

# Box shadow

The box shadow can be specified by `axf:box-shadow`. Specify `axf:box-shadow="10px 10px 10px 10px darkgray"`, the values are an offset of a horizontal shadow, an offset of a vertical shadow, the blur radius, shadow expansion and the color of the shadow in order. By adding the inset setting, the inner shadow can be added.

**`axf:box-shadow="10px 10px 0px 0px darkgray"`**



**`axf:box-shadow="10px 10px 5px 0px darkgray"`**



**`axf:box-shadow="10px 10px 0px 8px darkgray"`**



**`axf:box-shadow="inset 10px 10px 0px 0px darkgray"`**



When an offset of the shadow is a negative value, the region of the reverse side when a positive value is specified will become the shadow. The combination of values can be specified multiply and shadows can be added several times over.

**`axf:box-shadow="-10px -10px darkgray"`**



**`axf:box-shadow="10px 10px dimgray,20px 20px darkgray,30px 30px lightgrey"`**

