

Dive into WPF

Playing tricks with the Visual Tree

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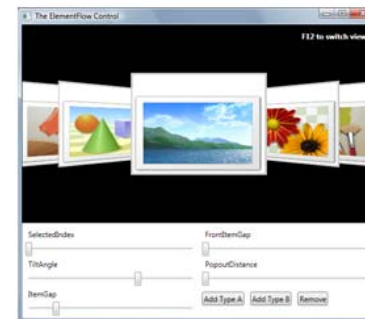
<http://blog.pixelingene.com>

DragDropManager
GlassWindow
PennerDoubleAnimation
ElementFlow
TransitionContainer
GenieAnimation

Hello World! Most tutorials on programming languages will teach you how to output these two words as the first step.

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FluidKit

<http://www.codeplex.com/fluidkit>

ImageButton
BalloonDecorator
ItemSkimmingPanel + SkimmingContextAdorner

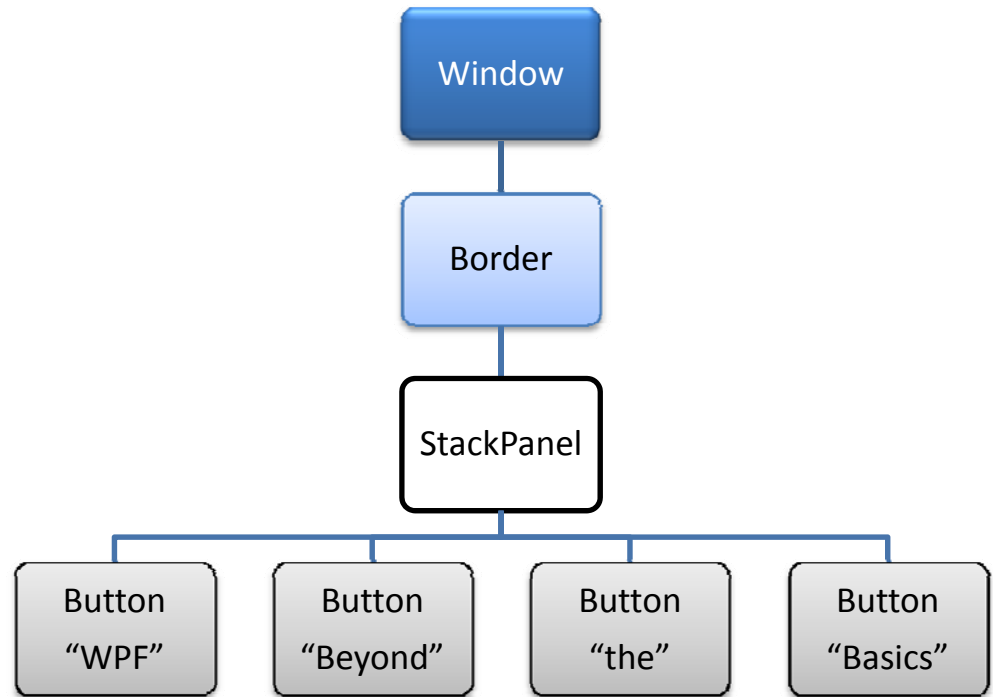
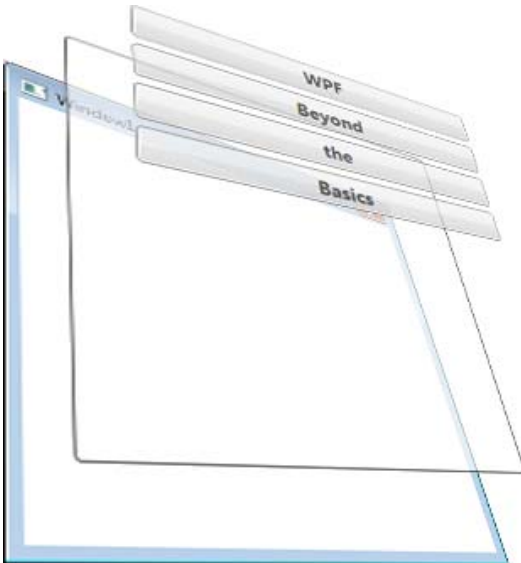
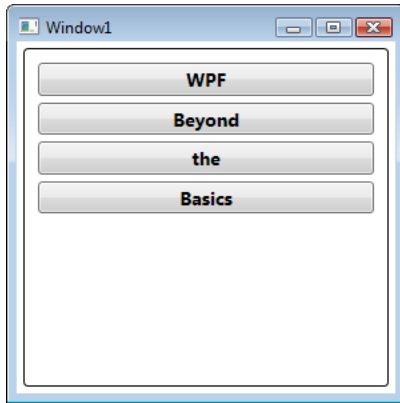
Game Plan

- Basics about the WPF Visual Tree
- Usage
 - Measure
 - Arrange
 - GetVisualChild
 - VisualChildrenCount
- Building ElementFlow from scratch
- Quick demo of ElementFlow and other goodies in FluidKit

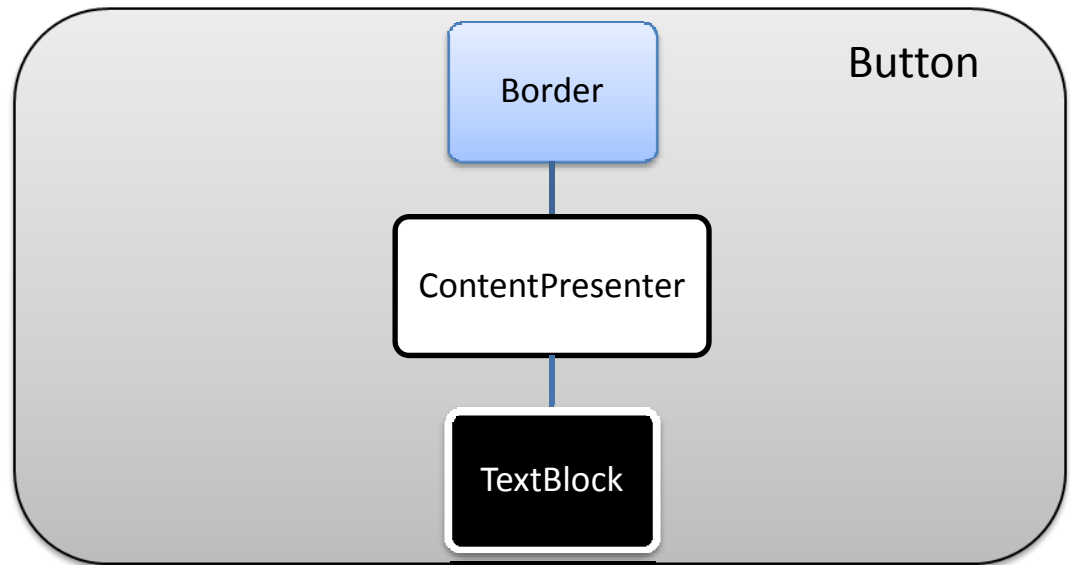
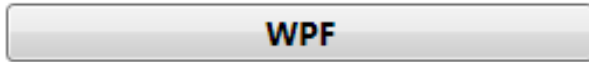
Basics of the Visual Tree

- The WPF *abstraction*
- Every visible object on the application comes from the the Visual Tree
- Logical + Visual

Logical Tree

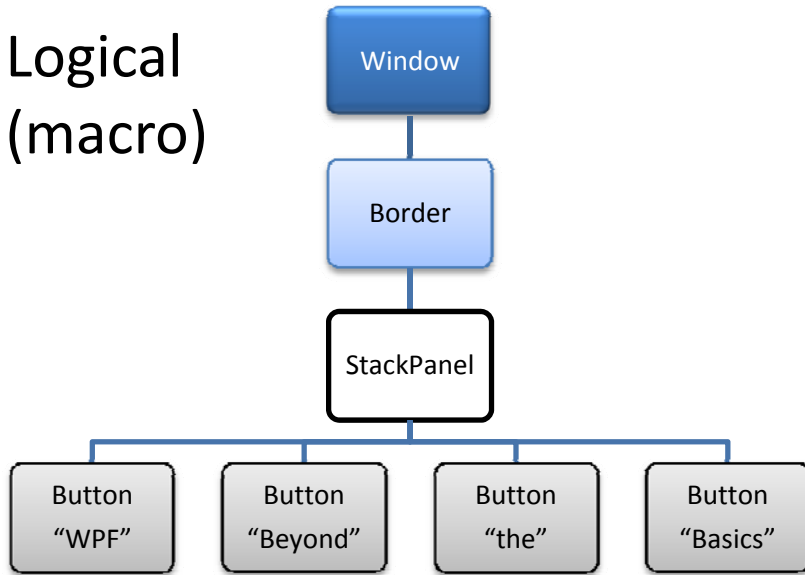


Visual Tree



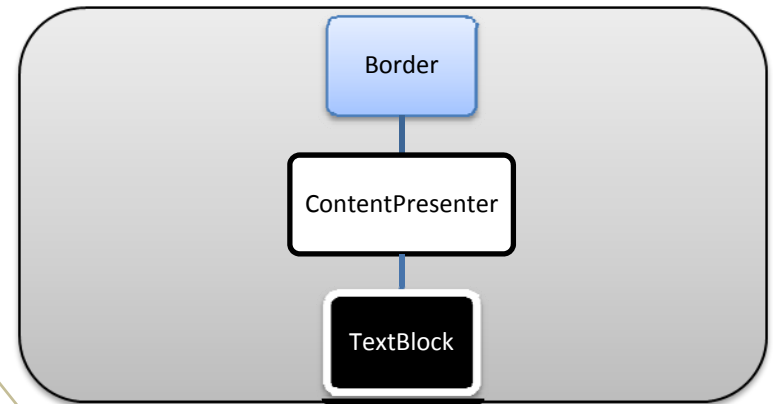
Logical + Visual

Logical
(macro)



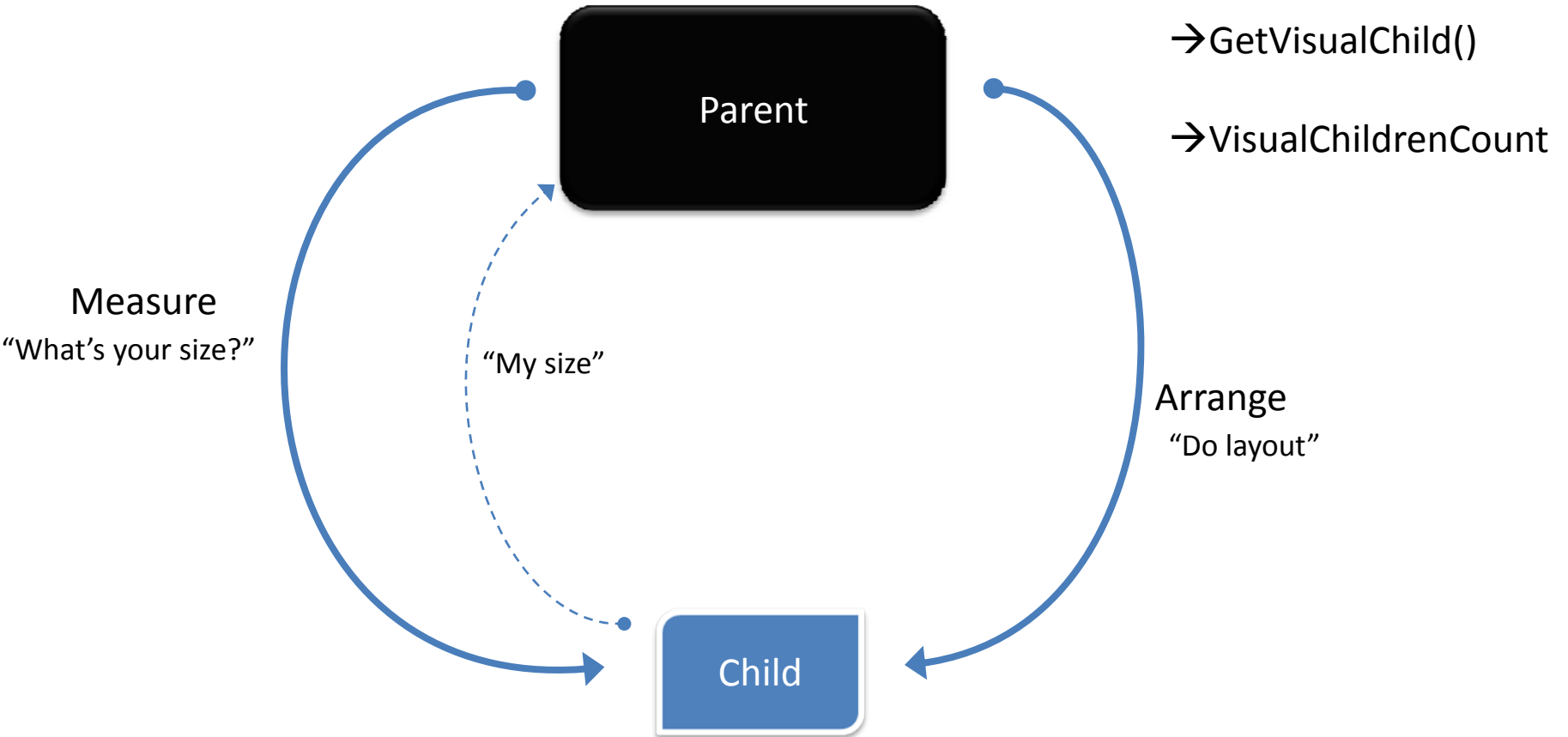
Top-level layout
of
Window, UserControl

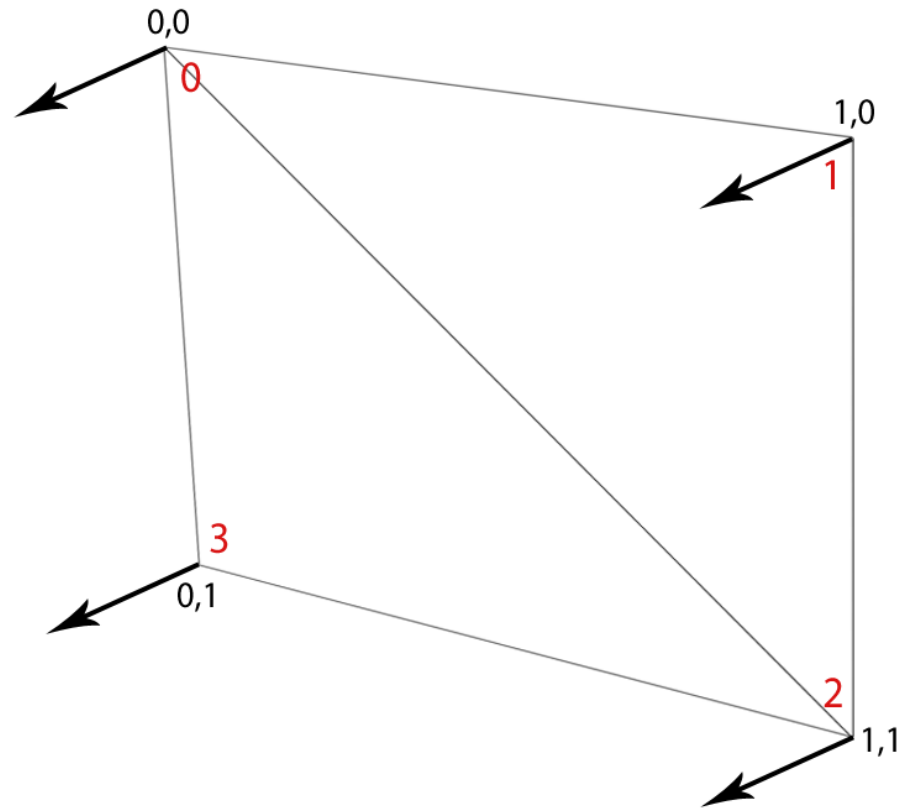
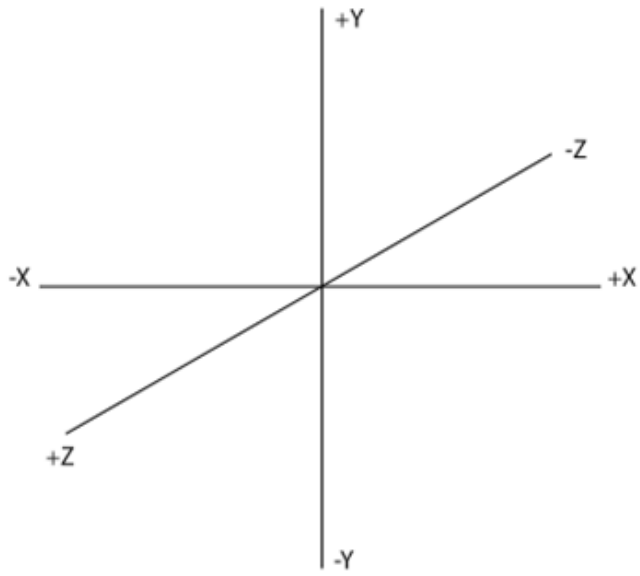
Visual
(micro)



ControlTemplate
DataTemplate

Layout





C O D E M O



<http://groups.google.com/group/wpf-disciples?hl=en>