

Simple Use Case: Creating a Layout

Layouts can be created targeting the full browser viewport:

```
var layoutFull = new YAHOO.widget.Layout({/* Config here */});
layoutFull.render();
```

Layouts can also target a specific page element:

```
//Element Based Layout
var layoutEl = new YAHOO.widget.Layout('demo', { /* Config here */});
layoutEl.render();
```

Layouts consist of up to five Layout Units (top, right, bottom, left and center; center is required, fluid, and cannot be resized).

```
var layoutFull = new YAHOO.widget.Layout({
  units: [{position: 'top'}, {position: 'center'}]
});
layoutFull.render();
```

See Layout Units section for more on configuring a Layout Unit.

Constructor: YAHOO.widget.Layout

```
YAHOO.widget.Layout([str | obj container,] obj configuration)
```

Arguments:

- Container (optional):** A reference to a DOM element (by ID or direct reference) that will contain the Layout; if this argument is omitted, the Layout will take up the full browser viewport.
- Configuration:** An optional object containing your desired configuration options, including information about your Layout Units. See Layout Units and Configuration Options sections for details.

Layout Units: Key Configuration Attributes

animate	Use animation on expand/ collapse?	resize	Is this unit resizable?
collapse	Adds collapse icon	scroll	Is units body content scrollable?
duration	Duration in ms of animation transition	width	Width of unit in px
easing	Animation easing effect to use (see anim docs)	header/ body/ footer	Contents of the header, body and footer sections of the unit
gutter	Gutter surrounding unit (in px; supports "t r b l" or "tb rl" css-style syntax)	Layout Units can be instantiated or created and configured as part of the Layout constructor: <pre>var layoutFull = new YAHOO.widget.Layout({ units: [{position: 'center', gutter: "5 7 0 5", scroll: true, minHeight: 225 }] }); layoutFull.render();</pre>	
height	Height of this unit in px		
maxHeight/Width, minHeight/Width	Max/min dimensions of unit in px.		
position	Position of this unit in the Layout (top, right, bottom, left or center)		

Layout Configuration Options

Field	Type	Description
height	integer	Height of the Layout in pixels.
minHeight	integer	Minimum height of the Layout in pixels.
minWidth	integer	Minimum width of the Layout in pixels.
parent	Layout object	If this Layout is a child of another Layout, this attribute sets the relationship and binds the Layouts' resize events together.
width	integer	Width of the Layout in pixels.

Configuration options should be set in the second argument of the constructor:

```
var pv = new YAHOO.widget.Layout("myEl", {height: 400});
```

Key Interesting Moments in Layout

Event	Description/Fields:
render	Event fires when the rendering of the Layout is complete.
beforeResize	Fires at the beginning of the resize process; return false to prevent resize.
resize	Fires after the resize process completes.

Subscribe: `layout.on("render", function(o){});`

Key Interesting Moments in LayoutUnit

Event	Description/Fields:
close	Fires when the unit is closed.
collapse	Fires when the unit is collapsed.
contentChange	Fires when header/body/footer content is changed via API.
expand	Fires when the unit is expanded.
beforeResize	Fires at the beginning of the resize process; return false to prevent resize.
resize	Fires after the resize process completes.

Subscribe: `layoutUnit.on("close", function(o){});`

Solutions: Embedding a Layout inside another Layout

```
var layout = new YAHOO.widget.Layout({
  units: [
    { position: 'top', height: 300, body: 'Top #1'},
    { position: 'center', body: '' } //empty body for next layout
  ]
});

layout.on('render', function() {
  var c = layout.getUnitByPosition('center');
  //Apply the new layout to the body element of the first layout
  var layout2 = new YAHOO.widget.Layout(c.body, {
    parent: layout,
    units: [
      { position: 'left', width: 200, body: 'Left #2'},
      { position: 'center', body: 'Center #2' }
    ]
  });
  layout2.render();
});
layout.render();
```

YAHOO.widget.Layout Methods

addUnit(o cfg) there must not be a LayoutUnit at the new unit's position

getLayoutById(s id) static method, returns Layout whose parent is element *id*

getSizes() returns object containing sizes of all child Layout Units

getUnitById(s id) returns LayoutUnit whose parent is element *id*

getUnitByPosition(s pos) returns Layout Unit at specified position

removeUnit(o unit) removes the unit; Layout resizes automatically

YAHOO.widget.LayoutUnit Properties

body, header, and footer HTML elements for specified sections

YAHOO.widget.LayoutUnit Methods

close() collapses and removes the unit

collapse() collapses the unit, if not already collapsed

destroy() removes the unit and cleans up references and listeners

expand() expands the unit, if not already expanded

getLayoutUnitById(s id) static method returns the unit that is associate with a given HTML id

getUnitByPosition(s pos) returns Layout Unit at specified position

getSizes() returns object containing size information for this unit

Dependencies

Layout Manager/Unit requires: Yahoo, Dom, Animation, DragDrop, Resize and Selector are optional.