	Internet Explorer only

## Event Handler Parameters

When this event is bound to the [window](#) object, the following parameters apply. These parameters are required in Microsoft® Visual Basic® Scripting Edition (VBScript).

Parameter	Description
<i>sMsg</i>	Optional. Description of the error that occurred.
<i>sUrl</i>	Optional. URL of the page on which the error occurred.
<i>sLine</i>	Optional. Line number on which the error occurred.

## Remarks

<b>Bubbles</b>	No
<b>Cancels</b>	Yes
<b>To invoke</b>	Cause one of the following errors to occur: <ul style="list-style-type: none"><li>• Run-time script error, such as an invalid object reference or security violation.</li><li>• Error while downloading an object, such as an image.</li></ul>
<b>Default action</b>	<ul style="list-style-type: none"><li>• Displays the browser error message when a problem occurs.</li><li>• Executes any error handling routine associated with the event.</li></ul>

To suppress the default Internet Explorer error message for the **window** event, set the [returnValue](#) property of the [event](#) object to true or simply return true in JScript®.

The **onerror** event fires for run-time errors, but not for compilation errors. In addition, error dialog boxes raised by script debuggers are not suppressed by returning true. To turn off script debuggers, disable script debugging in Internet Explorer by clicking Tools, Internet Options, and then Advanced.

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the **event** object for data.

## Example

The following examples use the **onerror** event to handle run-time script errors and object load errors.

## Applies To

[IMG](#), [OBJECT](#), [STYLE](#), [window](#)

## See Also

[onerrorupdate](#)

---

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◀ onerror Event ▶ onfilterchange Event

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# onerrorupdate Event

---

Fires on a databound object when an error occurs while updating the associated data in the data source object.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENTonerrorupdate = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.onerrorupdate = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = objectEVENT = onerrorupdate&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	Yes
<b>Cancels</b>	No
<b>To invoke</b>	Cause the <b>onbeforeupdate</b> event to fire and cancel the data transfer.
<b>Default action</b>	Executes any error handling associated with the event.

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Applies To

[BDO](#), [custom](#), [INPUT TYPE=text](#), [RT](#), [RUBY](#), [TEXTAREA](#)

## See Also

[data binding](#)☐

---

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◆ ◀ onerrorupdate Event ▶ onfinish Event

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# onfilterchange Event

---

Fires when a visual filter changes state or completes a transition.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENT onfilterchange = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.onfilterchange = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = object EVENT = onfilterchange&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	No
<b>Cancels</b>	No
<b>To invoke</b>	Change the filter state.
<b>Default action</b>	Signals that the filter on an object has changed state.

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Example

This example uses the **onfilterchange** event to trigger a filter effect. When the page loads, the block of text is erased using a checkerboard-down [transition](#). Once the checkerboard **transition** is complete, the image is made visible using a box-in **transition**.

## Applies To

BDO, BODY, BUTTON, custom, DIV, FIELDSET, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, MARQUEE, NEXTID, RT, RUBY, SPAN, TABLE, TD, TEXTAREA, TH, TR

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◆ ◀ onfilterchange Event ▶ onfocus Event

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# onfinish Event

---

Fires when marquee looping is complete.

## Syntax

<b>Inline HTML</b>	<code>&lt;MARQUEE onfinish = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>marquee.onfinish = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = marquee EVENT = onfinish&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	No
<b>Cancels</b>	Yes
<b>To invoke</b>	Specify a value for the <a href="#">LOOP</a> attribute of the <a href="#">MARQUEE</a> object.
<b>Default action</b>	Marquee ceases to loop.

A value greater than 1 and less than infinity must be set on the **LOOP** attribute for this event to fire.

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Example

The example uses the [srcElement](#) property of the **event** object to determine which marquee has fired the **onfinish** event.

```
<BODY>
<LABEL>mqLooper1</LABEL>
<MARQUEE ID=mqLooper1 LOOP=2
  onfinish="alert(event.srcElement.id + ' finished looping.')">
```

```
    this marquee loops twice
</MARQUEE>
<HR>
<LABEL>mqLooper2</LABEL>
<MARQUEE ID=mqLooper2 LOOP=5
    onfinish="alert(event.srcElement.id + ' finished looping.')">
    this marquee loops five times
</MARQUEE>
</BODY>
```

This feature requires Internet Explorer 5 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[MARQUEE](#)

## See Also

[loop](#), [onstart](#)

---

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◆ ◀ onfocus Event ▶ onkeydown Event ▶ |

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# onhelp Event

---

Fires when the user presses the F1 key while the browser is the active window.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENTonhelp = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.onhelp = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = objectEVENT = onhelp&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	Yes
<b>Cancels</b>	Yes
<b>To invoke</b>	Press the F1 key.
<b>Default action</b>	Firing the <b>onhelp</b> event opens an online Help window.

## Event Object Properties

Although event handlers in the document object model do not receive parameters directly, the handler can query the [event](#) object for data.

## Applies To

A, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BUTTON, CAPTION, CENTER, CITE, CODE, custom, DD, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, Hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, NEXTID, NOBR, OL, P, PLAINTEXT, PRE, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, window, XMP

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 ◀ onhelp Event ▶ onkeypress Event ▶ D

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# onkeydown Event

---

Fires when the user presses a key.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENT onkeydown = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.onkeydown = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = object EVENT = onkeydown&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	Yes
<b>Cancels</b>	Yes
<b>To invoke</b>	Press any keyboard key.
<b>Default action</b>	Returns a number specifying the <a href="#">keyCode</a> of the key that was pressed.

In Microsoft® Internet Explorer 4.0, the **onkeydown** event fires for the following keys:

- Editing: DELETE, INSERT
- Function: F1 - F12
- Letters: a - z
- Navigation: HOME, END, Left Arrow, Right Arrow, Up Arrow, Down Arrow
- Numerals: 0 - 9
- Symbols: ! @ # \$ % ^ & \* ( ) \_ - + = < > [ ] { } , . / ? \ | ' ` " ~
- System: ESCAPE, SPACE, SHIFT, TAB

In Internet Explorer 5, the event also fires for the following keys:

- Editing: BACKSPACE
- Navigation: PAGE UP, PAGE DOWN



- System: SHIFT+TAB

As of Internet Explorer 5, the following keys and key combinations can be canceled by specifying `event.returnValue=false`:

- Editing: BACKSPACE, DELETE
- Letters: a - z
- Navigation: PAGE UP, PAGE DOWN, END, HOME, Left Arrow, Right Arrow, Up Arrow, Down Arrow
- Numerals: 0 - 9
- Symbols: ! @ # \$ % ^ & \* ( ) \_ - + = < > [ ] { } , . / ? \ | ' ` " ~
- System: SPACE, ESCAPE, TAB, SHIFT+TAB

You can cancel all keys that fire the **onkeydown** event in [html applications](#) ☐, including most accelerator keys, such as ALT+F4.

In Internet Explorer 4.0, you cannot cancel the **onkeydown** event, but you can use the [onkeypress](#) event to cancel keyboard events.

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Example

This example uses the **onkeydown** event to cancel input from the keyboard.

```
<SCRIPT>
function fnTrapKD(){
  if(oTrap.checked){
    oOutput.innerText+="[trap = " + event.keyCode + "];
    event.returnValue=false;
```

```

    }
    else{
        oOutput.innerText+=String.fromCharCode(event.keyCode);
    }
}
</SCRIPT>
<INPUT TYPE="checkbox" ID="oTrap">
<INPUT ID="oExample" TYPE="text" onkeydown="fnTrapKD()"
<TEXTAREA ID="oOutput" ROWS="10" COLS="50">
</TEXTAREA>

```

This feature requires Internet Explorer 5 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, custom, DD, DEL, DFN, DIR, DIV, document, DT, EM, FIELDSET, FONT, FORM, Hn, HR, I, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, NEXTID, NOBR, OBJECT, OL, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

## See Also

[onkeyup](#)

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◆ ◀ onkeydown Event ▶ onkeyup Event ▲

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# onkeypress Event

---

Fires when the user presses an alphanumeric key.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENT onkeypress = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.onkeypress = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = object EVENT = onkeypress&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	Yes
<b>Cancels</b>	Yes
<b>To invoke</b>	Press an alphanumeric keyboard key.
<b>Default action</b>	Returns a number specifying the Unicode value of the key that was pressed.

Alphanumeric keyboard keys include uppercase letters, lowercase letters, numbers, symbols, punctuation characters, and the ESC, SPACE, and ENTER keys.

As of Microsoft® Internet Explorer 4.0, the **onkeypress** event fires and can be canceled for the following keys:

- Letters: a - z
- Numerals: 0 - 9
- Symbols: ! @ # \$ % ^ & \* ( ) \_ - + = < > [ ] { } , . / ? \ | ' ` " ~
- System: ESCAPE, SPACE, SHIFT

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Example

This example shows how to retrieve information from the [shiftKey](#) property of the **event** object. When the user simultaneously presses the shift key and types a character in the first text field, the value "true" appears in the second text field.

```
<HEAD>
<SCRIPT>
function checkKey()
{
if (window.event.shiftKey) // checks whether the SHIFT key
                        // is pressed
    {
        txtOutput.value = "true"; // returns TRUE if SHIFT is pressed
                                // when the event fires
    }
}
</SCRIPT>
</HEAD>
<BODY>
<P>Press the SHIFT key while pressing another key.<BR>
    <INPUT TYPE=text NAME=txtEnterValue onkeypress="checkK
<P>Indicates "true" if the shift key is used.<BR>
    <INPUT TYPE=text NAME=txtOutput>
</BODY>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, custom, DD, DEL, DFN, DIR, DIV, document, DT, EM, FIELDSET, FONT, FORM, Hn, HR, I, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, NEXTID, NOBR, OBJECT, OL, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

## See Also

[onchange](#), [onkeydown](#), [onkeyup](#)

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◆ ◀ onkeypress Event ▶ onload Event ▶ D

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# onkeyup Event

---

Fires when the user releases a key.

## Syntax

Inline HTML	<code>&lt;ELEMENTonkeyup = "handler" ... &gt;</code>	All platforms
Event property	<code>object.onkeyup = handler</code>	JScript (compatible with ECMA 262 language specification) only
Named script	<code>&lt;SCRIPT FOR = objectEVENT = onkeyup&gt;</code>	Internet Explorer only

## Remarks

Bubbles	Yes
Cancels	No
To invoke	Release any keyboard key.
Default action	Returns a number specifying the <a href="#">keyCode</a> of the key that was released.

In Microsoft® Internet Explorer 4.0, the **onkeyup** event fires for the following keys:

- Editing: DELETE, INSERT
- Function: F1 - F12
- Letters: a - z
- Navigation: HOME, END, Left Arrow, Right Arrow, Up Arrow, Down Arrow
- Numerals: 0 - 9
- Symbols: ! @ # \$ % ^ & \* ( ) \_ - + = < > [ ] { } , . / ? \ | ' ` " ~
- System: ESCAPE, SPACE, SHIFT, TAB

In Internet Explorer 5, the event also fires for the following keys:

- Editing: BACKSPACE
- Navigation: PAGE UP, PAGE DOWN



- System: SHIFT+TAB

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, custom, DD, DEL, DFN, DIR, DIV, document, DT, EM, FIELDSET, FONT, FORM, Hn, HR, I, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, NEXTID, NOBR, OBJECT, OL, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

## See Also

[onkeydown](#), [onkeypress](#)

---

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◆ ◀ onload Event ▶ onmousedown Event

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# onlosecapture Event

---

Fires when the object loses the mouse capture.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENT onlosecapture = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.onlosecapture = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = object EVENT = onlosecapture&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	No
<b>Cancels</b>	No
<b>To invoke</b>	Cause the object to release mouse capture: <ul style="list-style-type: none"><li>• Set mouse capture to a different object.</li><li>• Change the active window so that the current document using mouse capture loses focus.</li><li>• Invoke the <a href="#">releaseCapture</a> method on the <a href="#">document</a> or object.</li></ul>
<b>Default action</b>	Sends the event notification to the object that is losing the mouse capture.

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Example

This example shows how to fire the **onlosecapture** event. When the user clicks the mouse, the **releaseCapture** method is invoked and subsequently fires the **onlosecapture** event.

```
<BODY onload="divOwnCapture.setCapture()"
  onclick="divOwnCapture.releaseCapture();">
<DIV ID=divOwnCapture
```

```

onmousemove="txtWriteLocation.value=event.clientX
+ event.clientY";
onlosecapture="alert(event.srcElement.id
+ ' lost mouse capture.')">
<P>Mouse capture has been set to this gray division (DIV) at
load time using the setCapture method. The text area will track
the mousemove event anywhere in the document.<BR><BR>
<TEXTAREA ID=txtWriteLocation COLS=2></TEXTAREA>
</DIV>
<HR>
<DIV ID=divNoCapture>
<P>Click anywhere on the document to invoke the releaseCapture
method, whereby the onlosecapture event will fire.</P>
</DIV>
</BODY>

```

This feature requires Internet Explorer 5 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, custom, DD, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, Hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

## See Also

[mouse capture overview](#)☐, [releaseCapture](#), [setCapture](#)

---

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◆ ◀ onlosecapture Event ▶ onmousemove

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# onmousedown Event

---

Fires when the user clicks the object with either mouse button.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENT onmousedown = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.onmousedown = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = object EVENT = onmousedown&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	Yes
<b>Cancels</b>	Yes
<b>To invoke</b>	Click a mouse button.
<b>Default action</b>	Initiates actions associated with the event and with the object being clicked.

Use the [button](#) property to determine which mouse button is clicked.

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Example

This example shows how to determine the origin of the **onmousedown** event when event bubbling is used.

```
<BODY onmousedown="alert(event.srcElement.tagName)">
<TABLE BORDER=1>
  <TH>Click the items below with your mouse.</TH>
  <TR><TD><BUTTON>Click Me</BUTTON></TD></TR>
  <TR><TD><INPUT TYPE=text VALUE="Click Me"></TD></T
  <TR><TD><SPAN>Click Me</SPAN></TD></TR>
```

```
</TABLE>
```

```
<P>This code retrieves the tagName of the object on which  
the onmousedown event has fired.
```

```
</BODY>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, custom, DD, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, Hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, OL, P, PLAINTEXT, PRE, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

## See Also

[onmousemove](#), [onmouseout](#), [onmouseover](#), [onmouseup](#)

---

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◀ onmousedown Event ▶ onmouseout E

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# onmousemove Event

---

Fires when the user moves the mouse over the object.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENT onmousemove = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.onmousemove = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = object EVENT = onmousemove&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	Yes
<b>Cancels</b>	No
<b>To invoke</b>	Move the mouse over the document.
<b>Default action</b>	Initiates any action associated with this event.

If the user presses a mouse button, use the [button](#) property to determine which button was pressed.

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Example

This example uses the **onmousemove** event to monitor the location of the mouse cursor on the screen. When the mouse cursor moves over the [DIV](#) object, a [SPAN](#) object is updated with the [clientX](#) and [clientY](#) property values. The **clientX** and **clientY** properties are exposed by the [event](#) object.

```
<SCRIPT>
function fnTrackMouse(){
```

```
oNotice.innerText="Coords: (" + event.clientX + ",  
    " + event.clientY + ")";  
}  
</SCRIPT>  
  
<DIV ID="oScratch" onmousemove="fnTrackMouse()">  
<SPAN ID="oNotice"></SPAN>  
  
</DIV>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, custom, DD, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, Hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=reset, INPUT type=password, INPUT type=radio, INPUT type=submit, INPUT type=text, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, NEXTID, NOBR, OL, P, PLAINTEXT, PRE, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

## See Also

[onmousedown](#), [onmouseout](#), [onmouseover](#), [onmouseup](#)

---

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◀ onmouseover Event ▶ onpaste Event

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# onmouseup Event

---

Fires when the user releases a mouse button while the mouse is over the object.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENTonmouseup = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.onmouseup = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = objectEVENT = onmouseup&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	Yes
<b>Cancels</b>	Yes
<b>To invoke</b>	Press and release a mouse button.
<b>Default action</b>	Initiates any action associated with this event.

Use the [button](#) property to determine which mouse button is pressed.

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Applies To

[A](#), [ADDRESS](#), [APPLET](#), [AREA](#), [B](#), [BDO](#), [BIG](#), [BLOCKQUOTE](#), [BODY](#), [BUTTON](#), [CAPTION](#), [CENTER](#), [CITE](#), [CODE](#), [custom](#), [DD](#), [DFN](#), [DIR](#), [DIV](#), [DL](#), [document](#), [DT](#), [EM](#), [EMBED](#), [FIELDSET](#), [FONT](#), [FORM](#), [Hn](#), [HR](#), [I](#), [IMG](#), [INPUT type=button](#), [INPUT type=checkbox](#), [INPUT type=file](#), [INPUT type=image](#), [INPUT type=password](#), [INPUT type=radio](#), [INPUT type=reset](#), [INPUT type=submit](#), [INPUT type=text](#), [KBD](#), [LABEL](#), [LEGEND](#), [LI](#), [LISTING](#), [MAP](#), [MARQUEE](#), [MENU](#), [NEXTID](#), [NOBR](#), [OL](#), [P](#), [PLAINTEXT](#), [PRE](#), [RT](#), [RUBY](#), [S](#), [SAMP](#), [SELECT](#), [SMALL](#), [SPAN](#), [STRIKE](#), [STRONG](#), [SUB](#), [SUP](#), [TABLE](#), [TBODY](#), [TD](#), [TEXTAREA](#), [TFOOT](#), [TH](#), [THEAD](#), [TR](#), [TT](#), [U](#), [UL](#), [VAR](#), [XMP](#)

## See Also

[onclick](#), [onmousedown](#), [onmousemove](#), [onmouseout](#), [onmouseover](#)

---

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◆ ◀ onmouseup Event ▶ onpropertychang

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# onpaste Event

---

Fires on the target object when the user pastes data, transferring the data from the system clipboard to the document.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENTonpaste = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.onpaste = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = object EVENT = onpaste&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	Yes
<b>Cancels</b>	Yes
<b>To invoke</b>	After copying or cutting the text: <ul style="list-style-type: none"><li>• Right-click to display the shortcut menu and select Paste.</li><li>• Or press CTRL+V.</li></ul>
<b>Default action</b>	Inserts the data from the system clipboard into the specified location on the document.

Creating custom code to enable the Paste command requires several steps.

1. Set event.[returnValue](#)=false in the [onbeforepaste](#) event to enable the Paste shortcut menu item.
2. Cancel the default behavior of the browser by including event.[returnValue](#)=false in the **onpaste** event handler. This applies only to objects, such as the [text box](#), that have a default behavior defined for them.
3. Specify a data format in which to paste the selection through the [getData](#) method of the [clipboardData](#) object.
4. Invoke the method in the **onpaste** event to execute custom paste code.

## Event Object Properties



Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Example

This example uses the [clipboardData](#) object to implement custom editing functionality.

## Applies To

A, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, custom, DD, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, Hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, NEXTID, NOBR, OL, P, PLAINTEXT, PRE, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

## See Also

[dhtml data transfer overview](#)☐, [getData](#), [onbeforecopy](#), [onbeforecut](#), [onbeforepaste](#), [oncopy](#), [oncut](#)

---

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◀ onpaste Event ▶ onreadystatechange

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# onpropertychange Event

---

Fires when a property changes on the object.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENTonpropertychange = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.onpropertychange = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = object EVENT = onpropertychange&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	No
<b>Cancels</b>	No
<b>To invoke</b>	Cause a property to change value.
<b>Default action</b>	Sends notification when a property changes.

The **onpropertychange** event fires when object, [expando](#), or style subobject properties change. You can retrieve the name of the changed property by using the [event](#) object's [propertyName](#) property. This property returns a read-only string of the name of the property that has changed. In the case of style properties, the property name is prefixed with style. For example, if the CSS property [pixelLeft](#) is altered, the value of `window.event.propertyName` is `style.pixelLeft`. By contrast, if the non-CSS property [name](#) is altered, the value of `window.event.propertyName` is `name`.

When the **onpropertychange** event fires, the [srcElement](#) property of the **event** object is set to the object whose property has changed.

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the **event** object for data.

## Example

This example shows how to use **onpropertychange**, **srcElement**, and **propertyName** for an object and a **style** subobject property to determine the name and value of an updated property.

## Applies To

A, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COMMENT, custom, DD, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, Hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

## See Also

[propertyName](#), [srcElement](#)

---

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◀ onpropertychange Event ▶ onreset Ev

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# onreadystatechange Event

---

Fires when the state of the object has changed.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENT onreadystatechange = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.onreadystatechange = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = object EVENT = onreadystatechange&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	No
<b>Cancels</b>	No
<b>To invoke</b>	Change the ready state.
<b>Default action</b>	Signals the ready state of the document.

You can use the [readyState](#) property to query the current state of the element when the **onreadystatechange** event fires.

All elements expose an **onreadystatechange** event. The following objects always fire the event because they load data: [APPLET](#), [document](#), [FRAME](#), [FRAMESET](#), [IFRAME](#), [IMG](#), [LINK](#), [OBJECT](#), [SCRIPT](#), and [XML](#) elements. Other objects will only fire the onreadystatechange event when a [dhtml behavior](#)☐ is attached.

When working with behaviors, wait for the **onreadystatechange** event to fire and verify that the **readyState** property of the element is set to complete to ensure that the behavior is completely downloaded and applied to the element. Until the **onreadystatechange** event fires, if you use any of the behavior-defined members before attaching the behavior to the element, a scripting error can result, indicating that the object does not support that particular property or method.

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

### Example

This example uses the **onreadystatechange** event to invoke a function when the **readyState** is complete.

```
document.onreadystatechange=fnStartInit;
function fnStartInit(){
    if(event.readyState=="complete"){
        // Finish initialization.
    }
}
```

### Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BDO, BGSOUND, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, custom, DD, DEL, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, HEAD, Hn, HR, HTML, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, ISINDEX, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, NEXTID, NOBR, NOFRAMES, NOSCRIPT, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, STYLE, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, XML, XMP

### See Also

[data binding](#)☐, [onload](#)

---

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◀ onreadystatechange Event ▶ onresize

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# onreset Event

---

Fires when a user resets a form.

## Syntax

<b>Inline HTML</b>	<code>&lt;FORMonreset = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>form.onreset =handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = formEVENT = onreset&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	No
<b>Cancels</b>	Yes
<b>To invoke</b>	<ul style="list-style-type: none"><li>• Click a <a href="#">Reset</a> button.</li><li>• Invoke the <a href="#">reset</a> method of the <a href="#">FORM</a> object.</li><li>• Refresh the page.</li></ul>
<b>Default action</b>	Executes associated code.

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Applies To

[FORM](#)

## See Also

[reset](#)

---

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◆ ◀ onresize Event ▶ onrowexit Event ▶ D

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# onrowenter Event

---

Fires to indicate that the current row has changed in the data source and new data values are available on the object.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENTonrowenter = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.onrowenter =handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = objectEVENT = onrowenter&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	No
<b>Cancels</b>	Yes
<b>To invoke</b>	Change data values in the current row.
<b>Default action</b>	Signals that new data is available in the current row.

The **onrowenter** event only fires on databound objects. This event applies only to objects that identify themselves as data providers.

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Applies To

[APPLET](#), [OBJECT](#), [XML](#)

## See Also

[data binding](#)☐, [onrowexit](#)

---

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◀ onrowenter Event ▶ onrowsdelete Eve

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# onrowexit Event

---

Fires just before the data source control changes the current row in the object.

## Syntax

Inline HTML	<code>&lt;ELEMENTonrowexit = "handler" ... &gt;</code>	All platforms
Event property	<code>object.onrowexit =handler</code>	JScript (compatible with ECMA 262 language specification) only
Named script	<code>&lt;SCRIPT FOR = objectEVENT = onrowexit&gt;</code>	Internet Explorer only

## Remarks

Bubbles	No
Cancels	Yes
To invoke	Change rows in the data source.
Default action	Signals that the row in the databound object is about to be changed.

The **onrowexit** event only fires on databound objects. This event applies to objects that identify themselves as data providers.

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Applies To

[APPLET](#), [OBJECT](#), [XML](#)

## See Also

[data binding](#)☐, [onrowenter](#)

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◀ onrowexit Event ▶ onrowsinserted Event

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# onrowsdelete Event

---

Fires when rows are about to be deleted from the recordset.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENT onrowsdelete = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.onrowsdelete = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = objectEVENT = onrowsdelete&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	Yes
<b>Cancels</b>	No
<b>To invoke</b>	Fires when the delete method is called on the recordset.
<b>Default action</b>	Signals that rows are about to be deleted.

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Applies To

[APPLET](#), [OBJECT](#), [XML](#)

## See Also

[data binding](#)☐

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◀ onrowsdelete Event ▶ onscroll Event

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# onrowsinserted Event


---

Fires just after new rows are inserted in the current recordset.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENTonrowsinserted = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.onrowsinserted = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = objectEVENT = onrowsinserted&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	Yes
<b>Cancels</b>	No
<b>To invoke</b>	Fires when the <a href="#">addnew</a> <input type="checkbox"/>  method is called on the current recordset.
<b>Default action</b>	Signals that a new row has been inserted into the recordset.

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Applies To

[APPLET](#), [OBJECT](#), [XML](#)

## See Also

[data binding](#) ☐

---

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◀ onrowsinserted Event ▶ onselect Ever

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# onscroll Event

---

Fires when the user repositions the scroll box in the scroll bar on the object.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENT<b>onscroll</b> = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.<b>onscroll</b> = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = objectEVENT = <b>onscroll</b>&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	No
<b>Cancels</b>	No
<b>To invoke</b>	Begin scrolling in the object that has a scroll bar: <ul style="list-style-type: none"><li>• Click and drag the scroll box with the mouse.</li><li>• Click the scroll arrow.</li><li>• Click the scroll bar.</li><li>• Invoke the <a href="#">doScroll</a> method.</li><li>• Press the PAGE UP or PAGE DOWN key.</li><li>• Press the ARROW UP or ARROW DOWN key until scrolling occurs.</li></ul>
<b>Default action</b>	Scrolls the contents of an object until new portions of the object become visible.

Use the [componentFromPoint](#) and **doScroll** methods to control the scroll bar components.

Cascading style sheets (CSS) enable scrolling on all objects through the [overflow](#) property. These objects are not listed in the Applies To list for this event.

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Applies To

APPLET, BDO, BODY, custom, DIV, EMBED, MAP, MARQUEE, OBJECT, SELECT, TABLE, TEXTAREA

---

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◆ ◀ onscroll Event ▶ onselectstart Event ▶

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# onselect Event

---

Fires when the current selection changes.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENTonselect = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.onselect = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = objectEVENT = onselect&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	No
<b>Cancels</b>	Yes
<b>To invoke</b>	Initiate text selection: <ul style="list-style-type: none"><li>• Move the mouse from character to character during a drag selection.</li><li>• Press the SHIFT key while moving the cursor over text.</li></ul>
<b>Default action</b>	Moves the selection to a given character and highlights that selection.

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Applies To

[INPUT TYPE=text](#), [TEXTAREA](#)

---

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◆ ◀ onselect Event ▶ onstart Event ▲ DHT

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# onselectstart Event

---

Fires when the object is being selected.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENTonselectstart = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.onselectstart = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = objectEVENT = onselectstart&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	Yes
<b>Cancels</b>	Yes
<b>To invoke</b>	Begin selecting one or more objects.
<b>Default action</b>	Moves the selection to an object and highlights that selection.

The object at the beginning of the selection fires the event.

## Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

## Applies To

[A](#), [ACRONYM](#), [ADDRESS](#), [AREA](#), [B](#), [BDO](#), [BIG](#), [BLOCKQUOTE](#), [BODY](#), [BUTTON](#), [CAPTION](#), [CENTER](#), [CITE](#), [CODE](#), [custom](#), [DD](#), [DEL](#), [DFN](#), [DIR](#), [DIV](#), [DL](#), [DT](#), [EM](#), [FIELDSET](#), [FONT](#), [FORM](#), [Hn](#), [HR](#), [I](#), [IMG](#), [INPUT type=button](#), [INPUT type=checkbox](#), [INPUT type=file](#), [INPUT type=image](#), [INPUT type=password](#), [INPUT type=radio](#), [INPUT type=reset](#), [INPUT type=submit](#), [INPUT type=text](#), [KBD](#), [LABEL](#), [LI](#), [LISTING](#), [MAP](#), [MARQUEE](#), [MENU](#), [NEXTID](#), [NOBR](#), [OBJECT](#), [OL](#), [OPTION](#), [P](#), [PLAINTEXT](#), [PRE](#), [Q](#), [RT](#), [RUBY](#), [S](#), [SAMP](#), [SELECT](#), [SMALL](#), [SPAN](#), [STRIKE](#), [STRONG](#), [SUB](#), [SUP](#), [TABLE](#), [TBODY](#), [TD](#), [TEXTAREA](#), [TFOOT](#), [TH](#), [THEAD](#), [TR](#), [TT](#), [U](#), [UL](#), [VAR](#), [XMP](#)

## See Also

[onselect](#), [select](#)

---

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◆ ◀ onselectstart Event ▶ onstop Event ▶

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## onstart Event

---

Fires at the beginning of every loop of the [MARQUEE](#) object.

### Syntax

<b>Inline HTML</b>	<code>&lt;MARQUEE onstart = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>marquee.onstart = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = marquee EVENT = onstart&gt;</code>	Internet Explorer only

### Remarks

<b>Bubbles</b>	No
<b>Cancels</b>	No
<b>To invoke</b>	<ul style="list-style-type: none"><li>• Set the <a href="#">LOOP</a> attribute to 1 or higher.</li><li>• Omit the <b>LOOP</b> attribute so that the <b>MARQUEE</b> loops indefinitely.</li></ul>
<b>Default action</b>	Initiates the next loop of the <b>MARQUEE</b> contents.

The [start](#) method does not cause the **onstart** event to fire.

### Event Object Properties

Although event handlers in the DHTML Object Model do not receive parameters directly, the handler can query the [event](#) object for data.

### Example

This example shows how to use the **onstart** event on a **MARQUEE**.

```
<BODY>
<P>An alert dialog box displays each time the onstart event fires.
<MARQUEE onstart="alert('onstart fired')"
        BEHAVIOR=alternate LOOP=2>Marquee Text</MARQUEE>
</BODY>
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[MARQUEE](#)

## See Also

[BEHAVIOR](#), [LOOP](#), [onfinish](#)

---

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◆ ◀ onstart Event ▶ onsubmit Event ▶ DH

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# onstop Event

---

Fires when the user clicks the Stop button or leaves the Web page.

## Syntax

<b>Inline HTML</b>	<code>&lt;ELEMENTonstop = "handler" ... &gt;</code>	All platforms
<b>Event property</b>	<code>object.onstop = handler</code>	JScript (compatible with ECMA 262 language specification) only
<b>Named script</b>	<code>&lt;SCRIPT FOR = object EVENT = onstop&gt;</code>	Internet Explorer only

## Remarks

<b>Bubbles</b>	No
<b>Cancels</b>	No
<b>To invoke</b>	<ul style="list-style-type: none"><li>• Click the Stop button.</li><li>• Leave the Web page.</li></ul>
<b>Default action</b>	Initiates any action associated with this event.

The **onstop** event fires after the [onbeforeunload](#) event, and before the [onunload](#) event.

## Event Object Properties

Although event handlers in the document object model do not receive parameters directly, the handler can query the [event](#) object for data.

## Example

This example uses the **onstop** event to stop a function from executing in a continuous cycle. The [setInterval](#) method is used to execute script every millisecond. If the user clicks the Stop button, the [clearInterval](#) method removes the interval and the script is no longer executed.

```
document.onstop=fnTrapStop;
```

```
window.onload=fnInit;
var oInterval;
function fnInit(){
    oInterval=window.setInterval("fnCycle()",1);
}
function fnCycle(){
    // Do something
}
function fnTrapStop(){
    window.clearInterval(oInterval);
}
```

## Applies To

[document](#)

---

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◆ ▶ addBehavior Method ▲ DHTML Methc

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# add Method

---

Adds an element to the collection.

## Syntax

```
object.add(oElement [, iIndex])
```

## Parameters

<i>oElement</i>	Required. Object that specifies the element to add to the collection.
<i>iIndex</i>	Optional. Integer that specifies the index position in the collection where the element is placed. If no value is given, the method places the element at the end of the collection.

## Return Value

No return value.

## Remarks

Before you can add an element to a collection, you must create it first by using the [createElement](#) method.

The **add** method can be used on the [AREA](#) object only after the page loads. If the method is applied inline, a run-time error occurs.

## Example

This example uses the **add** method to insert an object into the [options](#) collection of a [SELECT](#) object.

```
<SELECT ID="oSelect">  
  <OPTION VALUE="1">One</OPTION>  
</SELECT>
```

```
<SCRIPT>
var oOption = document.createElement("OPTION");
oSelect.options.add(oOption);
oOption.innerText = "Two";
oOption.Value = "2";
</SCRIPT>
```

## Applies To

[areas](#), [controlRange](#), [options](#)

## See Also

[remove](#)

---

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◆ ◀ add Method ▶ AddChannel Method ▶

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# addBehavior Method

---

Attaches a [behavior](#)□ to the element.

## Syntax

```
iID = object.addBehavior(sUrl)
```

## Parameters

<i>sUrl</i>	Required. String that specifies one of the following values:
<i>sValue</i>	Location of the behavior, in URL format.
<i>#default#behaviorName</i>	One of Internet Explorer's <a href="#">default behaviors</a> , identified by its <i>behaviorName</i> .
<i>#objID</i>	Binary implementation of a behavior, where <i>objID</i> is the <a href="#">ID</a> attribute specified in an <a href="#">OBJECT</a> tag.

## Return Value

Integer. Returns an identifier that can be used later to detach the behavior from the element.

## Remarks

This method lets you attach a behavior without having to use cascading style sheets (CSS).

Unless the behavior specified in the [addBehavior](#) call is one of the default behaviors built into Microsoft® Internet Explorer, the **addBehavior** call causes Internet Explorer to download the behavior asynchronously, before the behavior is attached to the element.

Due to the asynchronous nature of the **addBehavior** method, its return value cannot be relied on to determine whether the behavior was

successfully applied to the element. Waiting for the [onreadystatechange](#) event to fire and verifying that the [readyState](#) property of the element is set to complete ensures that the behavior is completely attached to the element, and that all the behavior's members are available for scripting. Otherwise, attempting to use any of the behavior-defined members before the behavior is attached to the element results in a scripting error indicating that the object does not support that particular member.

**Note** A behavior attached to an element using the **addBehavior** method, or by applying the proposed CSS [behavior](#) attribute inline, is not automatically detached from the element when the element is removed from the document hierarchy. However, a behavior attached using a style rule defined in the document is detached automatically as the element is removed from the document tree.

## Example

This example uses the **addBehavior** method to dynamically attach a behavior that implements a mouseover highlighting effect to all [LI](#) elements on a page.

## Applies To

[A](#), [ACRONYM](#), [ADDRESS](#), [APPLET](#), [AREA](#), [B](#), [BASE](#), [BASEFONT](#), [BGSOUND](#), [BIG](#), [BLOCKQUOTE](#), [BODY](#), [BR](#), [BUTTON](#), [CAPTION](#), [CENTER](#), [CITE](#), [CODE](#), [COL](#), [COLGROUP](#), [COMMENT](#), [custom](#), [DD](#), [DEL](#), [DFN](#), [DIR](#), [DIV](#), [DL](#), [DT](#), [EM](#), [EMBED](#), [FIELDSET](#), [FONT](#), [FORM](#), [FRAME](#), [FRAMESET](#), [HEAD](#), [Hn](#), [HR](#), [HTML](#), [I](#), [IFRAME](#), [IMG](#), [INPUT type=button](#), [INPUT type=checkbox](#), [INPUT type=file](#), [INPUT type=hidden](#), [INPUT type=image](#), [INPUT type=password](#), [INPUT type=radio](#), [INPUT type=reset](#), [INPUT type=submit](#), [INPUT type=text](#), [INS](#), [ISINDEX](#), [KBD](#), [LABEL](#), [LEGEND](#), [LI](#), [LINK](#), [LISTING](#), [MAP](#), [MARQUEE](#), [MENU](#), [NEXTID](#), [NOBR](#), [NOFRAMES](#), [NOSCRIPT](#), [OBJECT](#), [OL](#), [OPTION](#), [P](#), [PLAINTEXT](#), [PRE](#), [Q](#), [RT](#), [RUBY](#), [S](#), [SAMP](#), [SCRIPT](#), [SELECT](#), [SMALL](#), [SPAN](#), [STRIKE](#), [STRONG](#), [STYLE](#), [SUB](#), [SUP](#), [TABLE](#), [TBODY](#), [TD](#), [TEXTAREA](#), [TFOOT](#), [TH](#), [THEAD](#), [TITLE](#), [TR](#), [TT](#), [U](#), [UL](#), [VAR](#), [WBR](#), [XML](#), [XMP](#)

## See Also

[removeBehavior](#), [dhtml behaviors](#)☐, [using dhtml behaviors](#)☐,  
[implementing dhtml behaviors in script](#)☐



---

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◀ [addBehavior Method](#) ▶ [AddDesktopCo](#)

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# AddChannel Method

---

Presents a dialog box that allows the user to either add the channel specified, or change the channel URL if it is already installed.

## Syntax

```
window.external.AddChannel(sURLToCDF)
```

## Parameters

*sURLToCDF* Required. String that specifies the URL of a Channel Definition Format (CDF) file to be installed.

## Return Value

No return value.

## Remarks

If the call fails, an error dialog box appears. You can suppress the dialog box by using the [onerror](#) event.

**Note** This method is intended for use by publishers shipping Microsoft® Active Channel™ content. Active Channel technology is available as of Microsoft® Internet Explorer 4.0 and later.

This method is not supported in [html applications](#)☐.

## Example

This example uses the **AddChannel** method to present a dialog box that allows the user to add the channel described in the specified CDF file.

```
window.external.AddChannel("http://domain/folder/file.cdf");
```

## Applies To

[external](#)

## See Also

[active channel technology overview](#)☐

---

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◀ AddChannel Method ▶ AddFavorite M

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# AddDesktopComponent Method

---

Adds a Web site or image to the Microsoft® Active Desktop™.

## Syntax

```
window.external.AddDesktopComponent(sURL, sType [, iLeft, iTop, i
```

## Parameters

<i>sURL</i>	Required. String that specifies the location of the Web site or image to be added to the Active Desktop.
<i>sType</i>	Required. String that specifies the type of item to add. The value image specifies the component is an image. The value website specifies the component is a Web site.
<i>iLeft</i>	Optional. Integer that specifies the position of the left edge, in screen coordinates.
<i>iTop</i>	Optional. Integer that specifies the position of the top edge, in screen coordinates.
<i>iWidth</i>	Optional. Integer that specifies the width, in screen units.
<i>iHeight</i>	Optional. Integer that specifies the height, in screen units.

## Return Value

No return value.

## Remarks

The user must have Active Desktop installed for the **AddDesktopComponent** method to work. If Active Desktop is not installed, the method is not invoked.

This method is not supported in [html applications](#)□.

## Example

This example uses the **AddDesktopComponent** method to add the Microsoft Web site as an Active Desktop component.

```
window.external.AddDesktopComponent(
```

```
"http://www.microsoft.com",  
"website",  
100,100,200,200  
);
```

## Applies To

[external](#)

---

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◀ AddDesktopComponent Metho... ▶ ad

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# AddFavorite Method

---

Prompts the user with a dialog box to add the specified URL to the Favorites list.

## Syntax

```
external.AddFavorite(sURL [, sTitle])
```

## Parameters

<i>sURL</i>	Required. String that specifies the URL of the favorite to be added to the Favorites list.
<i>sTitle</i>	Optional. String that specifies the suggested title to be used in the Favorites list. The user can change the title in the Add Favorite dialog box.

## Return Value

No return value.

## Remarks

Calling the **AddFavorite** method in script yields the same dialog box that is presented when the user selects Add to Favorites from the Favorites menu.

This method is not supported in [html applications](#)☐.

## Example

This example uses the **AddFavorite** method to prompt a user to add the current page to the Favorites list.

```
window.external.AddFavorite(location.href, document.title);
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

external

---

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◆ ◀ addImport Method ▶ addRule Method

*Web Workshop | DHTML, HTML & CSS*

# addReadRequest Method

---

Adds an entry to the queue for read requests.

## Syntax

```
bSuccess = userProfile.addReadRequest(sAttributeName [, vReserved])
```

## Parameters

<i>sAttributeName</i>	Required. String that specifies one of the standard <a href="#">vCard</a> names. If anything else is used, the request is ignored and nothing is added to the read-requests queue.
<i>vReserved</i>	Optional. Internet Explorer currently ignores this parameter.

## Return Value

Boolean. Returns true if the request has been added to the queue successfully, or false otherwise. A return value of false means either the attribute name was not recognized or the attribute already appeared in the request queue.

## Remarks

This method appends a vCard name to the read-requests queue. The read-requests queue is a list of read requests waiting to be initiated. To initiate the accumulated, or compound, read requests in the queue, call [doReadRequest](#). To clear the queue, call [clearRequest](#).

## Applies To

[userProfile](#)

## See Also

getAttribute

---

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◀ addReadRequest Method ▶ alert Meth

*Web Workshop | DHTML, HTML & CSS*

# addRule Method

---

Creates a new style rule for the [styleSheet](#) object, and returns the index into the [rules](#) collection.

## Syntax

```
styleSheet.addRule(sSelector, sStyle [, iIndex])
```

## Parameters

<i>sSelector</i>	Required. String that specifies the selector for the new rule. Single contextual selectors are valid. For example, "DIV P B" is a valid contextual selector.
<i>sStyle</i>	Required. String that specifies the style assignments for this style rule. This style takes the same form as an inline style specification. For example, "color:blue" is a valid style parameter.
<i>iIndex</i>	Optional. Integer that specifies the location in the <b>rules</b> collection to add the new style rule. If an index is not provided, the rule is added to the end of the collection by default.

## Return Value

The return value is reserved; do not use.

## Remarks

You can apply rules to a disabled **styleSheet**, but they do not apply to the document until you enable the **styleSheet**.

## Example

This example uses the **addRule** method to add a rule that sets all bold text appearing in a DIV to the color blue.

```
<DIV>  
Internet Explorer makes <B>HTML</B> dynamic.  
</DIV>
```

```
<SCRIPT>
  var new_rule;
  new_rule = styleSheets[0].addRule("DIV B", "color:blue", 0);
</SCRIPT>
```

This example uses the **addRule** method to add two rules to the end of the **rules** collection. The rules apply the [hover](#) and [link](#) pseudo-class attributes to all anchors that appear within an H2 heading.

```
<H2>
<A HREF="http://www.microsoft.com/">
  Where Do You Want to Go Today?
</A>
</H2>

<SCRIPT>
  document.styleSheets[0].addRule("H2 A:hover", "color:gold");
  document.styleSheets[0].addRule("H2 A:link", "color:black");
</SCRIPT>
```

## Applies To

[styleSheet](#)

## See Also

[removeRule](#), [rules](#), [styleSheets](#)

---

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◀ addRule Method ▶ appendChild Meth

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# alert Method

---

Displays a dialog box containing an application-defined message.

## Syntax

```
window.alert([sMessage])
```

## Parameters

**sMessage** Optional. String that specifies the message to display in the Alert dialog box. If no value is provided, the dialog box contains no message.

## Return Value

No return value.

## Remarks

You cannot change the title bar of the Alert dialog box.

## Applies To

window

---

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- ◀ appendChild Method ▶ assign Method

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# applyElement Method

---

Makes the element either a child or parent of the object.

## Syntax

```
object.applyElement(oNewElement [, sWhere])
```

## Parameters

<i>oNewElement</i>	Required. Object that becomes the child or parent of the object that invokes <b>applyElement</b> .
<i>sWhere</i>	Optional. String that specifies one of the following values: <b>outside</b> Default. Element becomes a parent of the object. <b>inside</b> Element becomes a child of the object, but contains all children in the object.

## Return Value

No return value.

## Remarks

This method is accessible at run time. If elements are removed at run time, before the closing tag is parsed, areas of the document might not render.

## Example

This example uses the **applyElement** method to apply the **I** element to an unordered list.

```
<SCRIPT>
function fnApply(){
    var oNewNode = document.createElement("I");
    oList.applyElement(oNewNode);
}
```

```
</SCRIPT>

<UL ID = oList>
<LI>List item 1
<LI>List item 2
<LI>List item 3
<LI>List item 4
</UL>

<INPUT
  TYPE="button"
  VALUE="Apply Element"
  onclick="fnApply()"
>
```

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BDO, BGSOUND, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, NEXTID, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, XMP

---

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◀ applyElement Method ▶ attachEvent M

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# assign Method

---

Loads a new HTML document.

## Syntax

```
location.assign(sURL)
```

## Parameters

*sURL* Required. String that specifies the URL of the document to load.

## Return Value

No return value.

## Applies To

[location](#)

---

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◀ assign Method ▶ AutoCompleteSaveF

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# attachEvent Method

---

Binds the specified function to an event that fires on the object when the function is called.

## Syntax

```
bSuccess = object.attachEvent(sEvent, fpNotify)
```

## Parameters

<i>sEvent</i>	Required. String that specifies any of the standard <a href="#">DHTML events</a> .
<i>fpNotify</i>	Required. Pointer that specifies the function to be called when <i>sEvent</i> fires.

## Return Value

Boolean. Returns true if the function is bound successfully to the event, or false otherwise.

## Remarks

When *sEvent* fires on the object, the object's *sEvent* handler is called before *fpNotify*, the specified function. If you attach multiple functions to the same event on the same object, the functions are called in random order, immediately after the object's event handler is called.

The **attachEvent** method enables a behavior to handle events that occur on the containing page. This method is not limited, however, to behaviors. You can also define a function on a page that attaches to events fired on the same page.

Behaviors that attach to events using the **attachEvent** method must explicitly call the [detachEvent](#) method to stop receiving notifications from

the page when the [ondetach](#) event fires. A behavior that attaches to events on the page using the HTML Components (HTC) [ATTACH](#) element automatically stops receiving notifications when the behavior detaches from the element, and does not need to call the **detachEvent** method.

## Example

This example shows how to implement a mouseover highlighting effect by calling the **attachEvent** method from an HTC.

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BGSOUND, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, custom, DD, DEL, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, window, XMP

## See Also

[detachEvent](#), [dhtml behaviors](#)☐, [using dhtml behaviors](#)☐, [implementing dhtml behaviors in script](#)☐

---

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◀ attachEvent Method ▶ AutoScan Meth

*Web Workshop | DHTML, HTML & CSS*

# AutoCompleteSaveForm Method

---

Saves the specified form in the AutoComplete data store.

## Syntax

```
window.external.AutoCompleteSaveForm(oForm)
```

## Parameters

*oForm* Required. Object that specifies a reference to a [FORM](#) element.

## Return Value

No return value.

## Remarks

When a form is submitted to a server, the AutoComplete feature in Microsoft® Internet Explorer 5 saves values for the [INPUT type=text](#) and [INPUT type=password](#) controls. You must use the **AutoCompleteSaveForm** method to save these values if a form is submitted through the [submit](#) method or is not submitted to a server.

To enable the AutoComplete feature for forms, click Tools, Internet Options, Content, and then AutoComplete. To disable the feature for individual form controls and entire forms, use the [AUTOCOMPLETE](#) attribute.

This method is not supported in [html applications](#)☐.

## Example

This example uses the **AutoCompleteSaveForm** method to save the value of a text field without submitting the form to a server.

## Applies To

[external](#)

## See Also

[autocomplete in html forms](#)☐

---

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◀ AutoCompleteSaveForm Meth... ▶ bac

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# AutoScan Method

---

Attempts to connect to a Web server by passing the specified query through completion templates.

## Syntax

```
window.external.AutoScan(sUserQuery [, sURL, sTarget])
```

## Parameters

<i>sUserQuery</i>	Required. String that specifies a domain address that begins with www., and ends with .com, .org, .net, or .edu.
<i>sURL</i>	Optional. String that specifies the Web page to display if the domain address created from <i>sUserQuery</i> is invalid. The default Internet Explorer error page is displayed if a value is not provided.
<i>sTarget</i>	Optional. String that specifies the <a href="#">target</a> window or frame where the results are displayed. The default value is the current window.

## Return Value

No return value.

## Remarks

The domain suffixes added to the user query are located in the system registry under HKEY\_LOCAL\_MACHINE\software\microsoft\internet explorer\main\urltemplate. Each suffix is appended in the following order until an existing server is found.

1. .com
2. .org
3. .net
4. .edu

If no server is found, the document specified by the *sURL* parameter is



displayed.

This method is not supported in [html applications](#)☐.

## Example

This example uses the **AutoScan** method to connect to the [www.microsoft.com](http://www.microsoft.com) Web site.

```
window.external.AutoScan("microsoft","InvalidSite.htm","_main");
```

## Applies To

[external](#)

---

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 ◀ back Method ▶ clear Method ▶ DHTML

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# blur Method

---

Causes an object to lose focus, and fires the [onblur](#) event.

## Syntax

```
object.blur()
```

## Return Value

No return value.

## Remarks

As of Microsoft® Internet Explorer 5, elements that expose the **blur** method must have the [TABINDEX](#) attribute set.

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, Hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, OBJECT, OL, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, window, XMP

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 ◀ blur Method ▶ clear Method ▶ DHTML

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# clear Method

---

Clears the contents of the selection.

## Syntax

```
selection.clear()
```

## Return Value

No return value.

## Applies To

[selection](#)

---

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◀ clear Method ▶ clearAttributes Method

*Web Workshop | DHTML, HTML & CSS*

# clear Method

---

Clears the current document.

## Syntax

```
document.clear()
```

## Return Value

No return value.

## Applies To

[document](#)

---

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◆ ◀ clear Method ▶ clearData Method ▶ D

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# clearAttributes Method

---

Removes all attributes and values from the object.

## Syntax

```
object.clearAttributes()
```

## Return Value

No return value.

## Remarks

The **clearAttributes** method only clears persistent HTML attributes. Events, styles, and script-only properties are not affected.

## Example

This example uses the **clearAttributes** method to remove user-defined attributes from an element.

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BDO, BGSOUND, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, custom, DD, DEL, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, NEXTID, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, XMP

## See Also

[mergeAttributes](#)

---

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◆ ◀ clearAttributes Method ▶ clearInterval

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# clearData Method

---

Removes one or more data formats from the clipboard through [dataTransfer](#) or [clipboardData](#) object.

## Syntax

```
object.clearData([sDataFormat])
```

## Parameters

<i>sDataFormat</i>	Optional. String that specifies one or more of the following data format values:
Text	Removes the text format.
URL	Removes the URL format.
File	Removes the file format.
HTML	Removes the HTML format.
Image	Removes the image format.

## Return Value

No return value.

## Remarks

If no *sDataFormat* parameter is passed, the data formats are cleared.

For drag-and-drop operations, the **clearData** method of the **dataTransfer** object is generally used in source events, such as [ondragstart](#). When overriding the default behavior of the target, use **clearData** in the [ondrop](#) event. It is particularly useful for selectively removing data formats when multiple formats are specified.

## Example

This example uses the **clearData** method to remove the Text data format from the clipboard through the **dataTransfer** object.

## Applies To

[clipboardData](#), [dataTransfer](#)

## See Also

[dhtml data transfer overview](#)☐, [getData](#), [setData](#)

---

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◀ clearData Method ▶ clearRequest Method

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# clearInterval Method

---

Cancels the interval previously started using the [setInterval](#) method.

## Syntax

```
window.clearInterval(iIntervalID)
```

## Parameters

<i>iIntervalID</i>	Required. Integer that specifies the interval to cancel. This value must have been previously returned by the <b>setInterval</b> method.
--------------------	--

## Return Value

No return value.

## Applies To

[window](#)

---

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◀ clearInterval Method ▶ clearTimeout M

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# clearRequest Method

---

Clears all requests in the read-requests queue to prepare for new profile-information requests.

## Syntax

```
userProfile.clearRequest()
```

## Return Value

No return value.

## Applies To

[userProfile](#)

## See Also

[addReadRequest](#), [doReadRequest](#), [getAttribute](#)

---

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◀ clearRequest Method ▶ click Method

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# clearTimeout Method

---

Cancels a time-out that was set with the [setTimeout](#) method.

## Syntax

```
window.clearTimeout(iTimeoutID)
```

## Parameters

*iTimeoutID* Required. Integer that specifies the time-out setting returned by a previous call to the **setTimeout** method.

## Return Value

No return value.

## Applies To

[window](#)

---

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◀ clearTimeout Method ▶ cloneNode Me

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# click Method

---

Simulates a click by causing the [onclick](#) event to fire.

## Syntax

```
object.click()
```

## Return Value

No return value.

## Applies To

A, ADDRESS, APPLET, AREA, B, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, custom, DD, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, Hn, HR, I, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

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 ◀ click Method ▶ close Method ▶ DHTML

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# cloneNode Method

---

Copies a reference to the object from the document hierarchy.

## Syntax

```
oClone = object.cloneNode([bCloneChildren])
```

## Parameters

<i>bCloneChildren</i>	Optional. Boolean that specifies one of the following values: <b>false</b> Default. Cloned objects do not include <a href="#">childNodes</a> . <b>true</b> Cloned objects include <b>childNodes</b> .
-----------------------	---

## Return Value

Returns an element object.

## Remarks

The **cloneNode** method copies an object, attributes, and, if specified, the **childNodes**.

A collection is returned when referring to the [ID](#) of a cloned element.

## Example

This example uses the **cloneNode** method to copy an unordered list and its **childNodes**.

```
<SCRIPT>
function fnClone(){
    /* the 'true' possible value specifies to clone
       the childNodes as well.
```

```
*/  
var oCloneNode = oList.cloneNode(true);  
/* When the cloned node is added,  
'oList' becomes a collection.  
*/  
document.body.insertBefore(oCloneNode);  
}  
</SCRIPT>
```

```
<UL ID = oList>  
<LI>List node 1  
<LI>List node 2  
<LI>List node 3  
<LI>List node 4  
</UL>
```

```
<INPUT  
  TYPE="button"  
  VALUE="Clone List"  
  onclick="fnClone()"  
>
```

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BDO, BGSOUND, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, NEXTID, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, XMP

## See Also

[appendChild](#), [insertBefore](#)

---



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◀ close Method ▶ collapse Method ▶ Df

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# close Method

---

Closes an output stream, and forces the sent data to display.

## Syntax

```
document.close()
```

## Return Value

No return value.

## Remarks

When a function fired by an [event](#) on the [BODY](#) object calls the [close](#) method, the **window.close** method is implied. When an **event** on the **BODY** object calls the **close** method, the **document.close** method is implied.

## Applies To

[document](#)

---

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◀ close Method ▶ compareEndpoints M

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# collapse Method

---

Moves the insertion point to the beginning or end of the current range.

## Syntax

```
TextRange.collapse([bStart])
```


## Parameters

<i>bStart</i>	Optional. Boolean that specifies one of the following values: <b>true</b> Default. Moves the insertion point to the beginning of the text range. <b>false</b> Moves the insertion point to the end of the text range.
---------------	---

## Return Value

No return value.

## Remarks

This feature might not be available on non-Win32® platforms. For the latest information about Internet Explorer cross-platform compatibility, see article [q172976](#)  in the Microsoft Knowledge Base.

## Applies To

[TextRange](#)

## See Also

[expand](#)

---

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 ◀ collapse Method ▶ componentFromPc

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# compareEndpoints Method

---

Compares an end point of a [TextRange](#) object with an end point of another range.

## Syntax

```
iResult = TextRange.compareEndpoints(sType, oRange)
```

## Parameters

<i>sType</i>	Required. String that specifies one of the following values: StartToEnd Compare the start of the <b>TextRange</b> object with the end of the <i>oRange</i> parameter. StartToStart Compare the start of the <b>TextRange</b> object with the start of the <i>oRange</i> parameter. EndToStart Compare the end of the <b>TextRange</b> object with the start of the <i>oRange</i> parameter. EndToEnd Compare the end of the <b>TextRange</b> object with the end of the <i>oRange</i> parameter.
<i>oRange</i>	Required. <b>TextRange</b> object that specifies the range to compare with the object.

## Return Value

Integer. Returns one of the following possible values:

-1	The end point of the object is further to the left than the end point of <i>oRange</i> .	
0	The end point of the object is at the same location as the end point of <i>oRange</i> .	1
		The end point of the object is further to the right than the end point of <i>oRange</i> .

## Remarks

A text range has two end points. One end point is located at the beginning of the text range, and the other is located at the end of the text range. An end point also can be characterized as the position between two characters in an HTML document.

As of Microsoft® Internet Explorer 4.0, an end point is relative to text only, not HTML tags.




There are four possible end points in the following HTML:

```
<BODY><P><B>abc
```

The possible end points are:

- Before the letter a.
- Between the letters a and b.
- Between the letters b and c.
- After the letter c.

As of Internet Explorer 4.0, an end point cannot be established between the **BODY** and the **P**. Such an end point is considered to be located before the letter a.

This method might not be available on non-Win32® platforms. For the latest information about Internet Explorer cross-platform compatibility, see article [q172976](#)  in the Microsoft Knowledge Base.

## Applies To

[TextRange](#)

---

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◆ ◀ compareEndpoints Method ▶ confirm

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# componentFromPoint Method

---

Returns the component located at the specified coordinates.

## Syntax

```
sScrollComponent = object.componentFromPoint(iCoordX, iCoordY)
```

## Parameters

*iCoordX* Required. Integer that specifies the client window coordinate of x.

*iCoordY* Required. Integer that specifies the client window coordinate of y.

## Return Value

String. Returns one of the following possible values:

""	Component is inside the client area of the object.
outside	Component is outside the bounds of the object.
scrollbarDown	Down scroll arrow is at the specified location.
scrollbarHThumb	Horizontal scroll thumb or box is at the specified location.
scrollbarLeft	Left scroll arrow is at the specified location.
scrollbarPageDown	Page-down scroll bar shaft is at the specified location.
scrollbarPageLeft	Page-left scroll bar shaft is at the specified location.
scrollbarPageRight	Page-right scroll bar shaft is at the specified location.
scrollbarPageUp	Page-up scroll bar shaft is at the specified location.
scrollbarRight	Right scroll arrow is at the specified location.
scrollbarUp	Up scroll arrow is at the specified location.
scrollbarVThumb	Vertical scroll thumb or box is at the specified location.
handleBottom	Bottom sizing handle is at the specified location.
handleBottomLeft	Lower-left sizing handle is at the specified location.
handleBottomRight	Lower-right sizing handle is at the specified location.
handleLeft	Left sizing handle is at the specified location.
handleRight	Right sizing handle is at the specified location.
handleTop	Top sizing handle is at the specified location.
handleTopLeft	Upper-left sizing handle is at the specified location.
handleTopRight	Upper-right sizing handle is at the specified location.

## Remarks

The **componentFromPoint** method, available as of Microsoft® Internet Explorer 5, is applicable to any object that can be given scroll bars through cascading style sheets (CSS).

The **componentFromPoint** method may not consistently return the same object when used with the [onmouseover](#) event. Because a user's mouse speed and entry point can vary, different components of an element can fire the **onmouseover** event. For example, when a user moves the mouse cursor over a [TEXTAREA](#) object with scroll bars, the event may fire when the mouse enters the component border, the scroll bars, or the client region. Once the event has fired, the expected element may not be returned unless the scroll bars were the point of entry for the mouse. In this case, the [onmousemove](#) event can be used to provide more consistent results.

For the object's sizing handles to appear, [designMode](#) must be on and the object must be selected.

## Example

This example uses the **componentFromPoint** method to determine which object the mouse pointer is hovering over.

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BDO, BGSOUND, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, ISINDEX, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, NEXTID, NOBR, NOFRAMES, NOSCRIPT, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, WBR, XML, XMP

## See Also

[doScroll](#), [onScroll](#)

---

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◀ componentFromPoint Method ▶ conta

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# confirm Method

---

Displays a confirmation dialog box that contains an optional message as well as OK and Cancel buttons.

## Syntax

```
bChoice = window.confirm([sMessage])
```

## Parameters

<i>sMessage</i>	Optional. String that specifies the message to display in the confirmation dialog box. If no value is provided, the dialog box does not contain a message.
-----------------	--

## Return Value

Boolean. Returns true if the user clicks OK, or false if the user clicks Cancel.

## Remarks

The title bar of the confirmation dialog box cannot be changed.

## Applies To

[window](#)

---

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◀ confirm Method ▶ createCaption Meth

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# contains Method

---

Checks whether the given element is contained within the object.

## Syntax

```
bFound = object.contains(oElement)
```

## Parameters

*oElement* Required. Element object that specifies the element to check.

## Return Value

Boolean. Returns true if the element is contained within the current element, or false otherwise.

## Applies To

A, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, custom, DD, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, META, NEXTID, NOBR, OL, OPTION, P, PLAINTEXT, PRE, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, XMP

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◆ ◀ contains Method ▶ createControlRang

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## createCaption Method

---

Creates an empty [CAPTION](#) element in the [TABLE](#).

### Syntax

```
oCaption = TABLE.createCaption()
```

### Return Value

Returns a **CAPTION** object. If a **CAPTION** already exists, **createCaption()** returns the existing element; otherwise, it returns a pointer to the element created. If the method fails, it returns null.

### Example

This example uses the **createCaption** method to create a **CAPTION**.

```
myCaption = document.all.myTable.createCaption()
```

### Applies To

[TABLE](#)

### See Also

[createTFoot](#), [createTHead](#), [deleteCaption](#), [deleteTFoot](#), [deleteTHead](#)

---

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◀ createCaption Method ▶ createElement

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# createControlRange Method

---

Creates a [controlRange](#) collection of nontext elements.

## Syntax

```
oControlRange = document.body.createControlRange()
```

## Return Value

Returns a **controlRange** collection. If a **controlRange** already exists, **createControlRange** overwrites the existing element; otherwise, it returns a pointer to the element created.

## Example

This example creates a **controlRange** using the **createControlRange** method.

```
oControlRange = document.body.createControlRange();
```

## Applies To

[BODY](#)

---

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◆ ◀ createControlRange Method ▶ createControlRange Method

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# createElement Method

---

Creates an instance of the element object for the specified tag.

## Syntax

```
oElement = document.createElement(sTag)
```

## Parameters

*sTag* Required. String that specifies the name of an element.

## Return Value

Returns an element object.

## Remarks

In Microsoft® Internet Explorer 4.0, the only new elements you can create are [IMG](#), [AREA](#), and [OPTION](#). As of Internet Explorer 5, you can create all elements in script, except for [FRAME](#), [IFRAME](#), and [SELECT](#). In addition, the read-only properties of independently created elements are read/write. Before you use new objects, you must explicitly add them to their respective collections or to the document. To insert new elements into the current document, use the [insertBefore](#) or [appendChild](#) methods.

You must perform a second step when using **createElement** to create the [INPUT](#) element. The **createElement** method generates an input text box, because that is the default **INPUT type** property. To insert any other kind of **INPUT** element, first invoke **createElement** for **INPUT**, then set the **type** property to the appropriate value in the next line of code.

Attributes can be included with the *sTag* as long as the entire string is valid



HTML. This is useful since you cannot set the [NAME](#) attribute at run time on [anchor](#) objects created with the **createElement** method. For example, to create an **anchor** with a **NAME** attribute, include the attribute and value when using the **createElement** method. You can also use the [innerHTML](#) property.

## Example

This example uses the **createElement** method to dynamically update the contents of a Web page by adding an element selected from a drop-down list box.

```
<SCRIPT>
function fnCreate(){
    oData.innerHTML="";
    var oOption=oSel.options[oSel.selectedIndex];
    if(oOption.text.length>0){
        var aElement=document.createElement(oOption.text);
        eval("aElement." + oOption.value + "=" + oText.value + "");
        if(oOption.text=="A"){
            aElement.href="javascript:alert('A link.')";
        }
    }
    oData.appendChild(aElement);
}
</SCRIPT>
<SELECT ID="oSel" onchange="fnCreate()">
<OPTION VALUE="innerText">A
<OPTION VALUE="value">&lt;INPUT TYPE="button"&gt;
<INPUT TYPE="text" ID="oText" VALUE="Sample Text">
<SPAN ID="oData" ></SPAN>
```

This feature requires Internet Explorer 5 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[document](#)

## See Also

[add](#), [cloneNode](#), [removeNode](#)

---

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◀ createRange Method ▶ createTextNoc

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# createStyleSheet Method

---

Creates a style sheet for the document.

## Syntax

```
oStylesheet = document.createStyleSheet([sURL] [, iIndex])
```

## Parameters

<i>sURL</i>	Optional. String that specifies how to add the style sheet to the document. If a file name is specified for the URL, the style information will be added as a <a href="#">LINK</a> object. If the URL contains style information, this information will be added to the <a href="#">STYLE</a> object.
<i>iIndex</i>	Optional. Integer that specifies the index that indicates where the new style sheet is inserted in the <a href="#">styleSheets</a> collection. The default is to insert the new style sheet at the end of the collection.

## Return Value

Returns a [styleSheet](#) object.

## Example

This example uses the **createStyleSheet** method to create a link to a style sheet.

```
document.createStyleSheet('styles.css');
```

## Applies To

[document](#)

---

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◀ createTextRange Method ▶ createTextRange

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## createTFoot Method

---

Creates an empty [TFOOT](#) element in the [TABLE](#).

### Syntax

```
oTFoot = TABLE.createTFoot()
```

### Return Value

Returns the **TFOOT** element object if successful, or null otherwise.

### Remarks

If a **TFOOT** already exists for the **TABLE**, the **createTFoot** method returns the existing element. Otherwise, it returns a pointer to the element created.

### Example

This example uses the **createTFoot** method to create a table footer.

```
myTFoot = document.all.myTable.createTFoot()
```

### Applies To

[TABLE](#)

### See Also

[createCaption](#), [createTHead](#), [deleteCaption](#), [deleteTFoot](#), [deleteTHead](#)

---

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 ◀ createTFoot Method ▶ deleteCaption

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## createTHead Method

---

Creates an empty [THEAD](#) element in the [TABLE](#).

### Syntax

```
oTHead = TABLE.createTHead()
```

### Return Value

Returns the **THEAD** element object if successful, or null otherwise.

### Remarks

If a **THEAD** already exists, **createTHead** returns the existing element. Otherwise, it returns a pointer to the element created.

### Example

This example uses the **createTHead** method to create a table header.

```
myTHead = document.all.myTable.createTHead()
```

### Applies To

[TABLE](#)

### See Also

[createCaption](#), [createTFoot](#), [deleteCaption](#), [deleteTFoot](#), [deleteTHead](#)

---

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◀ createTHead Method ▶ deleteCell Me

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# deleteCaption Method

---

Deletes the [CAPTION](#) element and its contents from the [TABLE](#).

## Syntax

```
TABLE.deleteCaption()
```

## Return Value

No return value.

## Example

This example uses the **deleteCaption** method to delete the **CAPTION** element from the table.

```
document.all.myTable.deleteCaption()
```

## Applies To

[TABLE](#)

## See Also

[createCaption](#), [createTFoot](#), [createTHead](#), [deleteTFoot](#), [deleteTHead](#)

---

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◀ deleteRow Method ▶ deleteTHead Me

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# deleteTFoot Method

---

Deletes the [TFoot](#) element and its contents from the [TABLE](#).

## Syntax

```
TABLE.deleteTFoot()
```

## Return Value

No return value.

## Example

This example uses the **deleteTFoot** method to delete the **TFoot** element from the table.

```
document.all.myTable.deleteTFoot()
```

## Applies To

[TABLE](#)

## See Also

[createCaption](#), [createTFoot](#), [createTHead](#), [deleteCaption](#), [deleteTHead](#)

---

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◀ deleteTFoot Method ▶ detachEvent M

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# deleteTHead Method

---

Deletes the [THEAD](#) element and its contents from the [TABLE](#).

## Syntax

```
TABLE.deleteTHead()
```

## Return Value

No return value.

## Example

This example uses the **deleteTHead** method to delete the **THEAD** element from the table.

```
document.all.myTable.deleteTHead()
```

## Applies To

[TABLE](#)

## See Also

[createCaption](#), [createTFoot](#), [createTHead](#), [deleteCaption](#), [deleteTFoot](#)

---

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◀ deleteThead Method ▶ doReadReque

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# detachEvent Method

---

Unbinds the specified function from the event, so that the function stops receiving notifications when the event fires on the object.

## Syntax

```
object.detachEvent (sEvent, fpNotify)
```

## Parameters

<i>sEvent</i>	Required. String that specifies any of the standard <a href="#">DHTML events</a> .
<i>fpNotify</i>	Required. Pointer that specifies the function previously set using the <a href="#">attachEvent</a> method.

## Return Value

No return value.

## Remarks

Behaviors that attach to events using the [attachEvent](#) method must explicitly call the **detachEvent** method to stop receiving notifications from the page when the [ondetach](#) event fires. Behaviors that attach to events using the [ATTACH](#) element automatically stop receiving notifications when the behavior detaches from the element, and thus do not need to call the **detachEvent** method.

## Example

This example calls the **detachEvent** method from an HTML Component (HTC) when the highlighting effect is removed from the page, causing the **ondetach** event to fire.

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BGSOUND, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, custom, DD, DEL, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, window, XMP

## See Also

[attachEvent](#), [dhtml behaviors](#)☐, [using dhtml behaviors](#)☐, [implementing dhtml behaviors in script](#)☐

---

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◀ detachEvent Method ▶ doScroll Methc

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# doReadRequest Method


---

Performs all requests located in the read-requests queue.

## Syntax

```
bSuccess = userProfile.doReadRequest(vUsageCode [, vFriendlyName [, vDomain] [, vPath] [, vExpiration] [, vReserved])
```

## Parameters

<i>vUsageCode</i>	Required. Variant that specifies the code that notifies the user of the type of access requested. This usage code should be one of the following 13 codes defined by the Internet Privacy Working Group (IPWG). <ol style="list-style-type: none"><li>0 Used for system administration.</li><li>1 Used for research and/or product development.</li><li>2 Used for completion and support of the current transaction.</li><li>3 Used to customize the content and design of a site.</li><li>4 Used to improve the content of a site that includes advertisements.</li><li>5 Used for notifying visitors about updates to the site.</li><li>6 Used for contacting visitors for marketing of services or products.</li><li>7 Used for linking other collected information.</li><li>8 Used by a site for other purposes.</li><li>9 Disclosed to others for customization or improvement of the content and design of the site.</li><li>10 Disclosed to others, who may contact the user, for marketing of services and/or products.</li><li>11 Disclosed to others, who may contact the user, for marketing of services and/or products. The user can ask a site not to do this.</li><li>12 Disclosed to others for any other purpose.</li></ol>
<i>vFriendlyName</i>	Optional. Variant that specifies the friendly name of the party requesting access to private information. For security reasons, it is not sufficient for the user agent to display this friendly name to the user. In addition to displaying the friendly name, the user agent must display the URL that originates the script requesting profile access. If this script originates from a secure connection (for example, SSL), the Web author can use the SSL certificate to reliably identify the party requesting access.
<i>vDomain</i>	Optional. Variant that specifies the pages that the user's choice applies to in the future, in addition to the current page. The specification follows the cookie standard ( <a href="#">see rfc-2109</a> )  .
<i>vPath</i>	Optional. Variant that specifies the path to the domain server requesting access. When <i>vExpiration</i> is set, the path is saved with the requested attributes.
<i>vExpiration</i>	Optional. Variant that specifies the amount of time the site has requested access to these attributes. This is currently ignored by Internet Explorer.
<i>vReserved</i>	Optional. This parameter is reserved.

## Return Value

Boolean. Returns true if successful, or false otherwise.

## Remarks

If the site does not have read access, the user is prompted with a list of requested attributes and can choose to allow or deny access.

## Applies To

[userProfile](#)

## See Also

[addReadRequest](#), [clearRequest](#), [getAttribute](#)

---

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◀ doReadRequest Method ▶ duplicate N

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# doScroll Method

---

Simulates a click on a scroll-bar component.

## Syntax

```
object.doScroll([sScrollAction])
```

## Parameters

<i>sScrollAction</i>	Optional. String that specifies how the object scrolls, using one of the following values:	<b>scrollbarDown</b>	Default. Down scroll arrow is at the specified location.					
scrollbarHThumb	Horizontal scroll thumb or box is at the specified location.	scrollbarLeft	Left scroll arrow is at the specified location.	scrollbarPageDown	Page-down scroll bar shaft is at the specified location.	scrollbarPageLeft	Page-left scroll bar shaft is at the specified location.	s
down	Composite reference to scrollbarDown.							
left	Composite reference to scrollbarLeft.							
pageDown	Composite reference to scrollbarPageDown.							
pageLeft	Composite reference to scrollbarPageLeft.							
pageRight	Composite reference to scrollbarPageRight.							
pageUp	Composite reference to scrollbarPageUp.							
right	Composite reference to scrollbarRight.							
up	Composite reference to scrollbarUp.							

## Return Value

No return value.

## Remarks

Cascading style sheets (CSS) allow you to scroll on all objects through the [overflow](#) property.

When the content of an element changes and causes scroll bars to display, the **doScroll** method might not work correctly immediately following the content update. When this happens, you can use the [setTimeout](#) method to enable the browser to recognize the dynamic changes that affect scrolling.

## Example

This example uses the **doScroll** method to scroll through a text area when the user clicks a button.

## Applies To

[BODY](#), [custom](#), [DIV](#), [SPAN](#), [TEXTAREA](#)

## See Also

[componentFromPoint](#), [onScroll](#)

---

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 ◀ doScroll Method ▶ elementFromPoint

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# duplicate Method

---

Returns a duplicate of the [TextRange](#).



## Syntax

```
oTextRange = object.duplicate()
```

## Return Value

Returns a **TextRange** object.

## Remarks

This feature might not be available on non-Win32® platforms. For the latest information about Internet Explorer cross-platform compatibility, see article [q172976](#)   in the Microsoft Knowledge Base.

## Applies To

[TextRange](#)

---

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◆ ◀ duplicate Method ▶ empty Method ▶ □

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# elementFromPoint Method

---

Returns the element for the specified *iX* and *iY* coordinates.

## Syntax

```
oElement = document.elementFromPoint(iX, iY)
```

## Parameters

*iX* Required. Integer that specifies the X-offset, in pixels.

*iY* Required. Integer that specifies the Y-offset, in pixels.

## Return Value

Returns an element object.

## Remarks

Coordinates are supplied in client coordinates. The top left corner of the client area is (0,0). For **elementFromPoint** to exhibit expected behavior, the object or element located at position (x, y) must support and respond to mouse events.

When using this method with the [structured graphics](#) or [sprite](#) objects, you must set [mouseeventsenabled](#) to 1.

## Applies To

[document](#)

## See Also

[clientX](#), [clientY](#)

---

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 ◀ execScript Method ▶ findText Method

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# expand Method

---

Expands the range so that partial units are completely contained.

## Syntax

```
bSuccess = TextRange.expand(sUnit)
```

## Parameters

<i>sUnit</i>	Required. String that specifies the units to move in the range, using one one of the following values:
character	Expands a character.
word	Expands a word. A word is a collection of characters terminated by a space or another white-space character, such as a tab.
sentence	Expands a sentence. A sentence is a collection of words terminated by an ending punctuation character, such as a period.
textedit	Expands to enclose the entire range.

## Return Value

Boolean. Returns true if it successfully expands the range, or false otherwise.

## Remarks

This feature might not be available on non-Win32® platforms. For the latest information about Internet Explorer cross-platform compatibility, see article [q172976](#) in the Microsoft Knowledge Base.

## Example

This example creates a range from the current selection and uses the **expand** method to ensure that any word partially enclosed in the range becomes entirely enclosed in the range.

```
var rng = document.selection.createRange();  
rng.expand("word");
```

## Applies To

[TextRange](#)

## See Also

[collapse](#)

---

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◆ ◀ findText Method ▶ focus Method ▲ DH

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# firstPage Method

---

Moves to the first page of records in the data set, and scrolls it into view.

## Syntax

```
TABLE.firstPage()
```

## Return Value

No return value.

## Remarks

The number of records displayed in the table is determined by the [dataPageSize](#) property of the table. You must set the **DATAPAGESIZE** attribute when designing the page, or set the corresponding **dataPageSize** property at run time for this method to have any effect.

**Note** You do not need to check for boundary conditions.

## Applies To

[TABLE](#)

## See Also

[lastPage](#)

---

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 ◀ firstPage Method ▶ forward Method ▶

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# focus Method

---

Causes a control to receive the focus, and executes the code specified by the [onfocus](#) event.

## Syntax

```
object.focus()
```

## Return Value

No return value.

## Remarks

This method fires the **onfocus** event.

As of Microsoft® Internet Explorer 5, elements that expose the **focus** method must have the [TABINDEX](#) attribute set.

Elements cannot receive focus until the document finishes loading.

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, custom, DD, DEL, DFN, DIR, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, Hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, OBJECT, OL, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, window, XMP

---

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◀ forward Method ▶ getAttribute Method

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# getAdjacentText Method

---

Returns the adjacent text character.

## Syntax

```
object.getAdjacentText(sWhere)
```

## Parameters

<i>sWhere</i>	Required. String that specifies where the text is located, using one of the following values:
beforeBegin	Text is returned immediately before the element.
afterBegin	Text is returned after the start of the element but before all other content in the element.
beforeEnd	Text is returned immediately before the end of the element but after all other content in the element.
afterEnd	Text is returned immediately after the end of the element.

## Return Value

Returns the first adjacent text character.

## Example

This example uses the **getAdjacentText** method to find specific text.

```
<SCRIPT>
function fnFind(){
    var sWhere = oSel.options[oSel.selectedIndex].text;
    alert(oPara.getAdjacentText(sWhere));
}
</SCRIPT>
This is the text before (beforeBegin).
<P ID=oPara>
This is the text after (afterBegin).
```

<B>A few extra words.</B>

This is the text before (beforeEnd).

</P>

This is the text after (afterEnd).

<SELECT ID=oSel>

<OPTION SELECTED>beforeBegin

<OPTION>afterBegin

<OPTION>beforeEnd

<OPTION>afterEnd

</SELECT>

<INPUT TYPE="button" VALUE="Find text" onclick="fnFind()">

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BDO, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, NEXTID, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, XMP

---

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◀ `getAdjacentText` Method ▶ `getAttribute`

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# getAttribute Method

---

Retrieves the value of the specified attribute.

## Syntax

```
vAttrValue = object.getAttribute(sAttrName [, iFlags])
```

## Parameters

<i>sAttrName</i>	Required. String that specifies the name of the attribute.
<i>iFlags</i>	Optional. Integer that specifies one or more of the following flags: <ul style="list-style-type: none"><li><b>0</b> Default. Performs a property search that is not case-sensitive, and returns an interpolated value if the property is found.</li><li><b>1</b> Performs a case-sensitive property search. To find a match, the uppercase and lowercase letters in <i>sAttrName</i> must exactly match those in the attribute name. If the <i>iFlags</i> parameter for <a href="#">setAttribute</a> is set to true and this option is set to 0 (default), the specified property name might not be found.</li><li><b>2</b> Returns the value exactly as it was set in script or in the source document.</li></ul>

## Return Value

Variant. Returns a string, number, or Boolean value as defined by the attribute. If the attribute is not present, this method returns null.

## Remarks

If two or more attributes have the same name (differing only in uppercase and lowercase letters) and *iFlags* is 0, the **getAttribute** method retrieves values only for the last attribute created with this name, and ignores all other attributes with the same name.

## Applies To

A, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BGSOUND, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, custom, DD, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password,

INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, META, NEXTID, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, WBR, XMP

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◆ ◀ getAttribute Method ▶ getBookmark V

*Web Workshop | DHTML, HTML & CSS*

# getAttribute Method

---

Returns the value of the named attribute.

## Syntax

```
sValue = userProfile.getAttribute(sAttributeName)
```

## Parameters

<i>sAttributeName</i>	Required. String that specifies one of the standard vCard names listed in Remarks. If one of these names is not used, the request is ignored.
-----------------------	---

## Return Value

String. Returns a null value if read access for this attribute is not available.

## Remarks

The following schema is used for the field names of the user data store. These names are specified when you use the **getAttribute** method on the [userProfile](#) object. Note that the format has changed from vCard\_xxx to vCard.xxx, and that the older format no longer is supported.

### vCard Names

vCard.Business.City	vCard.Business.Country	vCard.Business.Fax
vCard.Business.Phone	vCard.Business.State	vCard.Business.StreetAddress
vCard.Business.URL	vCard.Business.Zipcode	vCard.Cellular
vCard.Company	vCard.Department	vCard.DisplayName
vCard.Email	vCard.FirstName	vCard.Gender*
vCard.Home.City	vCard.Home.Country	vCard.Home.Fax
vCard.Home.Phone	vCard.Home.State	vCard.Home.StreetAddress
vCard.Home.Zipcode	vCard.Homepage	vCard.JobTitle
vCard.LastName	vCard.MiddleName	vCard.Notes
vCard.Office	vCard.Pager	



**Note** An asterisk (\*) denotes extensions to the vCard schema. Extensions are referenced as X- elements as defined in the vCard schema.

## Applies To

[userProfile](#)

---

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◆ ◀ getAttribute Method ▶ getBoundingCli

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# getBookmark Method

---

Retrieves a bookmark (opaque string) that can be used with [moveToBookmark](#) to return to the same range.


## Syntax

```
sBookmark = TextRange.getBookmark()
```

## Return Value

String. Returns the bookmark if successfully retrieved, or null otherwise.

## Remarks

This feature might not be available on non-Win32® platforms. For the latest information about Internet Explorer cross-platform compatibility, see article [q172976](#)  in the Microsoft Knowledge Base.

## Applies To

[TextRange](#)

---

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◀ [getData Method](#) ▶ [getElementsByNan](#)

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# getElementById Method

---

Returns a reference to the first object with the specified value of the **ID** attribute.

## Syntax

```
oElement = document.getElementById(sIDValue)
```

## Parameters

***sIDValue*** Required. String that specifies the value of an **ID** attribute.

## Return Value

Returns the first object with the same **ID** attribute as the specified value.

## Remarks

If the **ID** value belongs to a collection, the **getElementById** method returns the first object in the collection.

## Example

This example uses the **getElementById** method to return the first occurrence of the **ID** attribute value, oDiv.

## Applies To

[document](#)

## See Also

[document object model overview](#)☐

---

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 ◀ [getElementsByTagName Meth...](#) ▶ [go](#)

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# getExpression Method

---

Retrieves the expression for the given property.

## Syntax

```
vExpression = object.getExpression(sPropertyName)
```

## Parameters

*sPropertyName* Required. String that specifies the name of the property from which to retrieve the expression.

## Return Value

Variant. Returns a variant value representing the expression of the property.

## Remarks

The following syntax sections show how to retrieve an expression from supported [cascading style sheets \(CSS\) attributes](#) and [Dynamic HTML \(DHTML\) properties](#).

- Use this syntax to retrieve an expression from a read/write property or from an [expando](#) property.

```
var sExpression = object.getExpression(sPropertyName)
```

- Use this syntax to retrieve an expression from a CSS attribute.

```
var sExpression = object.style.getExpression(sPropertyName)
```

## Example

This example uses the **getExpression** method to set the width of a



paragraph equal to the sum of the width of two images. The **getExpression** method returns a variant containing the expression.

```
<P ID=para1 STYLE="width:expression(Img1.width + Img2.width;  
back-color:blue" onclick="getexp()">Click here to see the  
expression.</P>
```

```
<SCRIPT>  
var s;  
  
function getexp()  
{  
    s=para1.style.getExpression("width");  
    alert("Expression for the width of the paragraph is \n\n"  
        + s + "\n\nThe width property has a value of "  
        + oBox3.style.width);  
}  
</SCRIPT>
```

## Applies To

A, ACRONYM, ADDRESS, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, FIELDSET, FONT, FORM, Hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, NOBR, OBJECT, OL, OPTION, P, PRE, Q, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR

## See Also

[dynamic properties](#)☐, [recalc](#), [removeExpression](#), [setExpression](#)

---

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◀ go Method ▶ ImportExportFavorites M

*Web Workshop | DHTML, HTML & CSS*

# hasChildNodes Method

---

Returns whether the object has children.

## Syntax

```
bChildNodes = object.hasChildNodes()
```

## Return Value

Boolean. Returns true if the object contains HTML [elements](#) or [TextNodes](#).

## Remarks

If the object contains HTML elements or **TextNodes**, they can be accessed from the [childNodes](#) collection.

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BDO, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, NEXTID, OL, OPTION, P, PLAINTEXT, PRE, Q, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, XMP

---

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◀ hasChildNodes Method ▶ inRange Me

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# ImportExportFavorites Method

---

Imports or exports Favorites information.

## Syntax

```
window.external.ImportExportFavorites(bImportExport [, sImportExportPath])
```

## Parameters

<i>bImportExport</i>	Required. Boolean that specifies one of the following values: true Import is requested. false Export is requested.
<i>sImportExportPath</i>	Optional. String that specifies the location (URL) to import or export, depending on <i>bImportExport</i> . If a value is not provided, a file dialog box is opened.

## Return Value

No return value.

## Remarks

Confirmation is required before the import or export begins.

All favorites are uploaded to the server when exported, and it is recommended that the server be configured to erase previously stored favorites before accepting the updates. Favorites imported from the server merge with existing favorites on the client. Deletions on the server do not propagate to the client.

This method is not supported in [html applications](#)☐.

## Example

This example uses the **ImportExportFavorites** method to import Favorites

information from the server.

```
// 'true' specifies that the Favorites are imported from the server.  
window.external.ImportExportFavorites(  
    true,"http://www.your_server.com");
```

This example uses the **ImportExportFavorites** method to export Favorites information from the server.

```
// 'false' specifies that the Favorites are exported to the server.  
window.external.ImportExportFavorites(  
    false,"http://www.your_server.com");
```

This example uses the **ImportExportFavorites** method to open a file dialog box.

```
// If the path is not provided, a dialog box is opened.  
window.external.ImportExportFavorites(false);
```

## Applies To

[external](#)

## See Also

[netscape bookmark file format](#)☐

---

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◀ ImportExportFavorites Met... ▶ insertA

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# inRange Method

---

Returns whether one range is contained within another.

## Syntax

```
bFound = TextRange.inRange(oRange)
```


## Parameters

*oRange* Required. Object that specifies a [TextRange](#) object.

## Return Value

Boolean. Returns true if the range passed as the method parameter is contained within or is equal to the range on which the method is called, or false otherwise.

## Remarks

This feature might not be available on non-Win32® platforms. For the latest information about Internet Explorer cross-platform compatibility, see article [q172976](#)  in the Microsoft Knowledge Base.

## Example

## Applies To

[TextRange](#)

## See Also

[isEqual](#)

---

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 ◀ inRange Method ▶ insertAdjacentHTM

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# insertAdjacentElement Method

---

Inserts an element at the specified location.

## Syntax

```
oElement = object.insertAdjacentElement(sWhere, oElement)
```

## Parameters

<i>sWhere</i>	Required. String that specifies where to insert the HTML text, using one of the following values: <div><div>beforeBegin</div><div>Inserts <i>oElement</i> immediately before the object.</div><div>afterBegin</div><div>Inserts <i>oElement</i> after the start of the object but before all other content in the object.</div><div>beforeEnd</div><div>Inserts <i>oElement</i> immediately before the end of the object but after all other content in the object.</div><div>afterEnd</div><div>Inserts <i>oElement</i> immediately after the end of the object.</div></div>
<i>oElement</i>	Required. Object that specifies the element to be inserted adjacent to the object that invoked the <b>insertAdjacentElement</b> method.

## Return Value

Returns an element object.

## Remarks

This method is accessible at run time. If elements are removed at run time, before the closing tag is parsed, areas of the document might not render.

## Example

This example uses the **insertAdjacentElement** method to add a new list item to an [OL](#) object.

```
<SCRIPT>
```

```

function fnAdd(){
    var oNewItem = document.createElement("LI");
    oList.children(0).insertAdjacentElement("AfterBegin",oNewItem);
    oNewItem.innerText = "List Item 0";
}
</SCRIPT>
:
<BODY>
<OL ID = "oList">
<LI>List Item 1</LI>
<LI>List Item 2</LI>
<LI>List Item 3</LI>
</OL>

<INPUT TYPE = "button" VALUE = "Add Item" onclick="fnAdd()

</BODY>

```

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BDO, BGSOUND, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, NEXTID, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, XMP

---

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◀ insertAdjacentElement Met... ▶ insert/

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# insertAdjacentHTML Method

---

Inserts the given HTML text into the element at the location.

## Syntax

```
object.insertAdjacentHTML(sWhere, sText)
```

## Parameters

<i>sWhere</i>	Required. String that specifies where to insert the HTML text, using one of the following values: beforeBegin Inserts <i>sText</i> immediately before the object. afterBegin Inserts <i>sText</i> after the start of the object but before all other content in the object. beforeEnd Inserts <i>sText</i> immediately before the end of the object but after all other content in the object. afterEnd Inserts <i>sText</i> immediately after the end of the object.
<i>sText</i>	Required. String that specifies the HTML text to insert. The string can be a combination of text and HTML tags. This must be well-formed, valid HTML or this method will fail.

## Return Value

No return value.

## Remarks

If the text contains HTML tags, the method parses and formats the text as it is inserted.

You cannot insert text while the document is loading. Wait for the [onload](#) event to fire before attempting to call this method.

As of Microsoft® Internet Explorer 5, this method is accessible at run time. If elements are removed at run time, before the closing tag is parsed, areas of the document might not render.

When using the **insertAdjacentHTML** method to insert script, you must include the [DEFER](#) attribute in the [SCRIPT](#) element.

## Example

This example uses the **insertAdjacentHTML** method to insert script into the page.

```
var sHTML("<input type=button onclick=" +
    "go2()" + " value='Click Me'><BR>"
var sScript='<SCRIPT DEFER>'
sScript = sScript +
    'function go2(){ alert("Hello from inserted script.") }'
sScript = sScript + '</script>' + '>';
ScriptDiv.insertAdjacentHTML("afterBegin",sHTML + sScript);
```

This feature requires Internet Explorer 4.0 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[A](#), [ADDRESS](#), [AREA](#), [B](#), [BASEFONT](#), [BIG](#), [BLOCKQUOTE](#), [BODY](#), [BUTTON](#), [CAPTION](#), [CENTER](#), [CITE](#), [CODE](#), [COMMENT](#), [custom](#), [DD](#), [DFN](#), [DIR](#), [DIV](#), [DL](#), [DT](#), [EM](#), [FIELDSET](#), [FONT](#), [FORM](#), [FRAMESET](#), [Hn](#), [HR](#), [I](#), [IFRAME](#), [IMG](#), [INPUT type=button](#), [INPUT type=checkbox](#), [INPUT type=file](#), [INPUT type=hidden](#), [INPUT type=image](#), [INPUT type=password](#), [INPUT type=radio](#), [INPUT type=reset](#), [INPUT type=submit](#), [INPUT type=text](#), [KBD](#), [LABEL](#), [LEGEND](#), [LI](#), [LISTING](#), [MAP](#), [MARQUEE](#), [MENU](#), [NOBR](#), [OL](#), [OPTION](#), [P](#), [PLAINTEXT](#), [PRE](#), [S](#), [SAMP](#), [SELECT](#), [SMALL](#), [SPAN](#), [STRIKE](#), [STRONG](#), [SUB](#), [SUP](#), [TD](#), [TEXTAREA](#), [TH](#), [TT](#), [U](#), [UL](#), [VAR](#), [XMP](#)

## See Also

[innerHTML](#), [insertAdjacentText](#), [outerHTML](#)

---

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◆ ◀ insertAdjacentHTML Method ▶ insertE

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# insertAdjacentText Method

---

Inserts the given text into the element at the specified location.

## Syntax

```
object.insertAdjacentText(sWhere, sText)
```

## Parameters

<i>sWhere</i>	Required. String that specifies where to insert the text, using one of the following values: <div><div>beforeBegin</div><div>Inserts the text immediately before the element.</div><div>afterBegin</div><div>Inserts the text after the start of the element but before all other content in the element.</div><div>beforeEnd</div><div>Inserts the text immediately before the end of the element but after all other content in the element.</div><div>afterEnd</div><div>Inserts the text immediately after the end of the element.</div></div>
<i>sText</i>	Required. String that specifies the text to insert.

## Return Value

No return value.

## Remarks

The text inserted into the element is plain text

You cannot insert text while the document loads. Wait for the [onload](#) event to fire before attempting to call this method.

## Applies To

A, ADDRESS, AREA, B, BASEFONT, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COMMENT, custom, DD, DFN, DIR, DIV, DL, DT, EM, FIELDSET, FONT, FORM, FRAMESET, Hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, NOBR, OL, OPTION, P, PRE, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TD, TEXTAREA, TH, TT, U, UL, VAR

## See Also

[innerText](#), [insertAdjacentHTML](#), [outerText](#)

---

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◀ insertRow Method ▶ IsSubscribed Me

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# isEqual Method

---

Returns whether the specified range is equal to the current range.

## Syntax

```
bEqual = TextRange.isEqual(oCompareRange)
```

## Parameters

*oCompareRange* Required. Object that specifies the [TextRange](#) object to compare to the parent object.

## Return Value

Boolean. Returns true if equal, or false otherwise.

## Applies To

[TextRange](#)

## See Also

[inRange](#)

---

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◆ ◀ isEqual Method ▶ item Method ▲ DHT

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# IsSubscribed Method

---

Returns whether the client subscribes to the given channel.

## Syntax

```
bSubscribed = window.external.IsSubscribed(sURLToCDF)
```

## Parameters

<i>sURLToCDF</i>	Required. String that specifies the URL of a Channel Definition Format (CDF) file to be checked for a subscription.
------------------	---

## Return Value

Boolean. Returns true if the channel is subscribed to, or false if no subscription exists for that CDF file.

## Remarks

For security purposes, if this method is used in an HTML page that is not in the same secondary domain specified in *sURLToCDF*, the method returns a scripting error.

For more information about Microsoft® Active Channel™ technology, see the [active channel technology overview](#).

This method is not supported in [html applications](#).

## Applies To

[external](#)

---



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◀ IsSubscribed Method ▶ javaEnabled M

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# item Method

---

Retrieves an object or a collection from the specified collection.

## Syntax

```
vItem = object.item(vIndex [, iSubIndex])
```

## Parameters

<i>vIndex</i>	Required. Variant that specifies the number or string that indicates the object or collection to retrieve. If this parameter is a number, the method returns the object in the collection at the given position, where the first object has value 0, the second has 1, and so on. If this parameter is a string and there is more than one object with the <a href="#">name</a> or <a href="#">id</a> properties equal to the string, the method returns a collection of matching objects.
<i>iSubindex</i>	Optional. Integer that specifies the position of an object to retrieve. This parameter is used when <i>vIndex</i> is a string. The method uses the string to construct a collection of all objects that have a <b>name</b> or <b>id</b> equal to the string, and then retrieves from this collection the object at the position specified by <i>iSubIndex</i> .

## Return Value

Variant. Returns an object or a collection of objects if successful, or null otherwise.

## Remarks

The [TextRectangle](#), [attributes](#), and [rules](#) collections only accept an integer value for the *vIndex* parameter.

## Example

This example uses the **item** method to retrieve each object from the document. In this case, the method parameter is a number, so the objects are retrieved in the order in which they appear in the document.

## Applies To

[all](#), [anchors](#), [applets](#), [areas](#), [attributes](#), [behaviorUrns](#), [bookmarks](#), [boundElements](#), [cells](#), [childNodes](#), [children](#), [controlRange](#),

[elements](#), [embeds](#), [filters](#), [forms](#), [frames](#), [images](#), [imports](#), [links](#), [options](#), [plugins](#), [rows](#), [rules](#), [scripts](#), [styleSheets](#), [tbodyes](#), [TextRectangle](#)

---

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◆ ◀ item Method ▶ lastPage Method ▶ DH

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# javaEnabled Method

---

Returns whether Java is enabled.

## Syntax

```
bEnabled = navigator.javaEnabled()
```

## Return Value

Boolean. Returns true if Java is enabled, or false otherwise.

## Applies To

[clientInformation](#), [navigator](#)

---

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◆ ◀ javaEnabled Method ▶ mergeAttribute

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# lastPage Method

---

Moves to the last page of records in the data set, and scrolls it into view.

## Syntax

```
TABLE.lastPage()
```

## Return Value

No return value.

## Remarks

The [dataPageSize](#) property of the table determines the number of records displayed in the table. You must set the **DATAPAGESIZE** attribute when designing the page, or set the corresponding **dataPageSize** property at run time for this method to have any effect.

**Note** You do not need to check for boundary conditions.

## Applies To

[TABLE](#)

## See Also

[firstPage](#)

---

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◀ lastPage Method ▶ move Method ▶ D|

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# mergeAttributes Method

---

Copies all read/write attributes to the specified element.

## Syntax

```
object.mergeAttributes(oSource)
```

## Parameters

***oSource*** Required. Object that specifies the attributes copied to the object that invokes **mergeAttributes**.

## Return Value

No return value.

## Remarks

The **mergeAttributes** method copies persistent HTML attributes, events, and styles. Attributes that are read-only, such as [ID](#), are not merged.

## Example

This example uses the **mergeAttributes** method to copy attributes, events, and styles from one object to another.

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BDO, BGSOUND, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, custom, DD, DEL, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, NEXTID, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, XMP

## See Also

[clearAttributes](#)

---

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◀ move Method ▶ moveEnd Method ▶ C

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# moveBy Method

---

Moves the screen position of the window by the specified x- and y-offset values.

## Syntax

```
window.moveBy(iX, iY)
```

## Parameters

*iX* Required. Integer that specifies the horizontal scroll offset, in pixels.

*iY* Required. Integer that specifies the vertical scroll offset, in pixels.

## Return Value

No return value.

## Applies To

[window](#)

---

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 ◀ moveBy Method ▶ moveRow Method

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# moveEnd Method

---

Changes the end position of the range.

## Syntax

```
iMoved = TextRange.moveEnd(sUnit [, iCount])
```

## Parameters

<i>sUnit</i>	Required. String that specifies the units to move, using one of the following values: <div><div>character</div><div>Moves one or more characters.</div><div>word</div><div>Moves one or more words. A word is a collection of characters terminated by a space or some other white-space character, such as a tab.</div><div>sentence</div><div>Moves one or more sentences. A sentence is a collection of words terminated by a punctuation character, such as a period.</div><div>textedit</div><div>Moves to the start or end of the original range.</div></div>
<i>iCount</i>	Optional. Integer that specifies the number of units to move. This can be positive or negative. The default is <b>1</b> .

## Return Value

Integer. Returns the number of units moved.

## Remarks

This feature might not be available on non-Win32® platforms. For the latest information about Internet Explorer cross-platform compatibility, see article [q172976](#) in the Microsoft Knowledge Base.

## Applies To

[TextRange](#)

## See Also



[move](#), [moveStart](#)

---

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◀ moveEnd Method ▶ moveStart Method

*Web Workshop | DHTML, HTML & CSS*

# moveRow Method

---

Moves a [TABLE](#) row to a new position.

## Syntax

```
oRow = object.moveRow(iSource, iTarget)
```

## Parameters

<i>iSource</i>	Required. Integer that specifies the index in the <a href="#">rows</a> collection of the table row that is moved.
<i>iTarget</i>	Required. Integer that specifies where the row is moved within the <b>rows</b> collection.

## Return Value

Object. Returns a reference to the table row that is moved.

## Remarks

Rows between the *iSource* and *iTarget* positions in the **rows** collection are shifted based on the direction the row moves.

## Example

This example uses the **moveRow** method to exchange the first and second rows in a table when the user clicks a button.

```
<SCRIPT>
function fnMove(){
    oTable.moveRow(0,1);
}
</SCRIPT>
<INPUT TYPE="button" VALUE="Change Rows" onclick="fnMo
```

```
<TABLE ID="oTable">
<TR><TD>Cell 1, Row 1</TD></TR>
<TR><TD>Cell 1, Row 2</TD></TR>
</TABLE>
```

## Applies To

[TABLE](#), [TBODY](#), [TFOOT](#), [THEAD](#)

---

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◀ moveRow Method ▶ moveTo Method

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# moveStart Method

---

Changes the start position of the range.

## Syntax

```
iMoved = TextRange.moveStart(sUnit [, iCount])
```

## Parameters

<i>sUnit</i>	Required. String that specifies the units to move, using one of the following values: <div><div>character</div><div>Moves one or more characters.</div><div>word</div><div>Moves one or more words. A word is a collection of characters terminated by a space or other white-space character, such as a tab.</div><div>sentence</div><div>Moves one or more sentences. A sentence is a collection of words terminated by a punctuation character, such as a period.</div><div>textedit</div><div>Moves to the start or end of the original range.</div></div>
<i>iCount</i>	Optional. Integer that specifies the number of units to move. This can be positive or negative. The default is <b>1</b> .

## Return Value

Integer. Returns the number of units moved.

## Remarks

This feature might not be available on non-Win32® platforms. For the latest information about Internet Explorer cross-platform compatibility, see article [q172976](#) in the Microsoft Knowledge Base.

## Applies To

[TextRange](#)

## See Also

[move](#), [moveEnd](#)

---

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◀ moveStart Method ▶ moveToBookmark

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# moveTo Method

---

Moves the screen position of the upper-left corner of the window to the specified *iX* and *iY* position.

## Syntax

```
window.moveTo(iX, iY)
```

## Parameters

*iX* Required. Integer that specifies the horizontal scroll offset, in pixels.

*iY* Required. Integer that specifies the vertical scroll offset, in pixels.

## Return Value

No return value.

## Applies To

[window](#)

---

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◀ moveTo Method ▶ moveToElementTe>

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# moveToBookmark Method

---

Moves to a bookmark.

## Syntax

```
bSuccess = TextRange.moveToBookmark(sBookmark)
```

## Parameters


*sBookmark* Required. String that specifies the bookmark to move to.

## Return Value

Boolean. Returns true if successful, or false otherwise.

## Remarks

Bookmarks are opaque strings created with the [getBookmark](#) method.

This feature might not be available on non-Win32® platforms. For the latest information about Internet Explorer cross-platform compatibility, see article [q172976](#)  in the Microsoft Knowledge Base.

## Applies To

[TextRange](#)

---

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◀ moveToElementText Method ▶ named

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# moveToPoint Method

---

Moves the start and end positions of the text range to the given point.

## Syntax

```
TextRange.moveToPoint(iX, iY)
```

## Parameters

*iX* Required. Integer that specifies the horizontal offset relative to the upper-left corner of the window, in pixels.


*iY* Required. Integer that specifies the vertical offset relative to the upper-left corner of the window, in pixels.

## Return Value

No return value.

## Remarks

The coordinates of the point must be in pixels and be relative to the upper-left corner of the window. The resulting text range is empty, but you can expand and move the range using methods such as [expand](#) and [moveEnd](#).

This feature might not be available on non-Win32® platforms. For the latest information about Internet Explorer cross-platform compatibility, see article [q172976](#)  in the Microsoft Knowledge Base.

## Example

This example uses the **moveToPoint** method to move the text range to the point where the user clicked the mouse, expands the range, and selects the text within the new range.

```
<SCRIPT FOR=document EVENT=onclick LANGUAGE="JScript"
  var rng = document.body.createTextRange();
  rng.moveToPoint(window.event.x, window.event.y);
  rng.expand("word");
  rng.select();
</SCRIPT>
```

## Applies To

[TextRange](#)

---

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◀ moveToPoint Method ▶ navigate Meth

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# namedRecordset Method

---

Retrieves the recordset object corresponding to the named data member from a data source object (DSO).

## Syntax

```
oRecordset = object.namedRecordset([sQualifier] [, sSubChapter])
```

## Parameters

<i>sQualifier</i>	Required. String that specifies the name of the data member, or an empty string, which indicates the default data member.
<i>sSubChapter</i>	Optional. String that specifies a path to a hierarchical data set.

## Return Value

Object. Returns a recordset, or null if the specified data member or subchapter is unavailable.

## Remarks

Valid names for a data member are specific to the DSO implementation. Check the DSO documentation to determine whether it supports named data members and to determine the valid names for those data members.

If null values or empty strings are passed to the **namedRecordset** method, the default recordset is returned. This is identical to referring to the [recordset](#) property directly.

If the second parameter is omitted, the top-level recordset is returned. If the first parameter is omitted but the second parameter is specified, the specified subchapter of the default recordset is returned.



## Example

## Applies To

APPLET, OBJECT

## See Also

[using a data source object that exposes multiple data members](#)☐

---

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◀ namedRecordset Method ▶ Navigate/

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# navigate Method

---

Loads the specified URL to the current window.

## Syntax

```
window.navigate(sURL)
```

## Parameters

*sURL* Required. String that specifies the URL to display.

## Return Value

No return value.

## Applies To

[window](#)

## See Also

[href](#)

---

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 ◀ navigate Method ▶ nextPage Method

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# NavigateAndFind Method

---

Opens a Web page, and highlights a specific string.

## Syntax

```
window.external.NavigateAndFind(sLocation, sQuery, sTargetFrame)
```

## Parameters

<i>sLocation</i>	Required. String that specifies the URL of a Web page.
<i>sQuery</i>	Required. String that specifies the text to highlight on the Web page specified by <i>sLocation</i> .
<i>sTargetFrame</i>	Required. String that specifies the name of the target frame to query.

## Return Value

No return value.

## Remarks

The **NavigateAndFind** method requires a full qualified path, including a location prefix (http://, c:\, and so on).

The target frame argument might be empty.

This method is not supported in [html applications](#)□.

## Example

This example uses the **NavigateAndFind** method to search for a word or phrase on another page.

## Applies To

[external](#)

## See Also

[window](#)

---

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◀ NavigateAndFind Method ▶ open Met

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## nextPage Method

---

Displays the next page of records in the data set to which the table is bound.

### Syntax

```
TABLE.nextPage()
```

### Return Value

No return value.

### Remarks

The number of records displayed in the table is determined by the [dataPageSize](#) property of the table. You must set the **DATAPAGESIZE** attribute when designing the page, or set the corresponding **dataPageSize** property at run time for this method to have any effect.

**Note** You do not need to check for boundary conditions.

### Applies To

[TABLE](#)

### See Also

[data binding](#)☐, [previousPage](#)

---

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◀ open Method ▶ parentElement Method

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# open Method

---

Opens a document to collect the output of [write](#) or [writeln](#) methods.

## Syntax

```
oNewDoc = document.open(sMimeType [, sReplace])
```

## Parameters

<i>sMimeType</i>	Required. String that specifies the MIME type. Currently supports "text/html" only.
<i>sReplace</i>	Optional. String that specifies whether the new document being written is to replace the current document in the History list. Otherwise, by default, the document being created does not replace the current document in the History list.

## Return Value

Returns a reference to the new document.

## Example

This example uses the **open** method to replace the current document with a new document and display the HTML markup contained in the variable *sMarkup*.

```
var oNewDoc = document.open("text/html", "replace");  
var sMarkup = "<HTML><HEAD><TITLE>New Document</TITLE><BODY><H1>New Document</H1></BODY></HTML>";  
oNewDoc.write(sMarkup);  
oNewDoc.close();
```

## Applies To

[document](#)

## See Also

[onbeforeunload](#)

---

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 ◀ open Method ▶ pasteHTML Method ▶

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# parentElement Method

---

Retrieves the parent element for the given text range.

## Syntax

```
oElement = TextRange.parentElement()
```


## Return Value

Returns an element object if successful, or null otherwise.

## Remarks

The parent element is the element that completely encloses the text in the range.

If the text range spans text in more than one element, this method returns the smallest element that encloses all the elements. When you insert text into a range that spans multiple elements, the text is placed in the parent element rather than in any of the contained elements.

This feature might not be available on non-Win32® platforms. For the latest information about Internet Explorer cross-platform compatibility, see article [q172976](#)  in the Microsoft Knowledge Base.

## Example

This example uses the **parentElement** method to retrieve the parent element for the text range created from the current selection, and display the tag name of the element.

```
<SCRIPT LANGUAGE="JScript">
```

```
var sel = document.selection;  
var rng = sel.createRange();  
var el = rng.parentElement();  
alert(el.tagName);  
</SCRIPT>
```

## Applies To

[TextRange](#)

---

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◀ [parentElement Method](#) ▶ [previousPag](#)

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# pasteHTML Method

---

Pastes HTML text into the given text range, replacing any previous text and HTML elements in the range.

## Syntax

```
TextRange.pasteHTML(sHTMLText)
```

## Parameters

<i>sHTMLText</i>	Required. String that specifies the HTML text to paste. The string can contain text and any combination of the HTML tags described in <a href="#">HTML Elements</a> .
------------------	---


## Return Value

No return value.

## Remarks

Although this method never fails, it might alter the HTML text to make it fit the given text range. For example, pasting a table cell into a text range that does not contain a table might cause the method to insert a [TABLE](#) element. For predictable results, paste only well-formed HTML text that fits within the given text range.

This method is accessible at run time. If elements are removed at run time, before the closing tag is parsed, areas of the document might not render.

This feature might not be available on non-Win32® platforms. For the latest information about Internet Explorer cross-platform compatibility, see article [q172976](#)  in the Microsoft Knowledge Base.

## Example

This example uses the **pasteHTML** method to replace the current selection with a new paragraph.

```
<SCRIPT LANGUAGE="JScript">
var sel = document.selection;
if (sel!=null) {
    var rng = sel.createRange();
    if (rng!=null)
        rng.pasteHTML("<P><B>Selection has been replaced.</B></P>");
}
</SCRIPT>
```

## Applies To

[TextRange](#)

---

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◀ pasteHTML Method ▶ print Method ▶ |

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## previousPage Method

---

Scrolls into view the previous page of records in the data set.

### Syntax

```
table.previousPage()
```

### Return Value

No return value.

### Remarks

The number of records displayed in the table is determined by the [dataPageSize](#) property of the table. You must set the **DATAPAGESIZE** attribute when designing the page, or set the corresponding **dataPageSize** property at run time for this method to have an effect.

**Note** You do not need to check for boundary conditions.

### Applies To

[TABLE](#)

### See Also

[data binding](#)☐, [nextPage](#)

---

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◀ [previousPage method](#) ▶ [prompt Method](#)

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# print Method

---

Prints the document associated with the window.

## Syntax

```
window.print()
```

## Return Value

No return value.

## Remarks

Calling the **print** method has the same effect as choosing Print from the Microsoft® Internet Explorer File menu. The **print** method activates the Print dialog box, prompting the user to change print settings. When the user clicks the OK button, the following sequence of events occurs:

1. The [onbeforeprint](#) event fires.
2. The document prints.
3. The [onafterprint](#) event fires.

The **onbeforeprint** and **onafterprint** events are particularly useful when not all the information on the page is visible at all times. Use the **onbeforeprint** to modify the document to make all the information on the page visible for printing. To return the document to its original state, use the **onafterprint** event.

## Applies To

[window](#)

---

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 ◀ recalc Method ▶ releaseCapture Meth

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# refresh Method

---

Refreshes the content of the table.

## Syntax

```
table.refresh()
```

## Return Value

No return value.

## Applies To

[TABLE](#)

---

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◆ ◀ refresh Method ▶ reload Method ▶ DHTML

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# releaseCapture Method

---

Removes mouse capture from the object in the current document.

## Syntax

```
object.releaseCapture()
```

## Return Value

No return value.

## Remarks

For **releaseCapture** to have an effect, you must set mouse capture through the [setCapture](#) method.

You can invoke the **releaseCapture** method on the [document](#) object. The **releaseCapture** method makes it unnecessary to determine which element has capture to programmatically release it. Other actions that release document capture include displaying a modal dialog box and switching focus to another application or browser window.

## Example

This example invokes the **releaseCapture** method on the document object.

```
<BODY onload="oOwnCapture.setCapture();"
  onclick="document.releaseCapture();">
<DIV ID=oOwnCapture
  onmousemove="oWriteLocation.value =
    event.clientX + event.clientY";
  onlosecapture="alert(event.srcElement.id +
```

```
' has lost mouse capture.')">
<TEXTAREA ID=oWriteLocation COLS=2></TEXTAREA>
</DIV>
<HR>
<DIV ID=oNoCapture>
<P>Click the document to invoke the releaseCapture method.</P>
</DIV>
</BODY>
```

This feature requires Microsoft® Internet Explorer 5 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

A, ADDRESS, APPLET, AREA, B, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, custom, DD, DFN, DIR, DIV, DL, document, DT, EM, EMBED, FIELDSET, FONT, FORM, Hn, HR, I, IMG, INPUT type=submit, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=text, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

## See Also

[mouse capture overview](#)☐, [onlosecapture](#), [setCapture](#)

---

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◀ releaseCapture Method ▶ remove Me

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# reload Method

---

Reloads the current page.

## Syntax

```
location.reload([bReloadSource])
```

## Parameters

<i>bReloadSource</i>	Optional. Boolean that specifies one of the following values: <b>false</b> Default. Reloads the page from the browser cache. <b>true</b> Reloads the page from the server.
----------------------	--

## Return Value

No return value.

## Applies To

[location](#)

---

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◀ reload Method ▶ removeAttribute Metl

*Web Workshop | DHTML, HTML & CSS*



# remove Method

---

Removes an element from the collection.

## Syntax

```
object.remove(iIndex)
```

## Parameters

*iIndex* Required. Integer that specifies the zero-based index of the element to remove from the collection.

## Return Value

No return value.

## Applies To

[areas](#), [controlRange](#), [options](#)

## See Also

[add](#)

---

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◀ remove Method ▶ removeBehavior Me

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# removeAttribute Method

---

Removes the given attribute from the object.

## Syntax

```
bSuccess = object.removeAttribute(sName [, iCaseSensitive])
```

## Parameters

<i>sName</i>	Required. String that specifies the attribute name.
<i>iCaseSensitive</i>	Optional. Integer that specifies whether to use a case-sensitive search to locate the attribute. By default, this value is set to <b>1</b> to indicate that the uppercase and lowercase letters in the specified <i>sName</i> parameter must exactly match those in the attribute name. If there are multiple attributes specified with different case sensitivity, the attribute returned might vary across platforms.

## Return Value

Boolean. Returns true if successful, or false otherwise.

## Remarks

If two or more attributes have the same name—differing only in uppercase and lowercase letters—and *iCaseSensitive* is set to 0, this method removes only the last attribute to be created with this name. All other attributes of the same name are ignored.

## Applies To

A, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BGSOUND, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, custom, DD, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, META, NEXTID, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, WBR, XMP

---

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◀ removeAttribute Method ▶ removeChi

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# removeBehavior Method

---

Detaches a [behavior](#)☐ from the element.

## Syntax

```
bSuccess = object.removeBehavior(iID)
```

## Parameters

*iID* Required. Integer that specifies the identifier returned from a previous [addBehavior](#) call.

## Return Value

Boolean. Returns true if the behavior was removed successfully, or false otherwise.

## Example

This example uses the **removeBehavior** method to show how a behavior that implements a mouseover highlighting effect can be dynamically removed from all [LI](#) elements on a page.

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BGSOUND, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, ISINDEX, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, NEXTID, NOBR, NOFRAMES, NOSCRIPT, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, STYLE, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, WBR, XML, XMP

## See Also

[addBehavior](#), [dhtml behaviors](#)☐, [using dhtml behaviors](#)☐, [implementing](#)

dhtml behaviors in script ☐

---

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◆ ◀ removeBehavior Method ▶ removeEx|

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# removeChild Method

---

Removes a child node from an element.

## Syntax

```
oRemove = object.removeChild(oNode)
```

## Parameters

*oNode* Required. Object that specifies the element to be removed from the document.

## Return Value

Returns a reference to the object that is removed.

## Remarks

The node to be removed must be an immediate child of the parent object.

This method is accessible at run time. If elements are removed at run time, before the closing tag is parsed, areas of the document might not render.

## Example

This example uses the **removeChild** method to remove a bold element from a [DIV](#).

```
<HEAD>
<SCRIPT>
function removeElement()
{
    try
    {
```

```

    //The first child of the div is the bold element.
    var oChild=Div1.children(0);
    Div1.removeChild(oChild);
}
catch(x)
{
    alert("You have already removed the bold element.
    Page will be refreshed when you click OK.")
    document.location.reload();
}
}
</SCRIPT>
</HEAD>
<BODY>
<DIV ID=Div1 onclick="removeElement()">
Click anywhere in this sentence to remove this <B>Bold</B> word
</DIV>
</BODY>

```

## Applies To

A, ACRONYM, ADDRESS, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, DD, DEL, DFN, DIR, DIV, DL, DT, EM, FIELDSET, FONT, FORM, FRAMESET, HEAD, Hn, HTML, I, IFRAME, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, NEXTID, OL, OPTION, P, PLAINTEXT, PRE, Q, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

---

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◀ removeChild Method ▶ removeNode M

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# removeExpression Method

---

Removes the expression from the specified property.

## Syntax

```
bSuccess = object.removeExpression(sPropertyName)
```

## Parameters

*sPropertyName* Required. String that specifies the name of the property from which to remove an expression.

## Return Value

Boolean. Returns true if the expression was successfully removed, or false otherwise.

## Remarks

After the expression is removed from the specified property, the value of the property equals the last computed value of the expression. To remove expressions set by the [setExpression](#) method, use **removeExpression**.

The following syntax sections show how to remove an expression from supported [cascading style sheets \(CSS\) attributes](#) and [Dynamic HTML \(DHTML\) properties](#).

- Use this syntax to remove an expression from a read/write property or from an [expando](#) property.

```
object.removeExpression(sPropertyName)
```

- Use this syntax to remove an expression from a CSS attribute.
-

**`object.style.removeExpression(sPropertyName)`**

## Example

This example uses the **removeExpression** method to remove an expression from the [width](#) property of a blue box.

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, Hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, NOBR, OBJECT, OL, OPTION, P, PARAM, PRE, Q, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR

## See Also

[dynamic properties](#)☐, [getExpression](#), [recalc](#)

---

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◀ removeExpression Method ▶ removeF

*Web Workshop | DHTML, HTML & CSS*

# removeNode Method

---

Removes the object from the document hierarchy.

## Syntax

```
oRemoved = object.removeNode(bRemoveChildren)
```

## Parameters

<i>bRemoveChildren</i>	Optional. Boolean that specifies one of the following values: <b>false</b> Default. <a href="#">ChildNodes</a> collection of the object is not removed. <b>true</b> <b>ChildNodes</b> collection of the object is removed.
------------------------	--

## Return Value

Returns a reference to the object that is removed.

## Remarks

This property is accessible at run time. If elements are removed at run time, before the closing tag is parsed, areas of the document might not render.

## Example

This example uses the **removeNode** method to remove a table from the document hierarchy.

```
<SCRIPT>
function fnRemove(){
    // 'true' possible value specifies removal of childNodes also
    oTable.removeNode(true);
}
</SCRIPT>
```

```
<TABLE ID = oTable>
<TR>
<TD>Cell 1</TD>
<TD>Cell 2</TD>
</TR>
</TABLE>
```

```
<INPUT TYPE = button VALUE = "Remove Table" onclick = "fnR
```

## Applies To

A, ACRONYM, ADDRESS, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, DD, DEL, DFN, DIR, DIV, DL, DT, EM, FIELDSET, FONT, FORM, FRAMESET, HEAD, Hn, HTML, I, IFRAME, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, NEXTID, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

## See Also

[appendChild](#), [cloneNode](#), [insertBefore](#)

---

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◀ removeNode Method ▶ replace Metho

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# removeRule Method

---

Deletes an existing style rule for the [styleSheet](#) object, and adjusts the index of the [rules](#) collection accordingly.

## Syntax

```
styleSheet.removeRule[iIndex]
```

## Parameters

<i>iIndex</i>	Optional. Integer that specifies the index value of the rule to be deleted from the style sheet. If an index is not provided, the first rule in the <b>rules</b> collection is removed.
---------------	---

## Return Value

No return value.

## Remarks

The page does not automatically reflow when the rule is removed. To see the change, you must reflow the page. You can reflow the objects affected using a number of methods. For example, you can reflow the style change only on affected text by setting the text equal to itself (see Example).

Alternately, you can reload the entire page using the [reload](#) method. When you use the [refresh](#) method on a table, its content is reflowed.

## Example

This example uses the **removeRule** method to delete a rule from the [rules](#) collection, which causes the text to reflow according to the new rules.

```
<STYLE>
```

```

P {color:green}
</STYLE>
:
<SCRIPT>
function removeTheRule() {
    // Style sheets and rules are zero-based collections; therefore,
    // the first item is item 0 in the collection.
    var iSheets = document.styleSheets.length;
    var iRules = document.styleSheets[iSheets-1].rules.length;
    // make sure there is a rule to delete
    if (1 < iRules) {
        document.styleSheets[iSheets-1].removeRule(1);
        // Force the page to render the change.
        oEffectRules.innerHTML=oEffectRules.innerHTML;
    }
}
</SCRIPT>
:
<P ID=oEffectRules>This text has the new style applied to it.
</P>
:
<BUTTON onclick="removeTheRule()">Remove the new rule.</B

```

This feature requires Microsoft® Internet Explorer 5 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[styleSheet](#)

## See Also

[addRule](#), [rules](#), [styleSheets](#)

---

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◀ removeRule Method ▶ replaceAdjacent

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# replace Method

---

Replaces the current document by loading the document at the specified URL.

## Syntax

```
location.replace(sURL)
```

## Parameters

*sURL* Required. String that specifies the URL to insert into the session history.

## Return Value

No return value.

## Remarks

Replacing a document causes it to be inaccessible through the [history](#) object. Also, the URL is no longer accessible through the user interface navigation methods, such as the Back and Forward buttons.

## Applies To

[location](#)

---

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◆ ◀ replace Method ▶ replaceChild Metho

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# replaceAdjacentText Method

---

Replaces the adjacent text character.

## Syntax

```
object.replaceAdjacentText(sWhere, sReplaceText)
```

## Parameters

<i>sWhere</i>	Required. String that specifies where to locate the replacement text, using one of the following values: <div><div>beforeBegin</div><div>Replaces text immediately before the element.</div><div>afterBegin</div><div>Replaces text after the start of the element but before all other content in the element.</div><div>beforeEnd</div><div>Replaces text immediately before the end of the element but after all other content in the element.</div><div>afterEnd</div><div>Replaces text immediately after the end of the element.</div></div>
<i>sReplaceText</i>	Required. String that specifies the replacement text.

## Return Value

No return value.

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BDO, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, NEXTID, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, XMP

---

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◀ replaceAdjacentText Metho... ▶ replac

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# replaceChild Method

---

Replaces an existing child element with a new child element.

## Syntax

```
oReplace = object.replaceChild(oNewNode, oOldNode)
```

## Parameters

<i>oNewNode</i>	Required. Object that specifies the new element to be inserted into the document.
<i>oChildNode</i>	Required. Object that specifies the existing element to be replaced.

## Return Value

Returns a reference to the object that is replaced.

## Remarks

The node to be replaced must be an immediate child of the parent object.  
The new node must be created using the [createElement](#) method.

This property is accessible at run time. If elements are removed at run time, before the closing tag is parsed, areas of the document might not render.

## Example

This example uses the **replaceChild** method to replace a bold element from a [DIV](#) with an italic element.

```
<HEAD>
<SCRIPT>
function replaceElement()
{
```

```

    //The first child of the div is the bold element.
    var oChild=Div1.children(0);
    var sInnerHTML = oChild.innerHTML;
    if (oChild.tagName=="B")
    {
        oNewChild=document.createElement("I");
        Div1.replaceChild(oNewChild, oChild);
        oNewChild.innerHTML=sInnerHTML
    }
    else
    {
        oNewChild=document.createElement("B");
        Div1.replaceChild(oNewChild, oChild);
        oNewChild.innerHTML=sInnerHTML
    }
}
</SCRIPT>
</HEAD>
<BODY>
<DIV ID=Div1 onclick="replaceElement()">
Click anywhere in this sentence to toggle this <B>word</B>
between bold and italic.</DIV>
</BODY>

```

## Applies To

A, ACRONYM, ADDRESS, B, BDO, BIG, BLOCKQUOTE, BODY, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, DD, DEL, DFN, DIR, DIV, DL, DT, EM, FIELDSET, FONT, FORM, FRAMESET, HEAD, Hn, HTML, I, IFRAME, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, NEXTID, OL, OPTION, P, PLAINTEXT, PRE, Q, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, XMP

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◀ replaceNode Method ▶ resizeBy Meth

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# reset Method

---

Simulates a mouse click on a reset button for the calling form.

## Syntax

```
form.reset()
```

## Return Value

No return value.

## Applies To

[form](#)

---

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◀ reset Method ▶ resizeTo Method ▶ Df

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# resizeBy Method

---

Changes the current size of the window by the specified x- and y-offset.

## Syntax

```
window.resizeBy(iX, iY)
```

## Parameters

**iX** Required. Integer that specifies the horizontal offset, in pixels.

**iY** Required. Integer that specifies the vertical offset, in pixels.

## Return Value

No return value.

## Applies To

window

---

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◆ ◀ resizeBy Method ▶ scroll Method ▲ Df

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# resizeTo Method

---

Sets the size of the window to the specified width and length values.

## Syntax

```
window.resizeTo(iWidth, iHeight)
```

## Parameters

<i>iWidth</i>	Required. Integer that specifies the width of the window, in pixels.
<i>iHeight</i>	Required. Integer that specifies the height of the window, in pixels.

## Return Value

No return value.

## Applies To

[window](#)

---

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◆ ◀ **resizeTo Method** ▶ **scrollBy Method** ▲

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# scroll Method

---

Causes the window to scroll to the specified x- and y-offset at the upper-left corner of the window.

## Syntax

```
window.scroll(iX, iY)
```

## Parameters

*iX* Required. Integer that specifies the horizontal scroll offset, in pixels.

*iY* Required. Integer that specifies the vertical scroll offset, in pixels.

## Return Value

No return value.

## Remarks

This method is provided for backward compatibility only. The recommended way to scroll a window is to use the [scrollTo](#) method.

## Applies To

[window](#)

---

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◀ scroll Method ▶ scrollToView Method

*Web Workshop | DHTML, HTML & CSS*

# scrollBy Method

---

Causes the window to scroll relative to the current scrolled position by the specified x- and y-pixel offset.

## Syntax

```
window.scrollBy(iX, iY)
```

## Parameters

<i>iX</i>	Required. Integer that specifies the horizontal scroll offset, in pixels. Positive values scroll the window right, and negative values scroll it left.
<i>iY</i>	Required. Integer that specifies the vertical scroll offset, in pixels. Positive values scroll the window down, and negative values scroll it up.

## Return Value

No return value.

## Applies To

[window](#)

---

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◆ ◀ scrollBy Method ▶ scrollTo Method ▶ [

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# scrollIntoView Method

---

Causes the object to scroll into view, aligning it either at the top or bottom of the window.

## Syntax

```
object.scrollIntoView([bAlignToTop])
```

## Parameters

<i>bAlignToTop</i>	Optional. Boolean that specifies one of the following values: <b>true</b> Default. Scrolls the object so that top of the object is visible at the top of the window. <b>false</b> Scrolls the object so that the bottom of the object is visible at the bottom of the window.
--------------------	---

## Return Value

No return value.

## Remarks

The **scrollIntoView** method is useful for immediately showing the user the result of some action without requiring the user to manually scroll through the document to find the result.

## Example

This example uses the **scrollIntoView** method to underline the content of the document's fifth paragraph and scroll it into view at the top of the window.

```
var coll = document.all.tags("P");  
if (coll.length >= 5)
```



```
{  
  coll(4).style.textDecoration = "underline";  
  coll(4).scrollIntoView(true);  
}
```

## Applies To

A, ADDRESS, APPLET, AREA, B, BIG, BLOCKQUOTE, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, controlRange, custom, DD, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, Hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, NOBR, OBJECT, OL, P, PLAINTEXT, PRE, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TextRange, TFOOT, TH, THEAD, TR, TT, U, UL, VAR, WBR, XMP

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◀ [scrollIntoView Method](#) ▶ [select Method](#)

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# scrollTo Method

---

Scrolls the window to the specified x- and y-offset.

## Syntax

```
window.scrollTo(iX, iY)
```

## Parameters

*iX* Required. Integer that specifies the horizontal scroll offset, in pixels.

*iY* Required. Integer that specifies the vertical scroll offset, in pixels.

## Return Value

No return value.

## Remarks

The specified offsets are relative to the upper-left corner of the window.

## Applies To

[window](#)

---

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◀ select Method ▶ setAttribute Method ▶

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## select Method

---

Makes the active selection equal to the current object.


### Syntax

```
object.select()
```

### Return Value

No return value.

### Remarks

This feature might not be available on non-Win32® platforms. For the latest information about Internet Explorer cross-platform compatibility, see article [q172976](#)  in the Microsoft Knowledge Base.

### Applies To

[TextRange](#), [controlRange](#)

---

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◀ select Method ▶ setCapture Method ▶

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# setAttribute Method

---

Sets the value of the specified attribute.

## Syntax

```
object.setAttribute(sName, vValue [, iFlags])
```

## Parameters

<i>sName</i>	Required. String that specifies the name of the attribute.
<i>vValue</i>	Required. Variant that specifies the string, number, or Boolean to assign to the attribute.
<i>iFlags</i>	Optional. Integer that specifies one or more of the following flags: 0 When the attribute is set, it overwrites any attributes with the same name, regardless of their case. 1 Default. The case of the attribute that you set is respected when it is set on the object.

## Return Value

No return value.

## Remarks

If the specified attribute is not already present, the **setAttribute** method adds the attribute to the object and sets the value.

Be careful when spelling attribute names. If you set *iFlags* to **1** and the *sName* parameter does not have the same uppercase and lowercase letters as the attribute, a new attribute is created for the object.

## Applies To

A, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BGSOUND, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, custom, DD, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, META, NEXTID, NOBR, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, S,

SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, STYLE, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, WBR, XMP

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◀ **setAttribute Method** ▶ **setData Method**

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# setCapture Method

---

Sets the mouse capture to the object belonging to the current document.

## Syntax

```
object.setCapture([bContainerCapture])
```

## Parameters

<i>bContainerCapture</i>	Optional. Boolean that specifies one of the following values: <b>true</b> Default. Events originating within a container with mouse capture are fired. <b>false</b> Events originating within a container with mouse capture are not fired.
--------------------------	---

## Return Value

No return value.

## Remarks

Once mouse capture is set to an object, that object fires all mouse events for the document. Supported mouse events include [onmousedown](#), [onmouseup](#), [onmousemove](#), [onclick](#), [ondblclick](#), [onmouseover](#), and [onmouseout](#). The [srcElement](#) property of the window [event](#) object always returns the object that is positioned under the mouse rather than the object that has mouse capture.

When a container object, such as a [DIV](#), has mouse capture, events originating on objects within that container are fired by the **DIV**, unless the *bContainerCapture* parameter of the **setCapture** method is set to false. Passing the value false causes the container to no longer capture all document events. Instead, objects within that container still fire events, and those events also bubble as expected.

Drag-and-drop as well as text selection through the user interface are disabled when mouse capture is set programmatically.

The following key events are unaffected by mouse capture and fire as usual: [onkeydown](#), [onkeyup](#), and [onkeypress](#).

## Example

The following examples use the **setCapture** method to show different aspects of mouse capture.

## Applies To

[A](#), [ADDRESS](#), [APPLET](#), [AREA](#), [B](#), [BIG](#), [BLOCKQUOTE](#), [BODY](#), [BR](#), [BUTTON](#), [CAPTION](#), [CENTER](#), [CITE](#), [CODE](#), [custom](#), [DD](#), [DFN](#), [DIR](#), [DIV](#), [DL](#), [DT](#), [EM](#), [EMBED](#), [FIELDSET](#), [FONT](#), [FORM](#), [Hn](#), [HR](#), [I](#), [IMG](#), [INPUT type=button](#), [INPUT type=checkbox](#), [INPUT type=file](#), [INPUT type=hidden](#), [INPUT type=image](#), [INPUT type=password](#), [INPUT type=radio](#), [INPUT type=reset](#), [INPUT type=submit](#), [INPUT type=text](#), [KBD](#), [LABEL](#), [LEGEND](#), [LI](#), [LISTING](#), [MAP](#), [MARQUEE](#), [MENU](#), [NOBR](#), [OBJECT](#), [OL](#), [OPTION](#), [P](#), [PLAINTEXT](#), [PRE](#), [S](#), [SAMP](#), [SELECT](#), [SMALL](#), [SPAN](#), [STRIKE](#), [STRONG](#), [SUB](#), [SUP](#), [TABLE](#), [TBODY](#), [TD](#), [TEXTAREA](#), [TFOOT](#), [TH](#), [THEAD](#), [TR](#), [TT](#), [U](#), [UL](#), [VAR](#), [XMP](#)

## See Also

[mouse capture overview](#)☐, [onlosecapture](#), [releaseCapture](#)

---

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◀ setData Method ▶ setExpression Meth

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# setEndPoint Method

---

Sets the end point of one range based on the end point of another range.

## Syntax

```
textRange.setEndPoint(sType, oTextRange)
```

## Parameters

<i>sType</i>	Required. String that specifies the end point to transfer, using one of the following values: <div><div>StartToEnd</div><div>Move the start of the <a href="#">TextRange</a> object to the end of the specified <i>oTextRange</i> parameter.</div><div>StartToStart</div><div>Move the start of the <b>TextRange</b> object to the start of the specified <i>oTextRange</i> parameter.</div><div>EndToStart</div><div>Move the end of the <b>TextRange</b> object to the start of the specified <i>oTextRange</i> parameter.</div><div>EndToEnd</div><div>Move the end of the <b>TextRange</b> object to the end of the specified <i>oTextRange</i> parameter.</div></div>
<i>oTextRange</i>	Required. <b>TextRange</b> object that specifies the range from which the source end point is to be taken.

## Return Value

No return value.

## Remarks

A text range has two end points: one at the beginning of the text range and one at the end. An end point also can be the position between two characters in an HTML document.

In Microsoft® Internet Explorer 4.0, an end point is relative to text only, not HTML tags.


There are four possible end-point locations in the following HTML:

```
<BODY><P><B>abc
```

The possible end-point locations are:

- Before the letter a.
- Between the letters a and the b.
- Between the letters b and the c.
- After the letter c.

In Internet Explorer 4.0, an end point cannot be established between the **BODY** and the **P**, for example. Such an end point would be considered to occur before the letter a.

This method might not be available on non-Win32® platforms. For the latest information about Internet Explorer cross-platform compatibility, see article [q172976](#)  in the Microsoft Knowledge Base.

## Example

This example uses the **setEndPoint** method to set the start point of the current range (r1) to the end point of the second range (r2).

```
<SCRIPT LANGUAGE="JScript">  
r1.setEndPoint("StartToEnd", r2);  
</SCRIPT>
```

## Applies To

[TextRange](#)

---

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◀ setEndPoint Method ▶ setInterval Met

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# setExpression Method

---

Sets an expression for the specified object.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT STYLE="sAttributeName:expression(sExpression)"&gt;</code>
<b>Scripting</b>	<code>object.setExpression(sPropertyName, sExpression2, sLanguage)</code>

## Parameters

<i>sAttributeName</i>	Required. String that specifies the name of the attribute to which <i>sExpression</i> is added.
<i>sPropertyName</i>	Required. String that specifies the name of the property to which <i>sExpression</i> is added.
<i>sExpression</i>	Required. String that specifies any valid Microsoft JScript (compatible with ECMA 262 language specification) statement without quotations or semicolons. This string can include references to other properties on the current page. Array references are not allowed on object properties included in this script.
<i>sExpression2</i>	Required. String that specifies any valid script. This string can include references to other properties on the current page. Array references are not allowed on object properties included in this script.
<i>sLanguage</i>	Required. String that specifies one of the following values: JScript      Language is JScript. VBScript    Language is VBScript. JavaScript   Language is JavaScript.

## Return Value

No return value.

## Remarks

Use the **setExpression** method to add expressions to supported [cascading style sheets \(CSS\) attributes](#) and read/write [Dynamic HTML \(DHTML\) properties](#). To remove expressions set by **setExpression**, use the [removeExpression](#) method.

The following syntax sections show how to set an expression on DHTML properties and CSS attributes.

- Use this syntax to set an expression on a read/write property or on an [expando](#) property.

```
object.setExpression(sPropertyName, sExpression, sLanguage)
```

- Use this syntax to set an expression on a CSS attribute.

```
object.style.setExpression(sPropertyName, sExpression, sLanguage)
```

The data type of the evaluated expression in the *sExpression* parameter must match one of the possible values allowed for the *sPropertyName* parameter. If the property or attribute specified by the first parameter requires a string, the data type of the second parameter must be a string. Otherwise, the second parameter is evaluated prior to invoking **setExpression**, causing the expression to be set to the result of the evaluation.

Use the [uniqueID](#) property of an object in an expression to refer back to the object. Using **uniqueID** is an alternative to specifying an [id](#) for expressions that use an object reference.

The [cssText](#) property is a unique property that is not compatible with the dynamic properties implementation. Do not use **cssText** with any dynamic property methods.

## Example

The following examples use the **setExpression** method to change the width of a blue box. In each example, the width of the blue box is equal to the sum of the values of the first two text boxes. When a value in one of the text boxes changes, the width of the blue box recalculates.

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BDO, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, Hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LISTING, MARQUEE, MENU, NOBR, OBJECT, OL, OPTION, P, PARAM, PRE, Q, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, style, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TR, TT, U, UL, VAR

## See Also

[dynamic properties](#)☐, [getExpression](#), [recalc](#)

---

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◀ **setExpression Method** ▶ **setTimeout N**

*Web Workshop | DHTML, HTML & CSS*

# setInterval Method

---

Evaluates an expression each time a specified number of milliseconds has elapsed.

## Syntax

```
iTimerID = window.setInterval(vCode, iMilliseconds [, sLanguage])
```

## Parameters

<i>vCode</i>	Required. Variant that specifies a function pointer or string that indicates the code to be executed when the specified interval has elapsed.
<i>iMilliseconds</i>	Required. Integer that specifies the number of milliseconds.
<i>sLanguage</i>	Optional. String that specifies any one of the possible values for the <a href="#">LANGUAGE</a> attribute.

## Return Value

Integer. Returns an identifier that cancels the timer with the [clearInterval](#) method.

## Remarks

The **setInterval** method continuously evaluates the specified expression until the timer is removed with the [clearInterval](#) method.

In versions earlier than Microsoft® Internet Explorer 5, the first argument of **setInterval** must be a string. Evaluation of the string is deferred until the specified interval elapses.

As of Internet Explorer 5, the first argument of **setInterval** can be passed as a string or as a function pointer.

To pass a function as a string, be sure to suffix the function name with

parentheses.

```
window.setInterval("someFunction()", 5000);
```

When passing a function pointer, do not to include the parentheses.

```
window.setInterval(someFunction, 5000);
```

Include the parentheses to have the function evaluated immediately before **setInterval** is called. The result of the function is passed to **setInterval** rather than to the function.

To retrieve a function pointer, use the code shown in the following example:

```
function callback()
{
    alert("callback");
}

function callback2()
{
    alert("callback2");
}

function chooseCallback(iChoice)
{
    switch (iChoice)
    {
        case 0:
            return callback;
        case 1:
```

```

        return callback2;
    default:
        return "";
    }
}

// if i is 0, callback is invoked after 5 seconds
// if i is 1, callback2 is invoked
// otherwise, the timer is not set
window.setInterval(chooseCallback(i), 5000);

```

## Example

This example uses the **setInterval** method to create a DHTML clock. A variable is assigned to the interval, and can be used as a reference to stop the interval using the [clearInterval](#) method.

```

var oInterval = "";

function fnStartInterval(){
    oInterval = window.setInterval("fnRecycle()",1000);
}
function fnRecycle(){
    // Code to display hours, minutes, and seconds.
}

```

This feature requires Microsoft® Internet Explorer 4 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[window](#)

## See Also

[clearInterval](#), [setTimeout](#)

---

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## ◀ setInterval Method ▶ ShowBrowserUI

*Web Workshop | DHTML, HTML & CSS*

# setTimeout Method

---

Evaluates an expression after a specified number of milliseconds has elapsed.

## Syntax

```
iTimerID = window.setTimeout(vCode, iMilliseconds [, sLanguage])
```

## Parameters

<i>vCode</i>	Required. Variant that specifies the function pointer or string that indicates the code to be executed when the specified interval has elapsed.
<i>iMilliseconds</i>	Required. Integer that specifies the number of milliseconds.
<i>sLanguage</i>	Optional. String that specifies any one of the possible values for the <a href="#">LANGUAGE</a> attribute.

## Return Value

Integer. Returns an identifier that cancels the evaluation with the [clearTimeout](#) method.

## Remarks

In versions earlier than Microsoft® Internet Explorer 5, the first argument of **setTimeout** must be a string. Evaluation of the string is deferred until the specified interval elapses.

As of Internet Explorer 5, the first argument of **setTimeout** can be a string or a function pointer.

The specified expression or function is evaluated once. For repeated evaluation, use the [setInterval](#) method.

## Example

The following examples use the **setTimeout** method to evaluate a simple

expression after 1 second has elapsed.

## **Applies To**

[window](#)

---

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◀ setTimeout Method ▶ showHelp Metho

*Web Workshop | DHTML, HTML & CSS*

# ShowBrowserUI Method

---

Opens the specified browser dialog box.

## Syntax

```
vReturn = window.external.ShowBrowserUI(sUI, null)
```

## Parameters

<i>sUI</i>	Required. String that specifies a browser dialog box, using one of the following values: LanguageDialog Opens the Language Preference dialog box. OrganizeFavorites Opens the Organize Favorites dialog box.
null	Required. Null value.

## Return Value

Variant. Return value is determined by the dialog box.

## Example

This example uses the **ShowBrowserUI** method to open a particular dialog box when a button is clicked.

```
<BUTTON onclick="window.external.ShowBrowserUI('LanguageI  
+ ", null)">Show Language Dialog</BUTTON>  
<BUTTON onclick="window.external.ShowBrowserUI('OrganizeF  
+ ", null)">Show Organize Favorites</BUTTON>
```

## Applies To

[external](#)

---

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◀ ShowBrowserUI Method ▶ showModal

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# showHelp Method

---

Displays a Help file. This method can be used with Microsoft HTML Help.

## Syntax

```
window.showHelp(sURL [, vContextID])
```

## Parameters

<i>sURL</i>	Required. String that specifies the URL of the Help (.hlp) file to display.
<i>vContextID</i>	Optional. Variant that specifies a string or integer that indicates a context identifier in a Help file.

## Return Value

No return value.

## Remarks

When implementing this method, a second Help dialog box appears when the user presses F1 or clicks Help on the menu bar. You can prevent the default Help dialog box from appearing by setting the following:

```
window.event.returnValue = false
```

## Applies To

[window](#)

---

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◀ showModelessDialog Method ▶ start I

*Web Workshop | DHTML, HTML & CSS*

# splitText Method

---

Divides a text node at the specified index.

## Syntax

```
oSplitNode = TextNode.splitText(iIndex)
```

## Parameters

<i>iIndex</i>	Optional. Integer that specifies the index of the string that indicates where the separation occurs. If a value is not provided, a new text node with no value is created.
---------------	--

## Return Value

Returns a text node object.

## Remarks

The text node that invokes the **splitText** method has a [nodeValue](#) equal to the substring of the value, from 0 to *iIndex*. The new text node has a **nodeValue** of the substring of the original value, from the specified index to the value length. Text node integrity is not preserved when the document is saved or persisted.

## Example

## Applies To

[TextNode](#)

## See Also

[createElement](#)

---

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◆ ◀ splitText Method ▶ stop Method ▶ DH

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# start Method

---

Starts scrolling the marquee.

## Syntax

```
marquee.start()
```

## Return Value

No return value.

## Remarks

Invoking the **start** method does not fire the [onstart](#) event handler.

## Applies To

[MARQUEE](#)

---

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◀ start Method ▶ submit Method ▲ DHTML

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# stop Method

---

Stops the marquee from scrolling.

## Syntax

```
marquee.stop()
```

## Return Value

No return value.

## Applies To

[MARQUEE](#)

---

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◀ stop Method ▶ swapNode Method ▶ C

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# submit Method

---

Submits the form, and fires the [onsubmit](#) event.

## Syntax

```
form.submit()
```

## Return Value

No return value.

## Applies To

[FORM](#)

## See Also

[INPUT](#), [reset](#)

---

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◀ submit Method ▶ tags Method ▶ DHTML

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# swapNode Method

---

Exchanges the location of two objects in the document hierarchy.

## Syntax

```
oSwapped = object.swapNode(oNode)
```

## Parameters

*oNode* Required. Object that specifies the existing element.

## Return Value

Returns a reference to the object that invoked the method.

## Remarks

This method is accessible at run time. If elements are removed at run time, before the closing tag is parsed, areas of the document might not render.

## Example

This example uses the **swapNode** method to exchange the location of two objects.

```
<SCRIPT>
function fnSwap(){
    oList.children(0).swapNode(oList.children(1));
}
</SCRIPT>

<UL ID = oList>
```

```
<LI>List Item 1
<LI>List Item 2
<LI>List Item 3
<LI>List Item 4
</UL>
<INPUT TYPE = button VALUE = "Swap List" onclick = "fnSwap
```

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BASE, BASEFONT, BDO, BGSOUND, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, COMMENT, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, FRAME, FRAMESET, HEAD, Hn, HR, HTML, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, KBD, LABEL, LEGEND, LI, LINK, LISTING, MAP, MARQUEE, MENU, NEXTID, OBJECT, OL, OPTION, P, PLAINTEXT, PRE, Q, S, SAMP, SCRIPT, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TFOOT, TH, THEAD, TITLE, TR, TT, U, UL, VAR, XMP

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 ◀ tags Method ▶ urns Method ▶ DHTML

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# taintEnabled Method

---

Returns whether data tainting is enabled.

## Syntax

```
bEnabled = navigator.taintEnabled()
```

## Return Value

Boolean. Returns true if data tainting is supported, or false otherwise.

## Remarks

Microsoft® Internet Explorer 5 and earlier does not support data tainting and therefore always returns false.

## Applies To

[clientInformation](#), [navigator](#)

---

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◀ urns Method ▶ writeIn Method ▶ DHTML

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# write Method

---

Writes one or more HTML expressions to a document in the specified window.

## Syntax

```
document.write(sText)
```

## Parameters

*sText* Required. String that specifies the text and/or HTML tags to write.

## Return Value

No return value.

## Applies To

[document](#)

---

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◀ write Method ▶ DHTML Methods

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# writeln Method

---

Writes one or more HTML expressions, followed by a carriage return, to a document in the specified window.

## Syntax

```
document.writeln(sText)
```

## Parameters

*sText* Required. String that specifies the text and/or HTML tags to write.

## Return Value

No return value.

## Remarks

In HTML, the carriage return is ignored unless it occurs within preformatted text.

## Applies To

[document](#)

---

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## ▶ blendTrans Filter ◀ Visual Filters and

*Web Workshop | DHTML, HTML & CSS*

# alpha Filter

---

Sets the level of opacity for the visual object.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT STYLE = "filter: alpha(sProperties)" ... &gt;</code>
<b>Scripting</b>	<code>object.style.filter = "alpha(sProperties)"</code>

## Possible Values

<i>sProperties</i>	String that specifies one or more properties exposed by the filter.
--------------------	---

## Remarks

You can set the opacity as uniform or graded, in a linear or radial fashion.

## Members

## Example

This example uses the **alpha** filter and the [opacity](#) property to change the appearance of a button.

```
<STYLE>
  INPUT.aFilter { filter: alpha(opacity=50);}
</STYLE>

<INPUT TYPE=button VALUE="Button" CLASS="aFilter">
```

## Applies To

[BODY](#), [BUTTON](#), [DIV](#), [IMG](#), [INPUT type=button](#), [INPUT type=checkbox](#), [INPUT type=file](#), [INPUT type=image](#), [INPUT type=password](#), [INPUT type=radio](#), [INPUT type=reset](#), [INPUT type=submit](#), [INPUT type=text](#), [MARQUEE](#), [runtimeStyle](#), [SPAN](#), [style](#), [TABLE](#), [TD](#), [TEXTAREA](#), [TH](#)

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◀ alpha Filter ▶ blur Filter ▲ Visual Filter

*Web Workshop | DHTML, HTML & CSS*

# blendTrans Filter

---

Fades the visual object into or out of view.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT STYLE = "filter: blendTrans(<i>sProperties</i>)" ... &gt;</code>
<b>Scripting</b>	<code>object.style.filter = "blendTrans(<i>sProperties</i>)"</code>

## Possible Values

<i>sProperties</i>	String that specifies one or more properties exposed by the filter.
--------------------	---

## Remarks

This attribute is not inherited.

## Members

## Example

This example uses the **blendTrans** filter to fade a [DIV](#) into and out of view.

## Applies To

[BODY](#), [BUTTON](#), [DIV](#), [IMG](#), [INPUT type=button](#), [INPUT type=checkbox](#), [INPUT type=file](#), [INPUT type=image](#), [INPUT type=password](#), [INPUT type=radio](#), [INPUT type=reset](#), [INPUT type=submit](#), [INPUT type=text](#), [MARQUEE](#), [runtimeStyle](#), [SPAN](#), [style](#), [TABLE](#), [TD](#), [TEXTAREA](#), [TH](#)

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◆ ◀ blendTrans Filter ▶ chroma Filter ▲ Vis

*Web Workshop | DHTML, HTML & CSS*

# blur Filter

---

Causes the object to appear to be in motion.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT STYLE = "filter: blur(sProperties)" ... &gt;</code>
<b>Scripting</b>	<code>object.style.filter = "blur(sProperties)"</code>

## Possible Values

<i>sProperties</i>	String that specifies one or more properties exposed by the filter.
--------------------	---

## Members

## Example

This example uses the **blur** filter to make the text appear out of focus, as if it were moving.

```
<STYLE>
  DIV.aFilter {filter: blur(Strength=5,Direction=90);}
</STYLE>

<DIV CLASS="aFilter" STYLE="width:200">
  Blurred Text
</DIV>
```

## Applies To

BODY, BUTTON, DIV, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, MARQUEE, runtimeStyle, SPAN, style, TABLE, TD, TEXTAREA, TH

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◆ ◀ blur Filter ▶ dropShadow Filter ▶ Visual

*Web Workshop | DHTML, HTML & CSS*

# chroma Filter

---

Selectively renders a specific color as transparent for the selected visual object.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENTSTYLE = "filter: chroma(<i>sProperties</i>)" ... &gt;</code>
<b>Scripting</b>	<code>object.style.filter = "chroma(<i>sProperties</i>)"</code>

## Possible Values

<i>sProperties</i>	String that specifies one or more properties exposed by the filter.
--------------------	---

## Remarks

This effect is not recommended for use with files that have been dithered from 24 bits to 8 bits. In particular, JPEG files, which are dithered and compressed, do not produce an entirely solid chromakey color, resulting in uneven effects.

Chromakey does not work well on antialiased sources, in which sharp lines are smoothed by blending the colors of surrounding pixels.

Certain chromakey color cause some transparent colors to become opaque.

## Members

## Applies To

BODY, BUTTON, DIV, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, MARQUEE, runtimeStyle, SPAN, style, TABLE, TD, TEXTAREA, TH

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 ◀ chroma Filter ▶ flipH Filter ▲ Visual Fil

*Web Workshop | DHTML, HTML & CSS*

# dropShadow Filter

---

Paints a solid silhouette of the selected visual object, offset in the specified direction, thus creating the illusion that the visual object is floating above the page and is casting a shadow onto the page.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENTSTYLE = "filter: dropShadow(sProperties)" ... &gt;</code>
<b>Scripting</b>	<code>object.style.filter = "dropShadow(sProperties)"</code>

## Possible Values

<i>sProperties</i>	String that specifies one or more properties exposed by the filter.
--------------------	---

## Remarks

To retain the usual shadow effect on a transparent object, set the [positive](#) property to 0. This causes the drop shadow to appear outside the transparent region, rather than inside.

## Members

## Applies To

[DIV](#), [MARQUEE](#), [runtimeStyle](#), [SPAN](#), [style](#), [TABLE](#), [TD](#), [TH](#)

---

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◆ ◀ dropShadow Filter ▶ flipV Filter ▲ Visu

*Web Workshop | DHTML, HTML & CSS*

# flipH Filter

---

Renders the visual object as a mirror image of itself along the horizontal plane.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENTSTYLE = "filter: flipH" ... &gt;</code>
<b>Scripting</b>	<code>object.style.filter = "flipH"</code>

## Members

## Applies To

BODY, BUTTON, DIV, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, MARQUEE, runtimeStyle, SPAN, style, TABLE, TD, TEXTAREA, TH

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 ◀ flipH Filter ▶ glow Filter ▲ Visual Filters

*Web Workshop | DHTML, HTML & CSS*

# flipV Filter

---

Renders the visual object as a mirror image of itself along the vertical plane.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENTSTYLE = "filter: flipV" ... &gt;</code>
<b>Scripting</b>	<code>object.style.filter = "flipV"</code>

## Members

## Applies To

BODY, BUTTON, DIV, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, MARQUEE, runtimeStyle, SPAN, style, TABLE, TD, TEXTAREA, TH

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 ◀ flipV Filter ▶ gray Filter ▲ Visual Filters

*Web Workshop | DHTML, HTML & CSS*

# glow Filter

---

Adds radiance around the outside edges of the object, giving it the appearance of a glow.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT STYLE = "filter: glow(<i>sProperties</i>)" ...&gt;</code>
<b>Scripting</b>	<code>object.style.filter = "glow(<i>sProperties</i>)"</code>

## Possible Values

<i>sProperties</i>	String that specifies one or more properties exposed by the filter.
--------------------	---

## Members

## Example

This example uses the **glow** filter to add a blue-colored glow to text within a [DIV](#) element.

```
<STYLE>
  DIV.aFilter {filter: glow(Color=blue,Strength=5); width: 150;}
</STYLE>

<DIV CLASS="aFilter">
Glowing Text
</DIV>
```

## Applies To

[BODY](#), [BUTTON](#), [DIV](#), [IMG](#), [INPUT](#) type=button, [INPUT](#) type=checkbox, [INPUT](#) type=file, [INPUT](#) type=image, [INPUT](#) type=password, [INPUT](#) type=radio, [INPUT](#) type=reset, [INPUT](#) type=submit, [INPUT](#) type=text, [MARQUEE](#), [runtimeStyle](#), [SPAN](#), [style](#), [TABLE](#), [TD](#), [TEXTAREA](#), [TH](#)

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 ◀ glow Filter ▶ invert Filter ▲ Visual Filte

*Web Workshop | DHTML, HTML & CSS*



# gray Filter

---

Drops the color information from the visual object's color palette, rendering the object in grayscale.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENTSTYLE = "filter: gray" ... &gt;</code>
<b>Scripting</b>	<code>object.style.filter = "gray"</code>

## Members

## Applies To

BODY, BUTTON, DIV, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, MARQUEE, runtimeStyle, SPAN, style, TABLE, TD, TEXTAREA, TH

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 ◀ gray Filter ▶ light Filter ▲ Visual Filters

*Web Workshop | DHTML, HTML & CSS*

# invert Filter

---

Reverses the hue, saturation, and brightness values of the visual object.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENTSTYLE = "filter: invert" ... &gt;</code>
<b>Scripting</b>	<code>object.style.filter = "invert"</code>

## Members

## Applies To

BODY, BUTTON, DIV, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, MARQUEE, runtimeStyle, SPAN, style, TABLE, TD, TEXTAREA, TH

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◀ invert Filter ▶ mask Filter ▲ Visual Filter

*Web Workshop | DHTML, HTML & CSS*

# light Filter

---

Simulates the projection of a light source onto the selected visual object.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT STYLE = "filter: light(<i>sProperties</i>)" ... &gt;</code>
<b>Scripting</b>	<code>object.style.filter = "light(<i>sProperties</i>)"</code>

## Possible Values

<i>sProperties</i>	String that specifies one or more properties exposed by the filter.
--------------------	---

## Remarks

By setting or changing the properties of the **light** filter, you can control the virtual position of the light source. You also can control the x and y coordinates of the light's focus, as well as the light's type (point or cone), color, and intensity. The maximum number of lights available to each visual filter control is 10. To add more than 10 lights to your page, you must use multiple visual filter controls.

When a light effect is created, it has a default ambient light associated with it. The first light you add to the object replaces this default ambient light.

You can associate only one object per light effect. To light several different objects (for example, a text phrase and a bitmap image), you must use a separate instance of the light filter effect for each object. However, if you combine several objects into a single object by using a **DIV** element, you can use one light object to light the combined object.

## Members

## Example

This example uses the **light** filter and the [addCone](#) method to apply a red cone filter to a **DIV** element.

```
<STYLE>
.aFilter {background-color: #FFFFFF; filter: light();
          color: #000000;
          width: 150;}
</STYLE>
<SCRIPT>
window.onload=fnInit;
function fnInit(){
    var iX2=oDiv.offsetWidth/2;
    var iY2=oDiv.offsetHeight;
    oDiv.filters[0].addCone(0,0,1,iX2,iY2,255,0,0,20,60);
}
</SCRIPT>
<DIV CLASS="aFilter" ID="oDiv">
This text is highlighted by a red cone light.
</DIV>
```

## Applies To

BODY, BUTTON, DIV, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, MARQUEE, runtimeStyle, SPAN, style, TABLE, TD, TEXTAREA, TH

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 ◀ light Filter ▶ redirect Filter ▲ Visual Filt

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# mask Filter

---

Takes the selected visual object, paints the transparent pixels a specific color, and makes a transparent mask from its nontransparent pixels.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT STYLE = "filter: mask(<i>sProperties</i>)" ... &gt;</code>
<b>Scripting</b>	<code>object.style.filter = "mask(<i>sProperties</i>)"</code>

## Possible Values

<i>sProperties</i>	String that specifies one or more properties exposed by the filter.
--------------------	---

## Members

## Example

This example uses the **mask** filter and the **color** property to make a magenta mask of the **DIV**—that is, all transparent pixels are colored magenta and all nontransparent pixels are made transparent.

```
<STYLE>
  DIV.aFilter {filter: mask(color=#FF00FF); width: 150;}
</STYLE>

<DIV CLASS="aFilter">
This text is masked.
</DIV>
```

## Applies To

BODY, BUTTON, DIV, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, MARQUEE, runtimeStyle, SPAN, style, TABLE, TD, TEXTAREA, TH



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 ◀ mask Filter ▶ revealTrans Filter ▶ Visu

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# redirect Filter

---

Converts the object into a DAIImage object—that is, an image that can be manipulated using Microsoft® DirectAnimation®.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT STYLE = "filter: redirect(<i>sProperties</i>)" ... &gt;</code>
<b>Scripting</b>	<code>object.style.filter = "redirect(<i>sProperties</i>)"</code>

## Possible Values

<i>sProperties</i>	String that specifies one or more properties exposed by the filter.
--------------------	---

## Remarks

Any changes made to the specified object are reflected in the DirectAnimation version as well.

## Members

## Example

**Note** This example requires the DirectAnimation browser component.

This example uses the **redirect** filter and a 2-D transformation to convert a **DIV** object, which contains text and an image, into a DirectAnimation image that rotates continuously.

## Applies To

BODY, BUTTON, DIV, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, MARQUEE, runtimeStyle, SPAN, style, TABLE, TD, TEXTAREA, TH

## See Also

microsoft directanimation sdk ☐ 🌐➡

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◆ ◀ redirect Filter ▶ shadow Filter ▲ Visual

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# revealTrans Filter

---

Shows or hides visual objects using one of 23 predefined [transition](#) effects.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT STYLE = "filter: revealTrans(<i>sProperties</i>)" ... &gt;</code>
<b>Scripting</b>	<code>object.style.filter = "revealTrans(<i>sProperties</i>)"</code>

## Possible Values

<i>sProperties</i>	String that specifies one or more properties exposed by the filter.
--------------------	---

## Remarks

For a list of the 23 predefined transitions that can be used with the **revealTrans** filter, see the **transition** property.

## Members

## Example

This example uses the **revealTrans** filter to reveal and conceal objects using two different types of transitions.

```
<SCRIPT>
function go() {
    C1.filters[0].Apply();

    if (C1.style.visibility == "visible") {
        C1.style.visibility = "hidden";
        C1.filters.revealTrans.transition=2;
    }
    else {
        C1.style.visibility = "visible";
    }
}
```

```

        C1.filters[0].transition=3;
    }
    C1.filters[0].Play();
}
</SCRIPT>
<INPUT TYPE=BUTTON VALUE="Play Transistion" onClick="g
<SPAN ID=C1 Style="position:absolute;Visibility:visible;Filter:rev
    (duration=2, transition=3);width:300;height:300;
    background-color: lightgreen">
<CENTER>
<DIV style="background-color=red;height=100;width:100;position
    top:100">
</DIV>
</CENTER>
</SPAN>

```

## Applies To

BODY, BUTTON, DIV, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, MARQUEE, runtimeStyle, SPAN, style, TABLE, TD, TEXTAREA, TH

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 ◀ revealTrans Filter ▶ wave Filter ▲ Visu

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# shadow Filter

---

Paints a solid silhouette of the selected visual object along one of its edges, in the specified direction, creating the illusion of a shadow around the visual object.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT STYLE = "filter: shadow(<i>sProperties</i>)" ... &gt;</code>
<b>Scripting</b>	<code>object.style.filter = "shadow(<i>sProperties</i>)"</code>

## Possible Values

<i>sProperties</i>	String that specifies one or more properties exposed by the filter.
--------------------	---

## Members

## Example

This example uses the **shadow** filter to add a shadow effect to the text.

```
<STYLE>
  DIV.aFilter {filter: shadow(color=#0000FF,direction=45); width:
</STYLE>

<DIV CLASS="aFilter">
This red text is displayed with a 45-degree blue shadow.
</DIV>
```

## Applies To

BODY, BUTTON, DIV, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, MARQUEE, runtimeStyle, SPAN, style, TABLE, TD, TEXTAREA, TH

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◀ shadow Filter ▶ xray Filter ▲ Visual Fil

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# wave Filter

---

Performs a sine wave distortion of the visual display of the object along the vertical axis.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT STYLE = "filter: wave(sProperties)" ... &gt;</code>
<b>Scripting</b>	<code>object.style.filter = "wave(sProperties)"</code>

## Possible Values

<i>sProperties</i>	String that specifies one or more properties exposed by the filter.
--------------------	---

## Members

## Example

This example uses the **wave** filter to render text along a sine wave.

```
<STYLE>
  DIV.aFilter {filter: wave(
    strength=8,
    freq=3,
    lightstrength=20,
    add=0,
    phase=90);
    width: 150; color: #FF0000;}
</STYLE>

<DIV CLASS="aFilter">
This red text is displayed along a sine wave.
</DIV>
```

## Applies To

BODY, BUTTON, DIV, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, MARQUEE, runtimeStyle, SPAN, style, TABLE, TD, TEXTAREA, TH

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# ◀ wave Filter ▶ Visual Filters and Transi

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# xray Filter

---

Changes the color depth of the visual object, and renders the object in black and white, making the visual display look like a black-and-white x-ray.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENT STYLE = "filter: xray" ... &gt;</code>
<b>Scripting</b>	<code>object.style.filter = "xray"</code>

## Members

## Example

This example uses the **xray** filter to render colored text in grayscale.

```
<STYLE>
  DIV.aFilter {filter: xray; width: 150; color: #FF0000;}
</STYLE>

<DIV CLASS="aFilter">
This red text is displayed in grayscale.
</DIV>
```

## Applies To

BODY, BUTTON, DIV, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, MARQUEE, runtimeStyle, SPAN, style, TABLE, TD, TEXTAREA, TH

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◀ xray Filter ▶ COLOR Attribute | color F

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# ADD Attribute | add Property

---

Sets or retrieves a value indicating whether to add an image to the image to the image applied with the filter.

## Syntax

<b>HTML</b>	{ <a href="#">filter:filterName</a> ( <b>ADD</b> = <i>bAddImage</i> ...) }
<b>Scripting</b>	<i>object.filters.filterName.add</i> [ = <i>bAddImage</i> ]

## Possible Values

<i>bAddImage</i>	Boolean that specifies one of the following values: <b>true</b> Image is added. <b>false</b> Image is not added.
------------------	--

The property is read/write with a default value of **true**.

## Applies To

[blur](#), [wave](#)

---

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◀ ADD Attribute | add Prope... ▶ DIREC

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# COLOR Attribute | color Property

---

Sets or retrieves the value of the color applied with the filter.

## Syntax

<b>HTML</b>	{ <a href="#">filter</a> :filterName ( <b>COLOR</b> = sColor ...) }
<b>Scripting</b>	object. <a href="#">filters</a> .filterName. <b>color</b> [ = sColor ]

## Possible Values

**sColor** String that specifies the color value.

The property is read/write with no default value.

## Remarks

Color is expressed in #RRGGBB format, where RR is the red hexadecimal value, GG is the green hexadecimal value, and BB is the blue hexadecimal value. For more information about the range of color values supported by Microsoft® Internet Explorer 4.0 and later, see the [Color Table](#).

The following table describes the effect of the **color** property when applied to different filters.

<a href="#">chroma</a> filter	Specifies the color applied to the chromakey transparency.
<a href="#">dropShadow</a> filter	Specifies the color of the drop shadow effect.
<a href="#">glow</a> filter	Specifies the color of the radiance applied to the object.
<a href="#">mask</a> filter	Specifies the color that the transparent regions are painted.
<a href="#">shadow</a> filter	Specifies the color of the shadow effect.

## Applies To

[chroma](#), [dropShadow](#), [glow](#), [mask](#), [shadow](#)

---

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◀ COLOR Attribute | color P... ▶ DURAT

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# DIRECTION Attribute | direction Property

---

Sets or retrieves the directional offset of the filter, expressed in 45-degree increments, clockwise from the vertical orientation of the object.

## Syntax

<b>HTML</b>	<code>{ <a href="#">filter:filterName</a> (<b>DIRECTION</b> = <i>iOffset</i> ...) }</code>
<b>Scripting</b>	<code><i>object.filters.filterName.direction</i> [ = <i>iOffset</i> ]</code>

## Possible Values

<i>iOffset</i>	Integer that specifies one of the following values, in degrees:
0	Top
45	Top right
90	Bottom
135	Bottom right
180	Bottom
225	Bottom left
<b>270</b>	Left
315	Top left

The property is read/write with a default value of **270**.

## Remarks

Values less than 0 or greater than 360 automatically convert to values between 0 and 360. For example, a value of -45 degrees is equivalent to a value of 315 degrees.

## Example

This example sets the **direction** and [strength](#) properties of a [blur](#) filter, with an initial strength of 1, on an image. When the page loads, the [onfilterchange](#) event of the image fires. The **onfilterchange** event fires each time the **strength** and **direction** properties change, until **strength** reaches a

value of 100.

```
<SCRIPT>
function HandleChange()
{
  with (window.event.srcElement.filters[0])
  {
    if (strength < 100)
    {
      strength += 1;
      direction += 45;
    }
  }
}
</SCRIPT>
<IMG ID="img1" SRC="joker2.jpg" onfilterchange="HandleChange"
  STYLE="filter:blur (STRENGTH=1 DIRECTION=0)" />
```

This feature requires Internet Explorer 5 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

[blur](#), [shadow](#)

---

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◀ DIRECTION Attribute | dir... ▶ ENABL

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# DURATION Attribute | duration Property

---

Sets or retrieves the length of time the transition takes to complete.

## Syntax

<b>HTML</b>	<code>{ filter:filterName (<b>DURATION</b> = fDuration ...) }</code>
<b>Scripting</b>	<code>object.filters.filterName.<b>duration</b> [ = fDuration ]</code>

## Possible Values

<i>fDuration</i>	Floating-point value that specifies the length of time to complete the transition. The value is specified in seconds.milliseconds format (0.0000).
------------------	--

The property is read/write with no default value. However, once the transition is applied, or starts playing, the property becomes read-only.

## Remarks

You can set a transition's playback duration as a parameter of the [play](#) method.

## Example

This example uses the **DURATION** attribute and the [revealTrans](#) filter to cause two colored shapes to fade in or out during a two-second interval.

## Applies To

[blendTrans](#), [revealTrans](#)

---

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◀ DURATION Attribute | dura... ▶ FINISI

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# enabled Property

---

Sets or retrieves whether the filter is currently enabled.

## Syntax

<b>HTML</b>	{ <a href="#">filter:filterName</a> ( <b>ENABLED</b> = <i>bEnabled</i> ...) }
<b>Scripting</b>	<i>object</i> . <a href="#">filters.filterName.enabled</a> [ = <i>bEnabled</i> ]

## Possible Values

<i>bEnabled</i>	Boolean that specifies one of the following values: <b>true</b> Filter is enabled. <b>false</b> Filter is disabled.
-----------------	---

The property is read/write with a default value of **true**.

## Example

This example uses the **enabled** property to change the orientation of an image when the user moves the mouse pointer across one of the image's borders.

```
<IMG ID="image1" SRC="sample.jpg"
  onmouseover="image1.filters.flipv.enabled = false;"
  onmouseout = "image1.filters.flipv.enabled = true;"
  STYLE="filter:blur(STRENGTH=50) flipv()">
```

## Applies To

[alpha](#), [blur](#), [blendTrans](#), [chroma](#), [dropShadow](#), [flipH](#), [flipV](#), [glow](#), [gray](#), [invert](#), [mask](#), [redirect](#), [revealTrans](#), [shadow](#), [wave](#), [xray](#)

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◀ ENABLED Attribute | enabl... ▶ FINISH

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# FINISHOPACITY Attribute | finishOpacity Property

---

Sets or retrieves the opacity level at the end of the gradient applied with the [alpha](#) filter.

## Syntax

<b>HTML</b>	<code>{ <a href="#">filter:alpha</a> (<b>FINISHOPACITY</b> = <i>iOpacity</i> ...) }</code>
<b>Scripting</b>	<code><i>object.filters.alpha.finishOpacity</i> [ = <i>iOpacity</i> ]</code>

## Possible Values

<i>iOpacity</i>	Integer that specifies the opacity level, using values that range from <b>0</b> (fully transparent) to 100 (fully opaque).
-----------------	--

The property is read/write with a default value of **0**.

## Remarks

This property applies only to objects that have an opacity gradient specified—that is, the [style](#) property is set to 1, 2, or 3.

## Applies To

[alpha](#)

---

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◀ FINISHOPACITY Attribute |... ▶ FINIS

*Web Workshop | DHTML, HTML & CSS*

# FINISHX Attribute | finishX Property

---

Sets or retrieves the horizontal position at which the opacity gradient ends.

## Syntax

<b>HTML</b>	{ <a href="#">filter:alpha</a> ( <b>FINISHX</b> = <i>iPercent</i> ...) }
<b>Scripting</b>	<i>object</i> . <a href="#">filters.alpha</a> . <b>finishX</b> [ = <i>iPercent</i> ]

## Possible Values

*iPercent* Integer that specifies the horizontal position as a percentage of the width of the object.

The property is read/write with no default value.

## Remarks

This property applies only to objects that have an opacity gradient specified—that is, the [style](#) property is set to 1, 2, or 3.

## Applies To

[alpha](#)

## See Also

[finishY](#)

---

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◀ FINISHX Attribute | finis... ▶ FREQ Att

*Web Workshop | DHTML, HTML & CSS*

# FINISHY Attribute | finishY Property

---

Sets or retrieves the vertical position at which the opacity gradient ends.

## Syntax

<b>HTML</b>	{ <a href="#">filter:alpha</a> ( <b>FINISHY</b> = <i>iPercent</i> ...) }
<b>Scripting</b>	<i>object</i> . <a href="#">filters.alpha</a> . <b>finishY</b> [ = <i>iPercent</i> ]

## Possible Values

*iPercent* Integer that specifies the vertical position as a percentage of the height of the object.

The property is read/write with no default value.

## Remarks

This property applies only to objects that have an opacity gradient specified—that is, the [style](#) property is set to 1, 2, or 3.

## Applies To

[alpha](#)

## See Also

[finishX](#)

---

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◀ FINISHY Attribute | finis... ▶ LIGHTST

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# FREQ Attribute | freq Property

---

Sets or retrieves the number of waves to appear in the visual distortion.

## Syntax

<b>HTML</b>	{ <a href="#">filter:wave</a> ( <b>FREQ</b> = <i>iWaveCount</i> ...) }
<b>Scripting</b>	<i>object</i> . <a href="#">filters.wave.freq</a> [ = <i>iWaveCount</i> ]

## Possible Values

<i>iWaveCount</i>	Integer that specifies the number of waves.
-------------------	---

The property is read/write with no default value.

## Applies To

[wave](#)

---

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◀ [FREQ Attribute | freq Pro...](#) ▶ [OFFX A](#)

*Web Workshop | DHTML, HTML & CSS*

# LIGHTSTRENGTH Attribute | lightStrength Property

---

Sets or retrieves the intensity of light applied by the filter.

## Syntax

<b>HTML</b>	{ <a href="#">filter:wave</a> ( <b>LIGHTSTRENGTH</b> = <i>iPercentage</i> ...) }
<b>Scripting</b>	<i>object</i> . <a href="#">filters.wave</a> . <b>lightStrength</b> [ = <i>iPercentage</i> ]

## Possible Values

<i>iPercentage</i>	Integer that specifies the intensity of light as a percentage, ranging from 0 (lowest intensity) to 100 (highest intensity).
--------------------	--

The property is read/write with no default value.

## Applies To

[wave](#)

---

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◀ LIGHSTRENGTH Attribute | ... ▶ OFF

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# OFFX Attribute | offX Property

---

Sets or retrieves the offset of the drop shadow from the visual object, along the x-axis.

## Syntax

<b>HTML</b>	<code>{ <a href="#">filter:dropShadow</a> (<b>OFFX</b> = <i>iOffsetX</i> ...) }</code>
<b>Scripting</b>	<code>object.filters.dropShadow.<b>offX</b> [ = <i>iOffsetX</i> ]</code>

## Possible Values

<i>iOffsetX</i>	Integer that specifies the offset value, in pixels. Positive values move the drop shadow to the right, and negative values move it to the left.
-----------------	---

The property is read/write with no default value.

## Applies To

[dropShadow](#)

## See Also

[offY](#)

---

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◀ OFFX Attribute | offX Pro... ▶ OPACIT

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# OFFY Attribute | offY Property

---

Sets or retrieves the offset of the drop shadow from the visual object, along the y-axis.

## Syntax

<b>HTML</b>	<code>{ <a href="#">filter:dropShadow</a> (<b>OFFY</b> = <i>iOffsetY</i> ...) }</code>
<b>Scripting</b>	<code>object.filters.dropShadow.<b>offY</b> [ = <i>iOffsetY</i> ]</code>

## Possible Values

<i>iOffsetY</i>	Integer that specifies the offset value, in pixels. Positive values move the drop shadow down, and negative values move it up.
-----------------	--

The property is read/write with no default value.

## Applies To

[dropShadow](#)

## See Also

[offX](#)

---

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◀ OFFY Attribute | offY Pro... ▶ PHASE

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# OPACITY Attribute | opacity Property

---

Sets or retrieves the opacity level at the beginning of the gradient applied with the [alpha](#) filter.

## Syntax

<b>HTML</b>	<code>{ filter:alpha (OPACITY = iOpacity ...) }</code>
<b>Scripting</b>	<code>object.filters.alpha.opacity [ = iOpacity ]</code>

## Possible Values

<i>iOpacity</i>	Integer that specifies the opacity level, using values that range from 0 (fully transparent) to <b>100</b> (fully opaque).
-----------------	--

The property is read/write with a default value of **100**.

## Applies To

[alpha](#)

---

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◀ OPACITY Attribute | opaci... ▶ POSITI

*Web Workshop | DHTML, HTML & CSS*

# PHASE Attribute | phase Property

---

Sets or retrieves the phase offset at which the sine wave starts.

## Syntax

<b>HTML</b>	{ <a href="#">filter:wave</a> ( <b>PHASE</b> = <i>iPercentage</i> ...) }
<b>Scripting</b>	<i>object</i> . <a href="#">filters.wave</a> . <b>phase</b> [ = <i>iPercentage</i> ]

## Possible Values

<i>iPercentage</i>	Integer that specifies the offset as a percentage, using values that range from <b>0</b> to 100. A value of 25 starts the sine wave effect at 90 degrees. A value of 360 is the equivalent of 0 degrees.
--------------------	--

The property is read/write with a default value of **0**.

## Applies To

[wave](#)

---

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◀ PHASE Attribute | phase P... ▶ START

*Web Workshop | DHTML, HTML & CSS*

# POSITIVE Attribute | positive Property

---

Sets or retrieves whether the filter creates a drop shadow from the nontransparent pixels of the object.

## Syntax

<b>HTML</b>	{ <a href="#">filter:dropShadow</a> ( <b>POSITIVE</b> = <i>bPositive</i> ...) }
<b>Scripting</b>	<i>object.filters.dropShadow</i> . <b>positive</b> [ = <i>bPositive</i> ]

## Possible Values

<i>bPositive</i>	Boolean that specifies one of the following values: <b>true</b> Drop shadow is created from the nontransparent pixels of the object. <b>false</b> Drop shadow is created from the transparent pixels of the object.
------------------	---

The property is read/write with a default value of **true**.

## Remarks

If you have a transparent object but still want the usual drop shadow effect, set the **positive** property to false. This causes the transparent object to have a drop shadow outside the transparent region, rather than a drop shadow inside the transparent region.

## Applies To

[dropShadow](#)

---

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◀ POSITIVE Attribute | posi... ▶ START\

*Web Workshop | DHTML, HTML & CSS*

# STARTX Attribute | startX Property

---

Sets or retrieves the horizontal position at which the opacity gradient starts.

## Syntax

<b>HTML</b>	{ <a href="#">filter:alpha</a> (STARTX = <i>iPercent</i> ...) }
<b>Scripting</b>	<i>object</i> . <a href="#">filters.alpha.startX</a> [ = <i>iPercent</i> ]

## Possible Values

*iPercent* Integer that specifies the horizontal position as a percentage of the width of the object.

The property is read/write with no default value.

## Remarks

This property applies only to objects that have an opacity gradient specified—that is, the [style](#) property is set to 1, 2, or 3.

## Applies To

[alpha](#)

## See Also

[startY](#)

---

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◀ STARTX Attribute | startX... ▶ status F

*Web Workshop | DHTML, HTML & CSS*

# STARTY Attribute | startY Property

---

Sets or retrieves the vertical position at which the opacity gradient starts.

## Syntax

<b>HTML</b>	{ <a href="#">filter:alpha</a> (STARTY = <i>iPercent</i> ...) }
<b>Scripting</b>	<i>object</i> . <a href="#">filters.alpha.startY</a> [ = <i>iPercent</i> ]

## Possible Values

*iPercent* Integer that specifies the vertical position as a percentage of the height of the object.

The property is read/write with no default value.

## Remarks

This property applies only to objects that have an opacity gradient specified—that is, the [style](#) property is set to 1, 2, or 3.

## Applies To

[alpha](#)

## See Also

[startX](#)

---

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◀ [STARTY Attribute | startY...](#) ▶ [STRENGTH](#)

*Web Workshop | DHTML, HTML & CSS*

# status Property

---

Retrieves the current state of the transition.

## Syntax

<b>HTML</b>	N/A
<b>Scripting</b>	[ <i>iStatus</i> ] =object. <a href="#">filters</a> .filterName. <b>status</b>

## Possible Values

<i>iStatus</i>	Integer that specifies one of the following values: 0 Transition has stopped. 1 Transition has been applied. 2 Transition is playing.
----------------	--

The property is read-only with no default value.

## Applies To

[blendTrans](#), [revealTrans](#)

## See Also

[play](#), [stop](#)

---

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◀ status Property ▶ STYLE Attribute | st

*Web Workshop | DHTML, HTML & CSS*

# STRENGTH Attribute | strength Property

---

Sets or retrieves the intensity of the filter.

## Syntax

<b>HTML</b>	{ <a href="#">filter</a> : <i>filterName</i> ( <b>STRENGTH</b> = <i>iIntensity</i> ...) }
<b>Scripting</b>	<i>object</i> . <a href="#">filters</a> . <i>filterName</i> . <b>strength</b> [ = <i>iIntensity</i> ]

## Possible Values

<i>iIntensity</i>	Integer that specifies the intensity of the filter, using values that range from 1 (lowest intensity) to 100 (highest intensity).
-------------------	---

The property is read/write with no default value.

## Example

This example sets the **strength** and [direction](#) properties of a [blur](#) filter, with an initial strength of 1, on an image. When the page loads, the [onfilterchange](#) event of the image fires. The **strength** and **direction** properties cause the **onfilterchange** event to fire repeatedly until the **strength** reaches 100.

```
<SCRIPT>
function HandleChange()
{
  with (window.event.srcElement.filters[0])
  {
    if (strength < 100)
    {
      strength += 1;
      direction += 45;
    }
  }
}
```

```
}  
}</SCRIPT>  
<IMG ID="img1" SRC="joker2.jpg" onfilterchange="HandleChange  
STYLE="filter:blur (STRENGTH=1 DIRECTION=0)" />
```

This feature requires Internet Explorer 5 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## Applies To

blur, glow, wave

---

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◆ ◀ STRENGTH Attribute | stre... ▶ TRAN

*Web Workshop | DHTML, HTML & CSS*

# STYLE Attribute | style Property

---

Sets or retrieves the shape characteristics of the opacity gradient.

## Syntax

<b>HTML</b>	<code>{ filter:alpha (STYLE = iStyle ...) }</code>
<b>Scripting</b>	<code>object.filters.alpha.style [ = iStyle ]</code>

## Possible Values

<i>iStyle</i>	Integer that specifies one of the following values: <ul style="list-style-type: none"><li><b>0</b> Uniform opacity gradient.</li><li>1 Linear opacity gradient.</li><li>2 Radial opacity gradient.</li><li>3 Rectangular opacity gradient.</li></ul>
---------------	--

The property is read/write with a default value of **0**.

## Applies To

[alpha](#)

---

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◀ STYLE Attribute | style P... ▶ addAmbi

*Web Workshop | DHTML, HTML & CSS*

# TRANSITION Attribute | transition Property

---

Sets or retrieves the type of transition.

## Syntax

<b>HTML</b>	<code>{ filter:revealTrans (TRANSITION = <i>iTransitionType</i> ...) }</code>
<b>Scripting</b>	<code>object.filters.revealTrans.transition [ = <i>iTransitionType</i> ]</code>

## Possible Values

<i>iTransitionType</i>	Integer that specifies one of the following values:
0	Box in.
1	Box out.
2	Circle in.
3	Circle out.
4	Wipe up.
5	Wipe down.
6	Wipe right.
7	Wipe left.
8	Vertical blinds.
9	Horizontal blinds.
10	Checkerboard across.
11	Checkerboard down.
12	Random dissolve.
13	Split vertical in.
14	Split vertical out.
15	Split horizontal in.
16	Split horizontal out.
17	Strips left down.
18	Strips left up.
19	Strips right down.
20	Strips right up.
21	Random bars horizontal.
22	Random bars vertical.
23	Random.

The property is read/write with no default value.

## Remarks

Transitions appear properly only on systems that have the color palette set to display 256 colors or more.

## Example

This example uses the **transition** property to specify "circle in" and "circle out" transitions for the [revealTrans](#) filter.

## Applies To

[revealTrans](#)

---

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◀ TRANSITION Attribute | tr... ▶ addCor

*Web Workshop | DHTML, HTML & CSS*

# addAmbient Method

---

Adds an ambient light to the [light](#) filter effect object.

## Syntax

```
object.filters.light.addAmbient(iRed, iGreen, iBlue, iStrength)
```

## Parameters

<i>iRed</i>	Required. Integer that specifies the red value, ranging from 0 (lowest saturation) to 255 (highest saturation).
<i>iGreen</i>	Required. Integer that specifies the green value, ranging from 0 (lowest saturation) to 255 (highest saturation).
<i>iBlue</i>	Required. Integer that specifies the blue value, ranging from 0 (lowest saturation) to 255 (highest saturation).
<i>iStrength</i>	Required. Integer that specifies the intensity of the light filter, with values ranging from 0 (lowest intensity) to 100 (highest intensity). The intensity specified pertains to the target coordinates.

## Return Value

No return value.

## Remarks

Ambient light is nondirectional and sheds parallel beams perpendicular to the surface of the page. Ambient light has color and strength values that add more color to the object; it is often used with other lights.

This example uses the **addAmbient** method to create a blue ambient light with a low intensity.

```
<STYLE>
  .aFilter {background-color: #FFFFFF; filter: light();
            color: #000000;
            width: 150;}
</STYLE>
```

```
<SCRIPT>
function init()
{
  :
  oDiv.filters.light.addAmbient(0,0,255,10);
  :
}
</SCRIPT>
<DIV CLASS="aFilter" ID="oDiv" onload="init()">
  This text is applied with a low-intensity light filter.
</DIV>
```

## Applies To

[light](#)

---

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◀ addAmbient Method ▶ addPoint Metho

*Web Workshop | DHTML, HTML & CSS*

## addCone Method

---

Adds a cone light to the [light](#) filter effect object to cast a directional light on the page.

### Syntax

```
object.filters.light.addCone(iX1, iY1, iZ1, iX2, iY2, iRed, iGreen, iBlue  
iStrength, iSpread)
```

### Parameters

<i>iX1</i>	Required. Integer that specifies the left coordinate of the light source.
<i>iY1</i>	Required. Integer that specifies the top coordinate of the light source.
<i>iZ1</i>	Required. Integer that specifies the z-axis level of the light source.
<i>iX2</i>	Required. Integer that specifies the left coordinate of the target light focus.
<i>iY2</i>	Required. Integer that specifies the top coordinate of the target light focus.
<i>iRed</i>	Required. Integer that specifies the red value, ranging from 0 (lowest saturation) to 255 (highest saturation).
<i>iGreen</i>	Required. Integer that specifies the green value, ranging from 0 (lowest saturation) to 255 (highest saturation).
<i>iBlue</i>	Required. Integer that specifies the blue value, ranging from 0 (lowest saturation) to 255 (highest saturation).
<i>iStrength</i>	Required. Integer that specifies the intensity of the light filter, with values ranging from 0 (lowest intensity) to 100 (highest intensity).
<i>iSpread</i>	Required. Integer that specifies the angle, or spread, between the vertical position of the light source and the surface of the visual object. The spread can be from 0 to 90 degrees. Smaller spread values produce a smaller-shaped cone of light; larger spread values produce an oblique oval or circle of light.

### Return Value

No return value.

### Remarks

The cone light fades with distance from the target x,y position. The light displays a hard edge at the near edge of its focus and fades gradually as it reaches its distance threshold.

### Applies To

light

---

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◆ ◀ addCone Method ▶ apply Method ▲ V

*Web Workshop | DHTML, HTML & CSS*

# addPoint Method

---

Adds a light source that originates from a single point and radiates in all directions.

## Syntax

```
object.filters.light.addPoint(iX, iY, iZ, iRed, iGreen, iBlue, iStrength)
```

## Parameters

<i>iX</i>	Required. Integer that specifies the left coordinate of the light source.
<i>iY</i>	Required. Integer that specifies the top coordinate of the light source.
<i>iZ</i>	Required. Integer that specifies the z-axis level of the light source.
<i>iRed</i>	Required. Integer that specifies the red value, ranging from 0 (lowest saturation) to 255 (highest saturation).
<i>iGreen</i>	Required. Integer that specifies the green value, ranging from 0 (lowest saturation) to 255 (highest saturation).
<i>iBlue</i>	Required. Integer that specifies the blue value, ranging from 0 (lowest saturation) to 255 (highest saturation).
<i>iStrength</i>	Required. Integer that specifies the intensity of the light filter, with values ranging from 0 (lowest intensity) to 100 (highest intensity). The intensity specified pertains to the target coordinates.

## Return Value

No return value.

## Applies To

[light](#)

---

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◀ addPoint Method ▶ changeColor Meth

*Web Workshop | DHTML, HTML & CSS*

# apply Method

---

Applies a transition to the designated object.

## Syntax

```
object.filters.filterName.apply()
```

## Return Value

No return value.

## Applies To

[blendTrans](#), [revealTrans](#)

---

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◆ ◀ apply Method ▶ changeStrength Meth

*Web Workshop | DHTML, HTML & CSS*

# changeColor Method

---

Changes the light color for any light on the page.

## Syntax

```
object.filters.light.changeColor(iLightNumber, iRed, iGreen, iBlue, iAbsolute)
```

## Parameters

<i>iLightNumber</i>	Required. Integer that specifies the identifying number for the light, for use in scripting.
<i>iRed</i>	Required. Integer that specifies the red value, ranging from 0 (lowest saturation) to 255 (highest saturation).
<i>iGreen</i>	Required. Integer that specifies the green value, ranging from 0 (lowest saturation) to 255 (highest saturation).
<i>iBlue</i>	Required. Integer that specifies the blue value, ranging from 0 (lowest saturation) to 255 (highest saturation).
<i>iAbsolute</i>	Required. Integer that specifies whether the color values for <i>iRed</i> , <i>iGreen</i> , and <i>iBlue</i> are absolute values that replace the current values, or are relative values that are added to the current values. A nonzero value indicates the color values are absolute; a value of 0 indicates the color values are relative.

## Return Value

No return value.

## Applies To

light

---

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◀ [changeColor Method](#) ▶ [clear Method](#)

*Web Workshop | DHTML, HTML & CSS*

# changeStrength Method

---

Changes the intensity of the light applied with the [light](#) filter.

## Syntax

```
object.filters.light.changeStrength(iLightNumber, iStrength, iAbsolute
```

## Parameters

<i>iLightNumber</i>	Required. Integer that specifies the identifying number for the light, for use in scripting.
<i>iStrength</i>	Required. Integer that specifies the intensity of the light filter, with values ranging from 0 (lowest intensity) to 100 (highest intensity).
<i>iAbsolute</i>	Required. Integer that specifies whether the intensity value of <i>iStrength</i> is an absolute value that replaces the current value, or is a relative value that is added to the current value. A nonzero value indicates the intensity value is absolute; a value of 0 indicates the intensity value is relative. The intensity specified pertains to the target coordinates.

## Return Value

No return value.

## Applies To

[light](#)

---

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◀ changeStrength Method ▶ elementMa

*Web Workshop | DHTML, HTML & CSS*

## clear Method

---

Deletes all lights associated with the specified [light](#) filter.

### Syntax

```
object.filters.light.clear()
```

### Return Value

No return value.

### Remarks

This method clears all light sources on the object.

### Applies To

[light](#)

---

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◆ ◀ clear Method ▶ moveLight Method ▲ \

*Web Workshop | DHTML, HTML & CSS*

# elementImage Method

---

Returns a Microsoft® DirectAnimation® image ([daimage](#) ) object.

## Syntax

```
oImage = object.filters.redirect.elementImage()
```

## Return Value

Returns a **DAImage** object.

## Example

**Note** This example requires the DirectAnimation browser component.

This example uses the **elementImage** method and a 2-D transformation to convert a [DIV](#) object containing text and an image into a DirectAnimation image that rotates continuously.

## Applies To

[redirect](#)

## See Also

[microsoft directanimation sdk](#) 

---

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 ◀ [elementImage Method](#) ▶ [play Method](#)

*Web Workshop | DHTML, HTML & CSS*

# moveLight Method

---

Moves the light effect on the page.

## Syntax

```
object.filters.light.moveLight(iLightNumber, iX, iY, iZ, bAbsolute)
```

## Parameters

<i>iLightNumber</i>	Required. Integer that specifies the identifying number for the light, for use in scripting.
<i>iX</i>	Required. Integer that specifies the left coordinate of the light source.
<i>iY</i>	Required. Integer that specifies the top coordinate of the light source.
<i>iZ</i>	Required. Integer that specifies the z-axis level of the light source.
<i>bAbsolute</i>	Required. Boolean that specifies whether the move is absolute or relative.

## Return Value

No return value.

## Remarks

For cone lights, this method changes the target x,y values to move the light's focus. For point lights, this method changes the source x,y,z values to move the source location. This method has no effect on ambient lights.

## Applies To

[light](#)

---

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◆ ◀ moveLight Method ▶ stop Method ▲ V

*Web Workshop | DHTML, HTML & CSS*

# play Method

---

Plays the transition.

## Syntax

```
object.filters.filterName.play([ iDuration ])
```

## Parameters

<b><i>iDuration</i></b>	Optional. Integer that specifies a floating point number that indicates the amount of time the filter should play. Valid values are 0.0-N.n units.
-------------------------	--

## Return Value

No return value.

## Remarks

If a playback duration is explicitly specified as a parameter, this duration overrides the [duration](#) property assigned to the transition for that instance of the playback.

## Applies To

[blendTrans](#), [revealTrans](#)

---

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◀ play Method ▶ Visual Filters and Trans

*Web Workshop | DHTML, HTML & CSS*

# stop Method

---

Stops transition playback.

## Syntax

```
object.filters.filterName.stop()
```

## Return Value

No return value.

## Remarks

This method fires the [onfilterchange](#) event.

## Applies To

[blendTrans](#), [revealTrans](#)

---

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## *Web Workshop | Component Development*

# Dynamic HTML Scriptlets

---

November 4, 1998

**Editor's note:** With the release of Internet Explorer 5, Microsoft now recommends DHTML behaviors -- instead of the DHTML scriptlets supported in Internet Explorer 4.0 -- for adding componentized functionality to Web pages. DHTML behaviors provide similar functionality, but with greater speed, power, and flexibility. Please note that DHTML behaviors are not supported in Internet Explorer 4.0 or earlier versions.

For more information, see [dhtml behaviors](#) and the introductory article [dhtml behaviors in internet explorer 5](#).

---

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## ▸ ATTACH Element ▸ Component Deve

*Web Workshop | Component Development*

# HTC Reference

---

Introduced in Microsoft® Internet Explorer 5, HTML Components (HTC) provide a mechanism to implement components in script as DHTML behaviors. Saved with an .htc extension, an HTC is an HTML file that contains script and a set of HTC-specific elements that define the component. The following table lists these elements and the members they support.

<b>Elements</b>	<a href="#">ATTACH</a>
	<a href="#">COMPONENT</a>
	<a href="#">EVENT</a>
	<a href="#">METHOD</a>
	<a href="#">PROPERTY</a>
<b>Objects</b>	<a href="#">element</a>
<b>Methods</b>	<a href="#">createEventObject</a>
	<a href="#">fire</a>
<b>Events</b>	<a href="#">oncontentready</a>
	<a href="#">ondetach</a>
	<a href="#">ondocumentready</a>

## Related Topics

The following list contains links to topics related to implementing HTML Components.

- [addBehavior Method](#)
- [attachEvent Method](#)
- [behavior Attribute](#)
- [behaviorUrns Collection](#)
- [detachEvent Method](#)
- [removeBehavior Method](#)
- [scopeName Property](#)
- [srcUrn Property](#)
- [tagUrn Property](#)
- [uniqueID Property](#)
- [urns Method](#)
- [dhtml behaviors](#)☐
- [implementing dhtml behaviors in script](#)☐

---

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## *Web Workshop | Component Development*

# Downloading Code on the Web

---

Michael Edwards

Developer Technology Engineer  
Microsoft Corporation

April 16, 1998

## **Contents**

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## Introduction

Believe it or not, there's already a lot of online information available to help you figure out how to have your code downloaded over the Web. You just have to know where to look. Fortunately for you, they pay me to surf the Web (go figure), so I learned where to look, and where not to look. I got pretty confused from time to time figuring out how it all works together. So I wrote this article to help sort it all out. I hope you find it helpful, too.

I tried to write this article for all audiences, but some reviewers told me I was crazy. So I went back through and included explanatory material to make it more accessible. Nevertheless, I suspect that if you're just getting started with this stuff, you may have some head-scratching ahead of you (reading [this short history of code download](#) may help a little).

For the veterans who just want to get some things straight, I've tried to use descriptive headings (none gratuitously cute) so you can skim for the information you seek.

[⬆️ Back to top](#)



## Creating Download Packages

On the Internet, a download package is a collection of files that can be copied from a Web server to an end-user's machine. Web pages that offer services that need functionality not already provided by built-in browser objects must create (and make available for download) their own objects. A download package can also contain the files necessary to install an entire application. In the simplest case, a Microsoft® Word document could be considered a download package. Typically, however, download packages contain executable program code.

### The "No-Brainer" Download Package

Probably the simplest way to distribute a single-file download package is to add an <A> tag onto your page with an HREF= attribute referencing the file on your HTTP server:

```
<A HREF=myDocument.DOC> Download my Microsoft Word docu
```

This method works on both Netscape and Internet Explorer. It causes the file indicated by the HREF= attribute to be copied to a temporary location on the end-user's computer, and launched within the application associated with the filename extension. For example, if the HREF= attribute references a file with a .DOC extension, Microsoft Word will open it. [File extension association](#) is covered in more detail below.

To have a file with an .EXE extension downloaded, users choose whether to execute it directly from a temporary location, or save it to a location they specify. Of course, there are important security caveats that apply to the download process, otherwise HREF=DeleteMyComputer.exe would be possible (we'll cover the [security aspects of downloading code](#) more fully later). This method won't work if the .EXE file requires any files not already installed on the

computer it's being downloaded to. If you directly reference the filename, you won't be able to use compression techniques to reduce its size (and download time). And you won't be able to enter it in the Windows® Start menu, or register it to be able to be uninstalled later. For any of those capabilities, you need to point the HREF= attribute at a .CAB file.

[⬆ Back to top](#)

## Cabinet (CAB) Files

Microsoft introduced the Cabinet (CAB) SDK when Internet Explorer 3.0 was released. The Cabinet SDK is a collection of tools and documentation explaining how to create a download package consisting of a single file (called a "cabinet") that contains all the separate files that need to be downloaded. A CAB file usually contains ActiveX® controls or Java packages that are used by a Web page. They can also contain all the files needed to install a stand-alone application. If you are familiar with [pkzip file compression technology](#) MS, CABs are similar.

A special configuration file (typically named setup.inf) is included in the cabinet that tells the computer how to install the cabinet's contents. Through the configuration file, you indicate where downloaded files should be copied, any registry settings to make (add to the Start menu, register an ActiveX control), [software dependencies](#) to check, as well as processor- and architecture-specific CAB locations. .INF configuration files were originally devised for general application setup before being extended to support Internet component download. As a result, there's a specific subset of .INF sections that pertain to making code downloadable, and a bunch of other sections related to installing code from floppy disks. (To avoid getting confused, stick to the docs I specifically refer to below rather than pulling down every shred of information about Cabinet and .INF files you can get your hands on.)

CAB files work on with Internet Explorer 3.x and 4.x. Netscape has its own way of doing things (or we do, depending upon your perspective). CAB files are downloaded via a piece of Internet Explorer called Microsoft Internet Component Download. Internet Component Download is typically invoked by targeting a CAB file in the HREF= attribute of an <A> tag (to install an application), or <APPLET> and <OBJECT> tags (to install custom components used by a Web page). A self-extracting executable file is an executable CAB file with a piece of code (included with the Cabinet SDK download) inserted at the beginning of a file, and serves as the target of an HREF attribute.

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## Where Do You Get the Cabinet Stuff?

There is more than one place to go to get cabinet documentation and tools. And although choice can be good, it can also be confusing. Before Internet Explorer 3.0, we had some tools and documentation for creating CABs based upon the work we did for Windows 95 (which was delivered via CABs). While we were trying to get Internet Explorer 3.0 out the door, we revamped the tools and docs to ease the process of making code downloadable over the Web, and thus gave birth to the Cabinet SDK.

**The [activex sdk](#)** includes a pre-Cabinet SDK tool called Diamond.exe (which was renamed to Makecab.exe when the Cabinet SDK came along a few months later). The Diamond.exe tool and docs were obtained via a self-extracting executable located in the C:\ActiveX SDK\Bin folder. A second self-extracting executable is used to distribute a library that can be used by third-party vendors to create their own CAB tools. Although you can still get the ActiveX SDK on MSDN Library Online, don't bother. It has been completely replaced by the products below. (So why am I even telling you about it, you ask? For the benefit of those people who might have stumbled across the ActiveX cabinet stuff, and haven't yet figured out they don't need it.)

**The [cabinet sdk](#)** was released for Internet Explorer 3.0, and is available in the MSDN Online Web Workshop ([this page](#) includes introductory and overview information about CABs, links to sites demonstrating how to use CABs, CAB newsgroups and, of course, the Cabinet SDK download itself). You'll notice there are two tools in the Cabinet SDK that can produce cabinet files. MakeCab.EXE is intended for packaging really big, or fairly complicated, stuff (such as CABs that span multiple floppies), and operates based upon an input script. Cabarc.EXE provides a simpler, command-line-based utility for creating CAB files.

You can download the Cabinet SDK from the MSDN Online [web workshop](#). You'll find these are the exact same tools from the original Cabinet SDK (right down to the date and time stamps), but they also include the code-signing tools that were updated for Internet Explorer 4.0 that I talk about in the [Security](#) section below. This download includes the original Cabinet SDK docs (Cabarc.doc, Cabfmt.doc, Lzxfmt.doc, Mzipfmt.doc and Makecab.doc). Additionally, you should check out the [internet component download](#) Workshop topic.

**The Microsoft [sdk for java](#)**, includes the original Cabinet SDK and code-signing tools. (If you look closely, though, you'll notice that the tools in the SDK for Java are more recent than those in the Internet Client SDK; this will make more sense when I discuss [what changed with Internet Explorer 4.0](#).) Unlike the Internet Client SDK, the SDK for Java does not ship any of the original Cabinet SDK docs. Instead, since there are important differences in the way Java code is installed compared with ActiveX controls, you'll find all new documentation for the Cabarc utility in [creating and using cabinet files for java applets and libraries](#). As you would expect, it discusses using cabinets to contain Java applets, and includes libraries to enable downloading for users of Internet Explorer 3.x or Internet Explorer 4.x. You can also get information about using Cabarc in the

SDK for Java's [tools quick reference](#) .

Note that the [platform sdk](#) , available from MSDN Online, also contains the Microsoft SDK for Java, yet another way to get the same stuff.

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## How CABs Changed with Internet Explorer 4.0

The major change for users of Internet Explorer 4.x is the ability to use the [Open Software Description](#) (OSD) XML format, which I talk about below. The [original cabinet sdk](#) , which you can still download from the MSDN Online Web Workshop, hasn't changed, so you can rest assured that if you use the original Cabinet SDK tools, your cabinets will download whether a user has Internet Explorer 3.x or 4.x.

The Internet Client SDK also ships the original Cabinet SDK. Its files have the same dates and times, and even include the original docs. The problem with the Internet Client SDK (besides scattering topics all over the place) is that it mixed Internet Explorer 4.x-only information in with general cabinet information. This is aggravating, because many of you would appreciate that article, but you might wonder if the .INF information applies only to Internet Explorer 4.x (it doesn't). One more thing: Don't get confused by the references to Diamond.exe in the MICD article. They're typos. Simply replace all references to Diamond.exe with Cabarc.exe, and you'll be fine.

The Microsoft SDK for Java 2.01 ships updated cabinet tools. The Cabarc.exe and Extract.exe utilities now support LZX data compression if you use the -m option (if you do, your CAB will not work for Internet Explorer 3.x users). Cabarc.exe also supports the [OSD format](#), and can use a new package manager technology for Java packages downloaded using Internet Explorer 4.x. The SDK does not ship with the MakeCab.exe utility, and, as I said before, any of the

original Cabinet SDK docs.

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## For more information

First read the references I pointed to above. If they don't answer all your questions, then ... have at these Knowledge Base articles:

[A frequently asked questions for cab files](#) .

[q165075](#) and [q167158](#) discuss how to use HOOK sections in .INF files for file dependencies.

[dynamically adding a java package to the classpath](#) explains how to use the Java virtual machine to dynamically add a Java package (either ZIP or CAB files) to the classpath before executing applets on a Web page. This method uses an install cab that is compatible with both Internet Explorer 3.x and Internet Explorer 4.x (which means it uses an .INF file and doesn't use LZX compression).

[support for multiple cabs or jars in the same applet tag](#) is an INFO article that explains how to support multiple CABs and JARs in the same <APPLET> tag. (This is an Internet Explorer 4.x-only feature.)

Lots of people are running into the same wall trying to use the new Java permissions (even though they are correctly signing their CABs) because they are not asserting their permissions to the security manager at runtime.

[securityexception exception running a java applet](#) sheds some light on this situation.

If you need to track down install problems that may be related to what Java VM is running, you might check out [historical list of shipping vehicles for java vm](#)

.

[howto: deploying java in internet explorer 4.x and netscape 4.0](#) has information about how to use the <APPLET> and <OBJECT> tags for downloading Java packages.

[searching for vj++ & java articles by keyword](#) offers help on how to search the Knowledge Base for Java-related stuff yourself.

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## **What About OSD Stuff for Internet Explorer 4.x-only Downloads?**

Internet Explorer 4.x and our new VM for Java (2.0 and 2.01) introduced new methods to describe code packages for Web download. These methods are based on a new XML vocabulary, Open Software Description (OSD). OSD provides another option for specifying the configuration information in a CAB, essentially replacing the .INF format. To be clear, this new option doesn't change the fact that you still package your download in a CAB, and you can still use .INF files. In fact, you can use both formats in one package. Internet Explorer 4.x will use the OSD file, and Internet Explorer 3.x will use the .INF file.

At this point, you may be asking yourself, "Why change?" Read on, MacDuff.

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### **OSD is easier and designed for Internet download**

The .INF syntax is more complicated than OSD because INF was extended to support code download beyond its original purpose: plain ol' Windows application and driver setup. For example, the Internet Code Download service is invoked to process the Internet code download .INF syntax, yet you can also

invoke the standard Win95 setup engine (via the "hook" mechanism) to process .INF files using the original, non-Internet, Win95 .INF syntax.

Anyway, the new OSD syntax is simpler to read, and ought to do better at describing the components needed for a download package because that's what it was designed to do. And since OSD is based on XML, it is more flexible than .INF files (XML syntax provides easy extensibility and can describe the hierarchical relationships common among code components). I think that, ultimately, the OSD initiative will improve a developer's ability to manage Internet code download more effectively.

### **OSD enables Software Delivery Channels**

When used in conjunction with another new XML vocabulary, Channel Definition Format (CDF), OSD adds the ability to associate a downloadable component with a software delivery channel. Software Delivery Channels can automatically inform users about updates to your software (see my section on [Software Delivery Channels](#)).

### **OSD and ActiveX**

At first I didn't think OSD provided anything new for downloading ActiveX controls or .EXE and .DLL files. Now I understand that OSD is a more powerful way to describe the hierarchical relationships inherent in components that depend on each other. This is important, because unless you can describe those dependencies accurately, you can't expect the operating system to be clever about how it treats your component's installation. For example, what do you think the operating system should do when somebody tries to uninstall a component that your component depends on? With .INF, this is a real mess, because it can't describe dependency relationships well. OSD can. Also, the Internet Component Download service offers better control of component dependencies when they are described with OSD because you can a dependency



tree (in which the leaf nodes of the tree are installed first) to specify the order in which dependent components are installed.

## **OSD and Java**

The new Microsoft Virtual Machine for Java, included with Internet Explorer 4.x and the Microsoft SDK for Java 2.01 (and 2.0), includes several new features that can only be accessed if you use OSD to install your download package.

I think the most important new feature of the new virtual machine for Java is its Java Package Manager (JPM). By managing the process of downloading, the JPM solves the Java *namespace* problem. If you are familiar with the CLASSPATH method of locating installed Java packages, you are probably also familiar with the mess that occurs when the name of a new Java class collides with the name of an already-installed class. JPM manages a private namespace for each Java download package to make sure that no Java class names in a given package get confused with identical class names that exist in other packages. Users also don't have to reboot after installing a Java package. Plus, the JPM solves the update and uninstall problem. The Java docs do a fine job of explaining why and how to use OSD and the new JPM. Just follow the links I provide below.

Microsoft's Java team also created a new cabinet creation tool, DUBUILD (where the DU comes from Distribution Unit), to distribute Java applets and libraries with an OSD configuration file. This tool will create a CAB and OSD file for your Java applet or library. Further, it can automatically register ActiveX controls as JavaBeans, although you'll still have to package them for download.

## **For more information**

The DUBUILD utility is explained in detail in the [using dubuild](#) article in the Tools section of the Microsoft SDK for Java 2.01, and briefly in the [tools quick](#)

[reference](#)🔗.

The [popular topics for java](#) page is a good place to visit frequently, as the Java product support folks frequently update this page with important new KB articles.

The Internet Client SDK has several articles about OSD, including an overview and reference on the [osd markup syntax](#) (with samples).

Another Knowledge Base article, [howto: automatically update the microsoft vm for java](#), is great if your Java package needs a certain version of the VM for Java to run correctly.

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## Active Setup

Active Setup is an Internet Explorer 4.x-only vehicle for downloading code on the Web. It is based on the CAB format, and is useful for really large downloads that would benefit from being broken up into multiple CABs. Active Setup is also capable of restarting from where it left off when an Internet connection gets toasted in the middle of a download. Internet Explorer 4.x and the Internet Client SDK both use Active Setup for their downloads. I found this [description of the active setup log.txt file](#) in the Knowledge Base.

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## File Transfer Protocol (FTP)

FTP has been around "forever". It is a protocol for transferring files from one computer to another over the Internet. If you can put your file on an FTP server (Microsoft includes an FTP server facility in [windows nt server](#), and there are lots of public-domain FTP servers), folks can download it just by pointing their browser at the FTP URL.

For example, the [microsoft software library](#) (look at the URL for this link and you'll notice it starts with ftp:// instead of http://) is a storehouse for files that are referenced by the Microsoft Knowledge Base (see [knowledge is power: inside the microsoft kb](#)). The files in this library are located on a server that can "talk FTP" with Internet Explorer (or any other client program that can use FTP).

If you want to use FTP, the Internet Client SDK article [target="\\_top">ftp sessions](#) shows how Win32® Internet (WinInet) functions can be used to navigate and manipulate directories and files on an FTP server. And here's an [internet client sdk reference](#) piece about the WinInet functions themselves. If you're more of a VB person, there's some sample code in the Knowledge Base article [implementing ftp using wininet api from vb](#).

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## Other Packaging Tools

Many companies offer their own tools for packaging code. SoftSeek has a listing of [file compression and zipping utilities](#) MS that includes the well-known [winzip products](#) MS. Yahoo has a similar category, and I'm sure other search services compile information as well. There is also the [package for the web](#) MS product (you'll recognize it from the familiar blue-wash background).

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## Security

On the Internet, good security means:

- While surfing the Web, my computer and its contents are safe from prying eyes or attacks.
- Information about me is only divulged with my full knowledge and express permission.
- I have the means to make informed security decisions.

In this context, good security is a joint venture between your Web site and Microsoft. Microsoft's role is providing a useful security model, and the information and tools you need to make adequate use of that model, to provide a secure experience for your customer. Your role is to take security very seriously, to understand the security implications of your site's architecture and implementation, and to take the proper steps to ensure the best possible experience for your customers without compromising good security.

Microsoft has worked hard to make sure that Web pages delivered using standard HTML cannot ever compromise your security. But many of the more interesting things you can offer on Web pages cannot be achieved with HTML - they need to use plug-in components (ActiveX controls or Java applets) that can directly access local resources on your computer. We make sure that any Microsoft-provided components (whether they are pre-installed on your computer, or are downloaded later) can never be used by a rogue Web page to compromise your security. In order to provide this security guarantee for our components, we have to implement them according to well-documented programming guidelines. However, while we can be sure that our components are implemented "correctly", we can't force everybody to use secure programming practices (even though we provide lots of docs and samples that show how). Since we can't police the implementation of every plug-in

component on the Web, an important part of Microsoft's security model allows users to establish exactly who is responsible for producing the components Web pages request to download. Knowing who produced a component allows users to make informed decisions regarding whom they will trust.

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## Digital Code-Signing

On the Internet, you can't hold a shrink-wrapped box of software in your hand to verify its legitimacy. Hacker pages can exploit this by falsely representing a software download package as having been published by a reputable publisher. So even if a trustworthy publisher legitimately produced the package, how can you determine whether it's been tampered with?

Digital code-signing addresses this problem by providing the Internet equivalent of shrink-wrapped packaging and tamper-proof seals. Digital code-signing uses encryption technology to encode a download package with a digital certificate that indicates the publisher's name and a digital ID to verify a package's contents. The encryption technology used to produce this digital "signature" makes it essentially impossible for a hacker to alter a digitally-signed download package without leaving a trace.

Code-signing is surprisingly simple (really!). A short time ago, every time I thought I understood it, I would go off and try to explain it to somebody, get partway through the explanation, and my voice would sort of trail off .... "Now, let's see, how did that work again?" But then I saw Michael Howard's really good talk at Web Tech Ed. Michael really did make this stuff simple -- and you can see his talk reproduced in our [training area](#)!

Authenticode™, the formal name for the encryption technology Microsoft uses for digital code signing, is based upon an encryption algorithm called "public

key technology". Authenticode 1.0 was first introduced for Microsoft Internet Explorer 3.0. In the summer of 1997 Microsoft introduced Authenticode 2.0, and provided the update through a separate download for Internet Explorer 3.0 and 3.01 (it was directly incorporated into the version 3.02 download on June 16, 1997). Internet Explorer 4.x also uses Authenticode 2.0. Authenticode 2.0 provided two important new features: timestamping and the ability to revoke a publisher's digital certificate.

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## Where to Get Code-Signing Tools

Microsoft provides a set of tools that create a digital certificate (a publisher's digital credentials) and encode it inside a CAB file. Certificates can also be placed directly into the resource fork (which can hold bitmaps, icons, and related stuff) of an executable file.

**The [activex sdk](#)** provides tools to digitally sign a download package or executable file ([creating a download package](#) was discussed above). They were originally created for Authenticode 1.0, but were updated for Authenticode 2.0 last summer (if you have downloaded the ActiveX SDK since then, you've got the latest version). The SBN site contains lots of information about the [authenticode 2.0 update](#), including the means for Web sites to detect whether a browser should be updated to Authenticode 2.0. The ActiveX SDK code-signing tools cover all versions of Internet Explorer 3.x and Internet Explorer 4.x.

**The Developer tools topic** in the [tools area](#) includes MS Authenticode sub-topics where you can download the code-signing tools.

**The Microsoft [sdk for java](#)**, like the Internet Client SDK, includes code-signing tools (updated for Internet Explorer 4.0) that are installed in the C:\SDK-Java.20\Bin\PackSign folder. You might notice the versions of these tools are

newer than those in the Internet Client SDK, but I have been assured there are no significant differences between them. The updated tools for Internet Explorer 4.x can come from either source; just don't mix and match them. (I'd decide which tool set to use based on whether I was creating a Java or native-code download.)

[msdn library online](#) picks up all Microsoft SDK documentation, so don't get confused by what is actually just another place to get the above SDK documentation.

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## How Did the Code-Signing Tools Change for Internet Explorer 4.x?

Two changes took place after the Internet Explorer 3.02 update to the ActiveX SDK code-signing tools. Most people will only care about the updates that were made to [support the new Java Package Manager \(JPM\)](#). But some of you may want to use the new cryptographic features added for CryptoAPI 2.0. If so, you might also like to know about the changes that were made to streamline the command-line options.

But do you really need to upgrade to the code-signing tools for Internet Explorer 4.x? Put another way, "if it ain't broke, why fix it?" If you don't care about Java, and you're just using standard digital certificates, then you might as well stick with what you have (your ActiveX SDK tools will produce signed CABs that work just fine on both Internet Explorer 4.x and Internet Explorer 3.x).

**The changes for native code** downloads support new cryptographic features in the July 1997 release of CryptoAPI 2.0 in (between the Internet Explorer 3.02 update and the final version of Internet Explorer 4.0). You can use these new features without losing Internet Explorer 3.x compatibility. I won't go into the details here, instead refer to the Internet Client SDK overview of code signing in

the [component development/signing and checking code with authenticode](#) topic. The article includes a detailed description of each tool, and the command-line flag changes between these tools and those offered in the ActiveX SDK. To be honest, I'm not too knowledgeable on the details to the cryptographic changes, and the Internet Client SDK docs are sketchy on what exactly all these new flags do (in fact, they refer you to the CryptoAPI 2.0 docs for additional background). If you want to reach the docs the SDK refers to (they were broken with the January release of MSDN Library), go [here](#) instead.

**The changes to the tools for Java** reflect the new trust-based security model. You now have the ability to specify fine-grained permissions into your Java packages. The security model for Internet Explorer 3.x was all-or-nothing (you could either do anything you please with local resources, or you were confined to the sandbox). Note that using this new feature doesn't preclude your Java code from running on both Internet Explorer 3.x (with the [new authenticode patch](#)) and 4.x. A Java package signed with specific permissions viewed with Internet Explorer 3.x will look just like a "normal" signed Java package that asks for full permissions. Of course, you'll have to use a compatible download package (don't use the new LZX compression option with Internet Explorer 3.x!), and you'll have to handle exceptions in the Internet Explorer 3.x Java VM if you reference the new security classes. The trust-based security model is explained in the new Java docs (start with the [trust-based security for java](#) article that is included in the "About Tools" topic in the [microsoft sdk for java 2.01 documentation](#)).

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## What About Netscape?

The good news is that you don't have to do two completely different things to support secure controls on both Internet Explorer and Netscape Navigator. The bad news is that there are still some significant differences.



First, the Authenticode-compatible digital certificates you use with Internet Explorer won't work with Netscape's browser. Although Microsoft and Netscape digital certificates are each based on the X.509 industry standard, they use incompatible extensions and treat each other's certificates as invalid. Does that mean you are screwed? No! But you will have to get two certificates, one for Microsoft and another one for Netscape.

Second, Netscape uses a different model for developing and loading controls on Web pages that is incompatible with ActiveX controls.

I don't know much more than that, but feel free to poke around a bit on the [netscape developer pages](#) .

### **For more information**

MSDN Online's Web Workshop has comprehensive material on [security & cryptography](#), and additional details on obtaining a digital certificate on its [digital certificate for authenticode](#) page.

If you still have an ache to learn about security, check out these [internet security articles](#) from MSDN Library Online. (Note that there is some overlap between these articles and the MSDN Online Web Workshop pages.)

Mike Pietraszak wrote an article for the January issue of MIND magazine, [using j/direct to call the win32 api from java](#), that includes an example of how to use DUBUILD.EXE and SIGNCODE.EXE to create signed Java packages for Internet Explorer 4.x.0X. (You'll have to get a hard copy of the magazine for the full article.)

Paul Johns' [signing and marking activex controls](#) in the MSDN Library Online is a must.

You can find several articles in [the knowledge base](#) , such as such as this article about [digitally signing your visual basic® 5.0 application](#) , by searching for variations on "digital" and "signing".

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## **Marking ActiveX Controls as "Safe"**

A digital signature guarantees secure delivery to the client computer, but by itself doesn't say anything about whether it's safe to run an ActiveX control. The problem is that, once a signed control is downloaded to an end-user's computer, it can be re-used by any other page that knows about it, *without* the end-user's knowledge. So you could write a control that used local resources in a benign fashion, but somebody else could figure out how to use it maliciously. The extent to which a hacker could damage an end-user's machine by making unauthorized and unintended use of your control depends upon whether there are features in your control that can be accessed via script on a Web page that directly or indirectly access or modify system resources. For example, if you had a method on your control that deleted some local files, and the filename to be deleted was passed via script, you've offered an open invitation to hackers everywhere. You can prevent an attack of this sort. For example, make sure your control can only be loaded from your domain (so that only you can use it).

This form of cyber-attack is referred to as "repurposing", and there are other forms as well. Fortunately, there is lots of documentation that explains how to safeguard your controls from all known methods of attack (see below).

### **For more information**

To learn more about how to safeguard your controls from being misused, start with the Internet Client SDK article [safe initialization and scripting for activex controls](#).

If you are using ATL to create ActiveX controls, check out [signing and marking activex controls with atl](#) .

If you are using Visual Basic to create ActiveX controls, these articles are useful: [deploying activex controls on the web](#) and [microsoft visual basic, control creation edition, version 5.0, control hosting hints](#) .

The Microsoft Knowledge Base has several articles, including [implementing iobjectsafety in an activex control](#) . If you've never used Microsoft's Support Online site, check out Jason Strayer's [knowledge is power: inside the microsoft kb](#) . You'll be glad you did.

Paul Johns' [signing and marking activex controls](#) , as mentioned above, is in the MSDN Library Online.

The Microsoft SDK for Java 2.01 has several articles about [securing your java code library](#) .

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## Internet Explorer Security Settings

So far we've talked about the part of making code downloadable that affects developers. Now let's talk about controlling whether components are *allowed* to download and whether Web pages are *allowed* to script them. This is the part of the security model that is in the hands of the end-user.

### Did Security Settings Change for Internet Explorer 4.x?

There are some fairly significant changes to the way users affect the security settings for Internet Explorer 4.x. The ones most Web authors will care about concern the changes to the High, Medium and Low security defaults, and the new security zone model, where Web sites are classified into different zones, each with their own security setting.

In Internet Explorer 3.02, users control whether "active content" (ActiveX or Java stuff) will download and run using radio button settings in the **Security** tab in the **Options...** dialog accessed from the **View** menu.



**Figure 1. Internet Explorer 3.02 security options**

Unfortunately, it isn't super-clear to most users what those settings mean or do. The **Safety Level...** option button opens a dialog that makes things simpler by offering a simple choice between High, Medium and Low security levels, but the dialog is a level deeper, and most users don't even find it. Plus, just try to figure out how the High, Medium and Low settings affect the toggle switches on the Security tab. Eventually, with a bit of trial-and-error, I was able to figure out that the four **Active content** checkbox settings act to further restrict the High, Medium and Low settings in the **Safety Level...** dialog. But they cannot be used to lift restrictions that may be already imposed. For example, you can uncheck **Allow downloading of active content** in order to prevent ActiveX controls from being downloaded in the Low safety level, but leaving the same setting checked will not allow unsigned controls to download in the High safety level.

For Internet Explorer 4.x, the High, Medium, and Low security level options are shown on the main Security tab of the **Internet Options...** dialog in the **View** menu. This time, the fine-grained toggle settings are obscured in a deeper dialog. So most users will never mess with the new **Security Settings** dialog and the multiple security options available by selecting the new **Custom (for expert users)** option:



## Figure 2. Internet Explorer 4.0 custom security settings dialog

The **Security Settings** dialog options allow you to fine-tune the settings for the current security zone (the one selected in the **Security** tab of the **Internet Options...** dialog). Notice the **Reset custom settings** label. It lets you reset the option buttons back to the defaults for High, Medium, or Low security. This is also useful in figuring out exactly what the different default settings *are* to begin with.

If you are already familiar with the default settings for Internet Explorer 3.x, note the following important changes in Internet Explorer 4.x:

- In Internet Explorer 4.x, the Medium-security setting does not allow the download of unsigned ActiveX controls; in Internet Explorer 3.x, the user is queried.
- In Internet Explorer 4.x, the High-security setting does not allow the download of signed ActiveX controls; in Internet Explorer 3.x, the user is queried.
- In Internet Explorer 4.x, the High-security setting does not allow any ActiveX control to be activated; in Internet Explorer 3.x, controls can activate if they've already been downloaded. (As far as I can tell, <OBJECT> tags just plain don't render in High-security mode for Internet Explorer 4.x.)

These user-interface changes are part of an ongoing effort to make security decisions easier for users. For example, a cool thing with the new security-zones deal (from a user standpoint) is that you can lump the sites you trust into the "Trusted Sites" zone (where security presumably isn't an issue). Maybe this is obvious, but I think the implication is that users won't take such a binary view towards downloading ("never download anything" vs. "always download everything"). Good security will then become more important for all sites to do well (because users will better understand and expect it).

## For more information

The Internet Explorer 4.x product pages include a high-level overview of [new security features in internet explorer 4.x](#).

The Web Workshop has a [security zones overview](#).

Note: If you are looking for more granular security settings for controlling Java execution on Internet Explorer 4.x, check the "Custom" radio button in the **Java Permissions** area of the **Security Settings** dialog. A **Java Custom Settings...** button will become visible on the lower left corner of the dialog. Clicking that button whisks you off to a vast sea of fine-grained Java security settings.

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## Some Stuff Related to Code Download

### Software Delivery Channels

Software delivery channels combine two new XML vocabularies to automatically advertise and update software over the Internet.

[creating software update channels](#) was originally published in the Internet Client SDK for the September 1997 release of Internet Explorer 4.x. There were a few enhancements for the Internet Explorer 4.01 release that were discussed in an article by Ray Sun, [software update channels in internet explorer 4.01](#), on the MSDN Online Web Workshop. A detailed list of the changes in OSD appear in this [open software description \(osd\) overview article](#) in the Internet Client SDK refresh of December 19th, 1997.

MIND magazine's December 1997 issue included an article on [software delivery channels](#) by John Grieb (only a portion of it is accessible online, however).

For information on XML in general, pay a visit to the [xml](#) section of the MSDN Online Web Workshop.

### Media Type (MIME) and Filename Extension Associations

The Windows registry keeps track of which programs own various filename extensions and media types (MIME), and is how Windows knows what to do when users open a file in the Windows Explorer, on their desktop, or as an HREF= attribute of the <A> tag. This process is explained more fully in [associating a file type with an application](#) from the MSDN Online Library.

Teri Schiele's definitive [windows setup article](#) talks about known filename extensions (in case you are thinking of creating a new one), and how to register an "open" action with your own filename extension in the setup.inf file.



There's also [registering an activex object as the player for a media type](#), about registering ActiveX objects with a MIME type or a filename extension. (Internet Explorer first looks to see if somebody has registered for the MIME type before checking for a filename extension association.)

## Pluggable Protocols

If you think associating your application with a Media type is a cool idea, you might be interested in creating a new protocol handler. In Internet Explorer, protocol handlers are to URLs what MIME-type handlers are to HREFs. In other words, you can register a URL protocol with an associated application so that all attempts to navigate to a URL using that protocol launch the application. That is how the mailto: and news: URLs work. Or you may have noticed the mk: protocol that MSDN and Visual Studio™ are now using.

The Internet Client SDK has articles on [pluggable protocols](#) as well as [predefined protocols](#).

[⬆ Back to top](#)

## Tips and Troubleshooting

Debugging problems with code download can be real frustrating because there simply aren't a lot of tools or information available. If you have any tips you'd like to pass on, please send them my way.

Software dependency is a problem just about everybody runs into once. The problem occurs when your downloaded application fails to load because you dynamically linked to a component that is not already installed or up-to-date. For example, if you built an MFC application for download, you are supposed to include a section in the setup.inf stating that you depend on the MFC library. Then Internet Component Download can check to be sure the library is installed, and, if not, can install it from the instructions in your setup.inf (a Knowledge Base article, [howto: packaging mfc controls for use over the internet](#) , describes this in more detail). Active Template Library (ATL) developers may have run into this, because the ATL registrar code is located in a separate DLL (as explained in yet another Knowledge Base article, [doc: instructions for statically linking to registrar code](#) ). You can figure out what DLLs you are inadvertently linking to by using the -dump option of the link utility (look at the "export" section). Or, even easier, just use QuickView (on the context menu for executable files) to see all the imports.

Deleting test certificates is another one that bit me. I kept clicking through user interface dialogs, looking for a way to delete all the old test certificates I had installed over the last several months. It turns out you can't do it in the user interface, but you can using the certmgr.exe code-signing utility (see the [signing and checking code with authenticode](#) page in the Internet Client SDK).

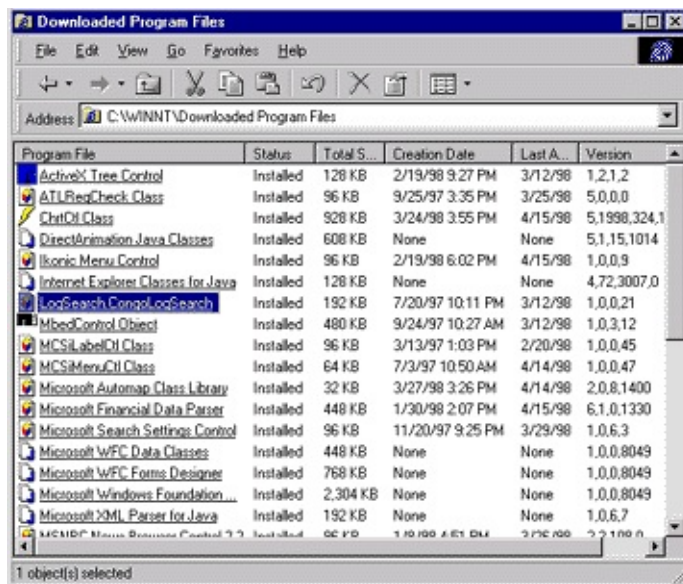
You might also check out the [howto: debugging code download activity in ie: knowledge base](#) article. This article includes information about utilities that

can provide sort of an accounting trail of the download process (to find out what went wrong with a download).

There is also some help in the "Component Packaging" and "Control Development" sections of the Knowledge Base article [info: faq on developing with the internet client sdk](#) .

And don't forget about uninstall. As important as uninstall support is for applications, you would think it would be better-supported for Internet components. When components are downloaded via Microsoft Internet Component Download (CABs and Java classes that are referenced by <OBJECT> or <APPLET> tags), they are installed in the Windows\occache folder (unless the default install location is overridden by a CAB's setup configuration file). Components installed in the occache are registered using a new "Module Usage" section of the registry.

There is no publicly-documented or supported way to programmatically uninstall downloaded Internet components. However, you can do it manually. There is a Windows shell extension associated with the Windows\occache folder called **Downloaded Program Files** located in the Windows folder. It presents another way to view the files there, and offers additional property information not normally available for files in a folder. For example, you can uninstall downloaded components by right-clicking in the **Program File** column in the Windows\Downloaded Program Files folder and selecting **Remove Program File**.



**Figure 3. Downloaded Program Files shell extension**

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## Summary

I went over a lot of stuff in this article. I talked about the technologies available to build a download package, and there are many. I discussed Microsoft's approach to security, and how you can empower customers to verify whether a download package was actually published by your company (and therefore "trustworthy"). I talked about how security works in different versions of Internet Explorer, so users can protect themselves from rogue Web sites. I explained how to find Microsoft documents and tools for Internet Component Download, and what changed (and didn't) when Internet Explorer 3.x became Internet Explorer 4.x.

All the same, if you happen to think the process of making your code available over the Internet is harder than it should be, you are probably right. But you might also take solace in the fact that tools are improving to make it easier. For example, Visual Studio® 6.0 includes new packaging and deployment features that I wrote about in ["installing windows applications via the web with visual studio 6.0"](#)☐. And I expect more work in this area will be accomplished in future versions of the Visual Studio product.

Good luck, and happy downloading.

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## Creating a public\_description Object

---

A **public\_description** object is a JScript® (compatible with ECMA 262 language specification) object that provides run time access to the properties and methods defined by the object's *constructor function*. A skeleton **public\_description** object with its constructor function looks like this:

```
<SCRIPT LANGUAGE="JavaScript">
  var public_description = new CreateScriptlet();

  Function CreateScriptlet(){
    // statements here to define properties and methods
  }
</SCRIPT>
```

**Note** You do not use the constructor function to define events. For more information, see [Defining Event Handlers](#).

When you create the **public\_description** object, the constructor function that you assign to it can have any name, as long as the corresponding function appears somewhere in the scriptlet. Within the constructor function, you declare the properties and methods that you want to expose within the scriptlet in the following ways:

Constructor syntax	Creates
<code>This.PropertyName = expression;</code>	Creates a read/write property.
<code>This.get_PropertyName = function;</code> <code>This.put_PropertyName = function;</code>	Creates a property using a function, which allows you to set a property value based on a condition or trigger an event when the property is set. The function called by the property definition can be in any active scripting language. To make a property read-only, do not provide the <b>put_ function</b> declaration; to make it write-only, do not provide the <b>get_ function</b> declaration.
<code>This.method = methodFunction;</code>	Creates a method defined by the function <i>methodFunction</i> .

For example, the following **public\_description** object defines two properties and a method. The first property, DefaultTitle, is created as an expression. The second property, CalculatedTitle, is created as a set of functions. The method toggleColor is defined using the function TColor.

```
<SCRIPT LANGUAGE="JavaScript">
// public_description object used to declare scriptlet
var public_description = new ScriptletObject();

// general object description
function ScriptletObject()
{
    this.DefaultTitle = window.document.title; //property
    this.get_CalculatedTitle = readCTitle;      //property (read)
    this.put_CalculatedTitle = writeCTitle;     //property (write)
    this.ToggleColor = TColor;                  //method
}

// read function for CalculatedTitle property
function readCTitle(){
    return (window.document.title == "" ? "This document has no title"
}

// write function for CalculatedTitle property
function writeCTitle(passedValue){
    if (passedValue != "")
    {
        window.document.title = passedValue;
    }
}

// function for ToggleColor method
```



```
function TColor(){  
    if (window.document.bgColor == "#ff0000"){  
        // doc is red, make it blue  
        window.document.bgColor = "#0000ff";}  
    else{  
        // doc is not red, make it red  
        window.document.bgColor = "#ff0000";}  
    }  
</SCRIPT>
```

## See Also

[Using Default Interface Descriptions](#)

[Handling Standard Events](#)

[Defining Custom Events](#)

---

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## Using Default Interface Descriptions

---

If there is no **public\_description** object defined in the scriptlet, the scriptlet container object exposes properties and methods using variables and functions in the scriptlet that follow certain naming conventions. To expose scriptlet properties and methods, use these conventions:

- Use the prefix **public\_** to indicate that a variable or function should be exposed by the scriptlet.
- To create a read/write property, declare a variable scoped at the page level (that is, not defined inside a function) and give it a **public\_** prefix.
- To create a method, define a function with the prefix **public\_**.
- To create a readable property as a function, define a function with the prefix **public\_get\_**.
- To create a writable property as a function, define a function with the prefix **public\_put\_**.

**Note** When a property or method is exposed, its name in the host application does not have the **public\_** prefix. For example, if you define a property called `public_MyTitle` in the scriptlet, its name in the host application is `MyTitle`.

The following table shows examples of variables and functions in a scriptlet and the resulting interface that they expose in the host application.

Example	Exposed As	Used in container
<code>var public_Color = "red"</code>	Property	<code>vColor = SC1.Color</code> <code>SC1.Color = "blue"</code>
<code>function public_look(param)</code>	Method	<code>SC1.look(param)</code>
<code>function public_get_C()</code>	Property (read)	<code>x = SC1.C</code>

function public_put_C(param)	Property (write)	SC1.C = "test"
function look()	Not available (no <b>public_</b> prefix)	
function get_C()	Not available (no <b>public_</b> prefix)	
var Color = red;	Not available (no <b>public_</b> prefix)	
var get_Color = red;	Not available (no <b>public_</b> prefix)	

The following example shows a portion of a page containing a paragraph named "P1". The script block following the paragraph exposes a property called P1Text and a method called SetText.

```
<P ID=P1>This is a paragraph of text.</P>

<SCRIPT LANGUAGE="JavaScript">
<!--
public_P1Text = P1.innerText
function public_SetText(newText){
    P1.innerText = newText;
}
// -->
</SCRIPT>
```

The scriptlet reserves the function name prefixes **public\_get\_** and **public\_put\_** to define properties. For example, if the scriptlet contains a function named public\_get\_MyText, it will be treated as a property called MyText. If you attempt to call the function public\_get\_MyText as a method using the syntax

SC1.get\_MyText(), an error will result, because the function itself is exposed only as if it were a property named MyText.

## **See Also**

[Creating a public\\_description Object](#)

[Handling Standard Events](#)

[Defining Custom Events](#)

[Adding Scriptlets to Your Application](#)

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# Handling Standard Events

---

The scriptlet can expose these standard DHTML events:

<a href="#">onclick</a>	<a href="#">onkeypress</a>	<a href="#">onmousemove</a>
<a href="#">ondblclick</a>	<a href="#">onkeyup</a>	<a href="#">onmouseup</a>
<a href="#">onkeydown</a>	<a href="#">onmousedown</a>	

**Tip** You can define a context menu that is displayed when the user right-clicks the scriptlet at run time. For more information, see the [setContextMenu](#) method.

To work with standard events in the host application, you must write handlers in two places: one in the scriptlet to send the event, and another in the host application to capture the event.

## To pass an event from the scriptlet to the host application:

1. Attach an event handler script to the event that you want to pass.
2. Within the event handler script, call the [bubbleEvent](#) method to send the event to the host application.

**Note** Before passing events to the container object, you can check the scriptlet's [frozen](#) property to be sure that the container object is ready to handle events.

If the scriptlet does not include an event handler for a specific event, that event will not be passed to the host application. Similarly, if the scriptlet includes a handler for the event but does not call the **bubbleEvent** method, the event will not be visible to the host application.

**Note** The scriptlet container object exposes all standard events at design time, even if the scriptlet does not contain a script that passes the standard event to the application. For example, in Microsoft Visual Basic®, the code window for the scriptlet container lists all standard events, even if not all are available in a

specific scriptlet.

The following scriptlet script shows how you can pass a text box's **onkeyup** event to the host application.

```
<INPUT TYPE=text ONKEYUP="passKeyUp()" NAME="t1" VALUE="">

<SCRIPT LANGUAGE="JavaScript">
function passKeyUp() {
    // script statements here if required
    window.external.bubbleEvent();
    // further script statements here if required
}
</SCRIPT>
```

In the host application, the corresponding event is triggered for the scriptlet container object. Additional information about the event, such as the location of the mouse pointer or the state of keys at the time the event was triggered, is available in the script container object's [event](#) property. For example, the following Visual Basic subroutine shows how you would capture the scriptlet's **onkeypress** event and display the key code of a character typed in a scriptlet text box.

```
Sub ScriptContainer1_onkeyup()
    MsgBox "The character typed was " & ScriptContainer1.event.keyCode
    MsgBox "The shift state was " & ScriptContainer1.event.shiftKey
End Sub
```

In Microsoft Internet Explorer, the following script does the same thing:

```
<SCRIPT LANGUAGE=JavaScript FOR=document EVENT=onkeyup
```



```
alert("Key code = " + window.event.keyCode)
alert("Shift status = " + window.event.shiftKey)
</SCRIPT>
```

## See Also

[Defining Custom Events](#)

---

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## Defining Custom Events

---

You can use custom events to:

- Send more detail about a standard event—for example, which of the buttons in the scriptlet was clicked.
- Notify the host application about DHTML events that are not among the standard events handled by the **bubbleEvent** method.
- Notify the host application about nonstandard changes in the scriptlet, such as when the value of a property changes.

As with standard events, you must send the event from the scriptlet and capture the event in the host application.

### To send a custom event in the scriptlet:

- Call the scriptlet's [raiseEvent](#) method.

**Note** Before passing events to the container object, you can check the scriptlet's [frozen](#) property to be sure that the container object is ready to handle events.

For example, the following shows how you can send a custom event called `oncolorchange` whenever the scriptlet's **backgroundColor** property is reset.

```
<SCRIPT LANGUAGE="JavaScript">
function public_put_backgroundColor(value)
{
    window.document.bgColor = value;
    window.external.raiseEvent("event_onbgcolorchange",window.docu
}
</SCRIPT>
```

## To handle a custom event in the host application:

- Create an event handler for the [onscriptletevent](#) event.

The following is an example in Microsoft® Visual Basic® that shows how you can determine which control triggered an event.

```
Sub ScriptletContainer1_onscriptletevent( ByVal txtTitle As String, _  
    ByVal eventData As Variant)  
    objName = eventData.srcElement.ID  
    MsgBox "The event " & txtTitle & " occurred in " & objName  
End Sub
```

If your host application is Microsoft Internet Explorer, use a script such as the following to capture the scriptlet event.

```
<SCRIPT LANGUAGE="JavaScript"  
    FOR=ScriptletControl1  
    EVENT= onscriptletevent (name, eventData)>  
    alert("The event that occurred in the scriptlet was " + name);  
</SCRIPT>
```

You can use a **Select Case** structure in the **onscriptletevent** event to take different actions based on different events.

## See Also

### [Handling Standard Events](#)

---

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◀ readyState Property ▶ scrollbar Prope

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## scrollbar Property

---

Specifies whether the scriptlet container object displays a scrollbar.

### Applies To

Scriptlet container object

### Syntax

*ScriptContainer*.**scrollbar** = *boolean*

### Remarks

This property can be set at design time and at runtime. By default, the value of this property is false. If you set this property to true:

- A vertical scrollbar always appears in the scriptlet container object. If the scriptlet's height is less than the height of the scriptlet container object's window, the vertical scrollbar is disabled.
- A horizontal scrollbar appears if the scriptlet's width is greater than the width of the scriptlet container object's window

You can also set this property from within a scriptlet. For details, see the [scrollbar](#) property. To set the size of the scriptlet container object window from within the scriptlet, see [Adding Scriptlets to Your Application](#).

---

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◀ text-decoration Attribute... ▶ textDeco

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## textDecorationBlink Property

---

Property not implemented.

### See Also

[textDecoration](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

## attributes Collection Members

---

Retrieves a collection of attributes of the object.

### Properties

[length](#)

### Methods

[item](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# children Collection Members

---

Retrieves a collection of elements that are direct descendants of the object.

## Properties

[length](#)

## Methods

[item](#) , [tags](#) , [urns](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# elements Collection Members

---

Retrieves a collection, in source order, of all objects in a given form.

## Properties

[length](#)

## Methods

[item](#) , [tags](#) , [urns](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

## frames Collection Members

---

Retrieves a collection of all [window](#) objects defined by the given document or defined by the document associated with the given window.

### Properties

[length](#)

### Methods

[item](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# all Collection Members

---

Returns a reference to the collection of elements contained by the object.

## Properties

[length](#)

## Methods

[item](#) , [tags](#) , [urns](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

## options Collection Members

---

Retrieves a collection of the [OPTION](#) objects in a [SELECT](#) object.

### Properties

[length](#)

### Methods

[add](#) , [item](#) , [remove](#) , [tags](#) , [urns](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# rules Collection Members

---

Retrieves a collection of rules defined in the style sheet.

## Properties

[length](#)

## Methods

[item](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

## styleSheets Collection Members

---

Retrieves a collection of [styleSheet](#) objects representing the style sheets that correspond to each instance of a [LINK](#) or [STYLE](#) object in the document.

### Properties

[length](#) , [styleSheet](#)

### Methods

[item](#) , [urns](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# imports Collection Members

---

Retrieves a collection of all the imported style sheets defined for the respective [styleSheet](#) object.

## Properties

[length](#)

## Methods

[item](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# TextRectangle Collection Members

---

Returns a collection of [TextRectangle](#) objects.

## Properties

[length](#)

## Methods

[item](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

## rows Collection Members

---

Retrieves a collection of [TR](#) objects (rows) from a [TABLE](#) object.

### Properties

[length](#)

### Methods

[item](#) , [tags](#) , [urns](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

## cells Collection Members

---

Retrieves a collection of all cells in the table row or in the entire table.

### Properties

[length](#)

### Methods

[item](#) , [tags](#) , [urns](#)

---

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◀ BGCOLOR Attribute | bgCol... ▶ BGPI

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# BGCOLOR Attribute

---

Sets or retrieves the background color behind the element.

## Syntax

<b>HTML</b>	<code>&lt;ELEMENTBGCOLOR = <i>sColor</i> ... &gt;</code>
<b>Scripting</b>	N/A

## Possible Values

*sColor* String that specifies one of the color names or red-green-blue (RGB) values in the [Color Table](#).

The default value is determined by the browser.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#).

## Remarks

JScript® (compatible with ECMA 262 language specification) supports the entire set of colors as color names and as their corresponding RGB values. However, JScript always returns the property as a string specifying the RGB color value, regardless of the format the value was set to.

Some browsers do not recognize color names, but all browsers should recognize RGB color values and display them correctly.

## Applies To

[COL](#), [COLGROUP](#)

## See Also

background, bgColor

---

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◆ ◀ status Property ▶ systemLanguage Pr

*Web Workshop | DHTML, HTML & CSS*

# STYLE Attribute

---

Sets an inline style for the element.

## Syntax

```
HTML <ELEMENTSTYLE =sStyle ... >
```

## Possible Values

sStyle String that specifies the inline style.

Expressions can be used in place of the preceding value(s), as of Microsoft® Internet Explorer 5. For more information, see [dynamic properties](#)☐.

## Remarks

This attribute is not accessible through scripting. To access styles through scripting, use the [style](#) object.

## Applies To

A, ACRONYM, ADDRESS, APPLET, AREA, B, BIG, BLOCKQUOTE, BODY, BR, BUTTON, CAPTION, CENTER, CITE, CODE, COL, COLGROUP, custom, DD, DEL, DFN, DIR, DIV, DL, DT, EM, EMBED, FIELDSET, FONT, FORM, Hn, HR, I, IFRAME, IMG, INPUT type=button, INPUT type=checkbox, INPUT type=file, INPUT type=hidden, INPUT type=image, INPUT type=password, INPUT type=radio, INPUT type=reset, INPUT type=submit, INPUT type=text, INS, ISINDEX, KBD, LABEL, LEGEND, LI, LISTING, MAP, MARQUEE, MENU, OBJECT, OL, P, PLAINTEXT, PRE, Q, RT, RUBY, S, SAMP, SELECT, SMALL, SPAN, STRIKE, STRONG, SUB, SUP, TABLE, TBODY, TD, TEXTAREA, TR, TT, U, UL, VAR, XMP

---

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## *Web Workshop | DHTML, HTML & CSS*



# controlRange Collection Members

---

Returns an array of elements specified in the [createControlRange](#) method.

## Properties

[length](#)

## Methods

[add](#) , [execCommand](#) , [item](#) , [queryCommandEnabled](#) ,  
[queryCommandIndeterm](#) , [queryCommandState](#) ,  
[queryCommandSupported](#) , [queryCommandValue](#) , [remove](#) , [scrollIntoView](#)  
, [select](#)

---

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◀ DirLTR Command | IDM\_DIRL... ▶ Ed

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## DirRTL Command | IDM\_DIRRTL Command ID

---

Not supported.

---

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◀ PlayImage Command | IDM\_D... ▶ Re

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## Print Command | IDM\_PRINT Command ID

---

Not supported.

---

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◀ SizeToControl Command | I... ▶ SizeT

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## SizeToControlHeight Command | IDM\_SIZE\_TO\_CONTROL\_HEIGHT Command ID

---

Not supported.

---

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◀ [StrikeThrough Command | I...](#) ▶ [Super](#)

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# StrikeThrough Command | IDM\_STRIKETHROUGH Command ID

---

Not supported.

---

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## *Web Workshop | DHTML, HTML & CSS*

## anchor Behavior Members

---

Enables the browser to navigate to a folder view.

### Properties

[folder](#) , [target](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

## anim:DA Element | anim Behavior Members

---

Defines an instance of the Microsoft® DirectAnimation® viewer in an HTML document to render DirectAnimation objects and play DirectAnimation sounds.

### Properties

[image](#) , [sound](#) , [statics](#)

### Methods

[addDABehavior](#) , [removeDABehavior](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# ANIMATION Element | animation Behavior Members

---

Defines a timed animation element in an HTML document.

## Properties

[accelerate](#) , [autoReverse](#) , [begin](#) , [beginAfter](#) , [beginEvent](#) , [beginWith](#) ,  
[clipBegin](#) , [clipEnd](#) , [clockSource](#) , [decelerate](#) , [dur](#) , [end](#) , [endEvent](#) ,  
[endHold](#) , [eventRestart](#) , [img](#) , [player](#) , [playerObject](#) , [repeat](#) , [repeatDur](#) ,  
[src](#) , [syncBehavior](#) , [syncTolerance](#) , [timeAction](#) , [type](#)

## Methods

[beginElement](#) , [endElement](#)

## Events

[onbegin](#) , [onend](#) , [onmediacomplete](#) , [onmedialoadfailed](#) , [onmediaslip](#) ,  
[onpause](#) , [onrepeat](#) , [onresume](#) , [onresync](#) , [onreverse](#) , [onscriptcommand](#)

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## *Web Workshop | DHTML, HTML & CSS*



# AUDIO Element | audio Behavior Members

---

Defines a timed audio element in an HTML document.

## Properties

[accelerate](#) , [autoReverse](#) , [begin](#) , [beginAfter](#) , [beginEvent](#) , [beginWith](#) ,  
[clipBegin](#) , [clipEnd](#) , [clockSource](#) , [decelerate](#) , [dur](#) , [end](#) , [endEvent](#) ,  
[endHold](#) , [eventRestart](#) , [player](#) , [playerObject](#) , [repeat](#) , [repeatDur](#) , [src](#) ,  
[syncBehavior](#) , [syncTolerance](#) , [timeAction](#) , [type](#)

## Methods

[beginElement](#) , [endElement](#)

## Events

[onbegin](#) , [onend](#) , [onmediacomplete](#) , [onmedialoadfailed](#) , [onmediaslip](#) ,  
[onpause](#) , [onrepeat](#) , [onresume](#) , [onresync](#) , [onreverse](#) , [onscriptcommand](#)

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## *Web Workshop | DHTML, HTML & CSS*

## clientCaps Behavior Members

---

Provides information about features supported by Microsoft® Internet Explorer, as well as a way for installing browser components on demand.

### Properties

[availHeight](#) , [availWidth](#) , [bufferDepth](#) , [colorDepth](#) , [connectionType](#) ,  
[cookieEnabled](#) , [cpuClass](#) , [height](#) , [javaEnabled](#) , [platform](#) ,  
[systemLanguage](#) , [userLanguage](#) , [width](#)

### Methods

[addComponentRequest](#) , [clearComponentRequest](#) , [compareVersions](#) ,  
[doComponentRequest](#) , [getComponentVersion](#) , [isComponentInstalled](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# download Behavior Members

---

Downloads a file and notifies a specified callback function when the download is complete.

## Methods

[startDownload](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# homePage Behavior Members

---

Contains information about a user's homepage.

## Methods

[isHomePage](#) , [navigateHomePage](#) , [setHomePage](#)

---

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## *Web Workshop | DHTML, HTML & CSS*



# httpFolder Behavior Members

---

Contains scripting features that enable browser navigation to a folder view.

## Methods

[navigate](#) , [navigateFrame](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# IMG Element | img Behavior Members

---

Defines a timed image element in an HTML document.

## Properties

[accelerate](#) , [autoReverse](#) , [begin](#) , [beginAfter](#) , [beginEvent](#) , [beginWith](#) , [clipBegin](#) , [clipEnd](#) , [clockSource](#) , [decelerate](#) , [dur](#) , [end](#) , [endEvent](#) , [endHold](#) , [eventRestart](#) , [player](#) , [playerObject](#) , [repeat](#) , [repeatDur](#) , [src](#) , [syncBehavior](#) , [syncTolerance](#) , [timeAction](#) , [type](#)

## Methods

[beginElement](#) , [endElement](#)

## Events

[onbegin](#) , [onend](#) , [onmediacomplete](#) , [onmedialoadfailed](#) , [onmediaslip](#) , [onpause](#) , [onrepeat](#) , [onresume](#) , [onresync](#) , [onreverse](#) , [onscriptcommand](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# MEDIA Element | media Behavior Members

---

Defines a generic, timed media element in an HTML document.

## Properties

[accelerate](#) , [autoReverse](#) , [begin](#) , [beginAfter](#) , [beginEvent](#) , [beginWith](#) ,  
[clipBegin](#) , [clipEnd](#) , [clockSource](#) , [decelerate](#) , [dur](#) , [end](#) , [endEvent](#) ,  
[endHold](#) , [eventRestart](#) , [img](#) , [player](#) , [playerObject](#) , [repeat](#) , [repeatDur](#) ,  
[src](#) , [syncBehavior](#) , [syncTolerance](#) , [timeAction](#) , [type](#)

## Methods

[beginElement](#) , [endElement](#)

## Events

[onbegin](#) , [onend](#) , [onmediacomplete](#) , [onmedialoadfailed](#) , [onmediaslip](#) ,  
[onpause](#) , [onrepeat](#) , [onresume](#) , [onresync](#) , [onreverse](#) , [onscriptcommand](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# PAR Element | par Behavior Members

---

Defines a new timeline container in an HTML document for independently timed elements.

## Properties

[accelerate](#) , [autoReverse](#) , [begin](#) , [beginAfter](#) , [beginEvent](#) , [beginWith](#) ,  
[decelerate](#) , [dur](#) , [end](#) , [endEvent](#) , [endHold](#) , [eventRestart](#) , [repeat](#) ,  
[repeatDur](#) , [syncBehavior](#) , [syncTolerance](#) , [timeAction](#)

## Methods

[beginElement](#) , [endElement](#)

## Events

[onbegin](#) , [onend](#) , [onmediacomplete](#) , [onmedialoadfailed](#) , [onmediaslip](#) ,  
[onpause](#) , [onrepeat](#) , [onresume](#) , [onresync](#) , [onreverse](#)

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## *Web Workshop | DHTML, HTML & CSS*



# saveFavorite Behavior Members

---

Enables the object to persist data in a Favorite.

## Properties

[XMLDocument](#)

## Methods

[getAttribute](#) , [removeAttribute](#) , [setAttribute](#)

## Events

[onload](#) , [onsave](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# saveHistory Behavior Members

---

Enables the object to persist data in the browser history.

## Properties

[XMLDocument](#)

## Methods

[getAttribute](#) , [removeAttribute](#) , [setAttribute](#)

## Events

[onload](#) , [onsave](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

## saveSnapshot Behavior Members

---

Enables the object to persist data when a Web page is saved.

### Events

[onsave](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# SEQ Element | seq Behavior Members

---

Defines a new timeline container in an HTML document for sequentially timed elements.

## Properties

[accelerate](#) , [autoReverse](#) , [begin](#) , [beginAfter](#) , [beginEvent](#) , [beginWith](#) ,  
[decelerate](#) , [dur](#) , [end](#) , [endEvent](#) , [endHold](#) , [eventRestart](#) , [repeat](#) ,  
[repeatDur](#) , [syncBehavior](#) , [syncTolerance](#) , [timeAction](#)

## Methods

[beginElement](#) , [endElement](#)

## Events

[onbegin](#) , [onend](#) , [onmediacomplete](#) , [onmedialoadfailed](#) , [onmediaslip](#) ,  
[onpause](#) , [onrepeat](#) , [onresume](#) , [onresync](#) , [onreverse](#)

---

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## *Web Workshop | DHTML, HTML & CSS*



## time Behavior Members

---

Provides an active timeline for an HTML element.

### Properties

[accelerate](#) , [autoReverse](#) , [begin](#) , [beginAfter](#) , [beginEvent](#) , [beginWith](#) ,  
[currTime](#) , [decelerate](#) , [dur](#) , [end](#) , [endEvent](#) , [endHold](#) , [eventRestart](#) ,  
[localTime](#) , [onOffBehavior](#) , [progressBehavior](#) , [repeat](#) , [repeatDur](#) ,  
[syncBehavior](#) , [syncTolerance](#) , [timeAction](#) , [timeline](#) , [timelineBehavior](#) ,  
[timeStartRule](#)

### Methods

[beginElement](#) , [endElement](#) , [pause](#) , [resume](#)

### Events

[onbegin](#) , [onend](#) , [onpause](#) , [onrepeat](#) , [onresume](#) , [onreverse](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

## userData Behavior Members

---

Enables the object to persist data in user data.

### Properties

[expires](#) , [XMLDocument](#)

### Methods

[getAttribute](#) , [load](#) , [removeAttribute](#) , [save](#) , [setAttribute](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# VIDEO Element | video Behavior Members

---

Defines a timed video element in an HTML document.

## Properties

[accelerate](#) , [autoReverse](#) , [begin](#) , [beginAfter](#) , [beginEvent](#) , [beginWith](#) , [clipBegin](#) , [clipEnd](#) , [clockSource](#) , [decelerate](#) , [dur](#) , [end](#) , [endEvent](#) , [endHold](#) , [eventRestart](#) , [img](#) , [player](#) , [playerObject](#) , [repeat](#) , [repeatDur](#) , [src](#) , [syncBehavior](#) , [syncTolerance](#) , [timeAction](#) , [type](#)

## Methods

[beginElement](#) , [endElement](#)

## Events

[onbegin](#) , [onend](#) , [onmediacomplete](#) , [onmedialoadfailed](#) , [onmediaslip](#) , [onpause](#) , [onrepeat](#) , [onresume](#) , [onresync](#) , [onreverse](#) , [onscriptcommand](#)

---

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## ▸ Default Behaviors Referen...

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# Time Formats

---

The following table lists the possible formats for expressing time values.

Format	Description	Examples	Supported by
<i>h:min:s.f</i>	<i>h</i> = hours <i>min</i> = minutes <i>s</i> = seconds <i>f</i> = fraction of a second	"03:45:10" = 3 hours, 45 minutes, 10 seconds "10:35" = 10 minutes, 35 seconds "10.5" = 10 and a half seconds "1:00.375" = 1 minute, 0.375 seconds	<a href="#">begin</a> , <a href="#">clipBegin</a> , <a href="#">clipEnd</a> , <a href="#">dur</a> , <a href="#">end</a> , <a href="#">repeatDur</a> , <a href="#">syncTolerance</a>
<i>number</i> [h   min   s   ms]	<i>h</i> = hours <i>min</i> = minutes <i>s</i> = seconds (default) <i>ms</i> = milliseconds	"3h" = 3 hours "20min" = 20 minutes "3.5s" or "3.5" = 3 and a half seconds "25ms" = 25 milliseconds	<a href="#">begin</a> , <a href="#">dur</a> , <a href="#">end</a> , <a href="#">repeatDur</a> , <a href="#">syncTolerance</a>

Note that signed clock values (+ or -) are also legal. All clock values are assumed to be positive (+) by default.

---

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## ▸ Default Behaviors Referen...

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# Installable Components in Internet Explorer

---

The following table lists the component identifiers that can be installed with Microsoft® Internet Explorer 5. These identifiers are used with the [addComponentRequest](#) method.

**Note** The following components do not install on demand in Microsoft® Windows® 2000.

Component	Component ID
Address Book	{7790769C-0471-11D2-AF11-00C04FA35D02}
AOL ART Image Format Support	{47F67D00-9E55-11D1-BAEF-00C04FC2D130}
Arabic Text Display Support	{76C19B38-F0C8-11CF-87CC-0020AFEECF20}
Chinese (Simplified) Text Display Support	{76C19B34-F0C8-11CF-87CC-0020AFEECF20}
Chinese (Traditional) Text Display Support	{76C19B33-F0C8-11CF-87CC-0020AFEECF20}
Dynamic HTML Data Binding	{9381D8F2-0288-11D0-9501-00AA00B911A5}
DirectAnimation	{283807B5-2C60-11D0-A31D-00AA00B92C03}
Hebrew Text Display Support	{76C19B36-F0C8-11CF-87CC-0020AFEECF20}
Internet Connection Wizard	{5A8D6EE0-3E18-11D0-821E-444553540000}
Internet Explorer Browsing Enhancements*	{630B1DA0-B465-11D1-9948-00C04F98BBC9}
Internet Explorer Help	{45EA75A0-A269-11D1-B5BF-0000F8051515}
Japanese Text Display Support	{76C19B30-F0C8-11CF-87CC-0020AFEECF20}
Korean Text Display Support	{76C19B31-F0C8-11CF-87CC-0020AFEECF20}
Language Auto-Selection	{76C19B50-F0C8-11CF-87CC-0020AFEECF20}
Macromedia Flash	{D27CDB6E-AE6D-11CF-96B8-444553540000}
Macromedia Shockwave Director	{2A202491-F00D-11CF-87CC-0020AFEECF20}
Windows Media Player	{22D6F312-B0F6-11D0-94AB-0080C74C7E95}
Windows Media Player RealNetwork Support	{23064720-C4F8-11D1-994D-00C04F98BBC9}
Offline Browsing Pack	{3AF36230-A269-11D1-B5BF-0000F8051515}
Pan-European Text Display Support	{76C19B32-F0C8-11CF-87CC-0020AFEECF20}
Thai Text Display Support	{76C19B35-F0C8-11CF-87CC-0020AFEECF20}
Uniscribe	{3BF42070-B3B1-11D1-B5C5-0000F8051515}
Vector Graphics Rendering (VML)	{10072CEC-8CC1-11D1-986E-00A0C955B42F}
Vietnamese Text Display Support	{76C19B37-F0C8-11CF-87CC-0020AFEECF20}
Microsoft Virtual Machine	{08B0E5C0-4FCB-11CF-AAA5-00401C608500}
Visual Basic Scripting Support	{4F645220-306D-11D2-995D-00C04F98BBC9}
VRML 2.0 Viewer	{90A7533D-88FE-11D0-9DBE-0000C0411FC3}
Wallet	{1CDEE860-E95B-11CF-B1B0-00AA00BBAD66}
Web Folders	{73FA19D0-2D75-11D2-995D-00C04F98BBC9}

\*Includes FTP Folders and Font Embedding

---

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## ▸ Default Behaviors Referen...

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# Detectable Components in Internet Explorer

---

The following table lists the component identifiers that can be detected with Microsoft® Internet Explorer 5. These identifiers are used with the following methods:

- [getComponentVersion](#)

- 

[isComponentInstalled](#)

Component	Component ID
Address Book	{7790769C-0471-11D2-AF11-00C04FA35D02}
Windows Desktop Update NT	{89820200-ECBD-11CF-8B85-00AA005B4340}
DirectAnimation	{283807B5-2C60-11D0-A31D-00AA00B92C03}
DirectAnimation Java Classes	{4F216970-C90C-11D1-B5C7-0000F8051515}
DirectShow™	{44BBA848-CC51-11CF-AAFA-00AA00B6015C}
Dynamic HTML Data Binding	{9381D8F2-0288-11D0-9501-00AA00B911A5}
Dynamic HTML Data Binding for Java	{4F216970-C90C-11D1-B5C7-0000F8051515}
Internet Connection Wizard	{5A8D6EE0-3E18-11D0-821E-444553540000}
Internet Explorer 5 Web Browser	{89820200-ECBD-11CF-8B85-00AA005B4383}
Internet Explorer Classes for Java	{08B0E5C0-4FCB-11CF-AAA5-00401C608555}
Internet Explorer Help	{45EA75A0-A269-11D1-B5BF-0000F8051515}
Internet Explorer Help Engine	{DE5AED00-A4BF-11D1-9948-00C04F98BBC9}
Windows Media Player	{22D6F312-B0F6-11D0-94AB-0080C74C7E95}
NetMeeting NT	{44BBA842-CC51-11CF-AAFA-00AA00B6015B}
Offline Browsing Pack	{3AF36230-A269-11D1-B5BF-0000F8051515}
Outlook Express	{44BBA840-CC51-11CF-AAFA-00AA00B6015C}
Task Scheduler	{CC2A9BA0-3BDD-11D0-821E-444553540000}
Microsoft virtual machine	{08B0E5C0-4FCB-11CF-AAA5-00401C608500}
VRML 2.0 Viewer	{90A7533D-88FE-11D0-9DBE-0000C0411FC3}
Wallet	{1CDEE860-E95B-11CF-B1B0-00AA00BBAD66}

---

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## *Web Workshop | DHTML, HTML & CSS*

## anchors Collection Members

---

Retrieves a collection of all [A](#) objects that have a [name](#) and/or [id](#) property.  
Objects in this collection are in HTML source order.

### Properties

[length](#)

### Methods

[item](#) , [tags](#) , [urns](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# applets Collection Members

---

Retrieves a collection of all [APPLET](#) objects in the document.

## Properties

[length](#)

## Methods

[item](#) , [tags](#) , [urns](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

## areas Collection Members

---

Retrieves a collection of the [AREA](#) objects defined for the given [MAP](#) object.

### Properties

[length](#)

### Methods

[add](#) , [item](#) , [remove](#) , [tags](#) , [urns](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# behaviorUrns Collection Members

---

Returns a collection of Uniform Resource Name (URN) strings identifying the behaviors attached to the element.

## Properties

[length](#)

## Methods

[item](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# bookmarks Collection Members

---

Returns a collection of ActiveX® Data Objects (ADO) bookmarks tied to the rows affected by the current event.

## Properties

[length](#)

## Methods

[item](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# boundElements Collection Members

---

Returns a collection of all elements on the page bound to a data set.

## Properties

[length](#)

## Methods

[item](#) , [tags](#) , [urns](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

## childNodes Collection Members

---

Retrieves a collection of [elements](#) and [TextNodes](#) that are direct descendants of the specified object.

### Properties

[length](#)

### Methods

[item](#) , [urns](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

## embeds Collection Members

---

Retrieves a collection of all [EMBED](#) objects in the document.

### Properties

[length](#)

### Methods

[item](#) , [tags](#) , [urns](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

## filters Collection Members

---

Retrieves the collection of filters that have been applied to the object.

### Properties

[length](#)

### Methods

[item](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# forms Collection Members

---

Retrieves a collection, in source order, of all [FORM](#) objects in the document.

## Properties

[length](#)

## Methods

[item](#) , [tags](#) , [urns](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# images Collection Members

---

Retrieves a collection, in source order, of [IMG](#) objects in the document.

## Properties

[length](#)

## Methods

[item](#) , [tags](#) , [urns](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# links Collection Members

---

Retrieves a collection of all [A](#) objects that specify the [href](#) property and all [AREA](#) objects in the document.

## Properties

[length](#)

## Methods

[item](#) , [tags](#) , [urns](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

## plugins Collection Members

---

Retrieves a collection of all [EMBED](#) objects within the document.

### Properties

[length](#)

### Methods

[item](#) , [tags](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# scripts Collection Members

---

Retrieves a collection of all [SCRIPT](#) objects in the document.

## Properties

[length](#)

## Methods

[item](#) , [tags](#) , [urns](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# tBodies Collection Members

---

Retrieves a collection of all [TBODY](#) objects in the table. Objects in this collection are in HTML source order.

## Properties

[length](#)

## Methods

[item](#) , [tags](#) , [urns](#)

---

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◀ oncontentready Event ▶ ondocumentr

*Web Workshop | Component Development*

# ondetach Event

---

Fires before the behavior is detached from the element.

## Syntax

```
<PUBLIC:ATTACH  
  EVENT = ondetach  
  ONEVENT = sEventHandler  
  FOR = element  
  ID = sID  
>
```

## Attributes

### EVENT

Required. String that specifies the name of a [Dynamic HTML \(DHTML\) event](#), or any of the events specific to the HTML Component (HTC) that are listed in the [HTC Reference](#).

### FOR

Optional. String that specifies one of the following values to identify the source of the event.

document	Refers to the <a href="#">document</a> object.
<b>element</b>	Default. Refers to the element to which the behavior is attached.
window	Refers to the <a href="#">window</a> object.

### ONEVENT

Required. String that specifies an inline script or a direct invocation of the event handler function.

### ID

Optional. String that uniquely identifies the **ATTACH** element within the component. This attribute is analogous to the [ID](#) attribute in DHTML.

## Remarks

A behavior can detach from an element if one of the following occurs:

- The containing page is closed.
- The behavior is removed from the page using the [removeBehavior](#) method.
- The [behavior](#) property of the element is set to null, or reset to point to another behavior.
- The [className](#) property of the element is set to null, or reset to some other class other than the one defined for the behavior.

The **ondetach** event allows the behavior to perform some cleanup just before it completely detaches from the element.

**Note** In cases where a behavior attaches to events on the containing page using the [attachEvent](#) method, this event gives the behavior the opportunity to call the [detachEvent](#) method to stop receiving notifications from the page. A behavior that attaches to events on the page using the [ATTACH](#) element automatically stops receiving notifications when the behavior detaches from the element, and does not need to call the **detachEvent** method when the **ondetach** event fires.

## Example

This example uses the **ondetach** event to turn off the highlighting effect on a list of items initially attached to a highlighting behavior.

## See Also

[dhtml behaviors](#)☐, [implementing dhtml behaviors in script](#)☐

---

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▶ COMPONENT Element ▶ HTC Reference

*Web Workshop | Component Development*

# ATTACH Element

---

Binds a function to an event, so that the function is called whenever the event fires on the specified object.

## Syntax

```
<PUBLIC:ATTACH  
  EVENT = sEvent  
  FOR = document | element | window  
  ONEVENT = sEventHandler  
  ID = sID  
>
```

## Attributes

### EVENT

Required. String that specifies the name of a [Dynamic HTML \(DHTML\) event](#), or any of the events specific to the HTML Component (HTC) that are listed in the [HTC Reference](#).

### FOR

Optional. String that specifies one of the following values to identify the source of the event.

document	Refers to the <a href="#">document</a> object.
<b>element</b>	Default. Refers to the element to which the behavior is attached.
window	Refers to the <a href="#">window</a> object.

### ONEVENT

Required. String that specifies an inline script or a direct invocation of the event handler function.

### ID

Optional. String that uniquely identifies the **ATTACH** element within the component. This attribute is analogous to the [ID](#) attribute in DHTML.

## Element Information



Number of occurrences	Any number
Parent elements	<a href="#">COMPONENT</a>
Child elements	None
Requires closing tag	No

## Remarks

The **ATTACH** element is a declarative form of the [attachEvent](#) method.

When the specified event fires on the element to which the behavior is attached, the element's event handler is called first, before the behavior's. If multiple behaviors are attached to an element and multiple event handlers are defined for the same event on the same element, the functions are called in random order, immediately after the element's event handler is called.

## Example

This example uses an HTC to implement a table of contents that expands and collapses. The HTC attaches to the element's [onclick](#) event, and then expands or collapses the list each time the **onclick** event is received.

## See Also

[dhtml behaviors](#)☐, [implementing dhtml behaviors in script](#)☐

---

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## *Web Workshop | DHTML, HTML & CSS*

# alpha Filter Members

---

Sets the level of opacity for the visual object.

## Properties

[enabled](#) , [finishOpacity](#) , [finishX](#) , [finishY](#) , [opacity](#) , [startX](#) , [startY](#) , [style](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# blendTrans Filter Members

---

Fades the visual object into or out of view.

## Properties

[duration](#) , [enabled](#) , [status](#)

## Methods

[apply](#) , [play](#) , [stop](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# blur Filter Members

---

Causes the object to appear to be in motion.

## Properties

[add](#) , [direction](#) , [enabled](#) , [strength](#)

---

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## *Web Workshop | DHTML, HTML & CSS*



## chroma Filter Members

---

Selectively renders a specific color as transparent for the selected visual object.

### Properties

[color](#) , [enabled](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

## dropShadow Filter Members

---

Paints a solid silhouette of the selected visual object, offset in the specified direction, thus creating the illusion that the visual object is floating above the page and is casting a shadow onto the page.

### Properties

[color](#) , [enabled](#) , [offX](#) , [offY](#) , [positive](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# flipH Filter Members

---

Renders the visual object as a mirror image of itself along the horizontal plane.

## Properties

[enabled](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# flipV Filter Members

---

Renders the visual object as a mirror image of itself along the vertical plane.

## Properties

[enabled](#)

---

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## *Web Workshop | DHTML, HTML & CSS*



# glow Filter Members

---

Adds radiance around the outside edges of the object, giving it the appearance of a glow.

## Properties

[color](#) , [enabled](#) , [strength](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# gray Filter Members

---

Drops the color information from the visual object's color palette, rendering the object in grayscale.

## Properties

[enabled](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# invert Filter Members

---

Reverses the hue, saturation, and brightness values of the visual object.

## Properties

[enabled](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# light Filter Members

---

Simulates the projection of a light source onto the selected visual object.

## Properties

[enabled](#)

## Methods

[addAmbient](#) , [addCone](#) , [addPoint](#) , [changeColor](#) , [changeStrength](#) , [clear](#) ,  
[moveLight](#)

---

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## *Web Workshop | DHTML, HTML & CSS*



## mask Filter Members

---

Takes the selected visual object, paints the transparent pixels a specific color, and makes a transparent mask from its nontransparent pixels.

### Properties

[color](#) , [enabled](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

## redirect Filter Members

---

Converts the object into a DAIImage object?that is, an image that can be manipulated using Microsoft® DirectAnimation®.

### Properties

[enabled](#)

### Methods

[elementImage](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

# revealTrans Filter Members

---

Shows or hides visual objects using one of 23 predefined [transition](#) effects.

## Properties

[duration](#) , [enabled](#) , [status](#) , [transition](#)

## Methods

[apply](#) , [play](#) , [stop](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

## shadow Filter Members

---

Paints a solid silhouette of the selected visual object along one of its edges, in the specified direction, creating the illusion of a shadow around the visual object.

### Properties

[color](#) , [direction](#) , [enabled](#)

---

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## *Web Workshop | DHTML, HTML & CSS*



## wave Filter Members

---

Performs a sine wave distortion of the visual display of the object along the vertical axis.

### Properties

[add](#) , [enabled](#) , [freq](#) , [lightStrength](#) , [phase](#) , [strength](#)

---

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## *Web Workshop | DHTML, HTML & CSS*

## xray Filter Members

---

Changes the color depth of the visual object, and renders the object in black and white, making the visual display look like a black-and-white x-ray.

### Properties

[enabled](#)

---

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# ◀ ATTACH Element ▶ EVENT Element

*Web Workshop | Component Development*

# COMPONENT Element

---

Identifies the content of the file as an HTML Component (HTC).

## Syntax

```
<PUBLIC:COMPONENT  
  NAME = sName  
  URN = sURN  
  ID = sID  
>
```

## Attributes

### NAME

Optional. String that specifies the name by which the behavior is referred to in the containing document. This is especially useful when multiple behaviors are attached to an element, as it allows you to invoke the properties or methods of the desired behavior from the containing document.

If multiple behaviors are attached to a `<SPAN ID="mySpan">` element in a document, you can use the following syntax to set the **delay** property of the behavior named behaviorABC.

```
mySpan.behaviorABC.delay = 1000;
```

### URN

Required. String, in Uniform Resource Name (URN) format, that uniquely identifies the component. This allows events to be uniquely identified when multiple behaviors may be firing events of the same name. When the event is fired, the [event](#) object's [srcURN](#) property is set to the URN of the behavior that fired the event.

### ID

Optional. String that uniquely identifies the **COMPONENT** element within the component. This attribute is analogous to the [ID](#) attribute in Dynamic HTML (DHTML).

## Element Information

Number of occurrences	None or one
Parent elements	None
Child elements	<a href="#">ATTACH</a> , <a href="#">EVENT</a> , <a href="#">METHOD</a> , <a href="#">PROPERTY</a>
Requires closing tag	Yes

## See Also

[dhtml behaviors](#)☐, [implementing dhtml behaviors in script](#)☐

---

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# ◀ COMPONENT Element ▶ METHOD E

*Web Workshop | Component Development*

# EVENT Element

---

Defines an event of the HTML Component (HTC) to be exposed to the containing document.

## Syntax

```
<PUBLIC:EVENT  
  NAME = sName  
  ID = sEventID  
>
```

## Attributes

### NAME

Required. String that specifies the name of the event exposed to the containing document.

### ID

Optional. String that uniquely identifies the **EVENT** element within the component. This attribute is analogous to the [ID](#) attribute in Dynamic HTML (DHTML).

## Methods

### *eventID*.fire([*oEvent*])

Fires the event to the containing document. This method has an optional *oEvent* parameter that specifies the [event](#) object containing context information.

## Element Information

Number of occurrences	Any number
Parent elements	<a href="#">COMPONENT</a>
Child elements	None
Requires closing tag	No



## Remarks

By specifying a **NAME** attribute similar to a standard event already defined for the element, a behavior can override the element's default behavior.

Events defined for a behavior do not bubble; they only fire on the element to which the behavior is attached.

## Example

This example is derived from a calculator behavior sample. Whenever the result changes, the HTC fires a custom onResultChange event back to the page, passing the result as a custom property of the [event](#) object.

## See Also

[dhtml behaviors](#), [implementing dhtml behaviors in script](#), [METHOD, PROPERTY](#)

---

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◀ EVENT Element ▶ PROPERTY Element

*Web Workshop | Component Development*

# METHOD Element

---

Defines a method of the HTML Component (HTC) to be exposed to the containing document.

## Syntax

```
<PUBLIC:METHOD  
  NAME = sName  
  INTERNALNAME = sInternalName  
  ID = sID  
>
```

## Attributes

### NAME

Required. String that specifies the name by which the method is referred to in the containing document. By default, the **NAME** specified is also used to refer to the method within the component, unless an **INTERNALNAME** attribute is specified.

### INTERNALNAME

Optional. String that specifies the name by which the method is referred to within the component. If no value is specified, the **NAME** attribute is used by default.

### ID

Optional. String that uniquely identifies the **METHOD** element within the component. This attribute is analogous to the [ID](#) attribute in Dynamic HTML (DHTML).

## Element Information

Number of occurrences	Any number
Parent elements	<a href="#">COMPONENT</a>
Child elements	None
Requires closing tag	No

## Remarks

By specifying a **NAME** attribute similar to a standard method name already defined for the element, a behavior can override the element's default behavior.

## Example

This example uses the **METHOD** tag to expose the startFlying() method from the HTC to the containing document.

```
<PUBLIC:METHOD NAME="startFlying" />

<SCRIPT LANGUAGE="JScript" >
function startFlying()
{
    // insert flying code here
}
</SCRIPT>
```

## See Also

[dhtml behaviors](#), [implementing dhtml behaviors in script](#), [EVENT](#), [PROPERTY](#)

---

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## ◀ METHOD Element ▶ element Object

*Web Workshop | Component Development*

# PROPERTY Element

---

Defines a property of the HTML Component (HTC) to be exposed to the containing document.

## Syntax

```
<PUBLIC:PROPERTY  
  NAME = sName  
  ID = sPropertyID  
  INTERNALNAME = sInternalName  
  GET = sGetFunction  
  PUT = sPutFunction  
  PERSIST = bPersist  
  VALUE = vValue  
>
```

## Attributes

### NAME

Required. String that specifies the name of the property exposed to the containing document. By default, the **NAME** specified is also used to refer to the property within the component, unless an **INTERNALNAME** attribute is specified.

### ID

Optional. String that uniquely identifies the **PROPERTY** element within the component. This attribute is analogous to the [ID](#) attribute in Dynamic HTML (DHTML).

### INTERNALNAME

Optional. String that specifies the name by which the property is referred to within the component. This internal name must be declared globally before it can be referenced anywhere in the component; otherwise, a scripting error occurs, indicating that the name is undefined. If no internal name is specified, the **NAME** attribute is

used by default.

### **GET**

Optional. String that specifies the function to be called whenever the value of the property is retrieved. A **PROPERTY** element that specifies a **GET** attribute without specifying a **PUT** attribute is a read-only property.

### **PUT**

Optional. String that specifies the function to be called when the value of the property is set.

**Note** The function specified in this attribute must notify the element in the containing document about the property change by calling the **PROPERTY** element's `fireChange` method. Invoking this method causes the `onpropertychange` event to fire on the element in the containing page, with the `event` object's `propertyName` set to the name of the property. A **PROPERTY** element that specifies the **GET** and **PUT** attributes is a read/write property. Failure to specify a **GET** function, when a **PUT** function is specified, causes the property to be write-only, which often might not be desired.

### **PERSIST**

Optional. Boolean that specifies whether to persist the property as part of the page.

### **VALUE**

Optional. Variant that specifies the default value for the property.

## **Methods**

### *propertyID*.**fireChange()**

Notifies the containing document that the value of the property has changed by firing the **onpropertychange** event on the element. If no **PUT** attribute is specified on the property, the **onpropertychange** is automatically fired when the property is set in the containing document.

## **Element Information**

Number of occurrences	Any number
Parent elements	<a href="#">COMPONENT</a>
Child elements	None
Requires closing tag	No

## Remarks

By specifying a **NAME** attribute similar to a standard property already defined for the element, a behavior can override the element's default behavior.

If either the **PUT** or **GET** attribute is specified, the **INTERNALNAME** attribute is ignored. Setting and/or retrieving the value of the property through the function(s) specified in the **PUT** and **GET** attributes takes precedence over setting and/or retrieving the value of the property through the **INTERNALNAME**.

## Example

This example uses an HTC to create a table of contents that expands and collapses when the user clicks it. The HTC exposes a child property to the containing document to indicate which element needs to toggle its [display](#) property to achieve the desired expanding/collapsing effect.

## See Also

[dhtml behaviors](#)☐, [implementing dhtml behaviors in script](#)☐, [EVENT](#), [METHOD](#)

---

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## ◀ PROPERTY Element ▶ createEventO

*Web Workshop | Component Development*

## element Object

---

Returns the element to which the [behavior](#) is attached.

### Remarks

All properties, methods, and events of the element are accessible to an HTML Component (HTC) using this object, or by using the property, method, or event name directly and not prefixing the name with the **element** keyword.

### Example

This example uses a behavior to implement a table of contents that expands and collapses when the user clicks it. The HTC attaches to the element's [onmouseover](#) event and sets the [color](#) property of the element to red. The color of the element can be toggled through the [style](#) property of the element directly, instead of referring to it as **element.style**.

The HTC also sets the [cursor](#) property to "hand" to signal the user that the element can be clicked to toggle visibility of its children.

```
<PUBLIC:ATTACH EVENT="onmouseover" ONEVENT="Hilite"  
  
<SCRIPT LANGUAGE="JScript">  
var prevColor;  
  
function Hilite()  
{  
    prevColor = style.color;  
    element.style.color = "red";  
    element.style.cursor = "hand";
```

```
}  
</SCRIPT>
```

This feature requires Microsoft® Internet Explorer 5 or later. Click the icon below to install the latest version. Then reload this page to view the sample.



## See Also

[dhtml behaviors](#), [implementing dhtml behaviors in script](#)

---

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◆ ◀ element Object ▶ oncontentready Eve

*Web Workshop | Component Development*

## createEventObject Method

---

Creates an **event** object that can be used when passing event context information to the **EVENT** element's **fire** method.

### Syntax

```
oEvent = createEventObject()
```

### Return Value

Returns an **event** object.

### Remarks

The same **event** object cannot be reused in multiple calls to the **fire** method.

**Note** All properties of the **event** object created using **createEventObject** are read/write, including those that would be read-only in Dynamic HTML. This allows you to set properties on the **event** object from the HTML Component (HTC), before firing the event.

### Example

This example is derived from a calculator behavior sample. When the result changes, the behavior fires a custom onResultChange event back to the page, passing the result as a custom property of the **event** object.

### See Also

[dhtml behaviors](#)☐, [implementing dhtml behaviors in script](#)☐

---

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◆ ◀ createEventObject Method ▶ ondetac

*Web Workshop | Component Development*



# oncontentready Event

---

Fires when the content of the element, to which the behavior is attached, has been completely parsed.

## Syntax

```
<PUBLIC:ATTACH  
  EVENT = oncontentready  
  ONEVENT = sEventHandler  
  FOR = element  
  ID = sID  
>
```

## Attributes

### EVENT

Required. String that specifies the name of a [Dynamic HTML \(DHTML\) event](#), or any of the events specific to the HTML Component (HTC) that are listed in the [HTC Reference](#).

### FOR

Optional. String that specifies one of the following values to identify the source of the event.

document	Refers to the <a href="#">document</a> object.
<b>element</b>	Default. Refers to the element to which the behavior is attached.
window	Refers to the <a href="#">window</a> object.

### ONEVENT

Required. String that specifies an inline script or a direct invocation of the event handler function.

### ID

Optional. String that uniquely identifies the **ATTACH** element within the component. This attribute is analogous to the [ID](#) attribute in DHTML.

## Remarks

The [innerHTML](#) property of the element might not return the correct value until this event fires.

## Example

This example uses the **oncontentready** event on a page to display the value of the element's [innerHTML](#) property.

```
<PUBLIC:ATTACH EVENT="oncontentready" ONEVENT="show  
  
<SCRIPT LANGUAGE="JScript">  
function show_innerHTML()  
{  
    window.alert ('innerHTML = ' + element.innerHTML);  
}  
</SCRIPT>
```

## See Also

[dhtml behaviors](#)☐, [implementing dhtml behaviors in script](#)☐

---

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◀ ondetach Event ▶ HTC Reference

*Web Workshop | Component Development*

# onreadystatechange Event

---

Fires when the behavior's containing document has been completely parsed.

## Syntax

```
<PUBLIC:ATTACH  
  EVENT = onreadystatechange  
  ONEVENT = sEventHandler  
  FOR = element  
  ID = sID  
>
```

## Attributes

### EVENT

Required. String that specifies the name of a [Dynamic HTML \(DHTML\) event](#), or any of the events specific to the HTML Component (HTC) that are listed in the [HTC Reference](#).

### FOR

Optional. String that specifies one of the following values to identify the source of the event.

document	Refers to the <a href="#">document</a> object.
<b>element</b>	Default. Refers to the element to which the behavior is attached.
window	Refers to the <a href="#">window</a> object.

### ONEVENT

Required. String that specifies an inline script or a direct invocation of the event handler function.

### ID

Optional. String that uniquely identifies the **ATTACH** element within the component. This attribute is analogous to the [ID](#) attribute in DHTML.

## Remarks

The **onreadystatechange** event fires after all scripts, images, Microsoft® ActiveX® controls, and all other elements on the page are completely downloaded.

A behavior attached to an element receives both the **onreadystatechange** and [oncontentready](#) notifications, but only after the [window.onload](#) event fires.

## See Also

[dhtml behaviors](#)☐, [implementing dhtml behaviors in script](#)☐

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## *Web Workshop | Component Development*

# A Short History of Code Download

---

Michael Edwards

Developer Technology Engineer  
Microsoft Corporation

April 16, 1998

**Editor's note:** This is a short companion piece to another Michael Edwards article, [Downloading Code on the Web](#).

People were installing code long before the Internet came along. And, since I firmly believe that a little bit of perspective helps make sense of change (humor can't hurt, either), I wanted to share this summary of the evolution of PC code installation.

## **Code Download Before the Internet (Before Windows, Even!)**

When I bought my first personal computer, a Commodore 64, games shipped on a single 160K floppy. You didn't have to "install" them, since there wasn't anything to install them to. As an added bonus, there wasn't anything they could do to your computer that rebooting wouldn't fix.

Then personal computers started getting hard disks, and developers could make their programs bigger (with bigger, multi-disk data files) because they could copy everything onto a single platform. Even so, things were still pretty simple. Most of the time developers wrote small batch files to transfer all the files on their floppies to a directory on the hard disk. At worst, you had to be able to create a boot disk if your application needed special device drivers or something. But you never worried about installing a new application and watching it run amuck, screwing up other programs in the process. Rebooting remained the answer for any problem, and since you only used one program at a time, the most you would ever lose was your high score.

But then along came Windows®. Now if you wanted things to work, you had to copy certain files to certain places, modify certain settings, and more. In short, applications had to coexist with other stuff on a user's machine. So, in the early days of Windows 3.0, you started seeing setup utilities. Setup had reached a critical mass in complexity, enough to warrant being a separate application. However, knowing what bits to twiddle where was rocket science, and most people were screwing it up.



## Along Came Windows 95

Finally, in May 1995, just before Windows 95 shipped, Teri Schiele wrote the definitive setup article for MSDN, [windows 95 application setup guidelines for independent software vendors](#)<sup>□</sup>. This article, combined with the InstallSHIELD SDK included with Visual C++® 4.0, demystified the process of implementing a decent Windows setup application. For a while, people were a little happier.

To ship Windows 95, Microsoft needed to put lots of stuff on as few disks as possible (can you say "cost of goods" or "ease of installation"?). That's when Cabinet technology first surfaced. With Cabinet technology, you could compress multiple files inside a single cabinet (CAB) file. For big jobs, your cabinet could span multiple disks and increase compression by lumping all files together (instead of compressing each file separately). Windows 95 Setup also greatly expanded the INF file format used for storing setup configuration information and driving the setup process. The INF file format had been around since the very beginning (that would be Windows 1.0), and was used by the InstallSHIELD SDK, so it made sense to enhance it instead of coming up with something completely different. So the INF file format was extended to describe the contents of a cabinet file and how they should be installed. While this new cabinet stuff was only available for Windows 95 setup, more and more software publishers were looking for something like cabinets to make installing their own products easier. But nothing changed until Microsoft decided to embrace the Internet. Hold on to your seat, because now the pace of change really speeds up.

## Microsoft "Embraces" the Internet

The early versions of Internet Explorer were mostly about Web browsing. It wasn't until Microsoft starting building and marketing ActiveX® technology that it became really important (and strategic) to improve users' ability to install code over the Web. If we wanted Web page developers to embrace ActiveX, we needed to make it easier for them to install ActiveX controls. So when Microsoft released Internet Explorer 3.0 in the summer of '96, the CAB technology originally developed for Windows 95 Setup was (finally) made available to third-party developers (see [reducing download times with cabinet files: the problem and a solution](#) on MSDN Library Online). Soon thereafter, the CAB SDK was born, which provided tools to distribute compressed, executable, and data files over the Internet using Internet Explorer 3.0.

About that time, it was also becoming apparent that security was a bit of a problem on the Web. Pirates (and others with few scruples) were figuring out that trashing other people's computers was a great way to build a reputation as a hacker. So, with Internet Explorer 3.0, Microsoft also introduced Authenticode™ 1.0. Authenticode identifies code publishers and assures end users that software has not been modified by anyone else before or during the download process. With Authenticode, third-party developers digitally sign their downloads, and users decide whether to download them based on their perception of the publisher (i.e., do I really trust that this code from Joe's Software Garage is on the up-and-up?).

Also at that time, Java was well on its way to fame and fortune. Internet Explorer 3.0 was designed to address the security issues Java raised, which mostly occurred if you wanted your Java applets to be able to access local resources.

## And then Came Internet Explorer 4.0

The Internet is becoming increasingly important as a software distribution channel, even though it is vulnerable to hackers with malicious intent. To help with this, Internet Explorer 4.0 added features to make it easier for users to have a secure experience when a Web page wants to download something. Internet Explorer 4.0 also expanded on the features for packaging and conducting downloads expanded. But it accomplished these things by adding new options not supported by previous versions (which [Downloading Code on the Web](#) discusses in great detail).

Which brings us to where we are now. A lot of people are still using Internet Explorer 3.x and other browsers, and many of you need and want to support them. So, in the accompanying article, [Downloading Code on the Web](#), I'll focus on explaining the code download features that are available for both Internet Explorer 3.x and Internet Explorer 4.x, as well as introduce the new features that are only available on Internet Explorer 4.x.

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