How to make your widget to stretch to full screen

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Initially body-element has some predefined margin and padding values. To make your widget to cover full screen you will need to reset those by setting `margin:0` and `padding:0` in CSS. If you don't override default values and set body width:100% you will experience some horizontal movement.

```
body{
 width:100%;
 height: 100%;
 background-color:#f3f3d1;

 /*set this to get rid of the small horizontal movement*/
 margin: 0;
 padding: 0;
}
```

The next step is to make a wrapper div that contains all your content. You will have to use absolute positioning and place the div to start from the left upper corner by setting `left:0;` and `top:0;` in css:

```
/*absolute positioning is needed to cover full screen*/
#fsWrapper{
 width: 100%;
 overflow: hidden;
 position: absolute;
 left: 0;
 top: 0;
 margin: 0;
 padding: 0;
}
```

Example Widget

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
<html xmlns="http://www.w3.org/1999/xhtml">
 <head>
    <title>FS sample</title>
    <meta http-equiv="Content-Type" content="text/html; charset=UTF-8" />
    <link rel="stylesheet" href="style.css" type="text/css">
    <style>
 body{
          width:100%;
    height: 100%;
    background-color:#f3f3d1;

    /*set this to get rid of the small horizontal movement*/
    margin: 0;
    padding: 0;
 }

 /*absolute positioning is needed to cover full screen*/
 #fsWrapper{
    width: 100%;
     overflow: hidden;
     position: absolute;
    left: 0;
    top: 0;
    margin: 0;
    padding: 0;
 }
     </style>
  </head>
  <body>
      <div id="fsWrapper">
           <!-- your widget content -->
      </div>
  </body>
</html>
```


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