Tables - Part One

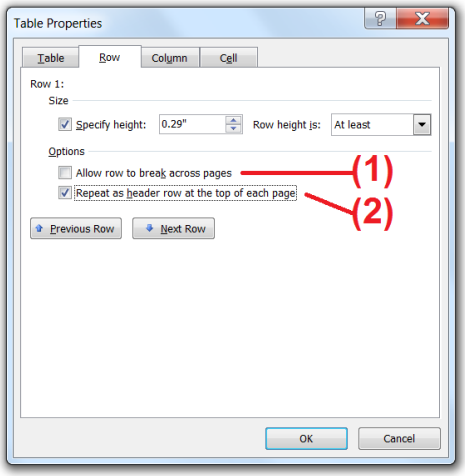
<<rr_ starts a group of **r**epeating **r**ows
<<er_ **e**nds a group of **r**ows

Rows that contain an <<rr_ or <<er_ instruction are removed.
The rows between the start/end markers are filled with the data.

A Simple Table

Dog	Brown	Rowlf
Frog	Green	Kermit
Pig	Pink	Miss Piggy
Bear	Brown	Fozzie
Unknown	Purple	Gonzo

Setting Table Properties



The table below has:

1. *"Allow row to break across pages"* - deselected for every row.
2. *"Repeat as header row at the top of each page" – selected for the first row.*
3. When the table is filled with data it will extend over the page.

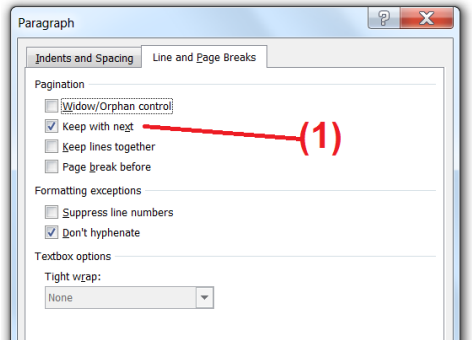
This row will always appear as a Header Row.
Everybody knows that Rowlf the Dog is Brown
Everybody knows that Kermit the Frog is Green
Everybody knows that Miss Piggy the Pig is Pink

This row will always appear as a Header Row.
Everybody knows that Fozzie the Bear is Brown
Everybody knows that Gonzo the Unknown is Purple

Built-in variables for numbering rows

Type	Value of "rowidx"	Value of "rownum"
Dog	0	1
Frog	1	2
Pig	2	3
Bear	3	4
Unknown	4	5

Setting Paragraph Properties



The table below has the Paragraph Property:

1. *"Keep with next"* - selected for the cells in row A.

2. *"Keep with next" – deselected for all the other cells.*

This will ensure that row A "sticks" with row B if the table breaks over a page.

A table that runs over the page		
A	I want to keep the (A) row	Rowlf
B	With the (B) row	Dog
A	I want to keep the (A) row	Kermit
B	With the (B) row	Frog

A	I want to keep the (A) row	Miss Piggy
B	With the (B) row	Pig
A	I want to keep the (A) row	Fozzie
B	With the (B) row	Bear
A	I want to keep the (A) row	Gonzo
B	With the (B) row	Unknown

Note: This example was set-up so that when the table is filled with data, even though there is enough room for the A row with “Miss Piggy” to fit on the bottom of the table on the previous page, it has been pulled on to the this page. The “Keep with next” property will ensure that it “sticks” to the B row.