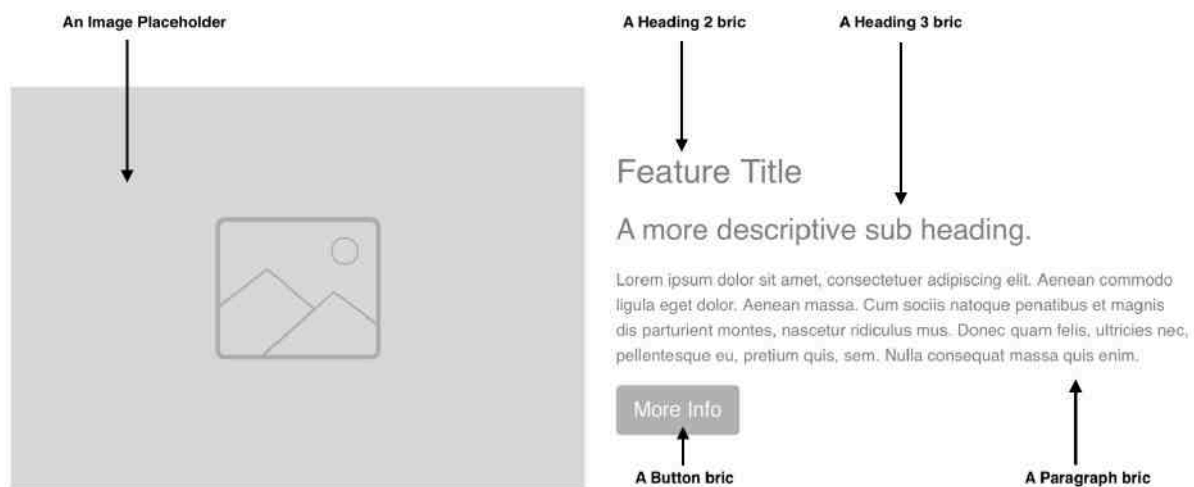
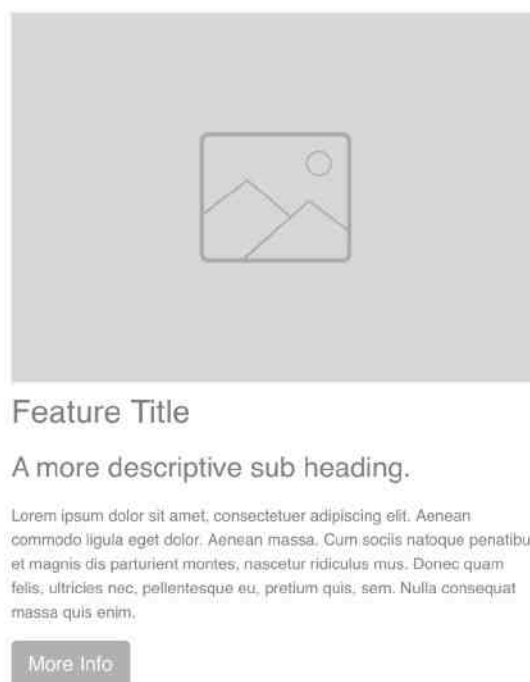


Just like the Hero block we added earlier, this bloc is also pre-populated with standard brics, only this time they are arranged in two columns instead of one.

The illustration below shows how the bloc is constructed and its component parts.

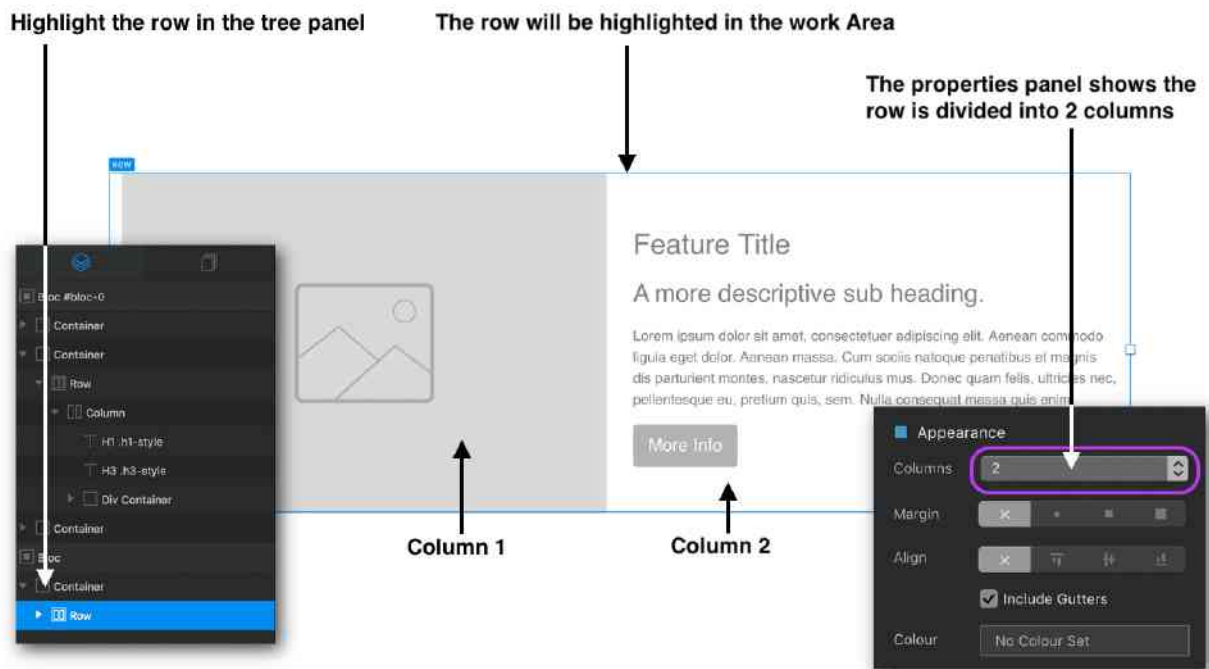


Unlike the Hero bloc, this feature bloc is arranged in a two column layout. It's important to understand the concept of columns when designing a website in Blocs. This is because a column determines the width of any content placed within it. By default, all content placed in a column will always occupy the width of the underlying column. However, content can expand downwards. Having columns control the width of content serves two primary purposes. Firstly it ensures that the webpage looks neat and tidy but, more importantly, it allows the content to be automatically reorganised on devices of different widths. For example, in the case of this two column feature bric, when the content is viewed on a mobile device, the content of the second column will be displayed underneath the content of the first column - like so:

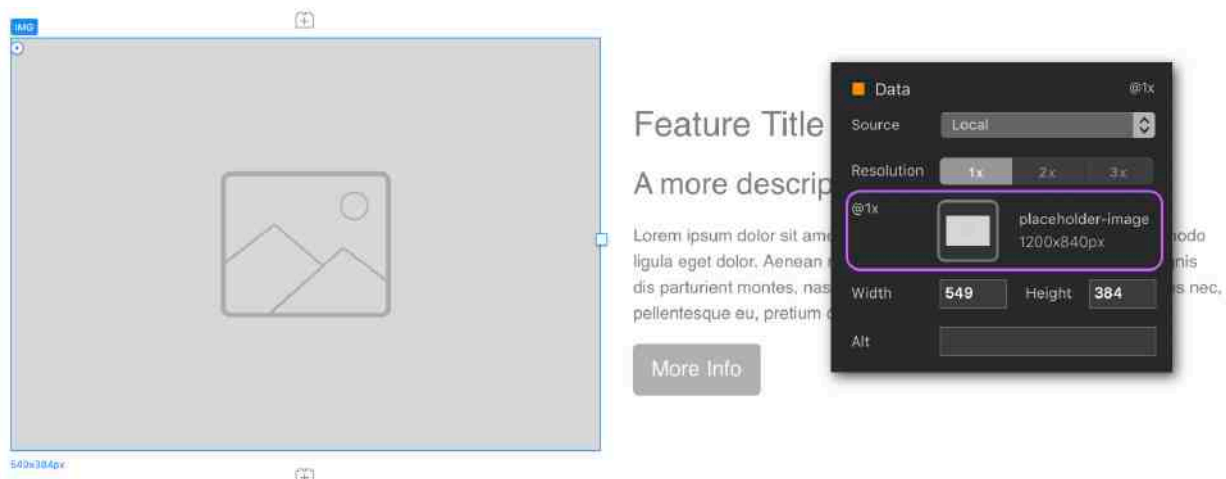


You can see the structure of the bloc by highlighting the various elements in the tree panel on the left of the interface window. In the example below, we've highlighted the Row. The row will now be highlighted with a blue outline in the work area and will display a small title with the word "Row" at the top-left of the highlighted area. With the row highlighted, look across at the appearance section of the properties panel and you will see that it is divided into two columns.

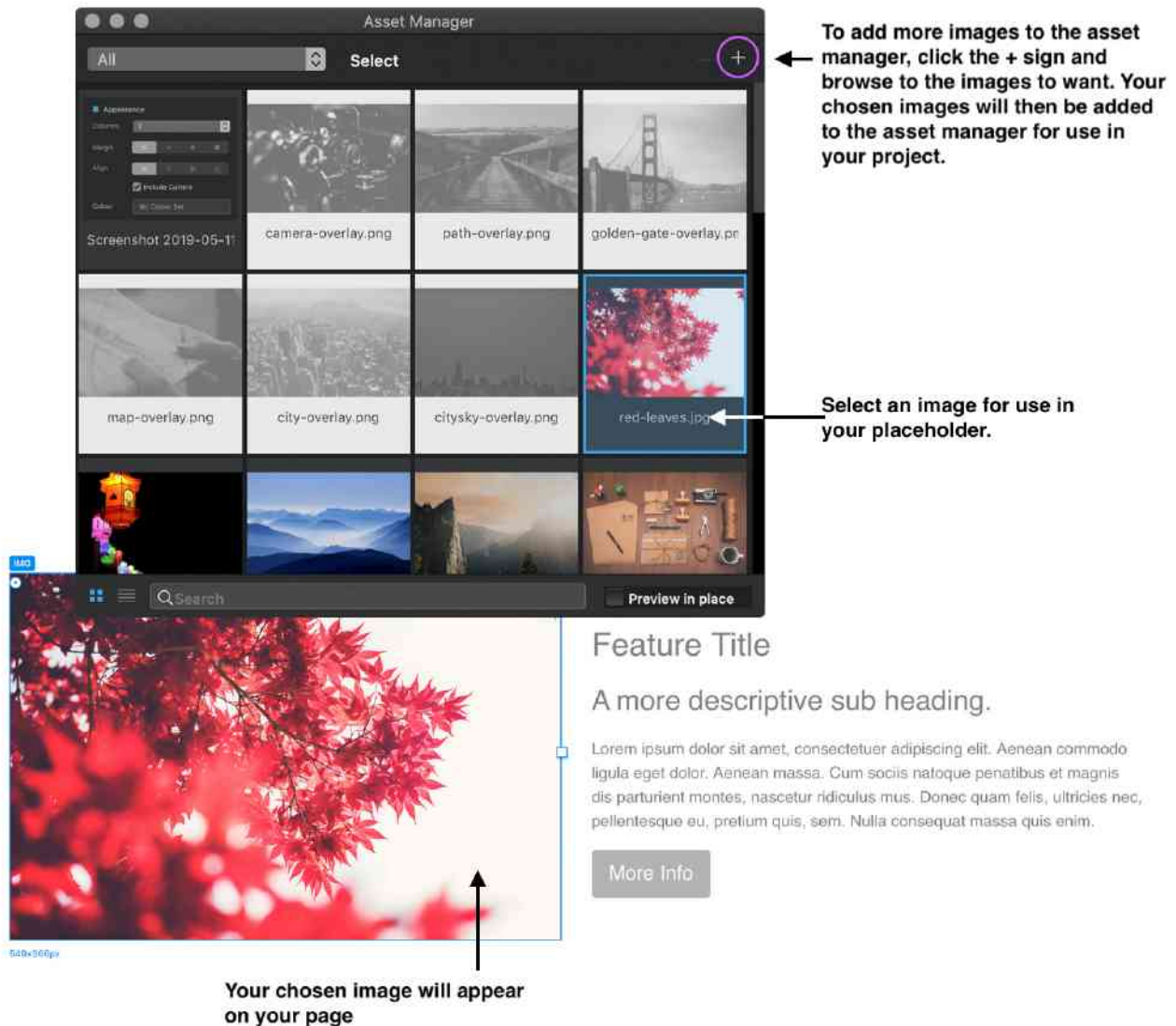
**Note:** If you don't see all the elements in the tree panel, click on the small arrows next to the names of visible elements to expand their content.



So, let's go ahead and start adding our own content to this feature block. Start by adding an image to the image placeholder. There are two ways to do this. You can either drag an image file from your computer directly into the placeholder, or you can import an image from the asset manager window. Personally, I prefer to use the latter method because it serves to remind me that the image file should be added to the project assets folder that we discussed earlier. Start by clicking on the image placeholder in the work area. This will highlight the placeholder. In the Data section of the properties panel, you will see the placeholder image box shown in the illustration below.



Click on the placeholder box to open the asset manager window. Select an image from the asset manager to add it to the placeholder.



Regardless of the original size of your image, it will always scale to fit the placeholder width. The height of the image on the page will be dependent upon its aspect ratio - the greater the height of the image, the longer the placeholder will expand to accommodate it.

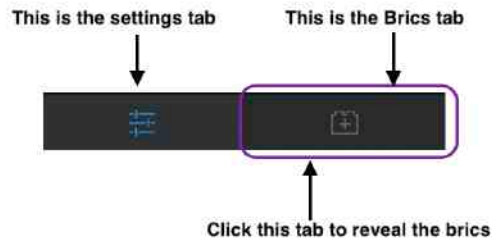
**Tip:** When selecting images for your webpage, always use images that are larger than the placeholder dimensions. A good average size to aim for would be about 1500 px width. However, always optimise images before using them in your project. A good application for optimising images would be something like **ImageOptim** which you can download from the internet.

Having added an image to the bloc, you can now go ahead and edit the text in the various text placeholders. You can also style the button as we did in the hero bloc. Talking of buttons, now would be a good time to explain how buttons work and how they can be configured to do various things.

With your button selected, look at the Interactions section of the properties panel. You will see that the default interaction is set to Navigate to page. However, there are other options. For example, you may wish to have the "More Info" button reveal some additional information directly below the button.

To do this, we're going to manually add a brick to the bloc and then have the button reveal the contents of the new brick whenever the button is clicked. Here's how it's done.

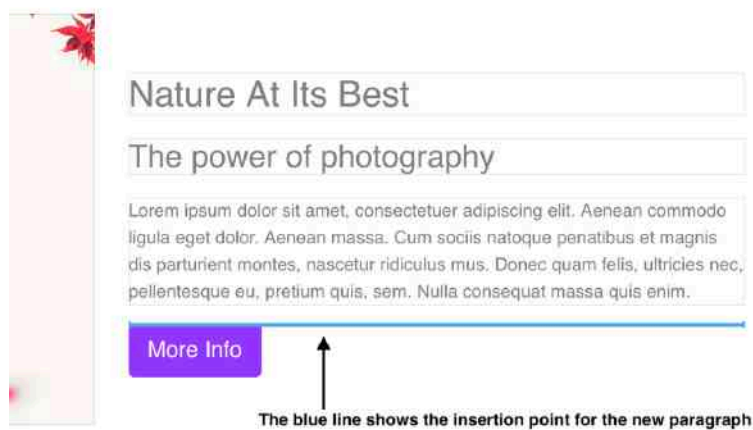
Start by changing the contents of the properties panel to display the standard bricks that ship with Blocs. At the top of the properties panel you will see two tabs, the first is the settings tab, the other is the bricks tab. Select the bricks tab as shown below.



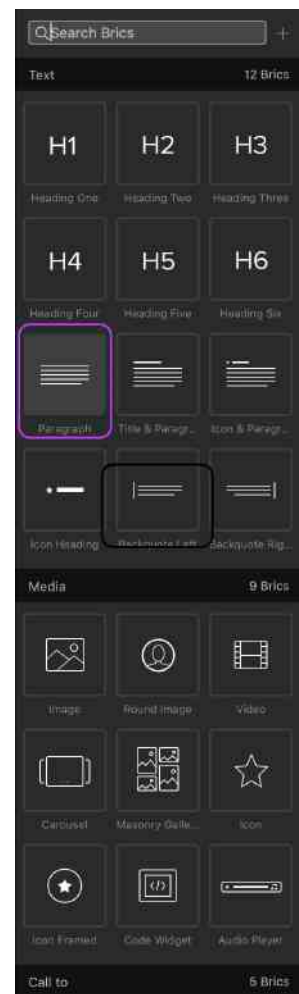
You will now be presented with a list of all the standard bricks available to you for use in your project. This is a scrolling list, so feel free to scroll down the panel to see what's available.

For the purpose of this exercise, select the Paragraph brick as illustrated on the right by clicking on it ONCE. This loads the paragraph brick into your mouse cursor, allowing you to place your cursor anywhere in your chosen bloc so you can add the paragraph brick to your page.

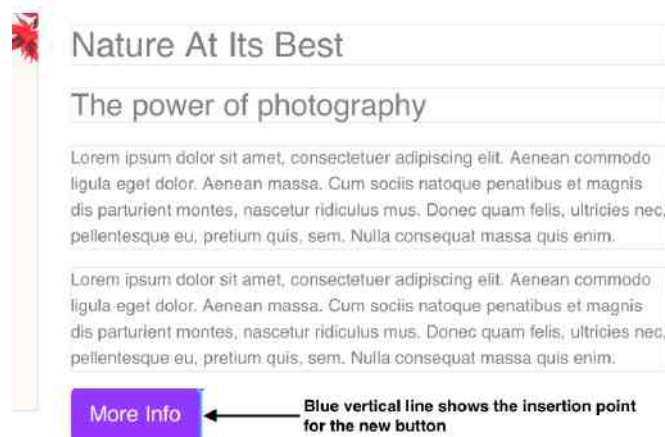
Move your mouse over to the main work area and position it between the existing paragraph text and the More Info button. Move the mouse until you see a blue line appear as illustrated below.



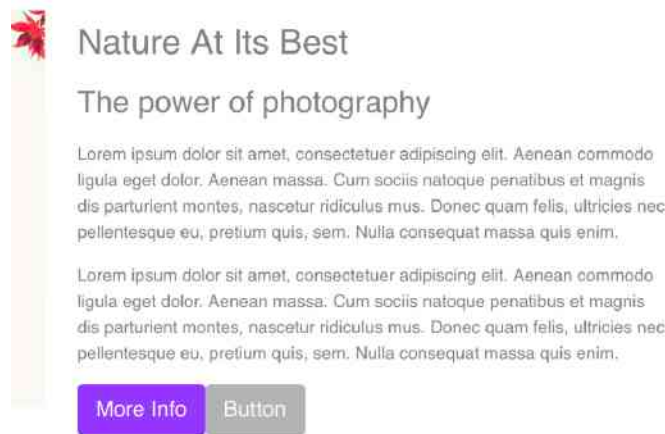
When the line is showing, click ONCE to insert the new paragraph brick. Now, go back to the brick panel and select the Button brick (you may have to scroll down the panel to find it). Go back to your main work area and hover your mouse pointer over the right edge of the existing More Info button until a blue vertical line appears. Click ONCE to insert a new button.



This is how your block should look before inserting the new button.



And this is how it will look after you insert the new button.



So, you've now inserted an additional paragraph brick and an additional button. You should now press the **ESC** key on your keyboard. This will unload the button brick from your mouse cursor. If you forget to do this, every time you click your mouse in the work area, a new button will appear, so be sure to hit the **ESC** key before doing any more work on the page.

Now, let's stop for a while and think about what we are trying to do here. We want the standard webpage to display the original block as it was **before** we added the extra bricks. However, when someone clicks on the "More Info" button, we want the extra paragraph of information to appear and the "More Info" button to be replaced with a button that says "Less Info". Sounds simple - and it is in Blocs.

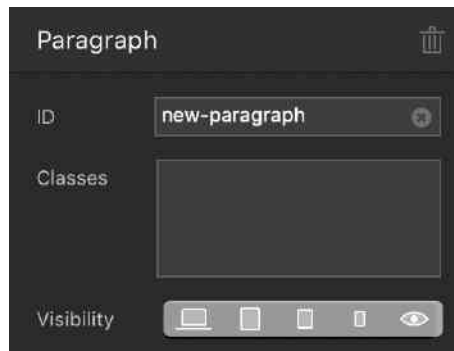
Firstly, switch the bricks panel back so that it displays the properties panel - click on the setting tab at the top of the panel.

Click Here to switch back to the properties panel



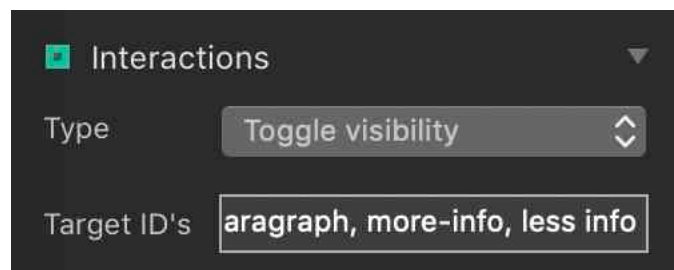
You should now edit the contents of your new paragraph text box and style the new button so that it matches your page button style. You should also change the label on your new button to read "Less Info". Once your changes have been made, we'll give a unique name to some of our elements. These names are called ID's in blocs. Adding ID's to elements in Blocs allows them to be targeted when we want to apply certain actions to them. In this example. we want to use "Visibility" actions on some of the page elements, so giving them individual ID names allows us to do this.

Start by selecting the new paragraph text on your page. Over in the properties panel, give this element an ID named "new-paragraph". This is how it looks in the properties panel.



Next, select the "More Info" button and give it an ID of "more-info". Finally, select the "less-Info" Button and give it an ID of "less-info".

Select the "More Info" Button again and look for the Interactions section in the properties panel. Set the interaction to Toggle visibility. In the Target ID's field, add the following **new-paragraph, more-info, less-info** Notice these are the ID's for each of the elements separated with comas. This is how it looks in the properties panel.



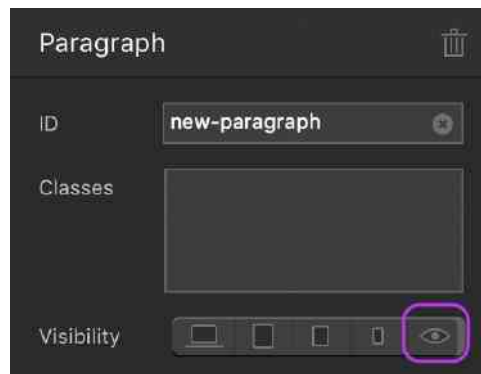
What this instruction says is toggle the current visibility of those elements to either display or not display. The choice of whether an element is visible or invisible when the button is clicked will be dependent upon its original state when the page is shown in a web browser. If an element is visible when it is first displayed, it will become invisible when the button is clicked. Likewise, if an element is invisible when it is first displayed, it becomes visible.

Now, repeat this for the other button. Select the "Less Info" button and set its interaction to toggle visibility and add the same ID's to the Target ID's field.

All you have to do now is set the INITIAL state of your elements. You do this by selecting each element in turn and setting it's VISIBILITY to how you want it when the page first loads.



With the new paragraph bric selected, look over to the properties panel and click on the "eye" icon next to the Visibility option. It looks like this.



This will make the new paragraph invisible when the site is first displayed. Repeat this for the "Less Info" Button. In your work area, you will notice that both of these elements have become dimmed - showing that they are both hidden when the page is first loaded.



## Nature At Its Best

### The power of photography

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[More Info](#)[Less Info](#)

Now switch to preview mode to see your new creation. It should look something like this.



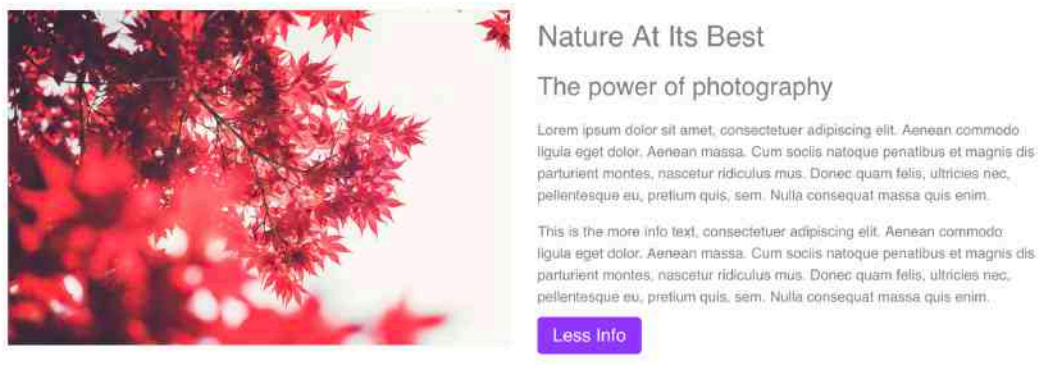
## Nature At Its Best

### The power of photography

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[More Info](#)

As you can see, the bloc is exactly as you originally placed it on the page. However, if you click on the “More Info” button. everything will change.



Now you will see that the new paragraph comes into view, whilst the “More Info” button has been replaced with one that says “Less Info”. If you click on the “Less Info” Button everything goes back to its original state. This is the toggle visibility option working. It's a powerful feature of Blocs and can be effectively deployed to make content-intensive pages appear much shorter, essentially, giving the visitor to your web page the option of controlling the level of detailed information they want to see. Visibility options can be applied to any element, from complete blocs all the way down to the smallest item.

## Summary

In this section, we've learned a little about classes and how they can be used to provide an efficient method of adjusting web pages to suit various device screens. We've added a new content block to our page and learned how to add an image via the asset manager. We've customised the bloc with two standard brics and learned a little about visibility options.

In the next section, we will continue building our tutorial site by creating a custom bloc from scratch. This will give you a much better grasp on how blocs are structured and serve as a good introduction to the use of columns and brics, as well as the use of margins and padding.