

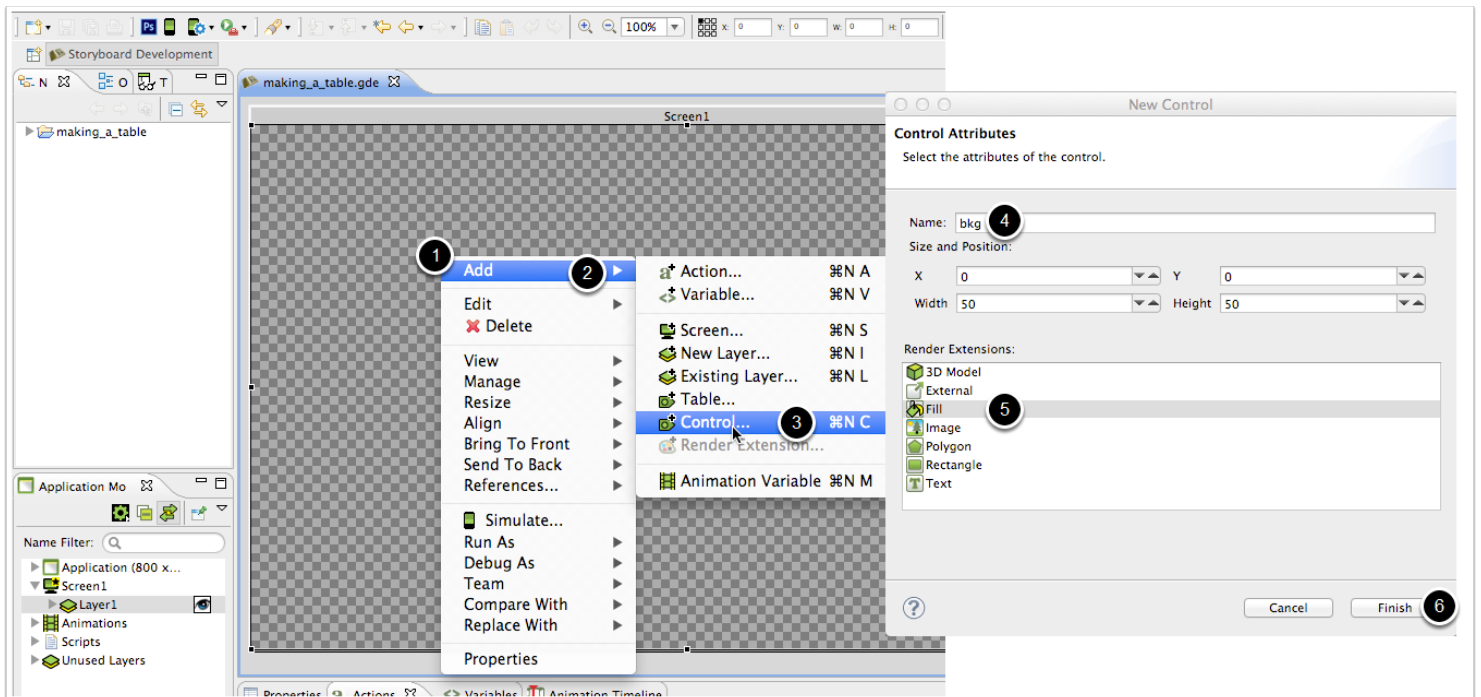
Tables are a special form of control in Storyboard. While most controls are individual, tables are more like containers that organize several controls inside them. They can, however, be tricky at times. This basic tutorial will run you through the basics of creating a table control in Storyboard.

Adding a background

First we're going to add a background to our application.

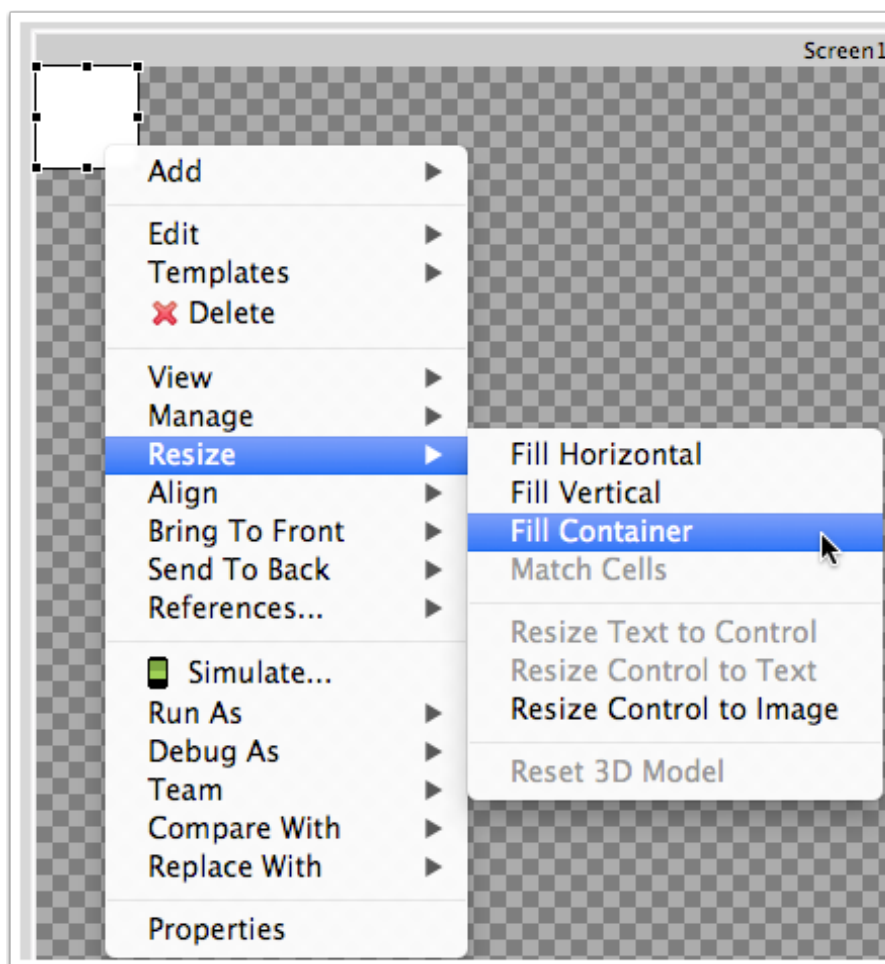
1. Right click on "Screen1"
2. Select "Add"
3. Select "Control"
4. Name the new control
5. Set the Render extension to fill
6. Press Finish

You will then be asked what colour you want your background. I selected White



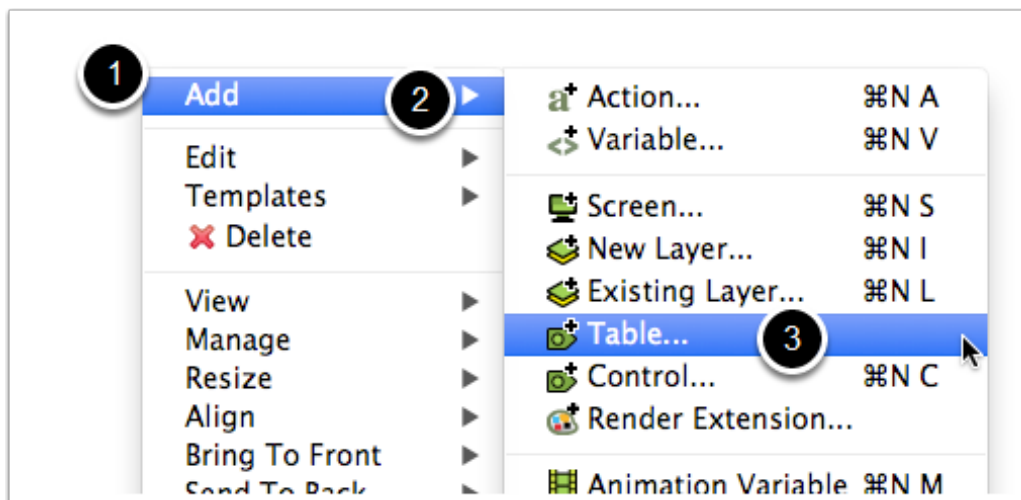
Resize background to fill background

A trick to fill up a layer with a control is to right-click > resize > Fill container



Adding your table

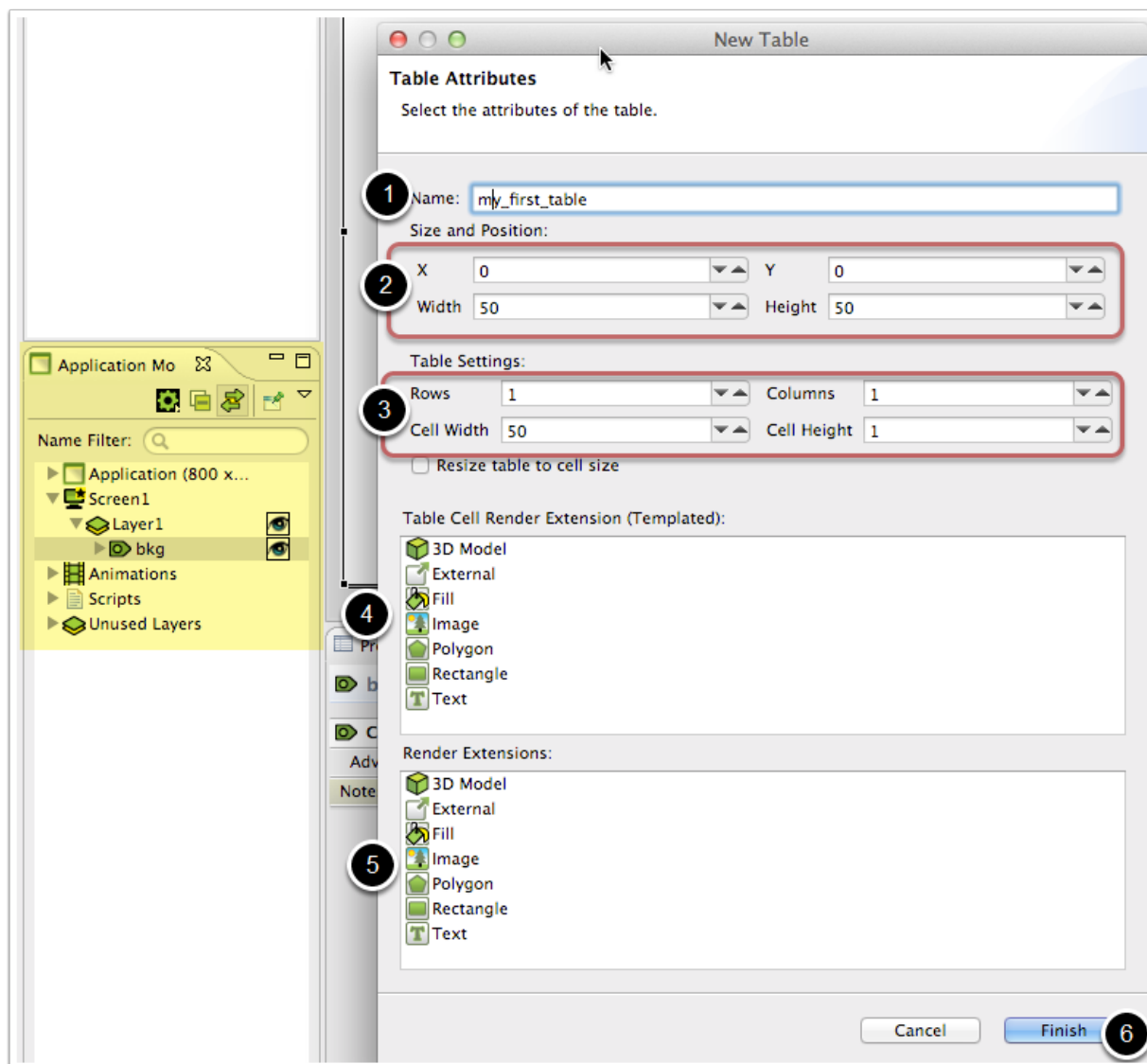
Next we right-click > Add > Table



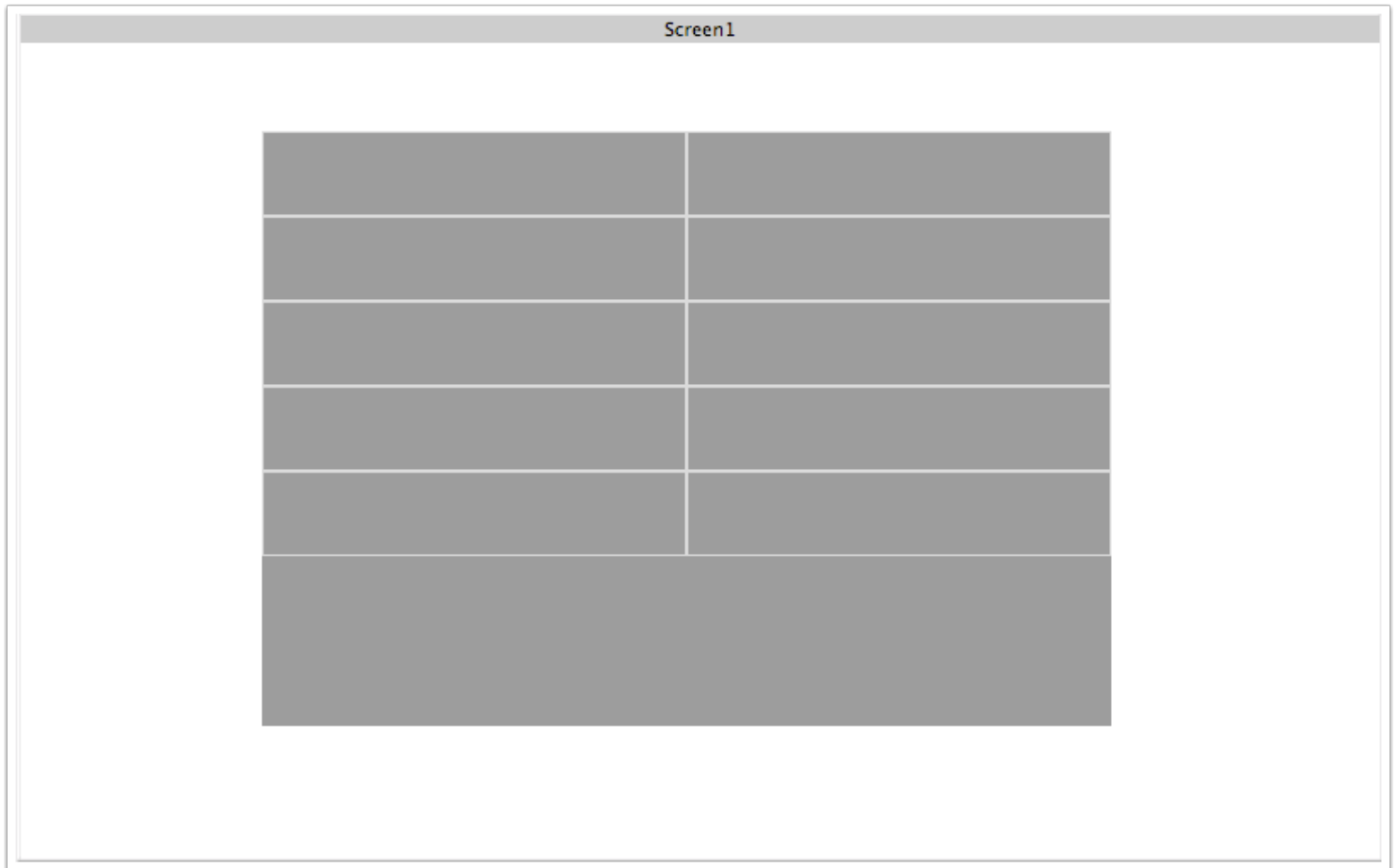
New Table Attributes

Here's where we set up our first table. We can change all these settings afterwards so nothing here is set in stone

1. This is the name of the table control It will show up in your Application Model (the highlighted area) as this.
2. We control the overall size of the table here. This will be the box in which all table cells is contained. if you have cells that extend out past the confines of this overall Size then they will not render and instead need to be scrolled to. Lets set ours to 500 width and 350 height
3. A mix between table settings and cell settings. You can specify the cell width and height, and the amount of rows and columns I set rows to 5 and columns to 2. Width to 250 and height to 50.
4. This is where we can select the first render extension for the table cells. Usually you'll select text here but in order to understand things better, choose rectangle. We can add more later
5. You can add render extensions to the table as a whole. Please note that this affects the overall table and not the individual cells. think of this as the background of the table container. Select Fill for this one.



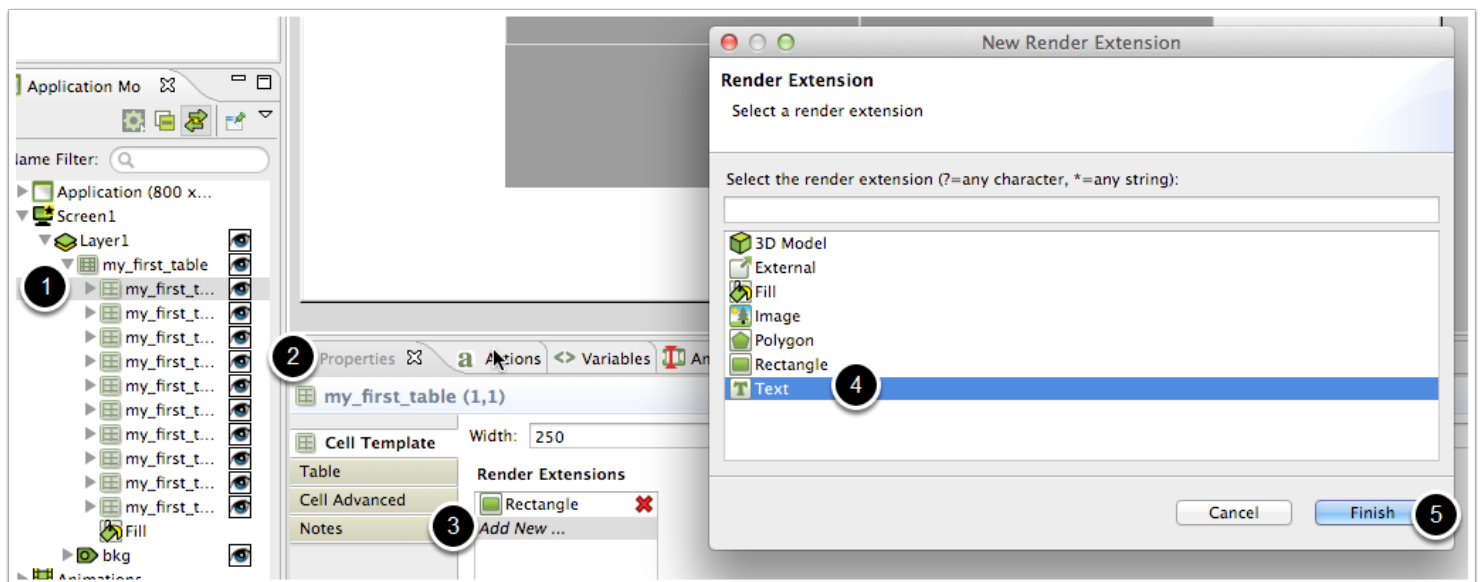
Once you hit finish a colour picker will appear where you should select a grey and you should see something like this



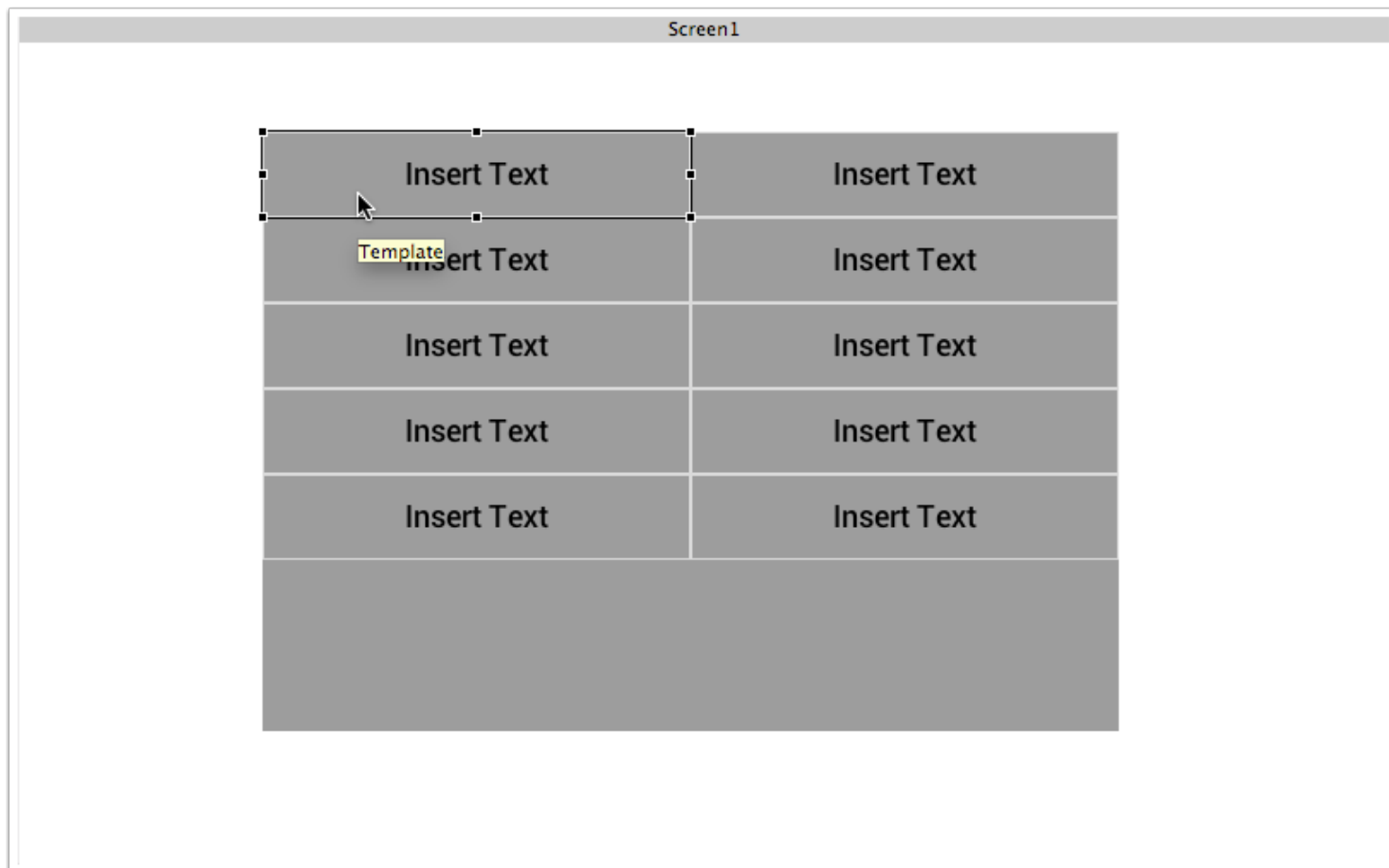
New Render Extension

We're going to add a text render extension to the cell template now.

1. Select your cell template
2. Go to the properties tab
3. Click on the add new in the Render Extensions box
4. Choose which render extension you want to use
5. Press finish



You should be left with something similar to this.



That's all the basics of creating tables for now. Go ahead and experiment with adding more extensions and organizing them in the properties panel. For information on how to manipulate tables in Storyboard head over to the "Working with Tables in Storybard" tutorial here: [INSERT LINK HERE!](#)