
ComponentOne

TileView for WPF and Silverlight

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TileView for WPF and Silverlight

Overview

Interactively browse through your data with **TileView for WPF and Silverlight**. Expand and collapse tiles to view more or less information. Show off the true power of Silverlight in your apps with this highly visual and interactive control. Create dashboards, detail views, photo galleries and more!

See Also

[Help with WPF and Silverlight Edition](#)

[Key Features](#)

[TileView for WPF and Silverlight Quick Start](#)

[TileView for WPF and Silverlight Task-Based Help](#)

Help with WPF and Silverlight Edition

[TileView for WPF and Silverlight Overview](#) > Help with WPF and Silverlight Edition

Getting Started

For information on installing **ComponentOne Studio WPF Edition** and **ComponentOne Studio Silverlight Edition**, licensing, technical support, namespaces and creating a project with the control, please visit:

- [Getting Started with WPF Edition](#)
- [Getting Started with Silverlight Edition](#)

See Also

[Key Features](#)

Key Features

TileView for WPF and Silverlight allows you to create customized, rich applications. Make the most of **TileView** by taking advantage of the following key features:

- **Expand and collapse tiles**
TileView provides complete control over the state of each tile. Tiles can be expanded (maximized) or collapsed (minimized). Display more or less information depending on the state of each tile.

- **Minimize position**
Minimize items to the top, left, bottom or right side of TileView by setting one property. You can also specify the number of rows and columns when in the default state.
- **Data binding**
TileView is an items control that you can bind to any collection of business objects. Design different data templates to determine the amount of data viewable in each state.
- **Virtualization**
TileView has UI virtualization support so it can load hundreds of items instantly.
- **Drag-and-drop interface**
Users can drag and drop tiles to rearrange the order when the tiles are in the default state.
- **Animation**
TileView provides built-in animation effects when expanding and collapsing tiles.

See Also

[TileView for WPF and Silverlight Quick Start](#)

TileView for WPF and Silverlight Quick Start

This quick start guide is intended to get you up and running with **TileView for WPF and Silverlight**. In it, we create a simple project using a C1TileView control. We create a new WPF application, add the C1TileView control, add content to display in the C1TileView control, and observe some of the run-time interactions possible with **TileView**.

See Also

[Step 1 of 3: Creating the C1TileView Application](#)

[Step 2 of 3 Customizing the C1TileView Control](#)


[Step 3 of 3 Running the C1TileView Application](#)

Step 1 of 3: Creating the C1TileView Application

[TileView for WPF and Silverlight Quick Start](#) > [Step 1 of 3: Creating the C1TileView Application](#)

In this step we create a WPF application using **TileView for WPF and Silverlight**. When you add a [C1TileView](#) control (or [C1TileView](#) in Silverlight) to your application, you have an interface that you can display content in. To set up your project and add a C1TileView control to your application, complete the following steps that are noted where they differ between WPF and Silverlight:

1. Create a new WPF or Silverlight project in Visual Studio. In this example the application is named "QuickStart."

 **Note:** If you use a different project name, be sure to change references to "QuickStart" in later steps to the name of your project.

2. In the Solution Explorer, right-click the project name and choose **Add Reference**. In the **Add Reference** dialog box, locate and select the following assemblies and click **OK** to add the references to your project.
 - **C1.WPF** or **C1.Silverlight**
 - **C1.WPF.TileView** or **C1.Silverlight.TileView**
3. In the MainWindow.xaml or MainPage.xaml file, open the XAML view; in this quick start we add the C1TileView control using XAML markup.
4. Add the XAML namespace to the Window or UserControl class with the following markup:

| XAML | Copy Code |
|---|-----------|
| <pre>xmlns:c1="http://schemas.componentone.com/winfx/2006/xaml"</pre> | |

5. so that the WPF Window class (or UserControl in Silverlight) appears similar to the following:

In the WPF MainWindow.xaml file

| WPF XAML | Copy Code |
|---|-----------|
| <pre><Window x:Class="MainWindow" xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation" xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml" xmlns:c1="http://schemas.componentone.com/winfx/2006/xaml" Title="ComponentOne TileView for WPF and Silverlight" Height="275" Width="425"></pre> | |

In the Silverlight MainPage.xaml file

| Silverlight XAML | Copy Code |
|--|-----------|
| <pre><UserControl x:Class="C1SilverlightCS111010.MainPage" xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation" xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"></pre> | |

```
xmlns:d="http://schemas.microsoft.com/expression/blend/2008"
xmlns:mc="http://schemas.openxmlformats.org/markup-compatibility/2006"
xmlns:c1="http://schemas.componentone.com/winfx/2006/xaml"
mc:Ignorable="d"
d:DesignHeight="262"
d:DesignWidth="399">
```

6. This is a unified namespace that enables you to work with most ComponentOne WPF or Silverlight controls without adding multiple namespaces.
7. Add the `<c1:C1TileView x:Name="C1TileView1" />` tag within the Grid element on the page to add the C1TileView control to the application.
The XAML appears similar to the following:

| XAML | Copy Code |
|--|-----------|
| <pre><Grid> <c1:C1TileView x:Name="C1TileView1"></c1:C1TileView> </Grid></pre> | |

8. This adds a C1TileView control named "C1TileView1" to the application.

This sets up your application's user interface, but if you run your application now, the C1TileView control contains no content. In the next steps we add content to the C1TileView control, and then observe some of the run-time interactions possible with the control.

See Also

[Step 2 of 3 Customizing the C1TileView Control](#)

Step 2 of 3: Customizing the C1TileView Control

[TileView for WPF and Silverlight Quick Start](#) > [Step 2 of 3 Customizing the C1TileView Control](#)

In the previous step, we created a WPF or Silverlight application and added the [C1TileView](#) control ([C1TileView](#) in Silverlight) to the project. To customize your application, complete the following steps:

1. Add `AllowDrop="True"` within the **C1TileView** element on the page to allow users to perform drag-and-drop operations with items in the control. The XAML markup appears similar to the following:

| XAML | Copy Code |
|--|-----------|
| <pre><c1:C1TileView x:Name="C1TileView1" AllowDrop="True"></c1:C1TileView></pre> | |

2. Add three [C1TileViewItem](#) objects ([C1TileViewItem](#) in Silverlight) within the **C1TileView** element so the XAML markup appears similar to the following:

| XAML | Copy Code |
|---|-----------|
| <pre><c1:C1TileView Name="C1TileView1" AllowDrop="True"> <c1:C1TileViewItem></c1:C1TileViewItem> <c1:C1TileViewItem></c1:C1TileViewItem> <c1:C1TileViewItem></c1:C1TileViewItem> </c1:C1TileView></pre> | |

3. Add **Background** and **Header** properties to each of the **C1TreeViewItem** objects, so the markup appears like the following:

| XAML | Copy Code |
|---|-----------|
| <pre><c1:C1TileView Name="C1TileView1" AllowDrop="True"> <c1:C1TileViewItem Background="Red" Header="Red"></c1:C1TileViewItem> <c1:C1TileViewItem Background="Blue" Header="Blue"></c1:C1TileViewItem> <c1:C1TileViewItem Background="Yellow" Header="Yellow"></c1:C1TileViewItem> </c1:C1TileView></pre> | |

4. Each item now appears in a different color and has text in the header.

In this step you added content to the C1TileView control. In the next step, we view some of the run-time interactions possible in the control.

See Also

[Step 3 of 3 Running the C1TileView Application](#)

Step 3 of 3 Running the C1TileView Application

Application

[TileView for WPF and Silverlight Quick Start](#) > Step 3 of 3 Running the C1TileView Application

Now that you created a WPF or Silverlight application and customized the C1TileView control, you can run your application. To run your application and observe **TileView for WPF and Silverlight** run-time behavior, complete the following steps:

1. From the **Debug** menu, select **Start Debugging** to view your application at run time. The application appears similar to the following:



Notice that the **C1TileView** control appears with three C1TileViewItem objects.

2. Click the red item's header and drag it towards the blue item. The items trade places.
3. Click the maximize icon in the upper-right corner of the yellow item's header. Note that the other two items are minimized:



Congratulations! You completed the **TileView for WPF and Silverlight** quick start and created a simple WPF application, added and customized a **TileView** control, and viewed some of the run-time capabilities of the control.

See Also

[Working with TileView for WPF and Silverlight](#)

Working with TileView for WPF and Silverlight

TileView for WPF and Silverlight includes the `C1TileView` control, a panel that allows you to interactively browse through your data. When you add the `C1TileView` control to a XAML window, it exists as a blank container control that you can customize and load content into.

See Also

[TileViewItem Elements](#)

[TileViewItem States](#)

[Columns and Rows](#)

[Minimized Item Position](#)

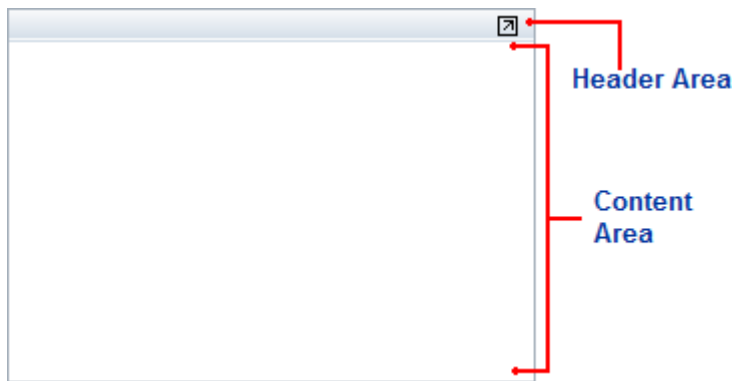
[Drag-and-Drop Interaction](#)

[Basic Properties](#)

TileViewItem Elements

[Working with TileView for WPF and Silverlight](#) > [TileViewItem Elements](#)

The `C1TileViewItem` control (`C1TileViewItem` in Silverlight) consists of two parts: a header and a content area. The image below identifies the header and content area:



Any content that you add to the C1TileViewItem will be visible in the content area. You can add a caption bar title to the header area. The button in the upper right corner toggles between maximize and minimize states for the [C1TileView](#) control ([C1TileView](#) in Silverlight).

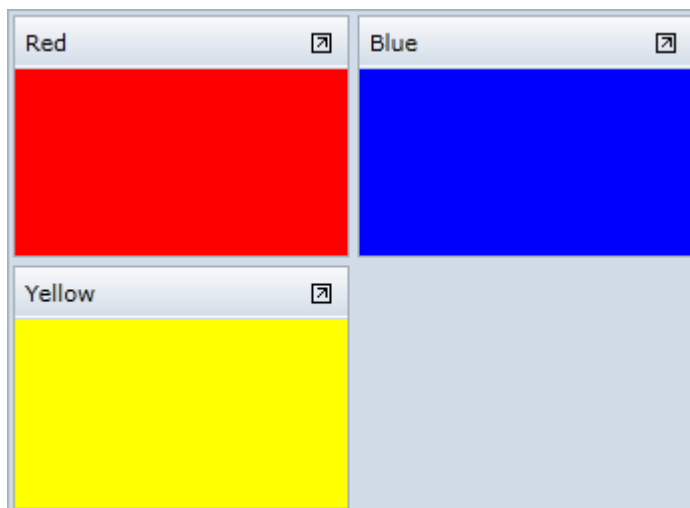
See Also

[TileViewItem States](#)

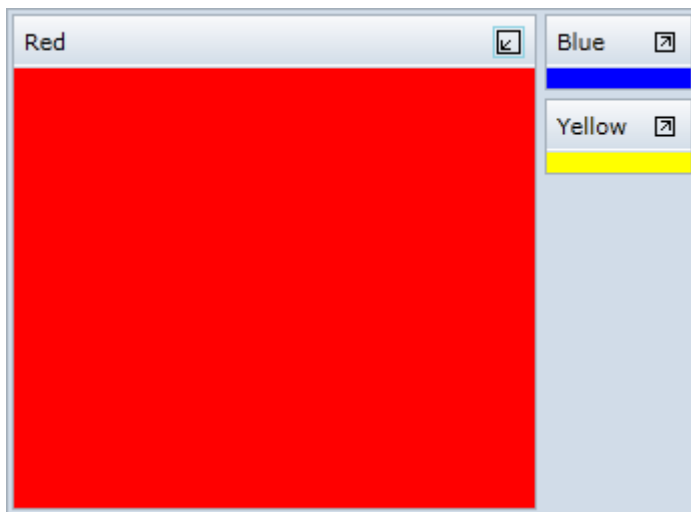
TileViewItem States

[Working with TileView for WPF and Silverlight](#) > TileViewItem States

Each C1TileViewItem has three states: minimized, maximized, and the default state (which is neither minimized nor maximized). For example, in the first image, all three of the C1TileViewItem objects in the C1TileView control appear in the default state:



In the second image, the red C1TileViewItem is maximized and the other two are minimized:



When one item is maximized, the other items are minimized and appear as specified by the [MinimizedItem](#) property. The default state uses the [Columns](#) and [Rows](#) properties to determine the layout. The minimized and maximized states use the [MinimizedItemsPosition](#) property to determine layout.

See Also

[Columns and Rows](#)

Columns and Rows

[Working with TileView for WPF and Silverlight](#) > Columns and Rows

The [Columns](#) and [Rows](#) properties get or set the number of columns and rows in which the [C1TileViewItem](#) objects are laid out. If the value is zero, it uses the minimum number that does not require scrolling. If both the **Columns** and **Rows** properties are set to zero, the items are laid out in a square.

The default state uses the **Columns** and **Rows** properties to determine the layout. The minimized and maximized states use the [MinimizedItemsPosition](#) property to determine layout. For more information about states, see [TileViewItem States](#).

See Also

[Minimized Item Position](#)

Minimized Item Position

[Working with TileView for WPF and Silverlight](#) > Minimized Item Position

The `MinimizedItemsPosition` property allows you to determine where minimized items appear within the `C1TileView` control. Valid values include **Left**, **Right**, **Top**, and **Bottom**. By default, minimized items appear at the right of the panel.

Note that the default **C1TileView** state uses the `Columns` and `Rows` properties to determine the layout. The minimized and maximized states use the **MinimizedItemsPosition** property to determine layout. For more information about states, see [TileViewItem States](#).

See Also

[Drag-and-Drop Interaction](#)

Drag-and-Drop Interaction

[Working with TileView for WPF and Silverlight](#) > Drag-and-Drop Interaction

You can control whether to allow drag-and-drop operations within the `C1TileView` control by setting the `CanUserReorder` property. By default, this property is set to **True** and users can reorder items at run time. If you set this property to **False**, users can no longer reorder items at run time. See [Disabling Drag-and-Drop Functionality](#) for an example.

See Also

[Basic Properties](#)

[Disabling Drag-and-Drop Functionality](#)

Basic Properties

[Working with TileView for WPF and Silverlight](#) > Basic Properties

TileView for WPF and Silverlight includes several properties that allow you to change the functionality of the control. Some of the more important properties are listed below. See [TileView for WPF and Silverlight Appearance Properties](#) for more information about properties that change the appearance of the control.

The following properties let you customize the [C1TileView](#) control ([C1TileView](#) in Silverlight):

| Property (WPF) | Property (Silverlight) | Description |
|-----------------------------------|-----------------------------------|--|
| AnimationDuration | AnimationDuration | Gets or sets the amount of time that it takes for items to reorder. |
| CanUserReorder | CanUserReorder | Gets or sets a value indicating whether the user can drag and drop and reorder |

| Property (WPF) | Property (Silverlight) | Description |
|--|--|---|
| | | C1TileViewItem objects in the control. |
| Columns | Columns | Gets or sets the number of columns in which the C1TileViewItem objects are laid out. If the value is zero, it uses the minimum number that does not require scrolling. If both Columns and Rows are zero, the items are laid out in a square. |
| ItemTemplateHeader | ItemTemplateHeader | Gets or sets the DataTemplate object to use as a title for the items. |
| ItemTemplateMaximized | ItemTemplateMaximized | Gets or sets the DataTemplate object to use for items in the Maximized() state. |
| ItemTemplateMinimized | ItemTemplateMinimized | Gets or sets the DataTemplate object to use for items in the Minimized() state. |
| MaximizedIndex | MaximizedIndex | Gets or sets the index of the selected item in the Items collection. |
| MaximizedItem | MaximizedItem | Gets or sets the member of the Items collection that is selected. |
| MinimizedItemsPosition | MinimizedItemsPosition | Gets or sets a DockStyle indicating where to place the strip containing the minimized items. By default, the strip is at the right or bottom of the control. |
| Rows | Rows | Gets or sets the number of rows in which the C1TileViewItem objects are laid out. If the value is zero, it usses the minimum number that does not require scrolling. If both Columns and Rows are zero, the items are laid out in a square. |

| Property (WPF) | Property (Silverlight) | Description |
|--|--|---|
| ScrollBarStyle | ScrollBarStyle | Gets or sets the style to use for the inner scrollbar. |
| ScrollBarVisibility | ScrollBarVisibility | Gets or sets a value indicating whether the scrollbar is visible. |
| UpdateSourceCollection | UpdateSourceCollection | Gets or sets a value indicating whether changes in the order of the items are written to Items or ItemsSource . |

See Also

[TileView for WPF and Silverlight Layout and Appearance](#)

TileView for WPF and Silverlight Layout and Appearance

The following topics detail how to customize the [C1TileView](#) control's layout and appearance. You can use built-in layout options to lay your controls out in panels such as Grids or Canvases. Themes allow you to customize the appearance of the grid and take advantage of the XAML-based styling in WPF and Silverlight. You can also use templates to format and lay out the control and to customize the control's actions.

See Also

[Layout in a Panel](#)

[TileView for WPF and Silverlight Appearance Properties](#)

[TileView Templates](#)

[C1TileView Styles and Templates](#)

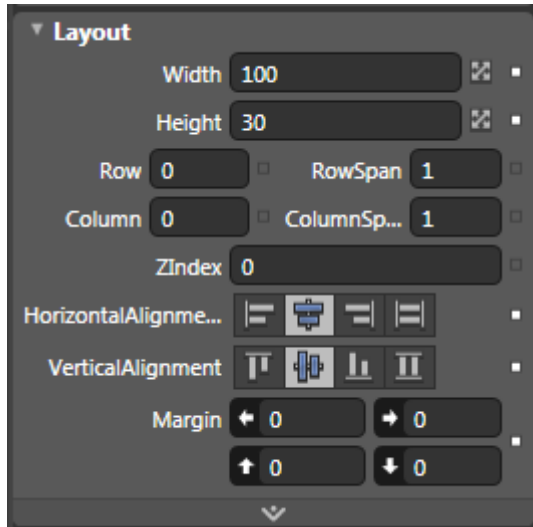
[C1TileView Visual States](#)

Layout in a Panel

[TileView for WPF and Silverlight Layout and Appearance](#) > Layout in a Panel

You can lay out the [C1TileView](#) and other controls in your WPF (or Silverlight [C1TileView](#)) application using the layout properties of the containing object. For example, you can lay out

your control in a **Grid** panel with its **Row**, **ColumnSpan**, and **RowSpan** properties and in a **Canvas** panel with its **Left** and **Top** properties. For example, the C1TileView control gains the following **Layout** properties when located within a **Grid** panel:



You can change the sizing, alignment, and location of the C1TileView control within the **Grid** panel.

See Also

[TileView for WPF and Silverlight Appearance Properties](#)

TileView for WPF and Silverlight Appearance Properties

[TileView for WPF and Silverlight Layout and Appearance](#) > TileView for WPF and Silverlight Appearance Properties

TileView for WPF and Silverlight includes several properties that allow you to customize the appearance of the control. You can change the color, border, and height of the control. The following topics describe some of these appearance properties.

See Also

[Color Properties](#)


[Alignment Properties](#)

[Border Properties](#)

Color Properties

[TileView for WPF and Silverlight Layout and Appearance](#) > [TileView for WPF and Silverlight Appearance Properties](#) > Color Properties

The following properties let you customize the colors to use in the control itself:

 **Note:** Dependency properties are external links.

| Property (WPF) | Property (Silverlight) | Description |
|--|----------------------------------|--|
| Background (external dependency) | | Gets or sets a brush that describes the background of a control. This is a dependency property. |
| ButtonBackground | ButtonBackground | Gets or sets the Brush assigned to the Background of the buttons inside the control. |
| ButtonForeground | ButtonForeground | Gets or sets the Brush assigned to the Foreground of the buttons inside the control. |
| FocusBrush | FocusBrush | Gets or sets the Brush to use to highlight the control when it has focus. |
| Foreground (external dependency) | | Gets or sets the Brush to use for the foreground color. This is a dependency property. |
| HeaderForeground | HeaderForeground | Gets or sets the Brush to use as the foreground of the header of C1TileViewItem objects inside the control. |
| ItemBackground | ItemBackground | Gets or sets the Brush to use as the background of the C1TileViewItem objects inside the control. |
| ItemForeground | ItemForeground | Gets or sets the Brush to use as the foreground of the C1TileViewItem objects inside the control. |
| MouseOverBrush | MouseOverBrush | Gets or sets the Brush to use to highlight the control |

| Property (WPF) | Property (Silverlight) | Description |
|------------------------------|------------------------------|--|
| | | when the pointer is over it. |
| PressedBrush | PressedBrush | Gets or sets the Brush to use to paint a button when it is pressed. |

See Also

[Alignment Properties](#)

Alignment Properties

[TileView for WPF and Silverlight Layout and Appearance](#) > [TileView for WPF and Silverlight Appearance Properties](#) > Alignment Properties

The following properties let you customize the control's alignment:



Note: Dependency properties are external links.

| Property | Description |
|-------------------------------------|---|
| HorizontalAlignment | Gets or sets the horizontal alignment characteristics applied to this element when it is composed within a parent element, such as a panel or items control. This is a dependency property. |
| VerticalAlignment | Gets or sets the vertical alignment characteristics applied to this element when it is composed within a parent element such as a panel or items control. This is a dependency property. |


See Also

[Border Properties](#)

Border Properties

[TileView for WPF and Silverlight Layout and Appearance](#) > [TileView for WPF and Silverlight Appearance Properties](#) > Border Properties

The following properties let you customize the control's border:

 **Note:** Dependency properties are external links.

| Property | Description |
|---------------------------------|--|
| BorderBrush | Gets or sets a brush that describes the border background of a control. This is a dependency property. |
| BorderThickness | Gets or sets the border thickness of a control. This is a dependency property. |


See Also

[Size Properties](#)

Size Properties

[TileView for WPF and Silverlight Layout and Appearance](#) > [TileView for WPF and Silverlight Appearance Properties](#) > Size Properties

The following properties let you customize the size of the control:

 **Note:** Dependency properties are external links.

| Property | Description |
|---------------------------|---|
| Height | Gets or sets the suggested height of the element. This is a dependency property. |
| MaxHeight | Gets or sets the maximum height constraint of the element. This is a dependency property. |
| MaxWidth | Gets or sets the maximum width constraint of the element. This is a dependency property. |
| MinHeight | Gets or sets the minimum height constraint of the element. This is a dependency property. |
| MinWidth | Gets or sets the minimum width constraint of the element. This is a dependency property. |
| Width | Gets or sets the width of the element. This is a dependency property. |

See Also

[TileView Templates](#)

TileView Templates

[TileView for WPF and Silverlight Layout and Appearance](#) > TileView Templates

One of the main advantages to using a WPF control is that controls are "lookless" with a fully customizable user interface. Just as you design your own user interface (UI), or look and feel, for WPF applications, you can provide your own UI for items managed by **TileView for WPF and Silverlight**. Extensible Application Markup Language (XAML, pronounced "Zammel"), an XML-based declarative language, offers a simple approach to designing your UI without having to write code.

Accessing Templates

You can access templates in Microsoft Expression Blend by selecting the [C1TileView](#) control and, in the menu, selecting **Edit Template**. Select **Edit a Copy** to create an editable copy of the current template or **Create Empty** to create a new blank template.

Once you create a new template, the template appears in the **Objects and Timeline** window. You can use the [Template](#) property to customize the template.



Note: If you create a new template through the menu, the template is automatically linked to that template's property. If you manually create a template in XAML you have to link the appropriate template property to the template you created.

Additional Templates

In addition to the default template, the C1TileView control includes a few additional templates. These additional templates can also be accessed in Microsoft Expression Blend. In Blend, select the C1TileView control and, in the menu, select **Edit Additional Templates**. Choose a template, and select **Create Empty**.


See Also

[C1TileView Styles and Templates](#)

C1TileView Styles and Templates

[TileView for WPF and Silverlight Layout and Appearance](#) > C1TileView Styles and Templates

TileView for WPF and Silverlight's [C1TileView](#) control provides several style properties that you can use to change the appearance of the control.

 **Note:** Dependency properties are external links.

Some of the included styles are described in the table below.

| Style | Description |
|--|---|
| FocusVisualStyle | Gets or sets a property that enables customization of appearance, effects, or other style characteristics that will apply to this element when it captures keyboard focus. This is a dependency property. |
| FontStyle | Gets or sets the font style. This is a dependency property. |
| ScrollBarStyle (WPF) ScrollBarStyle (Silverlight) | Determines the style of the scroll bar. |
| Style | Gets or sets the style used by this element when it is rendered. This is a dependency property. |

Some of the included templates are described in the table below:

| Style (WPF) | Style (Silverlight) | Description |
|---------------------------------------|---------------------------------------|--|
| ItemTemplateHeader | ItemTemplateHeader | Gets or sets the DataTemplate used as title for the items. |
| ItemTemplateMaximized | ItemTemplateMaximized | Gets or sets the DataTemplate used for items in the Maximized state. |
| ItemTemplateMinimized | ItemTemplateMinimized | Gets or sets the DataTemplate used for items in the Minimized state. |

See Also

[C1TileView Visual States](#)

C1TileView Visual States

[TileView for WPF and Silverlight Layout and Appearance](#) > C1TileView Visual States

In Microsoft Expression Blend, you can add custom states and state groups to define a different appearance for each state of your user control. For example, the visual state of the control could

change on mouse over. You can view and edit visual states by creating a new template. Once you create one, the available visual states for that part are visible in the **States** window.

See Also

[TileView for WPF and Silverlight Task-Based Help](#)

TileView for WPF and Silverlight Task-Based Help

The following task-based help topics assume that you are familiar with Visual Studio and Expression Blend and know how to use the [C1TileView](#) control in general. If you are unfamiliar with the **TileView for WPF and Silverlight** product, please see the [TileView for WPF and Silverlight Quick Start](#) first.

Each topic in this section provides a solution for specific tasks using the **TileView for WPF and Silverlight** product. Most task-based help topics also assume that you have created a new WPF project and added a C1TileView control to the project.

See Also

[Adding C1TileView to the Application](#)

[Adding Items to C1TileView](#)

[Disabling Drag-and-Drop Functionality](#)

[Customizing the Header's Appearance](#)

[Creating Minimized and Maximized Styles](#)

Adding C1TileView to the Application

[TileView for WPF and Silverlight Task-Based Help](#) > Adding C1TileView to the Application

In this topic we add a [C1TileView](#) control to your application. Complete the following steps that are noted where they differ between [WPF](#) and [Silverlight](#):

1. From the Visual Studio **File** menu, select **New** and choose **Project**.
2. In the **New Project** dialog box, choose a language from the left-side menu. From the **Framework** drop-down list, choose **.NET Framework 4** and enter a name for the project.



Note: If the **C1TileView** control is installed in the Visual Studio Toolbox, you can drag the

control onto a page to automatically perform the rest of the steps.

3. In the Solution Explorer, right-click the project name and choose **Add Reference**. In the **Add Reference** dialog box, locate and select the following assemblies and click **OK** to add references to your project:
 - o **C1.WPF** or **C1.Silverlight**
 - o **C1.WPF.TileView** or **C1.Silverlight.Tileview**
4. Open the WPF MainWindow.xaml file (or MainPage.xaml in Silverlight) and in the XAML view, add the XAML namespace to the WPF Window class (or UserControl in Silverlight) with the following markup:

| XAML | Copy Code |
|---|-----------|
| <pre>xmlns:c1="http://schemas.componentone.com/winfx/2006/xaml"</pre> | |

5. The WPF Window class (or UserControl in Silverlight) appears similar to the following:

In the WPF MainWindow.xaml file

| WPF XAML | Copy Code |
|--|-----------|
| <pre><Window x:Class="MainWindow" xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation" xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml" xmlns:c1="http://schemas.componentone.com/winfx/2006/xaml" Title="MainWindow" Height="350" Width="525"></pre> | |

In the Silverlight MainPage.xaml file

| Silverlight XAML | Copy Code |
|--|-----------|
| <pre><UserControl x:Class="QuickStart.MainPage" xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation" xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml" xmlns:d="http://schemas.microsoft.com/expression/blend/2008" xmlns:mc="http://schemas.openxmlformats.org/markup-compatibility/2006" xmlns:c1="http://schemas.componentone.com/winfx/2006/xaml" mc:Ignorable="d" d:DesignHeight="300" d:DesignWidth="400"></pre> | |

6. This is a unified namespace that lets you work with most ComponentOne WPF or Silverlight controls without adding multiple namespaces.
7. Add the `<c1:C1TileView x:Name="C1TileView1" />` element within the Grid element on the page to add the C1TileView control to the application.
The XAML appears similar to the following:

| XAML | Copy Code |
|---|-----------|
| <pre><Grid x:Name="LayoutRoot" Background="White"> <c1:C1TileView x:Name="C1TileView1" /> </Grid></pre> | |

8. This adds a C1TileView control named "C1TileView1" to the application.

What You've Accomplished

You've successfully set up your application's user interface, but if you run your application now, the C1TileView control has no content. See the [Adding Items to C1TileView](#) topic for more information.

See Also

[Adding Items to C1TileView](#)

Adding Items to C1TileView

[TileView for WPF and Silverlight Task-Based Help](#) > Adding Items to C1TileView

In this topic we add [C1TileViewItem](#) objects to the [C1TileView](#) control. This topic assumes that you have an empty **C1TileView** control in your application, as in [Adding C1TileView to the Application](#).

Edit the `<c1:C1TileView x:Name="C1TileView1" />` element to add several C1TileViewItems. The XAML appears similar to the following:

| XAML | Copy Code |
|---|-----------|
| <pre><c1:C1TileView Name="C1TileView1"> <c1:C1TileViewItem Background="Red" Header="Red"></c1:C1TileViewItem> <c1:C1TileViewItem Background="Orange" Header="Orange"></c1:C1TileViewItem> <c1:C1TileViewItem Background="Yellow" Header="Yellow"></c1:C1TileViewItem> <c1:C1TileViewItem Background="Green" Header="Green"></c1:C1TileViewItem></pre> | |


```
<c1:C1TileViewItem Background="Blue" Header="Blue"></c1:C1TileViewItem>
<c1:C1TileViewItem Background="Purple"
Header="Purple"></c1:C1TileViewItem>
</c1:C1TileView>
```

You've successfully added six **C1TileViewItem** objects to the **C1TileView** control.

See Also

[Disabling Drag-and-Drop Functionality](#)

Disabling Drag-and-Drop Functionality

[TileView for WPF and Silverlight Task-Based Help](#) > Disabling Drag-and-Drop Functionality

By default drag-and-drop functionality is enabled, allowing users to re-order [C1TileViewItem](#) elements at run time. If you choose, however, you can disable drag-and-drop functionality by setting the [CanUserReorder](#) property to **False**.

At Design Time

To disable drag-and-drop functionality in the [C1TileView](#) control in the Properties window at design time, complete the following steps:

1. Click the C1TileView control once to select it.
2. Navigate to the Properties window, and locate the **CanUserReorder** property.
3. Click the drop-down arrow next to the **CanUserReorder** property and select **False**.

This disables drag-and-drop functionality.

In XAML

To disable drag-and-drop functionality in the C1TileView control in XAML, add `CanUserReorder="False"` to the `<c1:TileView>` element so that it appears similar to the following:

| XAML | Copy Code |
|--|-----------|
| <pre><c1:C1TileView Name="C1TileView1" CanUserReorder="False"></pre> | |

In Code

Right-click the window and select **View Code** to open the Code Editor. Add code to the **Window1_Loaded** event handler, so it appears similar to the following:

for WPF

| WPF Visual Basic | Copy Code |
|--|-----------|
| <pre>Window1_Loaded(ByVal sender As System.Object, ByVal e As System.Windows.RoutedEventArgs) Handles MyBase.Loaded Me.C1TileView1.CanUserReorder = False End Sub</pre> | |

| WPF C# | Copy Code |
|--|-----------|
| <pre>private void Window_Loaded(object sender, RoutedEventArgs e) { this.c1TileView1.CanUserReorder = false; }</pre> | |

for Silverlight

| Silverlight Visual Basic | Copy Code |
|--|-----------|
| <pre>Public Sub New() InitializeComponent() Me.C1TileView1.CanUserReorder = False End Sub</pre> | |

| Silverlight C# | Copy Code |
|--|-----------|
| <pre>MainPage(){ InitializeComponent(); this.c1TileView1.CanUserReorder = false; }</pre> | |

Run your project and observe that now the user cannot perform drag-and-drop operations at run time.

See Also

[Customizing the Header's Appearance](#)

Customizing the Header's Appearance

[TileView for WPF and Silverlight Task-Based Help](#) > Customizing the Header's Appearance

[C1TileView](#) includes several properties that enable you to change the appearance of the [C1TileViewItem Header](#). These properties include:

- Header
- [HeaderBackground](#)
- HeaderFontFamily
- HeaderFontSize
- HeaderFontStretch
- HeaderFontStyle
- HeaderFontWeight
- [HeaderForeground](#)
- HeaderPadding
- HeaderTemplate

For example, the following markup sets several of these properties:

| XAML | Copy Code |
|---|-----------|
| <pre><c1:C1TileViewItem Header="News" HeaderPadding="10 5 5 5" HeaderForeground="#FF507494" HeaderFontFamily="Trebuchet MS" HeaderFontSize="16"> <c1:C1TileViewItem.HeaderBackground> <LinearGradientBrush EndPoint="0.5,1" StartPoint="0.5,0"> <GradientStop Color="#FFE9ECF0" Offset="0" /> <GradientStop Color="#FFDDE1E7" Offset="0.2" /> <GradientStop Color="#FFCCD3DC" Offset="0.2" /> <GradientStop Color="#FFFAFAFB" Offset="0.647" /> </LinearGradientBrush> </c1:C1TileViewItem.HeaderBackground> </c1:C1TileViewItem></pre> | |

See Also

[Creating Minimized and Maximized Styles](#)

[TileView for WPF and Silverlight Layout and Appearance](#)

Creating Minimized and Maximized Styles

[TileView for WPF and Silverlight Task-Based Help](#) > Creating Minimized and Maximized Styles

You can customize how items in the [C1TileView](#) control are displayed when minimized and maximized. For example, you may wish to display an icon in the content area of a minimized item indicating the type of content that item contains. You can use the [ContentMinimized](#) and [ContentMaximized](#) properties to set a display template. If these properties are not set, the **Content** is used.

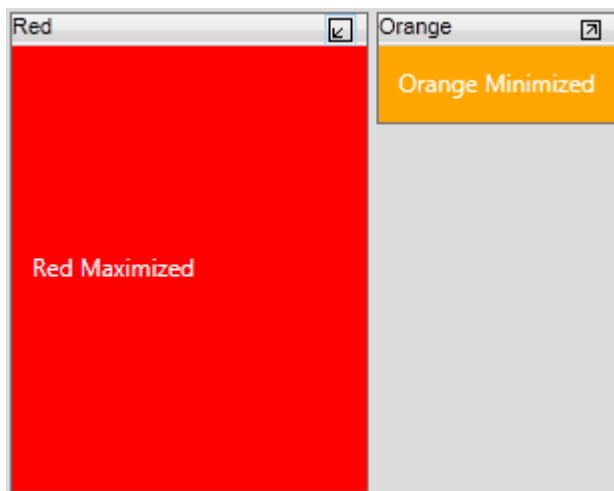
For example, the following markup adds ContentMinimized and ContentMaximized templates:

| XAML | Copy Code |
|--|-----------|
| <pre><c1:C1TileView Name="C1TileView1"> <c1:C1TileViewItem Background="Red" Header="Red"> <c1:C1TileViewItem.ContentMinimized > <Label Content="Red Minimized" Height="28" Name="Label1" Foreground="White"/> </c1:C1TileViewItem.ContentMinimized> <c1:C1TileViewItem.ContentMaximized > <Label Content="Red Maximized" Height="28" Name="Label2" Foreground="White"/> </c1:C1TileViewItem.ContentMaximized> </c1:C1TileViewItem> <c1:C1TileViewItem Background="Orange" Header="Orange"> <c1:C1TileViewItem.ContentMinimized > <Label Content="Orange Minimized" Height="28" Name="Label3" Foreground="White"/> </c1:C1TileViewItem.ContentMinimized> <c1:C1TileViewItem.ContentMaximized > <Label Content="Orange Maximized" Height="28" Name="Label4" Foreground="White"/> </c1:C1TileViewItem.ContentMaximized> </c1:C1TileViewItem> </c1:C1TileView></pre> | |

```
</c1:C1TileViewItem>
</c1:C1TileView>
```

What You've Accomplished

We added templates for the minimized and maximized **C1TileView** states. Run your application and maximize one of the items. Observe that the content of both the minimized and maximized items changes. Maximize the minimized items. The content of each item changes again.



API Reference



C1.Silverlight.TileView.5 Assembly



Namespaces

C1.Silverlight.TileView Namespace


Overview

Classes

| | Class | Description |
|---|--------------------------------|--|
|  | C1TileView | Contains a scrollable list of items organized in columns and rows. Any item can be maximized and shown bigger. |
|  | C1TileViewItem | A selectable item inside a C1TileView . |

| | | |
|---|---|---|
|  | C1TileViewPanel | Internal class. Use only in C1TileView 's ItemsPanelTemplate. |
|  | StringToObjectConverter | Used to convert objects to strings and vice versa |

Enumerations

| | Enumeration | Description |
|---|----------------------------|--|
|  | TiledState | Specifies whether a C1TileViewItem is minimized, maximized, or tiled along its siblings. |

See Also

Reference

[C1.Silverlight.TileView.5 Assembly](#)

Classes

C1TileView

[C1.Silverlight.TileView Namespace](#) : C1TileView Class

Contains a scrollable list of items organized in columns and rows. Any item can be maximized and shown bigger.

Object Model

C1TileView

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Class C1TileView Inherits System.Windows.Controls.ItemsControl</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileView</pre> | |
| C# | |
| <pre>public class C1TileView : System.Windows.Controls.ItemsControl</pre> | |

Inheritance Hierarchy

System.Object
 System.Windows.DependencyObject
 System.Windows.UIElement
 System.Windows.FrameworkElement
 System.Windows.Controls.Control
 System.Windows.Controls.ItemsControl
 C1.Silverlight.TileView.C1TileView

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Members](#)
[C1.Silverlight.TileView Namespace](#)

Overview

[C1.Silverlight.TileView Namespace](#) : C1TileView Class

Contains a scrollable list of items organized in columns and rows. Any item can be maximized and shown bigger.

Object Model

C1TileView

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Class C1TileView Inherits System.Windows.Controls.ItemsControl</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileView</pre> | |
| C# | |

```
public class C1TileView : System.Windows.Controls.ItemsControl
```

Inheritance Hierarchy

System.Object
 System.Windows.DependencyObject
 System.Windows.UIElement
 System.Windows.FrameworkElement
 System.Windows.Controls.Control
 System.Windows.Controls.ItemsControl
 C1.Silverlight.TileView.C1TileView

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Members](#)

[C1.Silverlight.TileView Namespace](#)


Members

[Fields](#) [Properties](#) [Methods](#) [Events](#)

[C1.Silverlight.TileView Namespace](#) : [C1TileView Class](#)


The following tables list the members exposed by [C1TileView](#).

Public Constructors

| | Name | Description |
|---|--|--|
|  | C1TileView Constructor | Initializes a new instance of a C1TileView . |


[Top](#)

Public Fields

| | Name | Description |
|--|---|---|
|  S | AnimationDurationProperty | Identifies the AnimationDuration dependency |














| | | |
|-----|--|---|
| | | property. |
| ◆ S | AnimationEasingFunctionProperty | Identifies the AnimationEasingFunction dependency property. |
| ◆ S | ButtonBackgroundProperty | Identifies the ButtonBackground dependency property. |
| ◆ S | ButtonForegroundProperty | Identifies the ButtonForeground dependency property. |
| ◆ S | CanUserReorderProperty | Identifies the CanUserReorder dependency property. |
| ◆ S | ColumnsProperty | Identifies the Columns dependency property. |
| ◆ S | FocusBrushProperty | Identifies the FocusBrush dependency property. |
| ◆ S | HeaderBackgroundProperty | Identifies the HeaderBackground dependency property. |
| ◆ S | HeaderForegroundProperty | Identifies the HeaderForeground dependency property. |
| ◆ S | ItemBackgroundProperty | Identifies the ItemBackground dependency property. |
| ◆ S | ItemForegroundProperty | Identifies the ItemForeground dependency property. |
| ◆ S | ItemTemplateHeaderProperty | Identifies the ItemTemplateHeader dependency property. |
| ◆ S | ItemTemplateHeaderSelectorProperty | Identifies the ContentTemplateSelectorProperty dependency property. |


















| | | |
|-----|---|---|
| ◆ S | ItemTemplateMaximizedProperty | Identifies the ItemTemplateMaximized dependency property. |
| ◆ S | ItemTemplateMaximizedSelectorProperty | Identifies the ItemTemplateMaximizedSelector dependency property. |
| ◆ S | ItemTemplateMinimizedProperty | Identifies the ItemTemplateMinimized dependency property. |
| ◆ S | ItemTemplateMinimizedSelectorProperty | Identifies the ItemTemplateMinimizedSelector dependency property. |
| ◆ S | ItemTemplateSelectorProperty | Identifies the ItemTemplateSelectorProperty dependency property. |
| ◆ S | MaximizedIndexProperty | Identifies the MaximizedIndex dependency property. |
| ◆ S | MaximizedItemProperty | Identifies the MaximizedItem dependency property. |
| ◆ S | MinimizedItemsPositionProperty | Identifies the MinimizedItemsPosition dependency property. |
| ◆ S | MouseOverBrushProperty | Identifies the MouseOverBrush dependency property. |
| ◆ S | PressedBrushProperty | Identifies the PressedBrush dependency property. |
| ◆ S | RowsProperty | Identifies the Rows dependency property. |
| ◆ S | ScrollBarStyleProperty | Identifies the ScrollBarStyle dependency property. |
| ◆ S | ScrollBarVisibilityProperty | Identifies the ScrollBarVisibility dependency property. |

















| | | |
|--|--|--|
|  S | UpdateSourceCollectionProperty | Identifies the UpdateSourceCollection dependency property. |
|--|--|--|















[Top](#)


















Public Properties











| | Name | Description |
|---|---|---|
|  | ActualHeight | (Inherited from System.Windows.FrameworkElement) |
|  | ActualWidth | (Inherited from System.Windows.FrameworkElement) |
|  | AllowDrop | (Inherited from System.Windows.UIElement) |
|  | AnimationDuration | Gets or sets the time that item reordering takes. |
|  | AnimationEasingFunction | Gets or sets how to soften the reordering movement. |
|  | Background | (Inherited from System.Windows.Controls.Control) |
|  | BorderBrush | (Inherited from System.Windows.Controls.Control) |
|  | BorderThickness | (Inherited from System.Windows.Controls.Control) |
|  | ButtonBackground | Gets or sets the System.Windows.Media.Brush that will be assigned to the Background of the buttons inside the control. |
|  | ButtonForeground | Gets or sets the System.Windows.Media.Brush that will be assigned to the Foreground of the buttons inside the control. |
|  | CacheMode | (Inherited from System.Windows.UIElement) |
|  | CanUserReorder | Gets or sets whether the user is allowed to drag and drop and reorder C1TileViewItems from this control. |
|  | CharacterSpacing | (Inherited from System.Windows.Controls.Control) |

| | | |
|---|-----------------------------------|---|
|  | Clip | (Inherited from System.Windows.UIElement) |
|  | Columns | Gets or sets the number of columns the C1TileViewItems are laid in. If the value is zero, the minimum number that doesn't require scrolling is used. If both Columns and Rows are zero, the items are laid in a square. |
|  | Cursor | (Inherited from System.Windows.FrameworkElement) |
|  | DataContext | (Inherited from System.Windows.FrameworkElement) |
|  | DesiredSize | (Inherited from System.Windows.UIElement) |
|  | Dispatcher | (Inherited from System.Windows.DependencyObject) |
|  | DisplayMemberPath | (Inherited from System.Windows.Controls.ItemsControl) |
|  | Effect | (Inherited from System.Windows.UIElement) |
|  | FlowDirection | (Inherited from System.Windows.FrameworkElement) |
|  | FocusBrush | Gets or sets the System.Windows.Media.Brush used to highlight the focused control. |
|  | FontFamily | (Inherited from System.Windows.Controls.Control) |
|  | FontSize | (Inherited from System.Windows.Controls.Control) |
|  | FontStretch | (Inherited from System.Windows.Controls.Control) |
|  | FontStyle | (Inherited from System.Windows.Controls.Control) |
|  | FontWeight | (Inherited from System.Windows.Controls.Control) |
|  | Foreground | (Inherited from System.Windows.Controls.Control) |
|  | HeaderBackground | Gets or sets the System.Windows.Media.Brush used as background of the header of the contained |

| | | |
|---|--|--|
| | | C1TileViewItems . |
|  | HeaderForeground | Gets or sets the System.Windows.Media.Brush used as foreground of the header of the contained C1TileViewItems . |
|  | Height | (Inherited from System.Windows.FrameworkElement) |
|  | HorizontalAlignment | (Inherited from System.Windows.FrameworkElement) |
|  | HorizontalContentAlignment | (Inherited from System.Windows.Controls.Control) |
|  | IsEnabled | (Inherited from System.Windows.Controls.Control) |
|  | IsHitTestVisible | (Inherited from System.Windows.UIElement) |
|  | IsTabStop | (Inherited from System.Windows.Controls.Control) |
|  | ItemBackground | Gets or sets the System.Windows.Media.Brush used as background of the contained C1TileViewItems . |
|  | ItemContainerGenerator | (Inherited from System.Windows.Controls.ItemsControl) |
|  | ItemForeground | Gets or sets the System.Windows.Media.Brush used as foreground of the contained C1TileViewItems . |
|  | Items | (Inherited from System.Windows.Controls.ItemsControl) |
|  | ItemsPanel | (Inherited from System.Windows.Controls.ItemsControl) |
|  | ItemsSource | (Inherited from System.Windows.Controls.ItemsControl) |
|  | ItemTemplate | (Inherited from System.Windows.Controls.ItemsControl) |
|  | ItemTemplateHeader | Gets or sets the System.Windows.DataTemplate used as title for the items. |
|  | ItemTemplateHeaderSelector | Gets or sets a custom logic for choosing the template |


| | | |
|---|---|---|
| | | used to display the header of each item |
|  | ItemTemplateMaximized | Gets or sets the System.Windows.DataTemplate used for items in the TiledState.Maximized state. |
|  | ItemTemplateMaximizedSelector | Gets or sets a custom logic for choosing the template used to display the content of the maximized item |
|  | ItemTemplateMinimized | Gets or sets the System.Windows.DataTemplate used for items in the TiledState.Minimized state. |
|  | ItemTemplateMinimizedSelector | Gets or sets a custom logic for choosing the template used to display the content of the minimized item |
|  | ItemTemplateSelector | Gets or sets the custom logic for choosing a template used to display each item. |
|  | Language | (Inherited from System.Windows.FrameworkElement) |
|  | Margin | (Inherited from System.Windows.FrameworkElement) |
|  | MaxHeight | (Inherited from System.Windows.FrameworkElement) |
|  | MaximizedIndex | Gets or sets the index in the Items collection of the selected item. |
|  | MaximizedItem | Gets or sets the member of the Items collection currently highlighted. |
|  | MaxWidth | (Inherited from System.Windows.FrameworkElement) |
|  | MinHeight | (Inherited from System.Windows.FrameworkElement) |
|  | MinimizedItemsPosition | Gets or sets where to place the strip with the minimized items. The ScrollBar is at the right or bottom of the strip. |
|  | MinWidth | (Inherited from System.Windows.FrameworkElement) |

| | | |
|---|---------------------------------------|--|
|  | MouseOverBrush | Gets or sets the System.Windows.Media.Brush used to highlight the control when it has the mouse over. |
|  | Name | (Inherited from System.Windows.FrameworkElement) |
|  | Opacity | (Inherited from System.Windows.UIElement) |
|  | OpacityMask | (Inherited from System.Windows.UIElement) |
|  | Padding | (Inherited from System.Windows.Controls.Control) |
|  | Parent | (Inherited from System.Windows.FrameworkElement) |
|  | PressedBrush | Gets or sets the System.Windows.Media.Brush used to paint a button when it is pressed. |
|  | Projection | (Inherited from System.Windows.UIElement) |
|  | RenderSize | (Inherited from System.Windows.UIElement) |
|  | RenderTransform | (Inherited from System.Windows.UIElement) |
|  | RenderTransformOrigin | (Inherited from System.Windows.UIElement) |
|  | Resources | (Inherited from System.Windows.FrameworkElement) |
|  | Rows | Gets or sets the number of rows the C1TileViewItems are laid in. If the value is zero, the minimum number that doesn't require scrolling is used. If both Columns and Rows are zero, the items are laid in a square. |
|  | ScrollBarStyle | Gets or sets the style used for the inner scrollbar. |
|  | ScrollBarVisibility | Gets or sets whether the scrollbar should be visible. |
|  | Style | (Inherited from System.Windows.FrameworkElement) |
|  | TabIndex | (Inherited from System.Windows.Controls.Control) |

| | | |
|---|--|---|
|  | TabNavigation | (Inherited from System.Windows.Controls.Control) |
|  | Tag | (Inherited from System.Windows.FrameworkElement) |
|  | Template | (Inherited from System.Windows.Controls.Control) |
|  | Triggers | (Inherited from System.Windows.FrameworkElement) |
|  | UpdateSourceCollection | Gets or sets whether changes in the order of the items are written to Items or ItemsSource. |
|  | UseLayoutRounding | (Inherited from System.Windows.UIElement) |
|  | VerticalAlignment | (Inherited from System.Windows.FrameworkElement) |
|  | VerticalContentAlignment | (Inherited from System.Windows.Controls.Control) |
|  | Visibility | (Inherited from System.Windows.UIElement) |
|  | Width | (Inherited from System.Windows.FrameworkElement) |




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Protected Properties

| | Name | Description |
|---|---------------------------------|--|
|  | DefaultStyleKey | (Inherited from System.Windows.Controls.Control) |

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Public Methods













| | Name | Description |
|---|-------------------------------|--|
|  | AddHandler | (Inherited from System.Windows.UIElement) |
|  | ApplyTemplate | (Inherited from System.Windows.Controls.Control) |
|  | Arrange | (Inherited from System.Windows.UIElement) |

| | | |
|---|---------------------------------------|---|
| ⇒  | CaptureMouse | (Inherited from System.Windows.UIElement) |
| ⇒  | ClearValue | (Inherited from System.Windows.DependencyObject) |
| ⇒  | FindName | (Inherited from System.Windows.FrameworkElement) |
| ⇒  | Focus | (Inherited from System.Windows.Controls.Control) |
| ⇒  | GetAnimationBaseValue | (Inherited from System.Windows.DependencyObject) |
| ⇒  | GetBindingExpression | (Inherited from System.Windows.FrameworkElement) |
| ⇒  | GetValue | (Inherited from System.Windows.DependencyObject) |
| ⇒  | InvalidateArrange | (Inherited from System.Windows.UIElement) |
| ⇒  | InvalidateMeasure | (Inherited from System.Windows.UIElement) |
| ⇒  | Measure | (Inherited from System.Windows.UIElement) |
| ⇒  | OnApplyTemplate | Overridden. Builds the visual tree for the C1TileView control when a new template is applied. |
| ⇒  | ReadLocalValue | (Inherited from System.Windows.DependencyObject) |
| ⇒  | ReleaseMouseCapture | (Inherited from System.Windows.UIElement) |
| ⇒  | RemoveHandler | (Inherited from System.Windows.UIElement) |
| ⇒  | SetBinding | (Inherited from System.Windows.FrameworkElement) |
| ⇒  | SetValue | (Inherited from System.Windows.DependencyObject) |
| ⇒  | TransformToVisual | (Inherited from System.Windows.UIElement) |
| ⇒  | UpdateLayout | (Inherited from System.Windows.UIElement) |

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Protected Methods




















| | Name | Description |
|----|---|---|
| 🍷💎 | ArrangeOverride | (Inherited from System.Windows.FrameworkElement) |
| 🍷💎 | ClearContainerForItemOverride | Overridden. |
| 🍷💎 | GetContainerForItemOverride | Overridden. |
| 🍷💎 | GetTemplateChild | (Inherited from System.Windows.Controls.Control) |
| 🍷💎 | IsItemItsOwnContainerOverride | Overridden. |
| 🍷💎 | MeasureOverride | (Inherited from System.Windows.FrameworkElement) |
| 🍷💎 | OnCreateAutomationPeer | Overridden. Gets an AutomationPeer object used for testing the control. |
| 🍷💎 | OnDragEnter | (Inherited from System.Windows.Controls.Control) |
| 🍷💎 | OnDragLeave | (Inherited from System.Windows.Controls.Control) |
| 🍷💎 | OnDragOver | (Inherited from System.Windows.Controls.Control) |
| 🍷💎 | OnDrop | (Inherited from System.Windows.Controls.Control) |
| 🍷💎 | OnGotFocus | (Inherited from System.Windows.Controls.Control) |
| 🍷💎 | OnItemsChanged | Overridden. |
| 🍷💎 | OnKeyDown | (Inherited from System.Windows.Controls.Control) |
| 🍷💎 | OnKeyUp | (Inherited from System.Windows.Controls.Control) |
| 🍷💎 | OnLostFocus | (Inherited from System.Windows.Controls.Control) |
| 🍷💎 | OnLostMouseCapture | (Inherited from System.Windows.Controls.Control) |







| | | |
|---|---|---|
|  | OnMouseEnter | (Inherited from System.Windows.Controls.Control) |
|  | OnMouseLeave | (Inherited from System.Windows.Controls.Control) |
|  | OnMouseLeftButtonDown | (Inherited from System.Windows.Controls.Control) |
|  | OnMouseLeftButtonUp | (Inherited from System.Windows.Controls.Control) |
|  | OnMouseMove | (Inherited from System.Windows.Controls.Control) |
|  | OnMouseRightButtonDown | (Inherited from System.Windows.Controls.Control) |
|  | OnMouseRightButtonUp | (Inherited from System.Windows.Controls.Control) |
|  | OnMouseWheel | (Inherited from System.Windows.Controls.Control) |
|  | OnTextInput | (Inherited from System.Windows.Controls.ItemsControl) |
|  | OnTextInputStart | (Inherited from System.Windows.Controls.Control) |
|  | OnTextInputUpdate | (Inherited from System.Windows.Controls.Control) |
|  | PrepareContainerForItemOverride | Overridden. |

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Public Events

| | Name | Description |
|---|--|--|
|  | BindingValidationError | (Inherited from System.Windows.FrameworkElement) |
|  | DataContextChanged | (Inherited from System.Windows.FrameworkElement) |
|  | DragEnter | (Inherited from System.Windows.UIElement) |
|  | DragLeave | (Inherited from System.Windows.UIElement) |
|  | DragOver | (Inherited from System.Windows.UIElement) |

| | | |
|---|-----------------------|---|
|  | Drop | (Inherited from System.Windows.UIElement) |
|  | GotFocus | (Inherited from System.Windows.UIElement) |
|  | IsEnabledChanged | (Inherited from System.Windows.Controls.Control) |
|  | KeyDown | (Inherited from System.Windows.UIElement) |
|  | KeyUp | (Inherited from System.Windows.UIElement) |
|  | LayoutUpdated | (Inherited from System.Windows.FrameworkElement) |
|  | Loaded | (Inherited from System.Windows.FrameworkElement) |
|  | LostFocus | (Inherited from System.Windows.UIElement) |
|  | LostMouseCapture | (Inherited from System.Windows.UIElement) |
|  | MaximizedIndexChanged | Event raised when the MaximizedIndex property has changed. |
|  | MaximizedItemChanged | Event raised when the MaximizedItem property has changed. |
|  | MediaCommand | (Inherited from System.Windows.UIElement) |
|  | MouseEnter | (Inherited from System.Windows.UIElement) |
|  | MouseLeave | (Inherited from System.Windows.UIElement) |
|  | MouseLeftButtonDown | (Inherited from System.Windows.UIElement) |
|  | MouseLeftButtonUp | (Inherited from System.Windows.UIElement) |
|  | MouseMove | (Inherited from System.Windows.UIElement) |
|  | MouseRightButtonDown | (Inherited from System.Windows.UIElement) |
|  | MouseRightButtonUp | (Inherited from System.Windows.UIElement) |

| | | |
|---|---------------------------------|--|
|  | MouseWheel | (Inherited from System.Windows.UIElement) |
|  | SizeChanged | (Inherited from System.Windows.FrameworkElement) |
|  | TextInput | (Inherited from System.Windows.UIElement) |
|  | TextInputStart | (Inherited from System.Windows.UIElement) |
|  | TextInputUpdate | (Inherited from System.Windows.UIElement) |
|  | Unloaded | (Inherited from System.Windows.FrameworkElement) |

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See Also

Reference

[C1TileView Class](#)

[C1.Silverlight.TileView Namespace](#)

C1TileView Constructor

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : C1TileView Constructor

Initializes a new instance of a [C1TileView](#).

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| Public Function New() | |
| Visual Basic (Usage) | Copy Code |
| Dim instance As New C1TileView() | |
| C# | |
| public C1TileView() | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

Methods

[C1.Silverlight.TileView Namespace](#) : [C1TileView Class](#)

For a list of all members of this type, see [C1TileView members](#).

Public Methods




















| | Name | Description |
|---|---------------------------------------|--|
| ⇒ | AddHandler | (Inherited from System.Windows.UIElement) |
| ⇒ | ApplyTemplate | (Inherited from System.Windows.Controls.Control) |
| ⇒ | Arrange | (Inherited from System.Windows.UIElement) |
| ⇒ | CaptureMouse | (Inherited from System.Windows.UIElement) |
| ⇒ | ClearValue | (Inherited from System.Windows.DependencyObject) |
| ⇒ | FindName | (Inherited from System.Windows.FrameworkElement) |
| ⇒ | Focus | (Inherited from System.Windows.Controls.Control) |
| ⇒ | GetAnimationBaseValue | (Inherited from System.Windows.DependencyObject) |
| ⇒ | GetBindingExpression | (Inherited from System.Windows.FrameworkElement) |
| ⇒ | GetValue | (Inherited from System.Windows.DependencyObject) |
| ⇒ | InvalidateArrange | (Inherited from System.Windows.UIElement) |
| ⇒ | InvalidateMeasure | (Inherited from System.Windows.UIElement) |




| | | |
|----|-------------------------------------|---|
| ≡💎 | Measure | (Inherited from System.Windows.UIElement) |
| ≡💎 | OnApplyTemplate | Overridden. Builds the visual tree for the C1TileView control when a new template is applied. |
| ≡💎 | ReadLocalValue | (Inherited from System.Windows.DependencyObject) |
| ≡💎 | ReleaseMouseCapture | (Inherited from System.Windows.UIElement) |
| ≡💎 | RemoveHandler | (Inherited from System.Windows.UIElement) |
| ≡💎 | SetBinding | (Inherited from System.Windows.FrameworkElement) |
| ≡💎 | SetValue | (Inherited from System.Windows.DependencyObject) |
| ≡💎 | TransformToVisual | (Inherited from System.Windows.UIElement) |
| ≡💎 | UpdateLayout | (Inherited from System.Windows.UIElement) |

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Protected Methods

| | Name | Description |
|----|---|---|
| 🍷💎 | ArrangeOverride | (Inherited from System.Windows.FrameworkElement) |
| 🍷💎 | ClearContainerForItemOverride | Overridden. |
| 🍷💎 | GetContainerForItemOverride | Overridden. |
| 🍷💎 | GetTemplateChild | (Inherited from System.Windows.Controls.Control) |
| 🍷💎 | IsItemItsOwnContainerOverride | Overridden. |
| 🍷💎 | MeasureOverride | (Inherited from System.Windows.FrameworkElement) |
| 🍷💎 | OnCreateAutomationPeer | Overridden. Gets an AutomationPeer object used for testing the control. |

| | |
|--|---|
|  OnDragEnter | (Inherited from System.Windows.Controls.Control) |
|  OnDragLeave | (Inherited from System.Windows.Controls.Control) |
|  OnDragOver | (Inherited from System.Windows.Controls.Control) |
|  OnDrop | (Inherited from System.Windows.Controls.Control) |
|  OnGotFocus | (Inherited from System.Windows.Controls.Control) |
|  OnItemsChanged | Overridden. |
|  OnKeyDown | (Inherited from System.Windows.Controls.Control) |
|  OnKeyUp | (Inherited from System.Windows.Controls.Control) |
|  OnLostFocus | (Inherited from System.Windows.Controls.Control) |
|  OnLostMouseCapture | (Inherited from System.Windows.Controls.Control) |
|  OnMouseEnter | (Inherited from System.Windows.Controls.Control) |
|  OnMouseLeave | (Inherited from System.Windows.Controls.Control) |
|  OnMouseLeftButtonDown | (Inherited from System.Windows.Controls.Control) |
|  OnMouseLeftButtonUp | (Inherited from System.Windows.Controls.Control) |
|  OnMouseMove | (Inherited from System.Windows.Controls.Control) |
|  OnMouseRightButtonDown | (Inherited from System.Windows.Controls.Control) |
|  OnMouseRightButtonUp | (Inherited from System.Windows.Controls.Control) |
|  OnMouseWheel | (Inherited from System.Windows.Controls.Control) |
|  OnTextInput | (Inherited from System.Windows.Controls.ItemsControl) |

| | | |
|---|---|--|
|  | OnTextInputStart | (Inherited from System.Windows.Controls.Control) |
|  | OnTextInputUpdate | (Inherited from System.Windows.Controls.Control) |
|  | PrepareContainerForItemOverride | Overridden. |

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See Also

Reference

[C1TileView Class](#)

[C1.Silverlight.TileView Namespace](#)

ClearContainerForItemOverride Method

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : ClearContainerForItemOverride Method

Syntax

| Visual Basic (Declaration) | |
|---|-----------|
| <pre>Protected Overrides Sub ClearContainerForItemOverride(_ ByVal <i>element</i> As System.Windows.DependencyObject, _ ByVal <i>item</i> As System.Object _)</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileView Dim element As System.Windows.DependencyObject Dim item As System.Object instance.ClearContainerForItemOverride(element, item)</pre> | |
| C# | |
| <pre>protected override void ClearContainerForItemOverride(System.Windows.DependencyObject <i>element</i>, System.object <i>item</i>)</pre> | |

Parameters

element

item

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)
[C1TileView Members](#)

GetContainerForItemOverride Method

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : GetContainerForItemOverride Method

Syntax

| Visual Basic (Declaration) | |
|--|-----------|
| Protected Overrides Function GetContainerForItemOverride() As System.Windows.DependencyObject | |
| Visual Basic (Usage) | Copy Code |
| Dim instance As C1TileView Dim value As System.Windows.DependencyObject value = instance.GetContainerForItemOverride() | |
| C# | |
| protected override System.Windows.DependencyObject GetContainerForItemOverride() | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

IsItemItsOwnContainerOverride Method

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : IsItemItsOwnContainerOverride Method

Syntax

| Visual Basic (Declaration) | |
|---|-----------|
| <pre>Protected Overrides Function IsItemItsOwnContainerOverride(_ ByVal item As System.Object _) As System.Boolean</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileView Dim item As System.Object Dim value As System.Boolean value = instance.IsItemItsOwnContainerOverride(item)</pre> | |
| C# | |
| <pre>protected override System.bool IsItemItsOwnContainerOverride(System.object item)</pre> | |

Parameters

item

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

OnApplyTemplate Method

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : OnApplyTemplate Method

Builds the visual tree for the [C1TileView](#) control when a new template is applied.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| Public Overrides Sub OnApplyTemplate() | |
| Visual Basic (Usage) | Copy Code |
| Dim instance As C1TileView instance.OnApplyTemplate() | |
| C# | |
| public override void OnApplyTemplate() | |

Remarks

This method is invoked whenever application code or an internal process, such as a rebuilding layout pass, calls the **ApplyTemplate** method.

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

OnCreateAutomationPeer Method

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : OnCreateAutomationPeer Method

Gets an AutomationPeer object used for testing the control.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| Protected Overrides Function OnCreateAutomationPeer() As System.Windows.Automation.Peers.AutomationPeer | |
| Visual Basic (Usage) | Copy Code |
| Dim instance As C1TileView Dim value As System.Windows.Automation.Peers.AutomationPeer value = instance.OnCreateAutomationPeer() | |
| C# | |
| protected override System.Windows.Automation.Peers.AutomationPeer OnCreateAutomationPeer() | |

Return Value

An AutomationPeer object used for testing the control.

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

OnItemsChanged Method

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : OnItemsChanged Method

Syntax

| | |
|---|--|
| Visual Basic (Declaration) | |
| Protected Overrides Sub OnItemsChanged(_ ByVal e As System.Collections.Specialized.NotifyCollectionChangedEventArgs _) | |

| Visual Basic (Usage) | Copy Code |
|--|-----------|
| <pre>Dim instance As C1TileView Dim e As System.Collections.Specialized.NotifyCollectionChangedEventArgs instance.OnItemsChanged(e)</pre> | |
| C# | |
| <pre>protected override void OnItemsChanged(System.Collections.Specialized.NotifyCollectionChangedEventArgs e)</pre> | |

Parameters

e

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

PrepareContainerForItemOverride Method

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : PrepareContainerForItemOverride Method

Syntax

| Visual Basic (Declaration) | |
|---|-----------|
| <pre>Protected Overrides Sub PrepareContainerForItemOverride(_ ByVal element As System.Windows.DependencyObject, _ ByVal item As System.Object _)</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileView Dim element As System.Windows.DependencyObject</pre> | |

```
Dim item As System.Object
```

```
instance.PrepareContainerForItemOverride(element, item)
```

C#

```
protected override void PrepareContainerForItemOverride(  
    System.Windows.DependencyObject element,  
    System.Object item  
)
```

Parameters

element

item

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)




[C1TileView Members](#)
















Properties


















[C1.Silverlight.TileView Namespace](#) : [C1TileView Class](#)
















For a list of all members of this type, see [C1TileView members](#).

















Public Properties


















| | Name | Description |
|---|------------------------------|--|
|  | ActualHeight | (Inherited from System.Windows.FrameworkElement) |
|  | ActualWidth | (Inherited from System.Windows.FrameworkElement) |
|  | AllowDrop | (Inherited from System.Windows.UIElement) |





| | | |
|---|---|---|
|  | AnimationDuration | Gets or sets the time that item reordering takes. |
|  | AnimationEasingFunction | Gets or sets how to soften the reordering movement. |
|  | Background | (Inherited from System.Windows.Controls.Control) |
|  | BorderBrush | (Inherited from System.Windows.Controls.Control) |
|  | BorderThickness | (Inherited from System.Windows.Controls.Control) |
|  | ButtonBackground | Gets or sets the System.Windows.Media.Brush that will be assigned to the Background of the buttons inside the control. |
|  | ButtonForeground | Gets or sets the System.Windows.Media.Brush that will be assigned to the Foreground of the buttons inside the control. |
|  | CacheMode | (Inherited from System.Windows.UIElement) |
|  | CanUserReorder | Gets or sets whether the user is allowed to drag and drop and reorder C1TileViewItems from this control. |
|  | CharacterSpacing | (Inherited from System.Windows.Controls.Control) |
|  | Clip | (Inherited from System.Windows.UIElement) |
|  | Columns | Gets or sets the number of columns the C1TileViewItems are laid in. If the value is zero, the minimum number that doesn't require scrolling is used. If both Columns and Rows are zero, the items are laid in a square. |
|  | Cursor | (Inherited from System.Windows.FrameworkElement) |
|  | DataContext | (Inherited from System.Windows.FrameworkElement) |
|  | DesiredSize | (Inherited from System.Windows.UIElement) |

| | | |
|---|--|--|
|  | Dispatcher | (Inherited from System.Windows.DependencyObject) |
|  | DisplayMemberPath | (Inherited from System.Windows.Controls.ItemsControl) |
|  | Effect | (Inherited from System.Windows.UIElement) |
|  | FlowDirection | (Inherited from System.Windows.FrameworkElement) |
|  | FocusBrush | Gets or sets the System.Windows.Media.Brush used to highlight the focused control. |
|  | FontFamily | (Inherited from System.Windows.Controls.Control) |
|  | FontSize | (Inherited from System.Windows.Controls.Control) |
|  | FontStretch | (Inherited from System.Windows.Controls.Control) |
|  | FontStyle | (Inherited from System.Windows.Controls.Control) |
|  | FontWeight | (Inherited from System.Windows.Controls.Control) |
|  | Foreground | (Inherited from System.Windows.Controls.Control) |
|  | HeaderBackground | Gets or sets the System.Windows.Media.Brush used as background of the header of the contained C1TileViewItems . |
|  | HeaderForeground | Gets or sets the System.Windows.Media.Brush used as foreground of the header of the contained C1TileViewItems . |
|  | Height | (Inherited from System.Windows.FrameworkElement) |
|  | HorizontalAlignment | (Inherited from System.Windows.FrameworkElement) |
|  | HorizontalContentAlignment | (Inherited from System.Windows.Controls.Control) |
|  | IsEnabled | (Inherited from System.Windows.Controls.Control) |

| | | |
|---|---|--|
|  | IsHitTestVisible | (Inherited from System.Windows.UIElement) |
|  | IsTabStop | (Inherited from System.Windows.Controls.Control) |
|  | ItemBackground | Gets or sets the System.Windows.Media.Brush used as background of the contained C1TileViewItem s. |
|  | ItemContainerGenerator | (Inherited from System.Windows.Controls.ItemsControl) |
|  | ItemForeground | Gets or sets the System.Windows.Media.Brush used as foreground of the contained C1TileViewItem s. |
|  | Items | (Inherited from System.Windows.Controls.ItemsControl) |
|  | ItemsPanel | (Inherited from System.Windows.Controls.ItemsControl) |
|  | ItemsSource | (Inherited from System.Windows.Controls.ItemsControl) |
|  | ItemTemplate | (Inherited from System.Windows.Controls.ItemsControl) |
|  | ItemTemplateHeader | Gets or sets the System.Windows.DataTemplate used as title for the items. |
|  | ItemTemplateHeaderSelector | Gets or sets a custom logic for choosing the template used to display the header of each item |
|  | ItemTemplateMaximized | Gets or sets the System.Windows.DataTemplate used for items in the TiledState.Maximized state. |
|  | ItemTemplateMaximizedSelector | Gets or sets a custom logic for choosing the template used to display the content of the maximized item |
|  | ItemTemplateMinimized | Gets or sets the System.Windows.DataTemplate used for items in the TiledState.Minimized state. |
|  | ItemTemplateMinimizedSelector | Gets or sets a custom logic for choosing the template used to display the content of the minimized item |


| | | |
|---|--|---|
|  | ItemTemplateSelector | Gets or sets the custom logic for choosing a template used to display each item. |
|  | Language | (Inherited from System.Windows.FrameworkElement) |
|  | Margin | (Inherited from System.Windows.FrameworkElement) |
|  | MaxHeight | (Inherited from System.Windows.FrameworkElement) |
|  | MaximizedIndex | Gets or sets the index in the Items collection of the selected item. |
|  | MaximizedItem | Gets or sets the member of the Items collection currently highlighted. |
|  | MaxWidth | (Inherited from System.Windows.FrameworkElement) |
|  | MinHeight | (Inherited from System.Windows.FrameworkElement) |
|  | MinimizedItemsPosition | Gets or sets where to place the strip with the minimized items. The ScrollBar is at the right or bottom of the strip. |
|  | MinWidth | (Inherited from System.Windows.FrameworkElement) |
|  | MouseOverBrush | Gets or sets the System.Windows.Media.Brush used to highlight the control when it has the mouse over. |
|  | Name | (Inherited from System.Windows.FrameworkElement) |
|  | Opacity | (Inherited from System.Windows.UIElement) |
|  | OpacityMask | (Inherited from System.Windows.UIElement) |
|  | Padding | (Inherited from System.Windows.Controls.Control) |
|  | Parent | (Inherited from System.Windows.FrameworkElement) |

| | | |
|---|--|--|
|  | PressedBrush | Gets or sets the System.Windows.Media.Brush used to paint a button when it is pressed. |
|  | Projection | (Inherited from System.Windows.UIElement) |
|  | RenderSize | (Inherited from System.Windows.UIElement) |
|  | RenderTransform | (Inherited from System.Windows.UIElement) |
|  | RenderTransformOrigin | (Inherited from System.Windows.UIElement) |
|  | Resources | (Inherited from System.Windows.FrameworkElement) |
|  | Rows | Gets or sets the number of rows the C1TileViewItems are laid in. If the value is zero, the minimum number that doesn't require scrolling is used. If both Columns and Rows are zero, the items are laid in a square. |
|  | ScrollBarStyle | Gets or sets the style used for the inner scrollbar. |
|  | ScrollBarVisibility | Gets or sets whether the scrollbar should be visible. |
|  | Style | (Inherited from System.Windows.FrameworkElement) |
|  | TabIndex | (Inherited from System.Windows.Controls.Control) |
|  | TabNavigation | (Inherited from System.Windows.Controls.Control) |
|  | Tag | (Inherited from System.Windows.FrameworkElement) |
|  | Template | (Inherited from System.Windows.Controls.Control) |
|  | Triggers | (Inherited from System.Windows.FrameworkElement) |
|  | UpdateSourceCollection | Gets or sets whether changes in the order of the items are written to Items or ItemsSource. |
|  | UseLayoutRounding | (Inherited from System.Windows.UIElement) |

| | | |
|---|--|--|
|  | VerticalAlignment | (Inherited from System.Windows.FrameworkElement) |
|  | VerticalContentAlignment | (Inherited from System.Windows.Controls.Control) |
|  | Visibility | (Inherited from System.Windows.UIElement) |
|  | Width | (Inherited from System.Windows.FrameworkElement) |

[Top](#)

Protected Properties

| | Name | Description |
|---|---------------------------------|--|
|  | DefaultStyleKey | (Inherited from System.Windows.Controls.Control) |

[Top](#)

See Also

Reference

[C1TileView Class](#)

[C1.Silverlight.TileView Namespace](#)

AnimationDuration Property

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : AnimationDuration Property

Gets or sets the time that item reordering takes.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| Public Property AnimationDuration As System.TimeSpan | |
| Visual Basic (Usage) | Copy Code |
| <pre> Dim instance As C1TileView Dim value As System.TimeSpan instance.AnimationDuration = value value = instance.AnimationDuration </pre> | |

| | |
|---|--|
| C# | |
| <code>public System.TimeSpan AnimationDuration {get; set;}</code> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

AnimationEasingFunction Property

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : AnimationEasingFunction Property

Gets or sets how to soften the reordering movement.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Property AnimationEasingFunction As System.Windows.Media.Animation.IEasingFunction</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileView Dim value As System.Windows.Media.Animation.IEasingFunction instance.AnimationEasingFunction = value value = instance.AnimationEasingFunction</pre> | |
| C# | |
| <pre>public System.Windows.Media.Animation.IEasingFunction AnimationEasingFunction {get; set;}</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

ButtonBackground Property

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : ButtonBackground Property

Gets or sets the **System.Windows.Media.Brush** that will be assigned to the Background of the buttons inside the control.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| Public Property ButtonBackground As System.Windows.Media.Brush | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileView Dim value As System.Windows.Media.Brush instance.ButtonBackground = value value = instance.ButtonBackground</pre> | |
| C# | |
| <pre>public System.Windows.Media.Brush ButtonBackground {get; set;}</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

ButtonForeground Property

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : ButtonForeground Property

Gets or sets the **System.Windows.Media.Brush** that will be assigned to the Foreground of the buttons inside the control.

Syntax

| Visual Basic (Declaration) | |
|---|-----------|
| Public Property ButtonForeground As System.Windows.Media.Brush | |
| Visual Basic (Usage) | Copy Code |
| Dim instance As C1TileView Dim value As System.Windows.Media.Brush instance.ButtonForeground = value value = instance.ButtonForeground | |
| C# | |
| public System.Windows.Media.Brush ButtonForeground { get ; set ;} | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

CanUserReorder Property

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : CanUserReorder Property

Gets or sets whether the user is allowed to drag and drop and reorder [C1TileViewItems](#) from this control.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| Public Property CanUserReorder As System.Boolean | |
| Visual Basic (Usage) | Copy Code |
| Dim instance As C1TileView Dim value As System.Boolean instance.CanUserReorder = value value = instance.CanUserReorder | |
| C# | |
| public System.bool CanUserReorder { get ; set ;} | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

Columns Property

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : Columns Property

Gets or sets the number of columns the [C1TileViewItem](#)s are laid in. If the value is zero, the minimum number that doesn't require scrolling is used. If both Columns and [Rows](#) are zero, the items are laid in a square.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| Public Property Columns As System.Integer | |
| Visual Basic (Usage) | Copy Code |

```
Dim instance As C1TileView
Dim value As System.Integer
```

```
instance.Columns = value
```

```
value = instance.Columns
```

C#

```
public System.int Columns {get; set;}
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

FocusBrush Property

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : FocusBrush Property

Gets or sets the **System.Windows.Media.Brush** used to highlight the focused control.

Syntax

Visual Basic (Declaration)

```
Public Property FocusBrush As System.Windows.Media.Brush
```

Visual Basic (Usage)

Copy Code

```
Dim instance As C1TileView
```

```
Dim value As System.Windows.Media.Brush
```

```
instance.FocusBrush = value
```

```
value = instance.FocusBrush
```

C#

```
public System.Windows.Media.Brush FocusBrush {get; set;}
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

HeaderBackground Property

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : HeaderBackground Property

Gets or sets the **System.Windows.Media.Brush** used as background of the header of the contained [C1TileViewItems](#).

Syntax

| Visual Basic (Declaration) | |
|---|-----------|
| Public Property HeaderBackground As System.Windows.Media.Brush | |
| Visual Basic (Usage) | Copy Code |
| Dim instance As C1TileView Dim value As System.Windows.Media.Brush instance.HeaderBackground = value value = instance.HeaderBackground | |
| C# | |
| public System.Windows.Media.Brush HeaderBackground { get ; set ;} | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

HeaderForeground Property

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : HeaderForeground Property

Gets or sets the **System.Windows.Media.Brush** used as foreground of the header of the contained [C1TileViewItems](#).

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| Public Property HeaderForeground As System.Windows.Media.Brush | |
| Visual Basic (Usage) | Copy Code |
| Dim instance As C1TileView Dim value As System.Windows.Media.Brush instance.HeaderForeground = value value = instance.HeaderForeground | |
| C# | |
| public System.Windows.Media.Brush HeaderForeground { get ; set ;} | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

ItemBackground Property

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : ItemBackground Property

Gets or sets the **System.Windows.Media.Brush** used as background of the contained [C1TileViewItems](#).

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| Public Property ItemBackground As System.Windows.Media.Brush | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileView Dim value As System.Windows.Media.Brush instance.ItemBackground = value value = instance.ItemBackground</pre> | |
| C# | |
| public System.Windows.Media.Brush ItemBackground { get ; set ;} | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

ItemForeground Property

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : ItemForeground Property

Gets or sets the **System.Windows.Media.Brush** used as foreground of the contained [C1TileViewItems](#).

Syntax

| | |
|--|--|
| Visual Basic (Declaration) | |
| Public Property ItemForeground As System.Windows.Media.Brush | |

| Visual Basic (Usage) | Copy Code |
|---|-----------|
| <pre> Dim instance As C1TileView Dim value As System.Windows.Media.Brush instance.ItemForeground = value value = instance.ItemForeground </pre> | |
| C# | |
| <pre> public System.Windows.Media.Brush ItemForeground {get; set;} </pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

ItemTemplateHeader Property

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : ItemTemplateHeader Property

Gets or sets the **System.Windows.DataTemplate** used as title for the items.

Syntax

| Visual Basic (Declaration) | |
|--|-----------|
| <pre> Public Property ItemTemplateHeader As System.Windows.DataTemplate </pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre> Dim instance As C1TileView Dim value As System.Windows.DataTemplate instance.ItemTemplateHeader = value value = instance.ItemTemplateHeader </pre> | |

| | |
|--|--|
| C# | |
| <code>public System.Windows.DataTemplate ItemTemplateHeader {get; set;}</code> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

ItemTemplateHeaderSelector Property

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : ItemTemplateHeaderSelector Property

Gets or sets a custom logic for choosing the template used to display the header of each item

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <code>Public Property ItemTemplateHeaderSelector As C1.Silverlight.C1DataTemplateSelector</code> | |
| Visual Basic (Usage) | Copy Code |
| <code>Dim instance As C1TileView</code> <code>Dim value As C1.Silverlight.C1DataTemplateSelector</code> <code>instance.ItemTemplateHeaderSelector = value</code> <code>value = instance.ItemTemplateHeaderSelector</code> | |
| C# | |
| <code>public C1.Silverlight.C1DataTemplateSelector ItemTemplateHeaderSelector {get; set;}</code> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)
[C1TileView Members](#)

ItemTemplateMaximized Property

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : ItemTemplateMaximized Property

Gets or sets the **System.Windows.DataTemplate** used for items in the **TiledState.Maximized** state.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <code>Public Property ItemTemplateMaximized As System.Windows.DataTemplate</code> | |
| Visual Basic (Usage) | Copy Code |
| <code>Dim instance As C1TileView Dim value As System.Windows.DataTemplate instance.ItemTemplateMaximized = value value = instance.ItemTemplateMaximized</code> | |
| C# | |
| <code>public System.Windows.DataTemplate ItemTemplateMaximized {get; set;}</code> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

ItemTemplateMaximizedSelector Property

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : ItemTemplateMaximizedSelector Property

Gets or sets a custom logic for choosing the template used to display the content of the maximized item

Syntax

| Visual Basic (Declaration) | |
|--|-----------|
| Public Property ItemTemplateMaximizedSelector As C1.Silverlight.C1DataTemplateSelector | |
| Visual Basic (Usage) | Copy Code |
| Dim instance As C1TileView Dim value As C1.Silverlight.C1DataTemplateSelector instance.ItemTemplateMaximizedSelector = value value = instance.ItemTemplateMaximizedSelector | |
| C# | |
| public C1.Silverlight.C1DataTemplateSelector ItemTemplateMaximizedSelector { get ; set ;} | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

ItemTemplateMinimized Property

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : ItemTemplateMinimized Property

Gets or sets the **System.Windows.DataTemplate** used for items in the **TiledState.Minimized** state.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| Public Property ItemTemplateMinimized As System.Windows.DataTemplate | |
| Visual Basic (Usage) | Copy Code |
| Dim instance As C1TileView Dim value As System.Windows.DataTemplate instance.ItemTemplateMinimized = value value = instance.ItemTemplateMinimized | |
| C# | |
| public System.Windows.DataTemplate ItemTemplateMinimized { get ; set ;} | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

ItemTemplateMinimizedSelector Property

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : ItemTemplateMinimizedSelector Property

Gets or sets a custom logic for choosing the template used to display the content of the minimized item

Syntax

| | |
|--|--|
| Visual Basic (Declaration) | |
| Public Property ItemTemplateMinimizedSelector As | |

| | |
|--|-----------|
| C1.Silverlight.C1DataTemplateSelector | |
| Visual Basic (Usage) | Copy Code |
| <pre> Dim instance As C1TileView Dim value As C1.Silverlight.C1DataTemplateSelector instance.ItemTemplateMinimizedSelector = value value = instance.ItemTemplateMinimizedSelector </pre> | |
| C# | |
| <pre> public C1.Silverlight.C1DataTemplateSelector ItemTemplateMinimizedSelector {get; set;} </pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

ItemTemplateSelector Property

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : ItemTemplateSelector Property

Gets or sets the custom logic for choosing a template used to display each item.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <pre> Public Property ItemTemplateSelector As C1.Silverlight.C1DataTemplateSelector </pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre> Dim instance As C1TileView Dim value As C1.Silverlight.C1DataTemplateSelector instance.ItemTemplateSelector = value </pre> | |

```
value = instance.ItemTemplateSelector
```

C#

```
public C1.Silverlight.C1DataTemplateSelector ItemTemplateSelector {get; set;}
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

MaximizedIndex Property

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : MaximizedIndex Property

Gets or sets the index in the **Items** collection of the selected item.

Syntax

Visual Basic (Declaration)

```
Public Property MaximizedIndex As System.Integer
```

Visual Basic (Usage)

Copy Code

```
Dim instance As C1TileView
```

```
Dim value As System.Integer
```

```
instance.MaximizedIndex = value
```

```
value = instance.MaximizedIndex
```

C#

```
public System.int MaximizedIndex {get; set;}
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)
[C1TileView Members](#)

MaximizedItem Property

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : MaximizedItem Property

Gets or sets the member of the **Items** collection currently highlighted.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <code>Public Property MaximizedItem As System.Object</code> | |
| Visual Basic (Usage) | Copy Code |
| <code>Dim instance As C1TileView Dim value As System.Object instance.MaximizedItem = value value = instance.MaximizedItem</code> | |
| C# | |
| <code>public System.object MaximizedItem {get; set;}</code> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)
[C1TileView Members](#)

MinimizedItemsPosition Property

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : MinimizedItemsPosition Property

Gets or sets where to place the strip with the minimized items. The ScrollBar is at the right or bottom of the strip.

Syntax

| Visual Basic (Declaration) | |
|--|-----------|
| <code>Public Property MinimizedItemsPosition As C1.Silverlight.Dock</code> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileView Dim value As C1.Silverlight.Dock instance.MinimizedItemsPosition = value value = instance.MinimizedItemsPosition</pre> | |
| C# | |
| <code>public C1.Silverlight.Dock MinimizedItemsPosition {get; set;}</code> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

MouseOverBrush Property

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : MouseOverBrush Property

Gets or sets the **System.Windows.Media.Brush** used to highlight the control when it has the mouse over.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| Public Property MouseOverBrush As System.Windows.Media.Brush | |
| Visual Basic (Usage) | Copy Code |
| <pre> Dim instance As C1TileView Dim value As System.Windows.Media.Brush instance.MouseOverBrush = value value = instance.MouseOverBrush </pre> | |
| C# | |
| <pre> public System.Windows.Media.Brush MouseOverBrush {get; set;} </pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

PressedBrush Property

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : PressedBrush Property

Gets or sets the **System.Windows.Media.Brush** used to paint a button when it is pressed.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| Public Property PressedBrush As System.Windows.Media.Brush | |
| Visual Basic (Usage) | Copy Code |
| <pre> Dim instance As C1TileView Dim value As System.Windows.Media.Brush </pre> | |

| | |
|--|--|
| instance.PressedBrush = value | |
| value = instance.PressedBrush | |
| C# | |
| public System.Windows.Media.Brush PressedBrush {get; set;} | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

- [C1TileView Class](#)
- [C1TileView Members](#)

Rows Property

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : Rows Property

Gets or sets the number of rows the [C1TileViewItem](#)s are laid in. If the value is zero, the minimum number that doesn't require scrolling is used. If both [Columns](#) and Rows are zero, the items are laid in a square.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| Public Property Rows As System.Integer | |
| Visual Basic (Usage) | Copy Code |
| Dim instance As C1TileView Dim value As System.Integer instance.Rows = value value = instance.Rows | |
| C# | |
| public System.int Rows {get; set;} | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

ScrollBarStyle Property

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : ScrollBarStyle Property

Gets or sets the style used for the inner scrollbar.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <code>Public Property ScrollBarStyle As System.Windows.Style</code> | |
| Visual Basic (Usage) | Copy Code |
| <code>Dim instance As C1TileView</code> <code>Dim value As System.Windows.Style</code> <code>instance.ScrollBarStyle = value</code> <code>value = instance.ScrollBarStyle</code> | |
| C# | |
| <code>public System.Windows.Style ScrollBarStyle {get; set;}</code> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

ScrollBarVisibility Property

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : ScrollBarVisibility Property

Gets or sets whether the scrollbar should be visible.

Syntax

| Visual Basic (Declaration) | |
|--|-----------|
| Public Property ScrollBarVisibility As System.Windows.Controls.ScrollBarVisibility | |
| Visual Basic (Usage) | Copy Code |
| Dim instance As C1TileView Dim value As System.Windows.Controls.ScrollBarVisibility instance.ScrollBarVisibility = value value = instance.ScrollBarVisibility | |
| C# | |
| public System.Windows.Controls.ScrollBarVisibility ScrollBarVisibility { get ; set ;} | |

Remarks

The default value is Auto.

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

UpdateSourceCollection Property

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : UpdateSourceCollection Property

Gets or sets whether changes in the order of the items are written to Items or ItemsSource.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| Public Property UpdateSourceCollection As System.Boolean | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileView Dim value As System.Boolean instance.UpdateSourceCollection = value value = instance.UpdateSourceCollection</pre> | |
| C# | |
| <pre>public System.bool UpdateSourceCollection {get; set;}</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

Fields

[C1.Silverlight.TileView Namespace](#) : C1TileView Class



For a list of all members of this type, see [C1TileView members](#).

Public Fields

| | Name | Description |
|--|------|-------------|
|--|------|-------------|

| | | |
|-----|--|---|
| ◆ S | AnimationDurationProperty | Identifies the AnimationDuration dependency property. |
| ◆ S | AnimationEasingFunctionProperty | Identifies the AnimationEasingFunction dependency property. |
| ◆ S | ButtonBackgroundProperty | Identifies the ButtonBackground dependency property. |
| ◆ S | ButtonForegroundProperty | Identifies the ButtonForeground dependency property. |
| ◆ S | CanUserReorderProperty | Identifies the CanUserReorder dependency property. |
| ◆ S | ColumnsProperty | Identifies the Columns dependency property. |
| ◆ S | FocusBrushProperty | Identifies the FocusBrush dependency property. |
| ◆ S | HeaderBackgroundProperty | Identifies the HeaderBackground dependency property. |
| ◆ S | HeaderForegroundProperty | Identifies the HeaderForeground dependency property. |
| ◆ S | ItemBackgroundProperty | Identifies the ItemBackground dependency property. |
| ◆ S | ItemForegroundProperty | Identifies the ItemForeground dependency property. |
| ◆ S | ItemTemplateHeaderProperty | Identifies the ItemTemplateHeader dependency property. |
| ◆ S | ItemTemplateHeaderSelectorProperty | Identifies the ContentTemplateSelectorProperty |

| | | |
|-----|---|---|
| | | dependency property. |
| ◆ S | ItemTemplateMaximizedProperty | Identifies the ItemTemplateMaximized dependency property. |
| ◆ S | ItemTemplateMaximizedSelectorProperty | Identifies the ItemTemplateMaximizedSelector dependency property. |
| ◆ S | ItemTemplateMinimizedProperty | Identifies the ItemTemplateMinimized dependency property. |
| ◆ S | ItemTemplateMinimizedSelectorProperty | Identifies the ItemTemplateMinimizedSelector dependency property. |
| ◆ S | ItemTemplateSelectorProperty | Identifies the ItemTemplateSelectorProperty dependency property. |
| ◆ S | MaximizedIndexProperty | Identifies the MaximizedIndex dependency property. |
| ◆ S | MaximizedItemProperty | Identifies the MaximizedItem dependency property. |
| ◆ S | MinimizedItemsPositionProperty | Identifies the MinimizedItemsPosition dependency property. |
| ◆ S | MouseOverBrushProperty | Identifies the MouseOverBrush dependency property. |
| ◆ S | PressedBrushProperty | Identifies the PressedBrush dependency property. |
| ◆ S | RowsProperty | Identifies the Rows dependency property. |
| ◆ S | ScrollBarStyleProperty | Identifies the ScrollBarStyle dependency property. |

| | | |
|--|--|--|
|  S | ScrollBarVisibilityProperty | Identifies the ScrollBarVisibility dependency property. |
|  S | UpdateSourceCollectionProperty | Identifies the UpdateSourceCollection dependency property. |

[Top](#)

See Also

Reference

[C1TileView Class](#)

[C1.Silverlight.TileView Namespace](#)

AnimationDurationProperty Field

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : AnimationDurationProperty Field

Identifies the [AnimationDuration](#) dependency property.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly AnimationDurationProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileView.AnimationDurationProperty</pre> | |
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty AnimationDurationProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

AnimationEasingFunctionProperty Field

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : AnimationEasingFunctionProperty Field

Identifies the [AnimationEasingFunction](#) dependency property.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <code>Public Shared ReadOnly AnimationEasingFunctionProperty As System.Windows.DependencyProperty</code> | |
| Visual Basic (Usage) | Copy Code |
| <code>Dim value As System.Windows.DependencyProperty</code> <code>value = C1TileView.AnimationEasingFunctionProperty</code> | |
| C# | |
| <code>public static readonly System.Windows.DependencyProperty AnimationEasingFunctionProperty</code> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

ButtonBackgroundProperty Field

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : ButtonBackgroundProperty Field

Identifies the [ButtonBackground](#) dependency property.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly ButtonBackgroundProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileView.ButtonBackgroundProperty</pre> | |
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty ButtonBackgroundProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

ButtonForegroundProperty Field

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : ButtonForegroundProperty Field

Identifies the [ButtonForeground](#) dependency property.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly ButtonForegroundProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileView.ButtonForegroundProperty</pre> | |

| | |
|--|--|
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty ButtonForegroundProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

CanUserReorderProperty Field

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : CanUserReorderProperty Field

Identifies the [CanUserReorder](#) dependency property.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly CanUserReorderProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileView.CanUserReorderProperty</pre> | |
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty CanUserReorderProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

ColumnsProperty Field

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : ColumnsProperty Field

Identifies the [Columns](#) dependency property.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <code>Public Shared ReadOnly ColumnsProperty As System.Windows.DependencyProperty</code> | |
| Visual Basic (Usage) | Copy Code |
| <code>Dim value As System.Windows.DependencyProperty</code> <code>value = C1TileView.ColumnsProperty</code> | |
| C# | |
| <code>public static readonly System.Windows.DependencyProperty ColumnsProperty</code> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

FocusBrushProperty Field

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : FocusBrushProperty Field

Identifies the [FocusBrush](#) dependency property.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly FocusBrushProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileView.FocusBrushProperty</pre> | |
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty FocusBrushProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

HeaderBackgroundProperty Field

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : HeaderBackgroundProperty Field

Identifies the [HeaderBackground](#) dependency property.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly HeaderBackgroundProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileView.HeaderBackgroundProperty</pre> | |

| | |
|--|--|
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty HeaderBackgroundProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

HeaderForegroundProperty Field

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : HeaderForegroundProperty Field

Identifies the [HeaderForeground](#) dependency property.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly HeaderForegroundProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileView.HeaderForegroundProperty</pre> | |
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty HeaderForegroundProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

ItemBackgroundProperty Field

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : ItemBackgroundProperty Field

Identifies the [ItemBackground](#) dependency property.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly ItemBackgroundProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileView.ItemBackgroundProperty</pre> | |
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty ItemBackgroundProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

ItemForegroundProperty Field

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : ItemForegroundProperty Field

Identifies the [ItemForeground](#) dependency property.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| Public Shared ReadOnly ItemForegroundProperty As System.Windows.DependencyProperty | |
| Visual Basic (Usage) | Copy Code |
| Dim value As System.Windows.DependencyProperty value = C1TileView .ItemForegroundProperty | |
| C# | |
| public static readonly System.Windows.DependencyProperty ItemForegroundProperty | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

ItemTemplateHeaderProperty Field

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : ItemTemplateHeaderProperty Field

Identifies the [ItemTemplateHeader](#) dependency property.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| Public Shared ReadOnly ItemTemplateHeaderProperty As System.Windows.DependencyProperty | |
| Visual Basic (Usage) | Copy Code |
| Dim value As System.Windows.DependencyProperty | |

```
value = C1TileView.ItemTemplateHeaderProperty
```

C#

```
public static readonly System.Windows.DependencyProperty  
ItemTemplateHeaderProperty
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

ItemTemplateHeaderSelectorProperty Field

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : ItemTemplateHeaderSelectorProperty Field

Identifies the ContentTemplateSelectorProperty dependency property.

Syntax

Visual Basic (Declaration)

```
Public Shared ReadOnly ItemTemplateHeaderSelectorProperty As  
System.Windows.DependencyProperty
```

Visual Basic (Usage)

Copy Code

```
Dim value As System.Windows.DependencyProperty  
  
value = C1TileView.ItemTemplateHeaderSelectorProperty
```

C#

```
public static readonly System.Windows.DependencyProperty  
ItemTemplateHeaderSelectorProperty
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)
[C1TileView Members](#)

ItemTemplateMaximizedProperty Field

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : ItemTemplateMaximizedProperty Field

Identifies the [ItemTemplateMaximized](#) dependency property.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly ItemTemplateMaximizedProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileView.ItemTemplateMaximizedProperty</pre> | |
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty ItemTemplateMaximizedProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)
[C1TileView Members](#)

ItemTemplateMaximizedSelectorProperty Field

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : ItemTemplateMaximizedSelectorProperty Field

Identifies the ItemTemplateMaximizedSelector dependency property.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly ItemTemplateMaximizedSelectorProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileView.ItemTemplateMaximizedSelectorProperty</pre> | |
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty ItemTemplateMaximizedSelectorProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

ItemTemplateMinimizedProperty Field

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : ItemTemplateMinimizedProperty Field

Identifies the [ItemTemplateMinimized](#) dependency property.

Syntax

| | |
|--|--|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly ItemTemplateMinimizedProperty As</pre> | |

| | |
|---|-----------|
| System.Windows.DependencyProperty | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileView.ItemTemplateMinimizedProperty</pre> | |
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty ItemTemplateMinimizedProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

ItemTemplateMinimizedSelectorProperty Field

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : ItemTemplateMinimizedSelectorProperty Field

Identifies the ItemTemplateMinimizedSelector dependency property.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly ItemTemplateMinimizedSelectorProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileView.ItemTemplateMinimizedSelectorProperty</pre> | |
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty</pre> | |

ItemTemplateMinimizedSelectorProperty

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

ItemTemplateSelectorProperty Field

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : ItemTemplateSelectorProperty Field

Identifies the ItemTemplateSelectorProperty dependency property.

Syntax

| Visual Basic (Declaration) | |
|--|-----------|
| Public Shared ReadOnly ItemTemplateSelectorProperty As System.Windows.DependencyProperty | |
| Visual Basic (Usage) | Copy Code |
| Dim value As System.Windows.DependencyProperty value = C1TileView .ItemTemplateSelectorProperty | |
| C# | |
| public static readonly System.Windows.DependencyProperty ItemTemplateSelectorProperty | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)
[C1TileView Members](#)

MaximizedIndexProperty Field

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : MaximizedIndexProperty Field

Identifies the [MaximizedIndex](#) dependency property.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <code>Public Shared ReadOnly MaximizedIndexProperty As System.Windows.DependencyProperty</code> | |
| Visual Basic (Usage) | Copy Code |
| <code>Dim value As System.Windows.DependencyProperty</code> <code>value = C1TileView.MaximizedIndexProperty</code> | |
| C# | |
| <code>public static readonly System.Windows.DependencyProperty MaximizedIndexProperty</code> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)
[C1TileView Members](#)

MaximizedItemProperty Field

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : MaximizedItemProperty Field

Identifies the [MaximizedItem](#) dependency property.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly MaximizedItemProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileView.MaximizedItemProperty</pre> | |
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty MaximizedItemProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

MinimizedItemsPositionProperty Field

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : MinimizedItemsPositionProperty Field

Identifies the [MinimizedItemsPosition](#) dependency property.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly MinimizedItemsPositionProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileView.MinimizedItemsPositionProperty</pre> | |

| | |
|--|--|
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty MinimizedItemsPositionProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

MouseOverBrushProperty Field

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : MouseOverBrushProperty Field

Identifies the [MouseOverBrush](#) dependency property.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly MouseOverBrushProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileView.MouseOverBrushProperty</pre> | |
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty MouseOverBrushProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

PressedBrushProperty Field

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : PressedBrushProperty Field

Identifies the [PressedBrush](#) dependency property.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly PressedBrushProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileView.PressedBrushProperty</pre> | |
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty PressedBrushProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

RowsProperty Field

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : RowsProperty Field

Identifies the [Rows](#) dependency property.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <code>Public Shared ReadOnly RowsProperty As System.Windows.DependencyProperty</code> | |
| Visual Basic (Usage) | Copy Code |
| <code>Dim value As System.Windows.DependencyProperty</code> <code>value = C1TileView.RowsProperty</code> | |
| C# | |
| <code>public static readonly System.Windows.DependencyProperty RowsProperty</code> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

ScrollBarStyleProperty Field

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : ScrollBarStyleProperty Field

Identifies the [ScrollBarStyle](#) dependency property.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <code>Public Shared ReadOnly ScrollBarStyleProperty As System.Windows.DependencyProperty</code> | |
| Visual Basic (Usage) | Copy Code |
| <code>Dim value As System.Windows.DependencyProperty</code> <code>value = C1TileView.ScrollBarStyleProperty</code> | |

| | |
|--|--|
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty ScrollBarStyleProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

ScrollBarVisibilityProperty Field

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : ScrollBarVisibilityProperty Field

Identifies the [ScrollBarVisibility](#) dependency property.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly ScrollBarVisibilityProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileView.ScrollBarVisibilityProperty</pre> | |
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty ScrollBarVisibilityProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

UpdateSourceCollectionProperty Field

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : UpdateSourceCollectionProperty Field

Identifies the [UpdateSourceCollection](#) dependency property.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly UpdateSourceCollectionProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileView.UpdateSourceCollectionProperty</pre> | |
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty UpdateSourceCollectionProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference








[C1TileView Class](#)

[C1TileView Members](#)

Events

>

| Name | Description |
|--------------------------|---|
| ⚡ BindingValidationError | (Inherited from System.Windows.FrameworkElement) |
| ⚡ DataContextChanged | (Inherited from System.Windows.FrameworkElement) |
| ⚡ DragEnter | (Inherited from System.Windows.UIElement) |
| ⚡ DragLeave | (Inherited from System.Windows.UIElement) |
| ⚡ DragOver | (Inherited from System.Windows.UIElement) |
| ⚡ Drop | (Inherited from System.Windows.UIElement) |
| ⚡ GotFocus | (Inherited from System.Windows.UIElement) |
| ⚡ IsEnabledChanged | (Inherited from System.Windows.Controls.Control) |
| ⚡ KeyDown | (Inherited from System.Windows.UIElement) |
| ⚡ KeyUp | (Inherited from System.Windows.UIElement) |
| ⚡ LayoutUpdated | (Inherited from System.Windows.FrameworkElement) |
| ⚡ Loaded | (Inherited from System.Windows.FrameworkElement) |
| ⚡ LostFocus | (Inherited from System.Windows.UIElement) |
| ⚡ LostMouseCapture | (Inherited from System.Windows.UIElement) |
| ⚡ MaximizedIndexChanged | Event raised when the MaximizedIndex property has changed. |
| ⚡ MaximizedItemChanged | Event raised when the MaximizedItem property has changed. |
| ⚡ MediaCommand | (Inherited from System.Windows.UIElement) |
| ⚡ MouseEnter | (Inherited from System.Windows.UIElement) |
| ⚡ MouseLeave | (Inherited from System.Windows.UIElement) |
| ⚡ MouseLeftButtonDown | (Inherited from System.Windows.UIElement) |
| ⚡ MouseLeftButtonUp | (Inherited from System.Windows.UIElement) |
| ⚡ MouseMove | (Inherited from System.Windows.UIElement) |
| ⚡ MouseRightButtonDown | (Inherited from System.Windows.UIElement) |

| | |
|--|--|
|  MouseRightButtonUp | (Inherited from System.Windows.UIElement) |
|  MouseWheel | (Inherited from System.Windows.UIElement) |
|  SizeChanged | (Inherited from System.Windows.FrameworkElement) |
|  TextInput | (Inherited from System.Windows.UIElement) |
|  TextInputStart | (Inherited from System.Windows.UIElement) |
|  TextInputUpdate | (Inherited from System.Windows.UIElement) |
|  Unloaded | (Inherited from System.Windows.FrameworkElement) |

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See Also

Reference

[C1TileView Class](#)

[C1.Silverlight.TileView Namespace](#)

MaximizedIndexChanged Event

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : MaximizedIndexChanged Event

Event raised when the **MaximizedIndex** property has changed.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Event MaximizedIndexChanged As System.EventHandler(Of PropertyChangedEventArgs(Of Integer))</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileView Dim handler As System.EventHandler(Of PropertyChangedEventArgs(Of Integer)) AddHandler instance.MaximizedIndexChanged, handler</pre> | |
| C# | |
| <pre>public event System.EventHandler<PropertyChangedEventArgs<int>> MaximizedIndexChanged</pre> | |

Event Data

The event handler receives an argument of type `C1.Silverlight.PropertyChangedEventArgs<T>` containing data related to this event. The following **PropertyChangedEventArgs<T>** properties provide information specific to this event.

| Property | Description |
|-----------------|-------------|
| newValue | |
| OldValue | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

MaximizedItemChanged Event

[C1.Silverlight.TileView Namespace](#) > [C1TileView Class](#) : MaximizedItemChanged Event

Event raised when the **MaximizedItem** property has changed.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Event MaximizedItemChanged As System.EventHandler(Of PropertyChangedEventArgs(Of Object))</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileView Dim handler As System.EventHandler(Of PropertyChangedEventArgs(Of Object)) AddHandler instance.MaximizedItemChanged, handler</pre> | |
| C# | |
| <pre>public event System.EventHandler<PropertyChangedEventArgs<object>></pre> | |

MaximizedItemChanged

Event Data

The event handler receives an argument of type `C1.Silverlight.PropertyChangedEventArgs<T>` containing data related to this event. The following **`PropertyChangedEventArgs<T>`** properties provide information specific to this event.

| Property | Description |
|-----------------|-------------|
| newValue | |
| OldValue | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

C1TileViewItem

[C1.Silverlight.TileView Namespace](#) : C1TileViewItem Class

A selectable item inside a [C1TileView](#).

Object Model

C1TileViewItem

Syntax

| Visual Basic (Declaration) | |
|---|--|
| <pre><System.Windows.TemplatePartAttribute(Name="Header", Type=System.Windows.FrameworkElement)> <System.Windows.TemplateVisualStateAttribute(Name="Maximized", GroupName="TiledStates")></pre> | |

```

<System.Windows.TemplateVisualStateAttribute(Name="Minimized",
GroupName="TiledStates")>
<System.Windows.TemplatePartAttribute(Name="Presenter",
Type=System.Windows.Controls.ContentPresenter)>
<System.Windows.TemplatePartAttribute(Name="StateButton",
Type=System.Windows.Controls.Primitives.ButtonBase)>
<System.Windows.TemplateVisualStateAttribute(Name="Tiled",
GroupName="TiledStates")>

```

```

Public Class C1TileViewItem
    Inherits C1.Silverlight.C1HeaderedContentControl

```

Visual Basic (Usage)

Copy Code

```

Dim instance As C1TileViewItem

```

C#

```

[System.Windows.TemplatePart(Name="Header",
Type=System.Windows.FrameworkElement)]
[System.Windows.TemplateVisualState(Name="Maximized",
GroupName="TiledStates")]
[System.Windows.TemplateVisualState(Name="Minimized",
GroupName="TiledStates")]
[System.Windows.TemplatePart(Name="Presenter",
Type=System.Windows.Controls.ContentPresenter)]
[System.Windows.TemplatePart(Name="StateButton",
Type=System.Windows.Controls.Primitives.ButtonBase)]
[System.Windows.TemplateVisualState(Name="Tiled", GroupName="TiledStates")]
public class C1TileViewItem : C1.Silverlight.C1HeaderedContentControl

```

Inheritance Hierarchy

```

System.Object
  System.Windows.DependencyObject
    System.Windows.UIElement
      System.Windows.FrameworkElement
        System.Windows.Controls.Control
          System.Windows.Controls.ContentControl
            C1.Silverlight.C1HeaderedContentControl
              C1.Silverlight.TileView.C1TileViewItem

```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Members](#)
[C1.Silverlight.TileView Namespace](#)

Overview

[C1.Silverlight.TileView Namespace](#) : C1TileViewItem Class

A selectable item inside a [C1TileView](#).

Object Model

C1TileViewItem

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <pre><System.Windows.TemplatePartAttribute(Name="Header", Type=System.Windows.FrameworkElement)> <System.Windows.TemplateVisualStateAttribute(Name="Maximized", GroupName="TiledStates")> <System.Windows.TemplateVisualStateAttribute(Name="Minimized", GroupName="TiledStates")> <System.Windows.TemplatePartAttribute(Name="Presenter", Type=System.Windows.Controls.ContentPresenter)> <System.Windows.TemplatePartAttribute(Name="StateButton", Type=System.Windows.Controls.Primitives.ButtonBase)> <System.Windows.TemplateVisualStateAttribute(Name="Tiled", GroupName="TiledStates")> Public Class C1TileViewItem Inherits C1.Silverlight.C1HeaderedContentControl</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileViewItem</pre> | |
| C# | |


```
[System.Windows.TemplatePart(Name="Header",
Type=System.Windows.FrameworkElement)]
[System.Windows.TemplateVisualState(Name="Maximized",
GroupName="TiledStates")]
[System.Windows.TemplateVisualState(Name="Minimized",
GroupName="TiledStates")]
[System.Windows.TemplatePart(Name="Presenter",
Type=System.Windows.Controls.ContentPresenter)]
[System.Windows.TemplatePart(Name="StateButton",
Type=System.Windows.Controls.Primitives.ButtonBase)]
[System.Windows.TemplateVisualState(Name="Tiled", GroupName="TiledStates")]
public class C1TileViewItem : C1.Silverlight.C1HeaderedContentControl
```

Inheritance Hierarchy

System.Object
 System.Windows.DependencyObject
 System.Windows.UIElement
 System.Windows.FrameworkElement
 System.Windows.Controls.Control
 System.Windows.Controls.ContentControl
 C1.Silverlight.C1HeaderedContentControl
 C1.Silverlight.TileView.C1TileViewItem

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Members](#)

[C1.Silverlight.TileView Namespace](#)


Members

[Fields](#) [Properties](#) [Methods](#) [Events](#)

[C1.Silverlight.TileView Namespace](#) : C1TileViewItem Class

The following tables list the members exposed by [C1TileViewItem](#).




Public Constructors

| | Name | Description |
|---|--|--|
|  | C1TileViewItem Constructor | Initializes a new instance of a C1TileViewItem . |

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Public Fields













| | Name | Description |
|--|--|--|
|  S | ContentMaximizedProperty | Identifies the ContentMaximized dependency property. |
|  S | ContentMinimizedProperty | Identifies the ContentMinimized dependency property. |
|  S | ContentTemplateMaximizedProperty | Identifies the ContentTemplateMaximized dependency property. |
|  S | ContentTemplateMaximizedSelectorProperty | Identifies the ContentTemplateMaximizedSelector dependency property. |
|  S | ContentTemplateMinimizedProperty | Identifies the ContentTemplateMinimized dependency property. |
|  S | ContentTemplateMinimizedSelectorProperty | Identifies the ContentTemplateMinimizedSelector dependency property. |
|  S | ContentTemplateSelectorProperty | Identifies the ContentTemplateSelector dependency property. |
|  S | FocusBrushProperty | Identifies the FocusBrush dependency property. |
|  S | HeaderTemplateSelectorProperty | Identifies the HeaderTemplateSelector dependency property. |
















| | | |
|---|--|--|
|  S | MouseOverBrushProperty | Identifies the MouseOverBrush dependency property. |
|  S | PressedBrushProperty | Identifies the PressedBrush dependency property. |
|  S | TiledStateProperty | Identifies the TiledState dependency property. |

















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Public Properties










| | Name | Description |
|---|----------------------------------|--|
|  | ActualHeight | (Inherited from System.Windows.FrameworkElement) |
|  | ActualWidth | (Inherited from System.Windows.FrameworkElement) |
|  | AllowDrop | (Inherited from System.Windows.UIElement) |
|  | Background | (Inherited from System.Windows.Controls.Control) |
|  | BorderBrush | (Inherited from System.Windows.Controls.Control) |
|  | BorderThickness | (Inherited from System.Windows.Controls.Control) |
|  | CacheMode | (Inherited from System.Windows.UIElement) |
|  | CharacterSpacing | (Inherited from System.Windows.Controls.Control) |
|  | Clip | (Inherited from System.Windows.UIElement) |
|  | Content | (Inherited from System.Windows.Controls.ContentControl) |
|  | ContentMaximized | Gets or sets the content used when the C1TileViewItem is maximized item. If null, System.Windows.Controls.ContentControl.Conten |

| | | |
|---|--|---|
| | | t is used. |
|  | ContentMinimized | Gets or sets the content used when another C1TileViewItem is maximized. If null, System.Windows.Controls.ContentControl.Content is used. |
|  | ContentTemplate | (Inherited from System.Windows.Controls.ContentControl) |
|  | ContentTemplateMaximized | Gets or sets the System.Windows.DataTemplate used for ContentMaximized . |
|  | ContentTemplateMaximizedSelector | Gets or sets a data template selector that provides custom logic for choosing the template used to display the content of the maximized item. |
|  | ContentTemplateMinimized | Gets or sets the System.Windows.DataTemplate used for ContentMinimized . |
|  | ContentTemplateMinimizedSelector | Gets or sets a data template selector that provides custom logic for choosing the template used to display the content of the minimized item. |
|  | ContentTemplateSelector | Gets or sets a data template selector that provides custom logic for choosing the template used to display the content. |
|  | Cursor | (Inherited from System.Windows.FrameworkElement) |
|  | DataContext | (Inherited from System.Windows.FrameworkElement) |
|  | DesiredSize | (Inherited from System.Windows.UIElement) |
|  | Dispatcher | (Inherited from System.Windows.DependencyObject) |
|  | Effect | (Inherited from System.Windows.UIElement) |

| | | |
|---|-------------------|---|
|  | FlowDirection | (Inherited from System.Windows.FrameworkElement) |
|  | FocusBrush | Gets or sets the System.Windows.Media.Brush used to highlight the focused control. |
|  | FontFamily | (Inherited from System.Windows.Controls.Control) |
|  | FontSize | (Inherited from System.Windows.Controls.Control) |
|  | FontStretch | (Inherited from System.Windows.Controls.Control) |
|  | FontStyle | (Inherited from System.Windows.Controls.Control) |
|  | FontWeight | (Inherited from System.Windows.Controls.Control) |
|  | Foreground | (Inherited from System.Windows.Controls.Control) |
|  | Header | (Inherited from C1.Silverlight.C1HeaderedContentControl) |
|  | HeaderBackground | (Inherited from C1.Silverlight.C1HeaderedContentControl) |
|  | HeaderFontFamily | (Inherited from C1.Silverlight.C1HeaderedContentControl) |
|  | HeaderFontSize | (Inherited from C1.Silverlight.C1HeaderedContentControl) |
|  | HeaderFontStretch | (Inherited from C1.Silverlight.C1HeaderedContentControl) |
|  | HeaderFontStyle | (Inherited from C1.Silverlight.C1HeaderedContentControl) |
|  | HeaderFontWeight | (Inherited from C1.Silverlight.C1HeaderedContentControl) |


| | | |
|---|--|--|
|  | HeaderForeground | (Inherited from C1.Silverlight.C1HeaderedContentControl) |
|  | HeaderPadding | (Inherited from C1.Silverlight.C1HeaderedContentControl) |
|  | HeaderTemplate | (Inherited from C1.Silverlight.C1HeaderedContentControl) |
|  | HeaderTemplateSelector | Gets or sets a data template selector that provides custom logic for choosing the template used to display the header. |
|  | Height | (Inherited from System.Windows.FrameworkElement) |
|  | HorizontalAlignment | (Inherited from System.Windows.FrameworkElement) |
|  | HorizontalContentAlignment | (Inherited from System.Windows.Controls.Control) |
|  | HorizontalHeaderAlignment | (Inherited from C1.Silverlight.C1HeaderedContentControl) |
|  | IsEnabled | (Inherited from System.Windows.Controls.Control) |
|  | IsHitTestVisible | (Inherited from System.Windows.UIElement) |
|  | IsMouseOver | (Inherited from C1.Silverlight.C1HeaderedContentControl) |
|  | IsTabStop | (Inherited from System.Windows.Controls.Control) |
|  | Language | (Inherited from System.Windows.FrameworkElement) |
|  | Margin | (Inherited from System.Windows.FrameworkElement) |
|  | MaxHeight | (Inherited from System.Windows.FrameworkElement) |
|  | MaxWidth | (Inherited from System.Windows.FrameworkElement) |

| | | |
|---|-----------------------|--|
|  | MinHeight | (Inherited from System.Windows.FrameworkElement) |
|  | MinWidth | (Inherited from System.Windows.FrameworkElement) |
|  | MouseOverBrush | Gets or sets the System.Windows.Media.Brush used to highlight the control when it has the mouse over. |
|  | Name | (Inherited from System.Windows.FrameworkElement) |
|  | Opacity | (Inherited from System.Windows.UIElement) |
|  | OpacityMask | (Inherited from System.Windows.UIElement) |
|  | Padding | (Inherited from System.Windows.Controls.Control) |
|  | Parent | (Inherited from System.Windows.FrameworkElement) |
|  | PressedBrush | Gets or sets the System.Windows.Media.Brush used to paint a button when it is pressed. |
|  | Projection | (Inherited from System.Windows.UIElement) |
|  | RenderSize | (Inherited from System.Windows.UIElement) |
|  | RenderTransform | (Inherited from System.Windows.UIElement) |
|  | RenderTransformOrigin | (Inherited from System.Windows.UIElement) |
|  | Resources | (Inherited from System.Windows.FrameworkElement) |
|  | Style | (Inherited from System.Windows.FrameworkElement) |
|  | TabIndex | (Inherited from System.Windows.Controls.Control) |
|  | TabNavigation | (Inherited from System.Windows.Controls.Control) |
|  | Tag | (Inherited from System.Windows.FrameworkElement) |

| | | |
|---|--|---|
|  | Template | (Inherited from System.Windows.Controls.Control) |
|  | TiledState | Gets or sets the current role of the C1TileViewItem . |
|  | Triggers | (Inherited from System.Windows.FrameworkElement) |
|  | UseLayoutRounding | (Inherited from System.Windows.UIElement) |
|  | VerticalAlignment | (Inherited from System.Windows.FrameworkElement) |
|  | VerticalContentAlignment | (Inherited from System.Windows.Controls.Control) |
|  | VerticalHeaderAlignment | (Inherited from C1.Silverlight.C1HeaderedContentControl) |
|  | Visibility | (Inherited from System.Windows.UIElement) |
|  | Width | (Inherited from System.Windows.FrameworkElement) |





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Protected Properties

| | Name | Description |
|---|---------------------------------|--|
|  | DefaultStyleKey | (Inherited from System.Windows.Controls.Control) |

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Public Methods











| | Name | Description |
|---|-------------------------------|--|
|  | AddHandler | (Inherited from System.Windows.UIElement) |
|  | ApplyTemplate | (Inherited from System.Windows.Controls.Control) |
|  | Arrange | (Inherited from System.Windows.UIElement) |
|  | CaptureMouse | (Inherited from System.Windows.UIElement) |

| | | |
|---|---------------------------------------|---|
| ≡ | ClearValue | (Inherited from System.Windows.DependencyObject) |
| ≡ | FindName | (Inherited from System.Windows.FrameworkElement) |
| ≡ | Focus | (Inherited from System.Windows.Controls.Control) |
| ≡ | GetAnimationBaseValue | (Inherited from System.Windows.DependencyObject) |
| ≡ | GetBindingExpression | (Inherited from System.Windows.FrameworkElement) |
| ≡ | GetValue | (Inherited from System.Windows.DependencyObject) |
| ≡ | InvalidateArrange | (Inherited from System.Windows.UIElement) |
| ≡ | InvalidateMeasure | (Inherited from System.Windows.UIElement) |
| ≡ | Measure | (Inherited from System.Windows.UIElement) |
| ≡ | OnApplyTemplate | Overridden. Builds the visual tree for the C1TileViewItem control when a new template is applied. |
| ≡ | ReadLocalValue | (Inherited from System.Windows.DependencyObject) |
| ≡ | ReleaseMouseCapture | (Inherited from System.Windows.UIElement) |
| ≡ | RemoveHandler | (Inherited from System.Windows.UIElement) |
| ≡ | SetBinding | (Inherited from System.Windows.FrameworkElement) |
| ≡ | SetValue | (Inherited from System.Windows.DependencyObject) |
| ≡ | TransformToVisual | (Inherited from System.Windows.UIElement) |
| ≡ | UpdateLayout | (Inherited from System.Windows.UIElement) |

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Protected Methods




















| | Name | Description |
|---|---|--|
|  | ArrangeOverride | (Inherited from System.Windows.FrameworkElement) |
|  | ChangeVisualStateCommon | (Inherited from C1.Silverlight.C1HeaderedContentControl) |
|  | ChangeVisualStateTiled | Updates the current visual state of the Tiled visual state group to match the object's properties. |
|  | GetTemplateChild | (Inherited from System.Windows.Controls.Control) |
|  | MeasureOverride | (Inherited from System.Windows.FrameworkElement) |
|  | OnContentChanged | (Inherited from System.Windows.Controls.ContentControl) |
|  | OnCreateAutomationPeer | Overridden. Gets an AutomationPeer object used for testing the control. |
|  | OnDragEnter | (Inherited from System.Windows.Controls.Control) |
|  | OnDragLeave | (Inherited from System.Windows.Controls.Control) |
|  | OnDragOver | (Inherited from System.Windows.Controls.Control) |
|  | OnDrop | (Inherited from System.Windows.Controls.Control) |
|  | OnGotFocus | (Inherited from System.Windows.Controls.Control) |
|  | OnKeyDown | (Inherited from System.Windows.Controls.Control) |
|  | OnKeyUp | (Inherited from System.Windows.Controls.Control) |
|  | OnLostFocus | (Inherited from System.Windows.Controls.Control) |
|  | OnLostMouseCapture | (Inherited from System.Windows.Controls.Control) |
|  | OnMouseEnter | (Inherited from System.Windows.Controls.Control) |




| | | |
|---|--|--|
|  | OnMouseLeave | (Inherited from System.Windows.Controls.Control) |
|  | OnMouseLeftButtonDown | (Inherited from System.Windows.Controls.Control) |
|  | OnMouseLeftButtonUp | (Inherited from System.Windows.Controls.Control) |
|  | OnMouseMove | (Inherited from System.Windows.Controls.Control) |
|  | OnMouseRightButtonDown | (Inherited from System.Windows.Controls.Control) |
|  | OnMouseRightButtonUp | (Inherited from System.Windows.Controls.Control) |
|  | OnMouseWheel | (Inherited from System.Windows.Controls.Control) |
|  | OnTextInput | (Inherited from System.Windows.Controls.Control) |
|  | OnTextInputStart | (Inherited from System.Windows.Controls.Control) |
|  | OnTextInputUpdate | (Inherited from System.Windows.Controls.Control) |

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Public Events

| | Name | Description |
|---|--|--|
|  | BindingValidationError | (Inherited from System.Windows.FrameworkElement) |
|  | DataContextChanged | (Inherited from System.Windows.FrameworkElement) |
|  | DragEnter | (Inherited from System.Windows.UIElement) |
|  | DragLeave | (Inherited from System.Windows.UIElement) |
|  | DragOver | (Inherited from System.Windows.UIElement) |
|  | Drop | (Inherited from System.Windows.UIElement) |
|  | GotFocus | (Inherited from System.Windows.UIElement) |

| | | |
|---|--------------------------------------|--|
|  | IsEnabledChanged | (Inherited from System.Windows.Controls.Control) |
|  | IsMouseOverChanged | (Inherited from C1.Silverlight.C1HeaderedContentControl) |
|  | KeyDown | (Inherited from System.Windows.UIElement) |
|  | KeyUp | (Inherited from System.Windows.UIElement) |
|  | LayoutUpdated | (Inherited from System.Windows.FrameworkElement) |
|  | Loaded | (Inherited from System.Windows.FrameworkElement) |
|  | LostFocus | (Inherited from System.Windows.UIElement) |
|  | LostMouseCapture | (Inherited from System.Windows.UIElement) |
|  | MediaCommand | (Inherited from System.Windows.UIElement) |
|  | MouseEnter | (Inherited from System.Windows.UIElement) |
|  | MouseLeave | (Inherited from System.Windows.UIElement) |
|  | MouseLeftButtonDown | (Inherited from System.Windows.UIElement) |
|  | MouseLeftButtonUp | (Inherited from System.Windows.UIElement) |
|  | MouseMove | (Inherited from System.Windows.UIElement) |
|  | MouseRightButtonDown | (Inherited from System.Windows.UIElement) |
|  | MouseRightButtonUp | (Inherited from System.Windows.UIElement) |
|  | MouseWheel | (Inherited from System.Windows.UIElement) |
|  | SizeChanged | (Inherited from System.Windows.FrameworkElement) |
|  | TextInput | (Inherited from System.Windows.UIElement) |

| | | |
|---|---------------------------------|--|
|  | TextInputStart | (Inherited from System.Windows.UIElement) |
|  | TextInputUpdate | (Inherited from System.Windows.UIElement) |
|  | Unloaded | (Inherited from System.Windows.FrameworkElement) |

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See Also

Reference

[C1TileViewItem Class](#)

[C1.Silverlight.TileView Namespace](#)

C1TileViewItem Constructor

[C1.Silverlight.TileView Namespace](#) > [C1TileViewItem Class](#) : C1TileViewItem Constructor

Initializes a new instance of a [C1TileViewItem](#).

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| Public Function New() | |
| Visual Basic (Usage) | Copy Code |
| Dim instance As New C1TileViewItem() | |
| C# | |
| public C1TileViewItem() | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)

[C1TileViewItem Members](#)







Methods

[C1.Silverlight.TileView Namespace](#) : C1TileViewItem Class

For a list of all members of this type, see [C1TileViewItem members](#).











Public Methods


















| | Name | Description |
|---|---------------------------------------|---|
| ≡ | AddHandler | (Inherited from System.Windows.UIElement) |
| ≡ | ApplyTemplate | (Inherited from System.Windows.Controls.Control) |
| ≡ | Arrange | (Inherited from System.Windows.UIElement) |
| ≡ | CaptureMouse | (Inherited from System.Windows.UIElement) |
| ≡ | ClearValue | (Inherited from System.Windows.DependencyObject) |
| ≡ | FindName | (Inherited from System.Windows.FrameworkElement) |
| ≡ | Focus | (Inherited from System.Windows.Controls.Control) |
| ≡ | GetAnimationBaseValue | (Inherited from System.Windows.DependencyObject) |
| ≡ | GetBindingExpression | (Inherited from System.Windows.FrameworkElement) |
| ≡ | GetValue | (Inherited from System.Windows.DependencyObject) |
| ≡ | InvalidateArrange | (Inherited from System.Windows.UIElement) |
| ≡ | InvalidateMeasure | (Inherited from System.Windows.UIElement) |
| ≡ | Measure | (Inherited from System.Windows.UIElement) |
| ≡ | OnApplyTemplate | Overridden. Builds the visual tree for the C1TileViewItem control when a new template is applied. |
| ≡ | ReadLocalValue | (Inherited from System.Windows.DependencyObject) |

| | | |
|---|-------------------------------------|--|
|  | ReleaseMouseCapture | (Inherited from System.Windows.UIElement) |
|  | RemoveHandler | (Inherited from System.Windows.UIElement) |
|  | SetBinding | (Inherited from System.Windows.FrameworkElement) |
|  | SetValue | (Inherited from System.Windows.DependencyObject) |
|  | TransformToVisual | (Inherited from System.Windows.UIElement) |
|  | UpdateLayout | (Inherited from System.Windows.UIElement) |

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Protected Methods

| | Name | Description |
|---|---|--|
|  | ArrangeOverride | (Inherited from System.Windows.FrameworkElement) |
|  | ChangeVisualStateCommon | (Inherited from C1.Silverlight.C1HeaderedContentControl) |
|  | ChangeVisualStateTiled | Updates the current visual state of the Tiled visual state group to match the object's properties. |
|  | GetTemplateChild | (Inherited from System.Windows.Controls.Control) |
|  | MeasureOverride | (Inherited from System.Windows.FrameworkElement) |
|  | OnContentChanged | (Inherited from System.Windows.Controls.ContentControl) |
|  | OnCreateAutomationPeer | Overridden. Gets an AutomationPeer object used for testing the control. |
|  | OnDragEnter | (Inherited from System.Windows.Controls.Control) |
|  | OnDragLeave | (Inherited from System.Windows.Controls.Control) |
|  | OnDragOver | (Inherited from System.Windows.Controls.Control) |

| | | |
|---|--|--|
|  | OnDrop | (Inherited from System.Windows.Controls.Control) |
|  | OnGotFocus | (Inherited from System.Windows.Controls.Control) |
|  | OnKeyDown | (Inherited from System.Windows.Controls.Control) |
|  | OnKeyUp | (Inherited from System.Windows.Controls.Control) |
|  | OnLostFocus | (Inherited from System.Windows.Controls.Control) |
|  | OnLostMouseCapture | (Inherited from System.Windows.Controls.Control) |
|  | OnMouseEnter | (Inherited from System.Windows.Controls.Control) |
|  | OnMouseLeave | (Inherited from System.Windows.Controls.Control) |
|  | OnMouseLeftButtonDown | (Inherited from System.Windows.Controls.Control) |
|  | OnMouseLeftButtonUp | (Inherited from System.Windows.Controls.Control) |
|  | OnMouseMove | (Inherited from System.Windows.Controls.Control) |
|  | OnMouseRightButtonDown | (Inherited from System.Windows.Controls.Control) |
|  | OnMouseRightButtonUp | (Inherited from System.Windows.Controls.Control) |
|  | OnMouseWheel | (Inherited from System.Windows.Controls.Control) |
|  | OnTextInput | (Inherited from System.Windows.Controls.Control) |
|  | OnTextInputStart | (Inherited from System.Windows.Controls.Control) |
|  | OnTextInputUpdate | (Inherited from System.Windows.Controls.Control) |

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See Also

Reference

[C1TileViewItem Class](#)

[C1.Silverlight.TileView Namespace](#)

ChangeVisualStateTiled Method

[C1.Silverlight.TileView Namespace](#) > [C1TileViewItem Class](#) : ChangeVisualStateTiled Method

Updates the current visual state of the Tiled visual state group to match the object's properties.

Syntax

| Visual Basic (Declaration) | |
|---|-----------|
| <pre>Protected Sub ChangeVisualStateTiled(_ ByVal useTransitions As System.Boolean _)</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileViewItem Dim useTransitions As System.Boolean instance.ChangeVisualStateTiled(useTransitions)</pre> | |
| C# | |
| <pre>protected void ChangeVisualStateTiled(System.bool useTransitions)</pre> | |

Parameters

useTransitions

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)

[C1TileViewItem Members](#)

OnApplyTemplate Method

[C1.Silverlight.TileView Namespace](#) > [C1TileViewItem Class](#) : OnApplyTemplate Method

Builds the visual tree for the [C1TileViewItem](#) control when a new template is applied.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| Public Overrides Sub OnApplyTemplate() | |
| Visual Basic (Usage) | Copy Code |
| Dim instance As C1TileViewItem instance.OnApplyTemplate() | |
| C# | |
| public override void OnApplyTemplate() | |

Remarks

This method is invoked whenever application code or an internal process, such as a rebuilding layout pass, calls the **ApplyTemplate** method.

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)

[C1TileViewItem Members](#)

OnCreateAutomationPeer Method

[C1.Silverlight.TileView Namespace](#) > [C1TileViewItem Class](#) : OnCreateAutomationPeer Method

Gets an AutomationPeer object used for testing the control.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| Protected Overrides Function OnCreateAutomationPeer() As System.Windows.Automation.Peers.AutomationPeer | |
| Visual Basic (Usage) | Copy Code |
| Dim instance As C1TileViewItem Dim value As System.Windows.Automation.Peers.AutomationPeer value = instance.OnCreateAutomationPeer() | |
| C# | |
| protected override System.Windows.Automation.Peers.AutomationPeer OnCreateAutomationPeer() | |

Return Value

An AutomationPeer object used for testing the control.

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)


[C1TileViewItem Members](#)















Properties
















[C1.Silverlight.TileView Namespace](#) : C1TileViewItem Class









For a list of all members of this type, see [C1TileViewItem members](#).



















Public Properties



















| | Name | Description |
|---|------------------------------|--|
|  | ActualHeight | (Inherited from System.Windows.FrameworkElement) |



| | | |
|---|--|--|
|  | ActualWidth | (Inherited from System.Windows.FrameworkElement) |
|  | AllowDrop | (Inherited from System.Windows.UIElement) |
|  | Background | (Inherited from System.Windows.Controls.Control) |
|  | BorderBrush | (Inherited from System.Windows.Controls.Control) |
|  | BorderThickness | (Inherited from System.Windows.Controls.Control) |
|  | CacheMode | (Inherited from System.Windows.UIElement) |
|  | CharacterSpacing | (Inherited from System.Windows.Controls.Control) |
|  | Clip | (Inherited from System.Windows.UIElement) |
|  | Content | (Inherited from System.Windows.Controls.ContentControl) |
|  | ContentMaximized | Gets or sets the content used when the C1TileViewItem is maximized item. If null, System.Windows.Controls.ContentControl.Content is used. |
|  | ContentMinimized | Gets or sets the content used when another C1TileViewItem is maximized. If null, System.Windows.Controls.ContentControl.Content is used. |
|  | ContentTemplate | (Inherited from System.Windows.Controls.ContentControl) |
|  | ContentTemplateMaximized | Gets or sets the System.Windows.DataTemplate used for ContentMaximized . |
|  | ContentTemplateMaximizedSelector | Gets or sets a data template selector that provides custom logic for choosing the template used to |

| | | |
|---|--|---|
| | | display the content of the maximized item. |
|  | ContentTemplateMinimized | Gets or sets the System.Windows.DataTemplate used for ContentMinimized . |
|  | ContentTemplateMinimizedSelector | Gets or sets a data template selector that provides custom logic for choosing the template used to display the content of the minimized item. |
|  | ContentTemplateSelector | Gets or sets a data template selector that provides custom logic for choosing the template used to display the content. |
|  | Cursor | (Inherited from System.Windows.FrameworkElement) |
|  | DataContext | (Inherited from System.Windows.FrameworkElement) |
|  | DesiredSize | (Inherited from System.Windows.UIElement) |
|  | Dispatcher | (Inherited from System.Windows.DependencyObject) |
|  | Effect | (Inherited from System.Windows.UIElement) |
|  | FlowDirection | (Inherited from System.Windows.FrameworkElement) |
|  | FocusBrush | Gets or sets the System.Windows.Media.Brush used to highlight the focused control. |
|  | FontFamily | (Inherited from System.Windows.Controls.Control) |
|  | FontSize | (Inherited from System.Windows.Controls.Control) |
|  | FontStretch | (Inherited from System.Windows.Controls.Control) |
|  | FontStyle | (Inherited from System.Windows.Controls.Control) |
|  | FontWeight | (Inherited from System.Windows.Controls.Control) |

| | | |
|---|------------------------|--|
|  | Foreground | (Inherited from System.Windows.Controls.Control) |
|  | Header | (Inherited from C1.Silverlight.C1HeaderedContentControl) |
|  | HeaderBackground | (Inherited from C1.Silverlight.C1HeaderedContentControl) |
|  | HeaderFontFamily | (Inherited from C1.Silverlight.C1HeaderedContentControl) |
|  | HeaderFontSize | (Inherited from C1.Silverlight.C1HeaderedContentControl) |
|  | HeaderFontStretch | (Inherited from C1.Silverlight.C1HeaderedContentControl) |
|  | HeaderFontStyle | (Inherited from C1.Silverlight.C1HeaderedContentControl) |
|  | HeaderFontWeight | (Inherited from C1.Silverlight.C1HeaderedContentControl) |
|  | HeaderForeground | (Inherited from C1.Silverlight.C1HeaderedContentControl) |
|  | HeaderPadding | (Inherited from C1.Silverlight.C1HeaderedContentControl) |
|  | HeaderTemplate | (Inherited from C1.Silverlight.C1HeaderedContentControl) |
|  | HeaderTemplateSelector | Gets or sets a data template selector that provides custom logic for choosing the template used to display the header. |
|  | Height | (Inherited from System.Windows.FrameworkElement) |


| | | |
|---|--|--|
|  | HorizontalAlignment | (Inherited from System.Windows.FrameworkElement) |
|  | HorizontalContentAlignment | (Inherited from System.Windows.Controls.Control) |
|  | HorizontalHeaderAlignment | (Inherited from C1.Silverlight.C1HeaderedContentControl) |
|  | IsEnabled | (Inherited from System.Windows.Controls.Control) |
|  | IsHitTestVisible | (Inherited from System.Windows.UIElement) |
|  | IsMouseOver | (Inherited from C1.Silverlight.C1HeaderedContentControl) |
|  | IsTabStop | (Inherited from System.Windows.Controls.Control) |
|  | Language | (Inherited from System.Windows.FrameworkElement) |
|  | Margin | (Inherited from System.Windows.FrameworkElement) |
|  | MaxHeight | (Inherited from System.Windows.FrameworkElement) |
|  | MaxWidth | (Inherited from System.Windows.FrameworkElement) |
|  | MinHeight | (Inherited from System.Windows.FrameworkElement) |
|  | MinWidth | (Inherited from System.Windows.FrameworkElement) |
|  | MouseOverBrush | Gets or sets the System.Windows.Media.Brush used to highlight the control when it has the mouse over. |
|  | Name | (Inherited from System.Windows.FrameworkElement) |
|  | Opacity | (Inherited from System.Windows.UIElement) |
|  | OpacityMask | (Inherited from System.Windows.UIElement) |
|  | Padding | (Inherited from System.Windows.Controls.Control) |

| | | |
|---|--|---|
|  | Parent | (Inherited from System.Windows.FrameworkElement) |
|  | PressedBrush | Gets or sets the System.Windows.Media.Brush used to paint a button when it is pressed. |
|  | Projection | (Inherited from System.Windows.UIElement) |
|  | RenderSize | (Inherited from System.Windows.UIElement) |
|  | RenderTransform | (Inherited from System.Windows.UIElement) |
|  | RenderTransformOrigin | (Inherited from System.Windows.UIElement) |
|  | Resources | (Inherited from System.Windows.FrameworkElement) |
|  | Style | (Inherited from System.Windows.FrameworkElement) |
|  | TabIndex | (Inherited from System.Windows.Controls.Control) |
|  | TabNavigation | (Inherited from System.Windows.Controls.Control) |
|  | Tag | (Inherited from System.Windows.FrameworkElement) |
|  | Template | (Inherited from System.Windows.Controls.Control) |
|  | TiledState | Gets or sets the current role of the C1TileViewItem . |
|  | Triggers | (Inherited from System.Windows.FrameworkElement) |
|  | UseLayoutRounding | (Inherited from System.Windows.UIElement) |
|  | VerticalAlignment | (Inherited from System.Windows.FrameworkElement) |
|  | VerticalContentAlignment | (Inherited from System.Windows.Controls.Control) |
|  | VerticalHeaderAlignment | (Inherited from C1.Silverlight.C1HeaderedContentControl) |

| | | |
|---|----------------------------|--|
|  | Visibility | (Inherited from System.Windows.UIElement) |
|  | Width | (Inherited from System.Windows.FrameworkElement) |

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Protected Properties

| | Name | Description |
|---|---------------------------------|--|
|  | DefaultStyleKey | (Inherited from System.Windows.Controls.Control) |

[Top](#)

See Also

Reference

[C1TileViewItem Class](#)

[C1.Silverlight.TileView Namespace](#)

ContentMaximized Property

[C1.Silverlight.TileView Namespace](#) > [C1TileViewItem Class](#) : ContentMaximized Property

Gets or sets the content used when the [C1TileViewItem](#) is maximized item. If null, **System.Windows.Controls.ContentControl.Content** is used.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <pre><System.ComponentModel.TypeConverterAttribute("C1.Silverlight.TileView.StringToObjectConverter, C1.Silverlight.TileView.5, Version=5.0.20153.489, Culture=neutral, PublicKeyToken=2aa4ec5576d6c3ce")> Public Property ContentMaximized As System.Object</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileViewItem Dim value As System.Object instance.ContentMaximized = value</pre> | |

| | |
|---|--|
| value = instance.ContentMaximized | |
| C# | |
| <pre>[System.ComponentModel.TypeConverter("C1.Silverlight.TileView.StringToObjectConverter, C1.Silverlight.TileView.5, Version=5.0.20153.489, Culture=neutral, PublicKeyToken=2aa4ec5576d6c3ce")] public System.Object ContentMaximized {get; set;}</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)

[C1TileViewItem Members](#)

ContentMinimized Property

[C1.Silverlight.TileView Namespace](#) > [C1TileViewItem Class](#) : ContentMinimized Property

Gets or sets the content used when another [C1TileViewItem](#) is maximized. If null,

System.Windows.Controls.ContentControl.Content is used.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <pre><System.ComponentModel.TypeConverterAttribute("C1.Silverlight.TileView.StringToObjectConverter, C1.Silverlight.TileView.5, Version=5.0.20153.489, Culture=neutral, PublicKeyToken=2aa4ec5576d6c3ce")> Public Property ContentMinimized As System.Object</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileViewItem Dim value As System.Object instance.ContentMinimized = value value = instance.ContentMinimized</pre> | |

| | |
|---|--|
| C# | |
| <pre>[System.ComponentModel.TypeConverter("C1.Silverlight.TileView.StringToObjectConverter, C1.Silverlight.TileView.5, Version=5.0.20153.489, Culture=neutral, PublicKeyToken=2aa4ec5576d6c3ce")] public System.Object ContentMinimized {get; set;}</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)

[C1TileViewItem Members](#)

ContentTemplateMaximized Property

[C1.Silverlight.TileView Namespace](#) > [C1TileViewItem Class](#) : ContentTemplateMaximized Property

Gets or sets the **System.Windows.DataTemplate** used for [ContentMaximized](#).

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Property ContentTemplateMaximized As System.Windows.DataTemplate</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileViewItem Dim value As System.Windows.DataTemplate instance.ContentTemplateMaximized = value value = instance.ContentTemplateMaximized</pre> | |
| C# | |
| <pre>public System.Windows.DataTemplate ContentTemplateMaximized {get; set;}</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)
[C1TileViewItem Members](#)

ContentTemplateMaximizedSelector Property

[C1.Silverlight.TileView Namespace](#) > [C1TileViewItem Class](#) : ContentTemplateMaximizedSelector Property

Gets or sets a data template selector that provides custom logic for choosing the template used to display the content of the maximized item.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| Public Property ContentTemplateMaximizedSelector As C1.Silverlight.C1DataTemplateSelector | |
| Visual Basic (Usage) | Copy Code |
| Dim instance As C1TileViewItem Dim value As C1.Silverlight.C1DataTemplateSelector instance.ContentTemplateMaximizedSelector = value value = instance.ContentTemplateMaximizedSelector | |
| C# | |
| public C1.Silverlight.C1DataTemplateSelector ContentTemplateMaximizedSelector { get ; set ;} | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)
[C1TileViewItem Members](#)

ContentTemplateMinimized Property

[C1.Silverlight.TileView Namespace](#) > [C1TileViewItem Class](#) : ContentTemplateMinimized Property

Gets or sets the **System.Windows.DataTemplate** used for [ContentMinimized](#).

Syntax

| Visual Basic (Declaration) | |
|--|-----------|
| Public Property ContentTemplateMinimized As System.Windows.DataTemplate | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileViewItem Dim value As System.Windows.DataTemplate instance.ContentTemplateMinimized = value value = instance.ContentTemplateMinimized</pre> | |
| C# | |
| <pre>public System.Windows.DataTemplate ContentTemplateMinimized {get; set;}</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)
[C1TileViewItem Members](#)

ContentTemplateMinimizedSelector Property

[C1.Silverlight.TileView Namespace](#) > [C1TileViewItem Class](#) : ContentTemplateMinimizedSelector Property

Gets or sets a data template selector that provides custom logic for choosing the template used to display the content of the minimized item.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| Public Property ContentTemplateMinimizedSelector As C1.Silverlight.C1DataTemplateSelector | |
| Visual Basic (Usage) | Copy Code |
| Dim instance As C1TileViewItem Dim value As C1.Silverlight.C1DataTemplateSelector instance.ContentTemplateMinimizedSelector = value value = instance.ContentTemplateMinimizedSelector | |
| C# | |
| public C1.Silverlight.C1DataTemplateSelector ContentTemplateMinimizedSelector { get ; set ; } | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)

[C1TileViewItem Members](#)

ContentTemplateSelector Property

[C1.Silverlight.TileView Namespace](#) > [C1TileViewItem Class](#) : ContentTemplateSelector Property

Gets or sets a data template selector that provides custom logic for choosing the template used to display the content.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| Public Property ContentTemplateSelector As C1.Silverlight.C1DataTemplateSelector | |
| Visual Basic (Usage) | Copy Code |

```
Dim instance As C1TileViewItem
Dim value As C1.Silverlight.C1DataTemplateSelector
```

```
instance.ContentTemplateSelector = value
```

```
value = instance.ContentTemplateSelector
```

C#

```
public C1.Silverlight.C1DataTemplateSelector ContentTemplateSelector {get;
set;}
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)

[C1TileViewItem Members](#)

FocusBrush Property

[C1.Silverlight.TileView Namespace](#) > [C1TileViewItem Class](#) : FocusBrush Property

Gets or sets the **System.Windows.Media.Brush** used to highlight the focused control.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| Public Property FocusBrush As System.Windows.Media.Brush | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileViewItem Dim value As System.Windows.Media.Brush instance.FocusBrush = value value = instance.FocusBrush</pre> | |
| C# | |

```
public System.Windows.Media.Brush FocusBrush {get; set;}
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)

[C1TileViewItem Members](#)

HeaderTemplateSelector Property

[C1.Silverlight.TileView Namespace](#) > [C1TileViewItem Class](#) : HeaderTemplateSelector Property

Gets or sets a data template selector that provides custom logic for choosing the template used to display the header.

Syntax

| Visual Basic (Declaration) | |
|--|-----------|
| <pre>Public Property HeaderTemplateSelector As C1.Silverlight.C1DataTemplateSelector</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileViewItem Dim value As C1.Silverlight.C1DataTemplateSelector instance.HeaderTemplateSelector = value value = instance.HeaderTemplateSelector</pre> | |
| C# | |
| <pre>public C1.Silverlight.C1DataTemplateSelector HeaderTemplateSelector {get; set;}</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

- C1TileViewItem Class
- C1TileViewItem Members

MouseOverBrush Property

C1.Silverlight.TileView Namespace > C1TileViewItem Class : MouseOverBrush Property

Gets or sets the **System.Windows.Media.Brush** used to highlight the control when it has the mouse over.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <code>Public Property MouseOverBrush As System.Windows.Media.Brush</code> | |
| Visual Basic (Usage) | Copy Code |
| <code>Dim instance As C1TileViewItem Dim value As System.Windows.Media.Brush instance.MouseOverBrush = value value = instance.MouseOverBrush</code> | |
| C# | |
| <code>public System.Windows.Media.Brush MouseOverBrush {get; set;}</code> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

- C1TileViewItem Class
- C1TileViewItem Members

PressedBrush Property

[C1.Silverlight.TileView Namespace](#) > [C1TileViewItem Class](#) : PressedBrush Property

Gets or sets the **System.Windows.Media.Brush** used to paint a button when it is pressed.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| Public Property PressedBrush As System.Windows.Media.Brush | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileViewItem Dim value As System.Windows.Media.Brush instance.PressedBrush = value value = instance.PressedBrush</pre> | |
| C# | |
| <pre>public System.Windows.Media.Brush PressedBrush {get; set;}</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)

[C1TileViewItem Members](#)

TiledState Property

[C1.Silverlight.TileView Namespace](#) > [C1TileViewItem Class](#) : TiledState Property

Gets or sets the current role of the [C1TileViewItem](#).

Syntax

| | |
|----------------------------|--|
| Visual Basic (Declaration) | |
|----------------------------|--|

| | |
|---|-----------|
| Public Property TiledState As TiledState | |
| Visual Basic (Usage) | Copy Code |
| <pre> Dim instance As C1TileViewItem Dim value As TiledState instance.TiledState = value value = instance.TiledState </pre> | |
| C# | |
| <pre> public TiledState TiledState {get; set;} </pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference




[C1TileViewItem Class](#)
[C1TileViewItem Members](#)

Fields

[C1.Silverlight.TileView Namespace](#) : [C1TileViewItem Class](#)

For a list of all members of this type, see [C1TileViewItem members](#).

Public Fields

| | Name | Description |
|--|--|--|
|  S | ContentMaximizedProperty | Identifies the ContentMaximized dependency property. |
|  S | ContentMinimizedProperty | Identifies the ContentMinimized dependency property. |
|  S | ContentTemplateMaximizedProperty | Identifies the ContentTemplateMaximized |

| | | |
|-----|--|--|
| | | dependency property. |
| ◆ S | ContentTemplateMaximizedSelectorProperty | Identifies the ContentTemplateMaximizedSelector dependency property. |
| ◆ S | ContentTemplateMinimizedProperty | Identifies the ContentTemplateMinimized dependency property. |
| ◆ S | ContentTemplateMinimizedSelectorProperty | Identifies the ContentTemplateMinimizedSelector dependency property. |
| ◆ S | ContentTemplateSelectorProperty | Identifies the ContentTemplateSelector dependency property. |
| ◆ S | FocusBrushProperty | Identifies the FocusBrush dependency property. |
| ◆ S | HeaderTemplateSelectorProperty | Identifies the HeaderTemplateSelector dependency property. |
| ◆ S | MouseOverBrushProperty | Identifies the MouseOverBrush dependency property. |
| ◆ S | PressedBrushProperty | Identifies the PressedBrush dependency property. |
| ◆ S | TiledStateProperty | Identifies the TiledState dependency property. |

[Top](#)

See Also

Reference

[C1TileViewItem Class](#)

[C1.Silverlight.TileView Namespace](#)

ContentMaximizedProperty Field

[C1.Silverlight.TileView Namespace](#) > [C1TileViewItem Class](#) : ContentMaximizedProperty Field

Identifies the [ContentMaximized](#) dependency property.

Syntax

| Visual Basic (Declaration) | |
|--|-----------|
| <pre>Public Shared ReadOnly ContentMaximizedProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileViewItem.ContentMaximizedProperty</pre> | |
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty ContentMaximizedProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)

[C1TileViewItem Members](#)

ContentMinimizedProperty Field

[C1.Silverlight.TileView Namespace](#) > [C1TileViewItem Class](#) : ContentMinimizedProperty Field

Identifies the [ContentMinimized](#) dependency property.

Syntax

| Visual Basic (Declaration) | |
|---|--|
| <pre>Public Shared ReadOnly ContentMinimizedProperty As</pre> | |

| | |
|--|-----------|
| System.Windows.DependencyProperty | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileViewItem.ContentMinimizedProperty</pre> | |
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty ContentMinimizedProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)

[C1TileViewItem Members](#)

ContentTemplateMaximizedProperty Field

[C1.Silverlight.TileView Namespace](#) > [C1TileViewItem Class](#) : ContentTemplateMaximizedProperty Field

Identifies the [ContentTemplateMaximized](#) dependency property.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly ContentTemplateMaximizedProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileViewItem.ContentTemplateMaximizedProperty</pre> | |
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty</pre> | |

ContentTemplateMaximizedProperty

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)

[C1TileViewItem Members](#)

ContentTemplateMaximizedSelectorProperty Field

[C1.Silverlight.TileView Namespace](#) > [C1TileViewItem Class](#) : ContentTemplateMaximizedSelectorProperty Field

Identifies the ContentTemplateMaximizedSelector dependency property.

Syntax

| Visual Basic (Declaration) | |
|--|-----------|
| <pre>Public Shared ReadOnly ContentTemplateMaximizedSelectorProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileViewItem.ContentTemplateMaximizedSelectorProperty</pre> | |
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty ContentTemplateMaximizedSelectorProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)
[C1TileViewItem Members](#)

ContentTemplateMinimizedProperty Field

[C1.Silverlight.TileView Namespace](#) > [C1TileViewItem Class](#) : ContentTemplateMinimizedProperty Field

Identifies the [ContentTemplateMinimized](#) dependency property.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly ContentTemplateMinimizedProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileViewItem.ContentTemplateMinimizedProperty</pre> | |
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty ContentTemplateMinimizedProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)
[C1TileViewItem Members](#)

ContentTemplateMinimizedSelectorProperty Field

[C1.Silverlight.TileView Namespace](#) > [C1TileViewItem Class](#) : ContentTemplateMinimizedSelectorProperty Field

Identifies the ContentTemplateMinimizedSelector dependency property.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly ContentTemplateMinimizedSelectorProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileViewItem.ContentTemplateMinimizedSelectorProperty</pre> | |
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty ContentTemplateMinimizedSelectorProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)

[C1TileViewItem Members](#)

ContentTemplateSelectorProperty Field

[C1.Silverlight.TileView Namespace](#) > [C1TileViewItem Class](#) : ContentTemplateSelectorProperty Field

Identifies the ContentTemplateSelector dependency property.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly ContentTemplateSelectorProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileViewItem.ContentTemplateSelectorProperty</pre> | |

| | |
|---|--|
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty ContentTemplateSelectorProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)
[C1TileViewItem Members](#)

FocusBrushProperty Field

[C1.Silverlight.TileView Namespace](#) > [C1TileViewItem Class](#) : FocusBrushProperty Field

Identifies the [FocusBrush](#) dependency property.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly FocusBrushProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileViewItem.FocusBrushProperty</pre> | |
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty FocusBrushProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)
[C1TileViewItem Members](#)

HeaderTemplateSelectorProperty Field

[C1.Silverlight.TileView Namespace](#) > [C1TileViewItem Class](#) : HeaderTemplateSelectorProperty Field

Identifies the HeaderTemplateSelector dependency property.

Syntax

| Visual Basic (Declaration) | |
|--|-----------|
| <pre>Public Shared ReadOnly HeaderTemplateSelectorProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileViewItem.HeaderTemplateSelectorProperty</pre> | |
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty HeaderTemplateSelectorProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)
[C1TileViewItem Members](#)

MouseOverBrushProperty Field

[C1.Silverlight.TileView Namespace](#) > [C1TileViewItem Class](#) : MouseOverBrushProperty Field

Identifies the [MouseOverBrush](#) dependency property.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly MouseOverBrushProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileViewItem.MouseOverBrushProperty</pre> | |
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty MouseOverBrushProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)

[C1TileViewItem Members](#)

PressedBrushProperty Field

[C1.Silverlight.TileView Namespace](#) > [C1TileViewItem Class](#) : PressedBrushProperty Field

Identifies the [PressedBrush](#) dependency property.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly PressedBrushProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileViewItem.PressedBrushProperty</pre> | |

| | |
|--|--|
| C# | |
| <code>public static readonly System.Windows.DependencyProperty PressedBrushProperty</code> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)
[C1TileViewItem Members](#)

TiledStateProperty Field

[C1.Silverlight.TileView Namespace](#) > [C1TileViewItem Class](#) : TiledStateProperty Field

Identifies the [TiledState](#) dependency property.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <code>Public Shared ReadOnly TiledStateProperty As System.Windows.DependencyProperty</code> | |
| Visual Basic (Usage) | Copy Code |
| <code>Dim value As System.Windows.DependencyProperty</code> <code>value = C1TileViewItem.TiledStateProperty</code> | |
| C# | |
| <code>public static readonly System.Windows.DependencyProperty TiledStateProperty</code> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)
[C1TileViewItem Members](#)

C1TileViewPanel

[C1.Silverlight.TileView Namespace](#) : C1TileViewPanel Class

Internal class. Use only in [C1TileView](#)'s ItemsPanelTemplate.

Object Model

C1TileViewPanel

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <pre>Public NotInheritable Class C1TileViewPanel Inherits System.Windows.Controls.VirtualizingPanel</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileViewPanel</pre> | |
| C# | |
| <pre>public sealed class C1TileViewPanel : System.Windows.Controls.VirtualizingPanel</pre> | |

Inheritance Hierarchy

System.Object
 System.Windows.DependencyObject
 System.Windows.UIElement
 System.Windows.FrameworkElement
 System.Windows.Controls.Panel
 System.Windows.Controls.VirtualizingPanel
 C1.Silverlight.TileView.C1TileViewPanel

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewPanel Members](#)
[C1.Silverlight.TileView Namespace](#)

Overview

[C1.Silverlight.TileView Namespace](#) : C1TileViewPanel Class

Internal class. Use only in [C1TileView](#)'s ItemsPanelTemplate.

Object Model

C1TileViewPanel

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <pre>Public NotInheritable Class C1TileViewPanel Inherits System.Windows.Controls.VirtualizingPanel</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileViewPanel</pre> | |
| C# | |
| <pre>public sealed class C1TileViewPanel : System.Windows.Controls.VirtualizingPanel</pre> | |

Inheritance Hierarchy

System.Object
 System.Windows.DependencyObject
 System.Windows.UIElement
 System.Windows.FrameworkElement
 System.Windows.Controls.Panel
 System.Windows.Controls.VirtualizingPanel
 C1.Silverlight.TileView.C1TileViewPanel

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewPanel Members](#)
[C1.Silverlight.TileView Namespace](#)


Members

[Properties](#) [Methods](#) [Events](#)

[C1.Silverlight.TileView Namespace](#) : [C1TileViewPanel Class](#)








The following tables list the members exposed by [C1TileViewPanel](#).




















Public Constructors















| | Name | Description |
|---|---|-------------|
|  | C1TileViewPanel Constructor | |

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Public Properties




| | Name | Description |
|---|------------------------------|--|
|  | ActualHeight | (Inherited from System.Windows.FrameworkElement) |
|  | ActualWidth | (Inherited from System.Windows.FrameworkElement) |
|  | AllowDrop | (Inherited from System.Windows.UIElement) |
|  | Background | (Inherited from System.Windows.Controls.Panel) |
|  | CacheMode | (Inherited from System.Windows.UIElement) |
|  | Children | (Inherited from System.Windows.Controls.Panel) |
|  | Clip | (Inherited from System.Windows.UIElement) |

| | | |
|---|--|--|
|  | Cursor | (Inherited from System.Windows.FrameworkElement) |
|  | DataContext | (Inherited from System.Windows.FrameworkElement) |
|  | DesiredSize | (Inherited from System.Windows.UIElement) |
|  | Dispatcher | (Inherited from System.Windows.DependencyObject) |
|  | Effect | (Inherited from System.Windows.UIElement) |
|  | FlowDirection | (Inherited from System.Windows.FrameworkElement) |
|  | Height | (Inherited from System.Windows.FrameworkElement) |
|  | HorizontalAlignment | (Inherited from System.Windows.FrameworkElement) |
|  | IsHitTestVisible | (Inherited from System.Windows.UIElement) |
|  | IsItemsHost | (Inherited from System.Windows.Controls.Panel) |
|  | ItemContainerGenerator | (Inherited from System.Windows.Controls.VirtualizingPanel) |
|  | Language | (Inherited from System.Windows.FrameworkElement) |
|  | Margin | (Inherited from System.Windows.FrameworkElement) |
|  | MaxHeight | (Inherited from System.Windows.FrameworkElement) |
|  | MaxWidth | (Inherited from System.Windows.FrameworkElement) |
|  | MinHeight | (Inherited from System.Windows.FrameworkElement) |
|  | MinWidth | (Inherited from System.Windows.FrameworkElement) |
|  | Name | (Inherited from System.Windows.FrameworkElement) |
|  | Opacity | (Inherited from System.Windows.UIElement) |

| | | |
|---|---------------------------------------|--|
|  | OpacityMask | (Inherited from System.Windows.UIElement) |
|  | Parent | (Inherited from System.Windows.FrameworkElement) |
|  | Projection | (Inherited from System.Windows.UIElement) |
|  | RenderSize | (Inherited from System.Windows.UIElement) |
|  | RenderTransform | (Inherited from System.Windows.UIElement) |
|  | RenderTransformOrigin | (Inherited from System.Windows.UIElement) |
|  | Resources | (Inherited from System.Windows.FrameworkElement) |
|  | Style | (Inherited from System.Windows.FrameworkElement) |
|  | Tag | (Inherited from System.Windows.FrameworkElement) |
|  | Triggers | (Inherited from System.Windows.FrameworkElement) |
|  | UseLayoutRounding | (Inherited from System.Windows.UIElement) |
|  | VerticalAlignment | (Inherited from System.Windows.FrameworkElement) |
|  | Visibility | (Inherited from System.Windows.UIElement) |
|  | Width | (Inherited from System.Windows.FrameworkElement) |

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Public Methods








| | Name | Description |
|---|------------------------------|---|
|  | AddHandler | (Inherited from System.Windows.UIElement) |
|  | Arrange | (Inherited from System.Windows.UIElement) |
|  | CaptureMouse | (Inherited from System.Windows.UIElement) |

| | | |
|----|---------------------------------------|--|
| ⇒💎 | ClearValue | (Inherited from System.Windows.DependencyObject) |
| ⇒💎 | FindName | (Inherited from System.Windows.FrameworkElement) |
| ⇒💎 | GetAnimationBaseValue | (Inherited from System.Windows.DependencyObject) |
| ⇒💎 | GetBindingExpression | (Inherited from System.Windows.FrameworkElement) |
| ⇒💎 | GetValue | (Inherited from System.Windows.DependencyObject) |
| ⇒💎 | InvalidateArrange | (Inherited from System.Windows.UIElement) |
| ⇒💎 | InvalidateMeasure | (Inherited from System.Windows.UIElement) |
| ⇒💎 | Measure | (Inherited from System.Windows.UIElement) |
| ⇒💎 | OnApplyTemplate | (Inherited from System.Windows.FrameworkElement) |
| ⇒💎 | ReadLocalValue | (Inherited from System.Windows.DependencyObject) |
| ⇒💎 | ReleaseMouseCapture | (Inherited from System.Windows.UIElement) |
| ⇒💎 | RemoveHandler | (Inherited from System.Windows.UIElement) |
| ⇒💎 | SetBinding | (Inherited from System.Windows.FrameworkElement) |
| ⇒💎 | SetValue | (Inherited from System.Windows.DependencyObject) |
| ⇒💎 | TransformToVisual | (Inherited from System.Windows.UIElement) |
| ⇒💎 | UpdateLayout | (Inherited from System.Windows.UIElement) |

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Protected Methods


















| | Name | Description |
|-----|----------------------------------|--|
| ⇒💎🍷 | AddInternalChild | (Inherited from System.Windows.Controls.VirtualizingPanel) |

| | | |
|---|--|--|
|  | ArrangeOverride | Overridden. |
|  | BringIndexIntoView | (Inherited from System.Windows.Controls.VirtualizingPanel) |
|  | InsertInternalChild | (Inherited from System.Windows.Controls.VirtualizingPanel) |
|  | MeasureOverride | Overridden. |
|  | OnClearChildren | (Inherited from System.Windows.Controls.VirtualizingPanel) |
|  | OnCreateAutomationPeer | (Inherited from System.Windows.UIElement) |
|  | OnItemsChanged | (Inherited from System.Windows.Controls.VirtualizingPanel) |

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Public Events

| | Name | Description |
|---|--|--|
|  | BindingValidationError | (Inherited from System.Windows.FrameworkElement) |
|  | DataContextChanged | (Inherited from System.Windows.FrameworkElement) |
|  | DragEnter | (Inherited from System.Windows.UIElement) |
|  | DragLeave | (Inherited from System.Windows.UIElement) |
|  | DragOver | (Inherited from System.Windows.UIElement) |
|  | Drop | (Inherited from System.Windows.UIElement) |
|  | GotFocus | (Inherited from System.Windows.UIElement) |
|  | KeyDown | (Inherited from System.Windows.UIElement) |
|  | KeyUp | (Inherited from System.Windows.UIElement) |
|  | LayoutUpdated | (Inherited from System.Windows.FrameworkElement) |

| | | |
|---|--------------------------------------|--|
|  | Loaded | (Inherited from System.Windows.FrameworkElement) |
|  | LostFocus | (Inherited from System.Windows.UIElement) |
|  | LostMouseCapture | (Inherited from System.Windows.UIElement) |
|  | MediaCommand | (Inherited from System.Windows.UIElement) |
|  | MouseEnter | (Inherited from System.Windows.UIElement) |
|  | MouseLeave | (Inherited from System.Windows.UIElement) |
|  | MouseLeftButtonDown | (Inherited from System.Windows.UIElement) |
|  | MouseLeftButtonUp | (Inherited from System.Windows.UIElement) |
|  | MouseMove | (Inherited from System.Windows.UIElement) |
|  | MouseRightButtonDown | (Inherited from System.Windows.UIElement) |
|  | MouseRightButtonUp | (Inherited from System.Windows.UIElement) |
|  | MouseWheel | (Inherited from System.Windows.UIElement) |
|  | SizeChanged | (Inherited from System.Windows.FrameworkElement) |
|  | TextInput | (Inherited from System.Windows.UIElement) |
|  | TextInputStart | (Inherited from System.Windows.UIElement) |
|  | TextInputUpdate | (Inherited from System.Windows.UIElement) |
|  | Unloaded | (Inherited from System.Windows.FrameworkElement) |

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See Also

Reference

[C1TileViewPanel Class](#)
[C1.Silverlight.TileView Namespace](#)

C1TileViewPanel Constructor

[C1.Silverlight.TileView Namespace](#) > [C1TileViewPanel Class](#) : C1TileViewPanel Constructor

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| Public Function New() | |
| Visual Basic (Usage) | Copy Code |
| Dim instance As New C1TileViewPanel() | |
| C# | |
| public C1TileViewPanel() | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewPanel Class](#)
[C1TileViewPanel Members](#)


















Methods

[C1.Silverlight.TileView Namespace](#) : C1TileViewPanel Class

For a list of all members of this type, see [C1TileViewPanel members](#).

Public Methods

| | Name | Description |
|---|----------------------------|---|
| ⇒ | AddHandler | (Inherited from System.Windows.UIElement) |
| ⇒ | Arrange | (Inherited from System.Windows.UIElement) |

| | | |
|---|---------------------------------------|--|
| ⇒  | CaptureMouse | (Inherited from System.Windows.UIElement) |
| ⇒  | ClearValue | (Inherited from System.Windows.DependencyObject) |
| ⇒  | FindName | (Inherited from System.Windows.FrameworkElement) |
| ⇒  | GetAnimationBaseValue | (Inherited from System.Windows.DependencyObject) |
| ⇒  | GetBindingExpression | (Inherited from System.Windows.FrameworkElement) |
| ⇒  | GetValue | (Inherited from System.Windows.DependencyObject) |
| ⇒  | InvalidateArrange | (Inherited from System.Windows.UIElement) |
| ⇒  | InvalidateMeasure | (Inherited from System.Windows.UIElement) |
| ⇒  | Measure | (Inherited from System.Windows.UIElement) |
| ⇒  | OnApplyTemplate | (Inherited from System.Windows.FrameworkElement) |
| ⇒  | ReadLocalValue | (Inherited from System.Windows.DependencyObject) |
| ⇒  | ReleaseMouseCapture | (Inherited from System.Windows.UIElement) |
| ⇒  | RemoveHandler | (Inherited from System.Windows.UIElement) |
| ⇒  | SetBinding | (Inherited from System.Windows.FrameworkElement) |
| ⇒  | SetValue | (Inherited from System.Windows.DependencyObject) |
| ⇒  | TransformToVisual | (Inherited from System.Windows.UIElement) |
| ⇒  | UpdateLayout | (Inherited from System.Windows.UIElement) |

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Protected Methods

| Name | Description |
|------|-------------|
|------|-------------|

| | | |
|---|--|--|
|  | AddInternalChild | (Inherited from System.Windows.Controls.VirtualizingPanel) |
|  | ArrangeOverride | Overridden. |
|  | BringIndexIntoView | (Inherited from System.Windows.Controls.VirtualizingPanel) |
|  | InsertInternalChild | (Inherited from System.Windows.Controls.VirtualizingPanel) |
|  | MeasureOverride | Overridden. |
|  | OnClearChildren | (Inherited from System.Windows.Controls.VirtualizingPanel) |
|  | OnCreateAutomationPeer | (Inherited from System.Windows.UIElement) |
|  | OnItemsChanged | (Inherited from System.Windows.Controls.VirtualizingPanel) |

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See Also

Reference

[C1TileViewPanel Class](#)

[C1.Silverlight.TileView Namespace](#)

ArrangeOverride Method

[C1.Silverlight.TileView Namespace](#) > [C1TileViewPanel Class](#) : ArrangeOverride Method

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <pre>Protected Overrides NotOverridable Function ArrangeOverride(_ ByVal finalSize As System.Windows.Size _) As System.Windows.Size</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileViewPanel Dim finalSize As System.Windows.Size Dim value As System.Windows.Size value = instance.ArrangeOverride(finalSize)</pre> | |

| | |
|---|--|
| C# | |
| <pre>protected override System.Windows.Size ArrangeOverride(System.Windows.Size <i>finalSize</i>)</pre> | |

Parameters

finalSize

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

- [C1TileViewPanel Class](#)
- [C1TileViewPanel Members](#)

MeasureOverride Method

[C1.Silverlight.TileView Namespace](#) > [C1TileViewPanel Class](#) : MeasureOverride Method

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <pre>Protected Overrides NotOverridable Function MeasureOverride(_ ByVal <i>availableSize</i> As System.Windows.Size _) As System.Windows.Size</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileViewPanel Dim availableSize As System.Windows.Size Dim value As System.Windows.Size value = instance.MeasureOverride(availableSize)</pre> | |
| C# | |
| <pre>protected override System.Windows.Size MeasureOverride(System.Windows.Size <i>availableSize</i></pre> | |

)

Parameters

availableSize

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

- [C1TileViewPanel Class](#)
- [C1TileViewPanel Members](#)

StringToObjectConverter

[C1.Silverlight.TileView Namespace](#) : StringToObjectConverter Class

Used to convert objects to strings and vice versa

Object Model

StringToObjectConverter

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Class StringToObjectConverter Inherits System.ComponentModel.TypeConverter</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As StringToObjectConverter</pre> | |
| C# | |
| <pre>public class StringToObjectConverter : System.ComponentModel.TypeConverter</pre> | |

Inheritance Hierarchy

System.Object
System.ComponentModel.TypeConverter
C1.Silverlight.TileView.StringToObjectConverter

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[StringToObjectConverter Members](#)
[C1.Silverlight.TileView Namespace](#)

Overview

[C1.Silverlight.TileView Namespace](#) : StringToObjectConverter Class

Used to convert objects to strings and vice versa

Object Model

StringToObjectConverter

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Class StringToObjectConverter Inherits System.ComponentModel.TypeConverter</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As StringToObjectConverter</pre> | |
| C# | |
| <pre>public class StringToObjectConverter : System.ComponentModel.TypeConverter</pre> | |

Inheritance Hierarchy

System.Object
System.ComponentModel.TypeConverter
C1.Silverlight.TileView.StringToObjectConverter

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[StringToObjectConverter Members](#)
[C1.Silverlight.TileView Namespace](#)

Members

[Methods](#)

[C1.Silverlight.TileView Namespace](#) : [StringToObjectConverter](#) Class

The following tables list the members exposed by [StringToObjectConverter](#).












Public Constructors

| | Name | Description |
|---|---|-------------|
| ≡ | StringToObjectConverter Constructor | |

[Top](#)

Public Methods




| | Name | Description |
|---|--|---|
| ≡ | CanConvertFrom | Overloaded. Overridden. |
| ≡ | CanConvertTo | Overloaded. Overridden. |
| ≡ | ConvertFrom | Overloaded. Overridden. |
| ≡ | ConvertFromInvariantString | Overloaded. (Inherited from System.ComponentModel.TypeConverter) |
| ≡ | ConvertFromString | Overloaded. (Inherited from System.ComponentModel.TypeConverter) |

| | | |
|---|--|--|
| ≡  | ConvertTo | Overloaded. Overridden. |
| ≡  | ConvertToInvariantString | Overloaded. (Inherited from System.ComponentModel.TypeConverter) |
| ≡  | ConvertToString | Overloaded. (Inherited from System.ComponentModel.TypeConverter) |
| ≡  | CreateInstance | Overloaded. (Inherited from System.ComponentModel.TypeConverter) |
| ≡  | GetCreateInstanceSupported | Overloaded. (Inherited from System.ComponentModel.TypeConverter) |
| ≡  | GetProperties | Overloaded. (Inherited from System.ComponentModel.TypeConverter) |
| ≡  | GetPropertiesSupported | Overloaded. (Inherited from System.ComponentModel.TypeConverter) |
| ≡  | GetStandardValues | Overloaded. (Inherited from System.ComponentModel.TypeConverter) |
| ≡  | GetStandardValuesExclusive | Overloaded. (Inherited from System.ComponentModel.TypeConverter) |
| ≡  | GetStandardValuesSupported | Overloaded. (Inherited from System.ComponentModel.TypeConverter) |
| ≡  | IsValid | Overloaded. (Inherited from System.ComponentModel.TypeConverter) |

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Protected Methods

| Name | Description |
|------|-------------|
|------|-------------|

| | | |
|---|---|--|
|  | GetConvertFromException | (Inherited from System.ComponentModel.TypeConverter) |
|  | GetConvertToException | (Inherited from System.ComponentModel.TypeConverter) |
|  | SortProperties | (Inherited from System.ComponentModel.TypeConverter) |

[Top](#)

See Also

Reference

[StringToObjectConverter Class](#)
[C1.Silverlight.TileView Namespace](#)

StringToObjectConverter Constructor

[C1.Silverlight.TileView Namespace](#) > [StringToObjectConverter Class](#) : StringToObjectConverter Constructor

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| Public Function New() | |
| Visual Basic (Usage) | Copy Code |
| Dim instance As New StringToObjectConverter() | |
| C# | |
| public StringToObjectConverter() | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[StringToObjectConverter Class](#)
[StringToObjectConverter Members](#)

Methods

[C1.Silverlight.TileView Namespace](#) : [StringToObjectConverter Class](#)

For a list of all members of this type, see [StringToObjectConverter members](#).

Public Methods

| | Name | Description |
|---|--|---|
| ≡ | CanConvertFrom | Overloaded. Overridden. |
| ≡ | CanConvertTo | Overloaded. Overridden. |
| ≡ | ConvertFrom | Overloaded. Overridden. |
| ≡ | ConvertFromInvariantString | Overloaded. (Inherited from System.ComponentModel.TypeConverter) |
| ≡ | ConvertFromString | Overloaded. (Inherited from System.ComponentModel.TypeConverter) |
| ≡ | ConvertTo | Overloaded. Overridden. |
| ≡ | ConvertToInvariantString | Overloaded. (Inherited from System.ComponentModel.TypeConverter) |
| ≡ | ConvertToString | Overloaded. (Inherited from System.ComponentModel.TypeConverter) |
| ≡ | CreateInstance | Overloaded. (Inherited from System.ComponentModel.TypeConverter) |
| ≡ | GetCreateInstanceSupported | Overloaded. (Inherited from System.ComponentModel.TypeConverter) |
| ≡ | GetProperties | Overloaded. (Inherited from System.ComponentModel.TypeConverter) |
| ≡ | GetPropertiesSupported | Overloaded. (Inherited from |

| | | |
|---|--|--|
| | | System.ComponentModel.TypeConverter) |
| ≡ | GetStandardValues | Overloaded. (Inherited from System.ComponentModel.TypeConverter) |
| ≡ | GetStandardValuesExclusive | Overloaded. (Inherited from System.ComponentModel.TypeConverter) |
| ≡ | GetStandardValuesSupported | Overloaded. (Inherited from System.ComponentModel.TypeConverter) |
| ≡ | IsValid | Overloaded. (Inherited from System.ComponentModel.TypeConverter) |

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Protected Methods

| | Name | Description |
|---|---|--|
| 🔒 | GetConvertFromException | (Inherited from System.ComponentModel.TypeConverter) |
| 🔒 | GetConvertToException | (Inherited from System.ComponentModel.TypeConverter) |
| 🔒 | SortProperties | (Inherited from System.ComponentModel.TypeConverter) |

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See Also

Reference

[StringToObjectConverter Class](#)
[C1.Silverlight.TileView Namespace](#)

CanConvertFrom Method

[C1.Silverlight.TileView Namespace](#) > [StringToObjectConverter Class](#) : CanConvertFrom Method

Overload List

| Overload | Description |
|----------|-------------|
|----------|-------------|

| | |
|---|---|
| CanConvertFrom(ITypeDescriptorContext,Type) | |
| CanConvertFrom(Type) | (Inherited from System.ComponentModel.TypeConverter) |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[StringToObjectConverter Class](#)
[StringToObjectConverter Members](#)

[CanConvertFrom\(ITypeDescriptorContext,Type\) Method](#)
[C1.Silverlight.TileView Namespace](#) > [StringToObjectConverter Class](#) > [CanConvertFrom Method](#) :
[CanConvertFrom\(ITypeDescriptorContext,Type\) Method](#)

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Overloads Overrides Function CanConvertFrom(_ ByVal context As System.ComponentModel.ITypeDescriptorContext, _ ByVal sourceType As System.Type _) As System.Boolean</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As StringToObjectConverter Dim context As System.ComponentModel.ITypeDescriptorContext Dim sourceType As System.Type Dim value As System.Boolean value = instance.CanConvertFrom(context, sourceType)</pre> | |
| C# | |
| <pre>public override System.bool CanConvertFrom(System.ComponentModel.ITypeDescriptorContext context,</pre> | |

```
System.Type sourceType
)
```

Parameters

context

sourceType

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[StringToObjectConverter Class](#)
[StringToObjectConverter Members](#)
[Overload List](#)

CanConvertTo Method

[C1.Silverlight.TileView Namespace](#) > [StringToObjectConverter Class](#) : CanConvertTo Method

Overload List

| Overload | Description |
|---|---|
| CanConvertTo(ITypeDescriptorContext,Type) | |
| CanConvertTo(Type) | (Inherited from System.ComponentModel.TypeConverter) |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

CanConvertTo(ITypeDescriptorContext,Type) Method
[C1.Silverlight.TileView Namespace](#) > [StringToObjectConverter Class](#) > [CanConvertTo Method](#) :
CanConvertTo(ITypeDescriptorContext,Type) Method

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Overloads Overrides Function CanConvertTo(_ ByVal context As System.ComponentModel.ITypeDescriptorContext, _ ByVal destinationType As System.Type _) As System.Boolean</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As StringToObjectConverter Dim context As System.ComponentModel.ITypeDescriptorContext Dim destinationType As System.Type Dim value As System.Boolean value = instance.CanConvertTo(context, destinationType)</pre> | |
| C# | |
| <pre>public override System.bool CanConvertTo(System.ComponentModel.ITypeDescriptorContext context, System.Type destinationType)</pre> | |

Parameters

context

destinationType

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[StringToObjectConverter Class](#)
[StringToObjectConverter Members](#)
[Overload List](#)

ConvertFrom Method

[C1.Silverlight.TileView Namespace](#) > [StringToObjectConverter Class](#) : ConvertFrom Method

Overload List

| Overload | Description |
|---|---|
| ConvertFrom(ICollection, CultureInfo, Object) | |
| ConvertFrom(Object) | (Inherited from System.ComponentModel.TypeConverter) |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[StringToObjectConverter Class](#)
[StringToObjectConverter Members](#)

[ConvertFrom\(ICollection, CultureInfo, Object\) Method](#)

[C1.Silverlight.TileView Namespace](#) > [StringToObjectConverter Class](#) > [ConvertFrom Method](#) : [ConvertFrom\(ICollection, CultureInfo, Object\) Method](#)

Syntax

| Visual Basic (Declaration) | |
|---|--|
| <pre>Public Overloads Overrides Function ConvertFrom(_ ByVal context As System.ComponentModel.ITypeDescriptorContext, _ ByVal culture As System.Globalization.CultureInfo, _ ByVal value As System.Object _) As System.Object</pre> | |

| Visual Basic (Usage) | Copy Code |
|---|-----------|
| <pre>Dim instance As StringToObjectConverter Dim context As System.ComponentModel.ITypeDescriptorContext Dim culture As System.Globalization.CultureInfo Dim value As System.Object Dim value As System.Object value = instance.ConvertFrom(context, culture, value)</pre> | |
| C# | |
| <pre>public override System.object ConvertFrom(System.ComponentModel.ITypeDescriptorContext context, System.Globalization.CultureInfo culture, System.object value)</pre> | |

Parameters

- context*
- culture*
- value*

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

- [StringToObjectConverter Class](#)
- [StringToObjectConverter Members](#)
- [Overload List](#)

ConvertTo Method

[C1.Silverlight.TileView Namespace](#) > [StringToObjectConverter Class](#) : ConvertTo Method

Overload List

| Overload | Description |
|----------|-------------|
|----------|-------------|

| | |
|---|---|
| ConvertTo(ITypeDescriptorContext,CultureInfo,Object,Type) | |
| ConvertTo(Object,Type) | (Inherited from System.ComponentModel.TypeConverter) |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[StringToObjectConverter Class](#)

[StringToObjectConverter Members](#)

[ConvertTo\(ITypeDescriptorContext,CultureInfo,Object,Type\) Method](#)

[C1.Silverlight.TileView Namespace](#) > [StringToObjectConverter Class](#) > [ConvertTo Method](#) :

[ConvertTo\(ITypeDescriptorContext,CultureInfo,Object,Type\) Method](#)

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Overloads Overrides Function ConvertTo(_ ByVal context As System.ComponentModel.ITypeDescriptorContext, _ ByVal culture As System.Globalization.CultureInfo, _ ByVal value As System.Object, _ ByVal destinationType As System.Type _) As System.Object</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As StringToObjectConverter Dim context As System.ComponentModel.ITypeDescriptorContext Dim culture As System.Globalization.CultureInfo Dim value As System.Object Dim destinationType As System.Type Dim value As System.Object</pre> | |

```
value = instance.ConvertTo(context, culture, value, destinationType)
```

C#

```
public override System.Object ConvertTo(  
    System.ComponentModel.ITypeDescriptorContext context,  
    System.Globalization.CultureInfo culture,  
    System.Object value,  
    System.Type destinationType  
)
```

Parameters

context

culture

value

destinationType

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[StringToObjectConverter Class](#)
[StringToObjectConverter Members](#)
[Overload List](#)

Enumerations

TiledState

[C1.Silverlight.TileView Namespace](#) : TiledState Enumeration

Specifies whether a [C1TileViewItem](#) is minimized, maximized, or tiled along its siblings.

Syntax

Visual Basic (Declaration)

| | |
|--|-----------|
| Public Enum TiledState Inherits System.Enum | |
| Visual Basic (Usage) | Copy Code |
| Dim instance As TiledState | |
| C# | |
| public enum TiledState : System.Enum | |

Members

| Member | Description |
|------------------|--|
| Maximized | C1TileView.MaximizedItem equals this C1TileViewItem . |
| Minimized | C1TileView.MaximizedItem equals another C1TileViewItem . |
| Tiled | C1TileView.MaximizedItem is null. |

Inheritance Hierarchy

System.Object
 System.ValueType
 System.Enum
 C1.Silverlight.TileView.TiledState

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1.Silverlight.TileView Namespace](#)





C1.WPF.TileView.4 Assembly

Namespaces

C1.WPF.TileView Namespace

Overview

Classes

| | Class | Description |
|---|---|--|
|  | C1TileView | Contains a scrollable list of items organized in columns and rows. Any item can be maximized and shown bigger. |
|  | C1TileViewItem | A selectable item inside a C1TileView . |
|  | C1TileViewPanel | Internal class. Use only in C1TileView 's ItemsPanelTemplate. |
|  | StringToObjectConverter | Used to convert objects to strings and vice versa |

Enumerations

| | Enumeration | Description |
|---|----------------------------|--|
|  | TiledState | Specifies whether a C1TileViewItem is minimized, maximized, or tiled along its siblings. |

See Also

Reference

[C1.WPF.TileView.4 Assembly](#)

Classes

C1TileView

[C1.WPF.TileView Namespace](#) : [C1TileView Class](#)

Contains a scrollable list of items organized in columns and rows. Any item can be maximized and shown bigger.

Object Model

C1TileView

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <pre><System.ComponentModel.LicenseProviderAttribute()> Public Class C1TileView Inherits System.Windows.Controls.ItemsControl</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileView</pre> | |
| C# | |
| <pre>[System.ComponentModel.LicenseProvider()] public class C1TileView : System.Windows.Controls.ItemsControl</pre> | |

Inheritance Hierarchy

System.Object
 System.Windows.Threading.DispatcherObject
 System.Windows.DependencyObject
 System.Windows.Media.Visual
 System.Windows.UIElement
 System.Windows.FrameworkElement
 System.Windows.Controls.Control
 System.Windows.Controls.ItemsControl
 C1.WPF.TileView.C1TileView

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

Overview

C1.WPF.TileView Namespace : C1TileView Class

Contains a scrollable list of items organized in columns and rows. Any item can be maximized and shown bigger.

Object Model

C1TileView

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <pre><System.ComponentModel.LicenseProviderAttribute(>> Public Class C1TileView Inherits System.Windows.Controls.ItemsControl</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileView</pre> | |
| C# | |
| <pre>[System.ComponentModel.LicenseProvider()] public class C1TileView : System.Windows.Controls.ItemsControl</pre> | |

Inheritance Hierarchy

System.Object
 System.Windows.Threading.DispatcherObject
 System.Windows.DependencyObject
 System.Windows.Media.Visual
 System.Windows.UIElement
 System.Windows.FrameworkElement
 System.Windows.Controls.Control
 System.Windows.Controls.ItemsControl
 C1.WPF.TileView.C1TileView

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Members](#)

[C1.WPF.TileView Namespace](#)


Members

[Fields](#) [Properties](#) [Methods](#) [Events](#)

[C1.WPF.TileView Namespace](#) : [C1TileView Class](#)






The following tables list the members exposed by [C1TileView](#).

Public Constructors









| | Name | Description |
|---|--|--|
|  | C1TileView Constructor | Initializes a new instance of a C1TileView . |

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Public Fields






| | Name | Description |
|---|---|---|
|  S | AnimationDurationProperty | Identifies the AnimationDuration dependency property. |
|  S | ButtonBackgroundProperty | Identifies the ButtonBackground dependency property. |
|  S | ButtonForegroundProperty | Identifies the ButtonForeground dependency property. |
|  S | CanUserReorderProperty | Identifies the CanUserReorder dependency property. |
|  S | ColumnsProperty | Identifies the Columns dependency property. |


















| | | |
|-----|---------------------------------------|---|
| ◆ S | FocusBrushProperty | Identifies the FocusBrush dependency property. |
| ◆ S | HeaderBackgroundProperty | Identifies the HeaderBackground dependency property. |
| ◆ S | HeaderForegroundProperty | Identifies the HeaderForeground dependency property. |
| ◆ S | ItemBackgroundProperty | Identifies the ItemBackground dependency property. |
| ◆ S | ItemForegroundProperty | Identifies the ItemForeground dependency property. |
| ◆ S | ItemTemplateHeaderProperty | Identifies the ItemTemplateHeader dependency property. |
| ◆ S | ItemTemplateHeaderSelectorProperty | Identifies the ContentTemplateSelectorProperty dependency property. |
| ◆ S | ItemTemplateMaximizedProperty | Identifies the ItemTemplateMaximized dependency property. |
| ◆ S | ItemTemplateMaximizedSelectorProperty | Identifies the ItemTemplateMaximizedSelector dependency property. |
| ◆ S | ItemTemplateMinimizedProperty | Identifies the ItemTemplateMinimized dependency property. |
| ◆ S | ItemTemplateMinimizedSelectorProperty | Identifies the ItemTemplateMinimizedSelector dependency property. |
| ◆ S | MaximizedIndexProperty | Identifies the MaximizedIndex dependency property. |

















| | | |
|---|--------------------------------|--|
|  S | MaximizedItemProperty | Identifies the MaximizedItem dependency property. |
|  S | MinimizedItemsPositionProperty | Identifies the MinimizedItemsPosition dependency property. |
|  S | MouseOverBrushProperty | Identifies the MouseOverBrush dependency property. |
|  S | PressedBrushProperty | Identifies the PressedBrush dependency property. |
|  S | RowsProperty | Identifies the Rows dependency property. |
|  S | ScrollBarStyleProperty | Identifies the ScrollBarStyle dependency property. |
|  S | ScrollBarVisibilityProperty | Identifies the ScrollBarVisibility dependency property. |
|  S | UpdateSourceCollectionProperty | Identifies the UpdateSourceCollection dependency property. |


















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Public Properties


















| | Name | Description |
|---|-----------------------------------|---|
|  | ActualHeight | (Inherited from System.Windows.FrameworkElement) |
|  | ActualWidth | (Inherited from System.Windows.FrameworkElement) |
|  | AllowDrop | (Inherited from System.Windows.UIElement) |
|  | AlternationCount | (Inherited from System.Windows.Controls.ItemsControl) |
|  | AnimationDuration | Gets or sets the time that item reordering takes. |
















| | | |
|---|---|---|
|  | AreAnyTouchesCaptured | (Inherited from System.Windows.UIElement) |
|  | AreAnyTouchesCapturedWithin | (Inherited from System.Windows.UIElement) |
|  | AreAnyTouchesDirectlyOver | (Inherited from System.Windows.UIElement) |
|  | AreAnyTouchesOver | (Inherited from System.Windows.UIElement) |
|  | Background | (Inherited from System.Windows.Controls.Control) |
|  | BindingGroup | (Inherited from System.Windows.FrameworkElement) |
|  | BitmapEffect | (Inherited from System.Windows.UIElement) |
|  | BitmapEffectInput | (Inherited from System.Windows.UIElement) |
|  | BorderBrush | (Inherited from System.Windows.Controls.Control) |
|  | BorderThickness | (Inherited from System.Windows.Controls.Control) |
|  | ButtonBackground | Gets or sets the System.Windows.Media.Brush that will be assigned to the Background of the buttons inside the control. |
|  | ButtonForeground | Gets or sets the System.Windows.Media.Brush that will be assigned to the Foreground of the buttons inside the control. |
|  | CacheMode | (Inherited from System.Windows.UIElement) |
|  | CanUserReorder | Gets or sets whether the user is allowed to drag and drop and reorder C1TileViewItem s from this control. |
|  | Clip | (Inherited from System.Windows.UIElement) |
|  | ClipToBounds | (Inherited from System.Windows.UIElement) |
|  | Columns | Gets or sets the number of columns the C1TileViewItem s |


















| | | |
|---|----------------------|--|
| | | are laid in. If the value is zero, the minimum number that doesn't require scrolling is used. If both Columns and Rows are zero, the items are laid in a square. |
|  | CommandBindings | (Inherited from System.Windows.UIElement) |
|  | ContextMenu | (Inherited from System.Windows.FrameworkElement) |
|  | Cursor | (Inherited from System.Windows.FrameworkElement) |
|  | DataContext | (Inherited from System.Windows.FrameworkElement) |
|  | DependencyObjectType | (Inherited from System.Windows.DependencyObject) |
|  | DesiredSize | (Inherited from System.Windows.UIElement) |
|  | Dispatcher | (Inherited from System.Windows.Threading.DispatcherObject) |
|  | DisplayMemberPath | (Inherited from System.Windows.Controls.ItemsControl) |
|  | Effect | (Inherited from System.Windows.UIElement) |
|  | FlowDirection | (Inherited from System.Windows.FrameworkElement) |
|  | Focusable | (Inherited from System.Windows.UIElement) |
|  | FocusBrush | Gets or sets the System.Windows.Media.Brush used to highlight the focused control. |
|  | FocusVisualStyle | (Inherited from System.Windows.FrameworkElement) |
|  | FontFamily | (Inherited from System.Windows.Controls.Control) |
|  | FontSize | (Inherited from System.Windows.Controls.Control) |
|  | FontStretch | (Inherited from System.Windows.Controls.Control) |



















| | | |
|---|----------------------------|--|
|  | FontStyle | (Inherited from System.Windows.Controls.Control) |
|  | FontWeight | (Inherited from System.Windows.Controls.Control) |
|  | ForceCursor | (Inherited from System.Windows.FrameworkElement) |
|  | Foreground | (Inherited from System.Windows.Controls.Control) |
|  | GroupStyle | (Inherited from System.Windows.Controls.ItemsControl) |
|  | GroupStyleSelector | (Inherited from System.Windows.Controls.ItemsControl) |
|  | HasAnimatedProperties | (Inherited from System.Windows.UIElement) |
|  | HasItems | (Inherited from System.Windows.Controls.ItemsControl) |
|  | HeaderBackground | Gets or sets the System.Windows.Media.Brush used as background of the header of the contained C1TileViewItems . |
|  | HeaderForeground | Gets or sets the System.Windows.Media.Brush used as foreground of the header of the contained C1TileViewItems . |
|  | Height | (Inherited from System.Windows.FrameworkElement) |
|  | HorizontalAlignment | (Inherited from System.Windows.FrameworkElement) |
|  | HorizontalContentAlignment | (Inherited from System.Windows.Controls.Control) |
|  | InputBindings | (Inherited from System.Windows.UIElement) |
|  | InputScope | (Inherited from System.Windows.FrameworkElement) |
|  | IsArrangeValid | (Inherited from System.Windows.UIElement) |
|  | IsEnabled | (Inherited from System.Windows.UIElement) |

| | | |
|---|---------------------------------------|---|
|  | IsFocused | (Inherited from System.Windows.UIElement) |
|  | IsGrouping | (Inherited from System.Windows.Controls.ItemsControl) |
|  | IsHitTestVisible | (Inherited from System.Windows.UIElement) |
|  | IsInitialized | (Inherited from System.Windows.FrameworkElement) |
|  | IsInputMethodEnabled | (Inherited from System.Windows.UIElement) |
|  | IsKeyboardFocused | (Inherited from System.Windows.UIElement) |
|  | IsKeyboardFocusWithin | (Inherited from System.Windows.UIElement) |
|  | IsLoaded | (Inherited from System.Windows.FrameworkElement) |
|  | IsManipulationEnabled | (Inherited from System.Windows.UIElement) |
|  | IsMeasureValid | (Inherited from System.Windows.UIElement) |
|  | IsMouseCaptured | (Inherited from System.Windows.UIElement) |
|  | IsMouseCaptureWithin | (Inherited from System.Windows.UIElement) |
|  | IsMouseDirectlyOver | (Inherited from System.Windows.UIElement) |
|  | IsMouseOver | (Inherited from System.Windows.UIElement) |
|  | IsSealed | (Inherited from System.Windows.DependencyObject) |
|  | IsStylusCaptured | (Inherited from System.Windows.UIElement) |
|  | IsStylusCaptureWithin | (Inherited from System.Windows.UIElement) |
|  | IsStylusDirectlyOver | (Inherited from System.Windows.UIElement) |
|  | IsStylusOver | (Inherited from System.Windows.UIElement) |

| | | |
|---|--|--|
|  | IsTabStop | (Inherited from System.Windows.Controls.Control) |
|  | IsTextSearchCaseSensitive | (Inherited from System.Windows.Controls.ItemsControl) |
|  | IsTextSearchEnabled | (Inherited from System.Windows.Controls.ItemsControl) |
|  | IsVisible | (Inherited from System.Windows.UIElement) |
|  | ItemBackground | Gets or sets the System.Windows.Media.Brush used as background of the contained C1TileViewItems . |
|  | ItemBindingGroup | (Inherited from System.Windows.Controls.ItemsControl) |
|  | ItemContainerGenerator | (Inherited from System.Windows.Controls.ItemsControl) |
|  | ItemContainerStyle | (Inherited from System.Windows.Controls.ItemsControl) |
|  | ItemContainerStyleSelector | (Inherited from System.Windows.Controls.ItemsControl) |
|  | ItemForeground | Gets or sets the System.Windows.Media.Brush used as foreground of the contained C1TileViewItems . |
|  | Items | (Inherited from System.Windows.Controls.ItemsControl) |
|  | ItemsPanel | (Inherited from System.Windows.Controls.ItemsControl) |
|  | ItemsSource | (Inherited from System.Windows.Controls.ItemsControl) |
|  | ItemStringFormat | (Inherited from System.Windows.Controls.ItemsControl) |
|  | ItemTemplate | (Inherited from System.Windows.Controls.ItemsControl) |
|  | ItemTemplateHeader | Gets or sets the System.Windows.DataTemplate used as title for the items. |
|  | ItemTemplateHeaderSelector | Gets or sets a custom logic for choosing the template used to display the header of each item |


















| | |
|---|---|
|  ItemTemplateMaximized | Gets or sets the System.Windows.DataTemplate used for items in the TiledState.Maximized state. |
|  ItemTemplateMaximizedSelector | Gets or sets a custom logic for choosing the template used to display the content of the maximized item |
|  ItemTemplateMinimized | Gets or sets the System.Windows.DataTemplate used for items in the TiledState.Minimized state. |
|  ItemTemplateMinimizedSelector | Gets or sets a custom logic for choosing the template used to display the content of the minimized item |
|  ItemTemplateSelector | (Inherited from System.Windows.Controls.ItemsControl) |
|  Language | (Inherited from System.Windows.FrameworkElement) |
|  LayoutTransform | (Inherited from System.Windows.FrameworkElement) |
|  Margin | (Inherited from System.Windows.FrameworkElement) |
|  MaxHeight | (Inherited from System.Windows.FrameworkElement) |
|  MaximizedIndex | Gets or sets the index in the Items collection of the selected item. |
|  MaximizedItem | Gets or sets the member of the Items collection currently highlighted. |
|  MaxWidth | (Inherited from System.Windows.FrameworkElement) |
|  MinHeight | (Inherited from System.Windows.FrameworkElement) |
|  MinimizedItemsPosition | Gets or sets where to place the strip with the minimized items. The ScrollBar is at the right or bottom of the strip. |
|  MinWidth | (Inherited from System.Windows.FrameworkElement) |


| | | |
|---|---------------------------------------|--|
|  | MouseOverBrush | Gets or sets the System.Windows.Media.Brush used to highlight the control when it has the mouse over. |
|  | Name | (Inherited from System.Windows.FrameworkElement) |
|  | Opacity | (Inherited from System.Windows.UIElement) |
|  | OpacityMask | (Inherited from System.Windows.UIElement) |
|  | OverridesDefaultStyle | (Inherited from System.Windows.FrameworkElement) |
|  | Padding | (Inherited from System.Windows.Controls.Control) |
|  | Parent | (Inherited from System.Windows.FrameworkElement) |
|  | PersistId | (Inherited from System.Windows.UIElement) |
|  | PressedBrush | Gets or sets the System.Windows.Media.Brush used to paint a button when it is pressed. |
|  | RenderSize | (Inherited from System.Windows.UIElement) |
|  | RenderTransform | (Inherited from System.Windows.UIElement) |
|  | RenderTransformOrigin | (Inherited from System.Windows.UIElement) |
|  | Resources | (Inherited from System.Windows.FrameworkElement) |
|  | Rows | Gets or sets the number of rows the C1TileViewItems are laid in. If the value is zero, the minimum number that doesn't require scrolling is used. If both Columns and Rows are zero, the items are laid in a square. |
|  | ScrollBarStyle | Gets or sets the style used for the inner scrollbar. |
|  | ScrollBarVisibility | Gets or sets whether the scrollbar should be visible. |
|  | SnapsToDevicePixels | (Inherited from System.Windows.UIElement) |

| | | |
|---|--|---|
|  | Style | (Inherited from System.Windows.FrameworkElement) |
|  | TabIndex | (Inherited from System.Windows.Controls.Control) |
|  | Tag | (Inherited from System.Windows.FrameworkElement) |
|  | Template | (Inherited from System.Windows.Controls.Control) |
|  | TemplatedParent | (Inherited from System.Windows.FrameworkElement) |
|  | ToolTip | (Inherited from System.Windows.FrameworkElement) |
|  | TouchesCaptured | (Inherited from System.Windows.UIElement) |
|  | TouchesCapturedWithin | (Inherited from System.Windows.UIElement) |
|  | TouchesDirectlyOver | (Inherited from System.Windows.UIElement) |
|  | TouchesOver | (Inherited from System.Windows.UIElement) |
|  | Triggers | (Inherited from System.Windows.FrameworkElement) |
|  | Uid | (Inherited from System.Windows.UIElement) |
|  | UpdateSourceCollection | Gets or sets whether changes in the order of the items are written to Items or ItemsSource. |
|  | UseLayoutRounding | (Inherited from System.Windows.FrameworkElement) |
|  | VerticalAlignment | (Inherited from System.Windows.FrameworkElement) |
|  | VerticalContentAlignment | (Inherited from System.Windows.Controls.Control) |
|  | Visibility | (Inherited from System.Windows.UIElement) |
|  | Width | (Inherited from System.Windows.FrameworkElement) |

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Protected Properties

| | Name | Description |
|---|---|--|
|  | IsEnabledCore | (Inherited from System.Windows.UIElement) |
|  | StylusPlugIns | (Inherited from System.Windows.UIElement) |
|  | VisualBitmapEffect | (Inherited from System.Windows.Media.Visual) |
|  | VisualBitmapEffectInput | (Inherited from System.Windows.Media.Visual) |
|  | VisualBitmapScalingMode | (Inherited from System.Windows.Media.Visual) |
|  | VisualCacheMode | (Inherited from System.Windows.Media.Visual) |
|  | VisualChildrenCount | (Inherited from System.Windows.FrameworkElement) |
|  | VisualClip | (Inherited from System.Windows.Media.Visual) |
|  | VisualEdgeMode | (Inherited from System.Windows.Media.Visual) |
|  | VisualEffect | (Inherited from System.Windows.Media.Visual) |
|  | VisualOffset | (Inherited from System.Windows.Media.Visual) |
|  | VisualOpacity | (Inherited from System.Windows.Media.Visual) |
|  | VisualOpacityMask | (Inherited from System.Windows.Media.Visual) |
|  | VisualParent | (Inherited from System.Windows.Media.Visual) |
|  | VisualScrollableAreaClip | (Inherited from System.Windows.Media.Visual) |
|  | VisualTransform | (Inherited from System.Windows.Media.Visual) |
|  | VisualXSnappingGuidelines | (Inherited from System.Windows.Media.Visual) |



















| | | |
|---|---|--|
|  | VisualYSnappingGuidelines | (Inherited from System.Windows.Media.Visual) |
|---|---|--|











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Public Methods

| | Name | Description |
|---|-------------------------------------|--|
|  | AddHandler | Overloaded. (Inherited from System.Windows.UIElement) |
|  | AddToEventRoute | (Inherited from System.Windows.UIElement) |
|  | ApplyAnimationClock | Overloaded. (Inherited from System.Windows.UIElement) |
|  | ApplyTemplate | (Inherited from System.Windows.FrameworkElement) |
|  | Arrange | (Inherited from System.Windows.UIElement) |
|  | BeginAnimation | Overloaded. (Inherited from System.Windows.UIElement) |
|  | BeginInit | (Inherited from System.Windows.Controls.ItemsControl) |
|  | BeginStoryboard | Overloaded. (Inherited from System.Windows.FrameworkElement) |
|  | BringIntoView | Overloaded. (Inherited from System.Windows.FrameworkElement) |
|  | CaptureMouse | (Inherited from System.Windows.UIElement) |
|  | CaptureStylus | (Inherited from System.Windows.UIElement) |
|  | CaptureTouch | (Inherited from System.Windows.UIElement) |
|  | ClearValue | Overloaded. (Inherited from System.Windows.DependencyObject) |
|  | CoerceValue | (Inherited from System.Windows.DependencyObject) |






| | | |
|---|--|---|
| ≡ | ContainerFromElement | (Inherited from System.Windows.Controls.ItemsControl) |
| ≡ | EndInit | (Inherited from System.Windows.Controls.ItemsControl) |
| ≡ | Equals | (Inherited from System.Windows.DependencyObject) |
| ≡ | FindCommonVisualAncestor | (Inherited from System.Windows.Media.Visual) |
| ≡ | FindName | (Inherited from System.Windows.FrameworkElement) |
| ≡ | FindResource | (Inherited from System.Windows.FrameworkElement) |
| ≡ | Focus | (Inherited from System.Windows.UIElement) |
| ≡ | GetAnimationBaseValue | (Inherited from System.Windows.UIElement) |
| ≡ | GetBindingExpression | (Inherited from System.Windows.FrameworkElement) |
| ≡ | GetHashCode | (Inherited from System.Windows.DependencyObject) |
| ≡ | GetLocalValueEnumerator | (Inherited from System.Windows.DependencyObject) |
| ≡ | GetValue | (Inherited from System.Windows.DependencyObject) |
| ≡ | InputHitTest | (Inherited from System.Windows.UIElement) |
| ≡ | InvalidateArrange | (Inherited from System.Windows.UIElement) |
| ≡ | InvalidateMeasure | (Inherited from System.Windows.UIElement) |
| ≡ | InvalidateProperty | (Inherited from System.Windows.DependencyObject) |
| ≡ | InvalidateVisual | (Inherited from System.Windows.UIElement) |
| ≡ | IsAncestorOf | (Inherited from System.Windows.Media.Visual) |
| ≡ | IsDescendantOf | (Inherited from System.Windows.Media.Visual) |
















| | |
|---|---|
| ≡  IsItemItsOwnContainer | (Inherited from System.Windows.Controls.ItemsControl) |
| ≡  Measure | (Inherited from System.Windows.UIElement) |
| ≡  MoveFocus | (Inherited from System.Windows.FrameworkElement) |
| ≡  OnApplyTemplate | Overridden. Builds the visual tree for the C1TileView control when a new template is applied. |
| ≡  PointFromScreen | (Inherited from System.Windows.Media.Visual) |
| ≡  PointToScreen | (Inherited from System.Windows.Media.Visual) |
| ≡  PredictFocus | (Inherited from System.Windows.FrameworkElement) |
| ≡  RaiseEvent | (Inherited from System.Windows.UIElement) |
| ≡  ReadLocalValue | (Inherited from System.Windows.DependencyObject) |
| ≡  RegisterName | (Inherited from System.Windows.FrameworkElement) |
| ≡  ReleaseAllTouchCaptures | (Inherited from System.Windows.UIElement) |
| ≡  ReleaseMouseCapture | (Inherited from System.Windows.UIElement) |
| ≡  ReleaseStylusCapture | (Inherited from System.Windows.UIElement) |
| ≡  ReleaseTouchCapture | (Inherited from System.Windows.UIElement) |
| ≡  RemoveHandler | (Inherited from System.Windows.UIElement) |
| ≡  SetBinding | Overloaded. (Inherited from System.Windows.FrameworkElement) |
| ≡  SetCurrentValue | (Inherited from System.Windows.DependencyObject) |
| ≡  SetResourceReference | (Inherited from System.Windows.FrameworkElement) |



















| | |
|---|--|
|  SetValue | Overloaded. (Inherited from System.Windows.DependencyObject) |
|  ToString | (Inherited from System.Windows.Controls.ItemsControl) |
|  TransformToAncestor | Overloaded. (Inherited from System.Windows.Media.Visual) |
|  TransformToDescendant | (Inherited from System.Windows.Media.Visual) |
|  TransformToVisual | (Inherited from System.Windows.Media.Visual) |
|  TranslatePoint | (Inherited from System.Windows.UIElement) |
|  TryFindResource | (Inherited from System.Windows.FrameworkElement) |
|  UnregisterName | (Inherited from System.Windows.FrameworkElement) |
|  UpdateDefaultStyle | (Inherited from System.Windows.FrameworkElement) |
|  UpdateLayout | (Inherited from System.Windows.UIElement) |
















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Protected Methods




















| Name | Description |
|---|---|
|  AddChild | (Inherited from System.Windows.Controls.ItemsControl) |
|  AddText | (Inherited from System.Windows.Controls.ItemsControl) |
|  AddVisualChild | (Inherited from System.Windows.Media.Visual) |
|  ArrangeCore | (Inherited from System.Windows.FrameworkElement) |
|  ArrangeOverride | (Inherited from System.Windows.Controls.Control) |




















| | | |
|---|---|---|
|  | ClearContainerForItemOverride | Overridden. |
|  | GetContainerForItemOverride | Overridden. |
|  | GetLayoutClip | (Inherited from System.Windows.FrameworkElement) |
|  | GetVisualChild | (Inherited from System.Windows.FrameworkElement) |
|  | HitTestCore | Overloaded. (Inherited from System.Windows.UIElement) |
|  | IsItemItsOwnContainerOverride | Overridden. |
|  | MeasureCore | (Inherited from System.Windows.FrameworkElement) |
|  | MeasureOverride | (Inherited from System.Windows.Controls.Control) |
|  | OnAccessKey | (Inherited from System.Windows.UIElement) |
|  | OnAlternationCountChanged | (Inherited from System.Windows.Controls.ItemsControl) |
|  | OnChildDesiredSizeChanged | (Inherited from System.Windows.UIElement) |
|  | OnContextMenuClosing | (Inherited from System.Windows.FrameworkElement) |
|  | OnContextMenuOpening | (Inherited from System.Windows.FrameworkElement) |
|  | OnCreateAutomationPeer | Overridden. Gets an AutomationPeer object used for testing the control. |
|  | OnDisplayMemberPathChanged | (Inherited from System.Windows.Controls.ItemsControl) |





































| | | |
|---|--|---|
|  | OnDragEnter | (Inherited from System.Windows.UIElement) |
|  | OnDragLeave | (Inherited from System.Windows.UIElement) |
|  | OnDragOver | (Inherited from System.Windows.UIElement) |
|  | OnDrop | (Inherited from System.Windows.UIElement) |
|  | OnGiveFeedback | (Inherited from System.Windows.UIElement) |
|  | OnGotFocus | (Inherited from System.Windows.FrameworkElement) |
|  | OnGotKeyboardFocus | (Inherited from System.Windows.UIElement) |
|  | OnGotMouseCapture | (Inherited from System.Windows.UIElement) |
|  | OnGotStylusCapture | (Inherited from System.Windows.UIElement) |
|  | OnGotTouchCapture | (Inherited from System.Windows.UIElement) |
|  | OnGroupStyleSelectorChanged | (Inherited from System.Windows.Controls.ItemsControl) |
|  | OnInitialized | (Inherited from System.Windows.FrameworkElement) |
|  | OnIsKeyboardFocusedChanged | (Inherited from System.Windows.UIElement) |
|  | OnIsKeyboardFocusWithinChanged | (Inherited from System.Windows.UIElement) |
|  | OnIsMouseCapturedChanged | (Inherited from System.Windows.UIElement) |
|  | OnIsMouseCaptureWithinChanged | (Inherited from System.Windows.UIElement) |
|  | OnIsMouseDirectlyOverChanged | (Inherited from System.Windows.UIElement) |
|  | OnIsStylusCapturedChanged | (Inherited from System.Windows.UIElement) |





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|---|---|
|  OnIsStylusCaptureWithinChanged | (Inherited from System.Windows.UIElement) |
|  OnIsStylusDirectlyOverChanged | (Inherited from System.Windows.UIElement) |
|  OnItemBindingGroupChanged | (Inherited from System.Windows.Controls.ItemsControl) |
|  OnItemContainerStyleChanged | (Inherited from System.Windows.Controls.ItemsControl) |
|  OnItemContainerStyleSelectorChanged | (Inherited from System.Windows.Controls.ItemsControl) |
|  OnItemsChanged | Overridden. |
|  OnItemsPanelChanged | (Inherited from System.Windows.Controls.ItemsControl) |
|  OnItemsSourceChanged | (Inherited from System.Windows.Controls.ItemsControl) |
|  OnItemStringFormatChanged | (Inherited from System.Windows.Controls.ItemsControl) |
|  OnItemTemplateChanged | (Inherited from System.Windows.Controls.ItemsControl) |
|  OnItemTemplateSelectorChanged | (Inherited from System.Windows.Controls.ItemsControl) |
|  OnKeyDown | (Inherited from System.Windows.Controls.ItemsControl) |
|  OnKeyUp | (Inherited from System.Windows.UIElement) |
|  OnLostFocus | (Inherited from System.Windows.UIElement) |
|  OnLostKeyboardFocus | (Inherited from System.Windows.UIElement) |

| | | |
|---|--|--|
|  | OnLostMouseCapture | (Inherited from System.Windows.UIElement) |
|  | OnLostStylusCapture | (Inherited from System.Windows.UIElement) |
|  | OnLostTouchCapture | (Inherited from System.Windows.UIElement) |
|  | OnManipulationBoundaryFeedback | (Inherited from System.Windows.UIElement) |
|  | OnManipulationCompleted | (Inherited from System.Windows.UIElement) |
|  | OnManipulationDelta | (Inherited from System.Windows.UIElement) |
|  | OnManipulationInertiaStarting | (Inherited from System.Windows.UIElement) |
|  | OnManipulationStarted | (Inherited from System.Windows.UIElement) |
|  | OnManipulationStarting | (Inherited from System.Windows.UIElement) |
|  | OnMouseDoubleClick | (Inherited from System.Windows.Controls.Control) |
|  | OnMouseDown | (Inherited from System.Windows.UIElement) |
|  | OnMouseEnter | (Inherited from System.Windows.UIElement) |
|  | OnMouseLeave | (Inherited from System.Windows.UIElement) |
|  | OnMouseLeftButtonDown | (Inherited from System.Windows.UIElement) |
|  | OnMouseLeftButtonUp | (Inherited from System.Windows.UIElement) |
|  | OnMouseMove | (Inherited from System.Windows.UIElement) |
|  | OnMouseRightButtonDown | (Inherited from System.Windows.UIElement) |
|  | OnMouseRightButtonUp | (Inherited from System.Windows.UIElement) |
|  | OnMouseUp | (Inherited from System.Windows.UIElement) |

| | |
|---|--|
|  OnMouseWheel | (Inherited from System.Windows.UIElement) |
|  OnPreviewDragEnter | (Inherited from System.Windows.UIElement) |
|  OnPreviewDragLeave | (Inherited from System.Windows.UIElement) |
|  OnPreviewDragOver | (Inherited from System.Windows.UIElement) |
|  OnPreviewDrop | (Inherited from System.Windows.UIElement) |
|  OnPreviewGiveFeedback | (Inherited from System.Windows.UIElement) |
|  OnPreviewGotKeyboardFocus | (Inherited from System.Windows.UIElement) |
|  OnPreviewKeyDown | (Inherited from System.Windows.UIElement) |
|  OnPreviewKeyUp | (Inherited from System.Windows.UIElement) |
|  OnPreviewLostKeyboardFocus | (Inherited from System.Windows.UIElement) |
|  OnPreviewMouseDoubleClick | (Inherited from System.Windows.Controls.Control) |
|  OnPreviewMouseDown | (Inherited from System.Windows.UIElement) |
|  OnPreviewMouseLeftButtonDown | (Inherited from System.Windows.UIElement) |
|  OnPreviewMouseLeftButtonUp | (Inherited from System.Windows.UIElement) |
|  OnPreviewMouseMove | (Inherited from System.Windows.UIElement) |
|  OnPreviewMouseRightButtonDown | (Inherited from System.Windows.UIElement) |
|  OnPreviewMouseRightButtonUp | (Inherited from System.Windows.UIElement) |
|  OnPreviewMouseUp | (Inherited from System.Windows.UIElement) |
|  OnPreviewMouseWheel | (Inherited from System.Windows.UIElement) |













| | | |
|---|--|--|
|  | OnPreviewQueryContinueDrag | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusButtonDown | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusButtonUp | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusDown | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusInAirMove | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusInRange | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusMove | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusOutOfRange | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusSystemGesture | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusUp | (Inherited from System.Windows.UIElement) |
|  | OnPreviewTextInput | (Inherited from System.Windows.UIElement) |
|  | OnPreviewTouchDown | (Inherited from System.Windows.UIElement) |
|  | OnPreviewTouchMove | (Inherited from System.Windows.UIElement) |
|  | OnPreviewTouchUp | (Inherited from System.Windows.UIElement) |
|  | OnPropertyChanged | (Inherited from System.Windows.FrameworkElement) |
|  | OnQueryContinueDrag | (Inherited from System.Windows.UIElement) |
|  | OnQueryCursor | (Inherited from System.Windows.UIElement) |
|  | OnRender | (Inherited from System.Windows.UIElement) |
|  | OnStylusButtonDown | (Inherited from System.Windows.UIElement) |




















| | | |
|---|-----------------------|--|
|   | OnStylusButtonUp | (Inherited from System.Windows.UIElement) |
|   | OnStylusDown | (Inherited from System.Windows.UIElement) |
|   | OnStylusEnter | (Inherited from System.Windows.UIElement) |
|   | OnStylusInAirMove | (Inherited from System.Windows.UIElement) |
|   | OnStylusInRange | (Inherited from System.Windows.UIElement) |
|   | OnStylusLeave | (Inherited from System.Windows.UIElement) |
|   | OnStylusMove | (Inherited from System.Windows.UIElement) |
|   | OnStylusOutOfRange | (Inherited from System.Windows.UIElement) |
|   | OnStylusSystemGesture | (Inherited from System.Windows.UIElement) |
|   | OnStylusUp | (Inherited from System.Windows.UIElement) |
|   | OnTemplateChanged | (Inherited from System.Windows.Controls.Control) |
|   | OnTextInput | (Inherited from System.Windows.Controls.ItemsControl) |
|   | OnToolTipClosing | (Inherited from System.Windows.FrameworkElement) |
|   | OnToolTipOpening | (Inherited from System.Windows.FrameworkElement) |
|   | OnTouchDown | (Inherited from System.Windows.UIElement) |
|   | OnTouchEnter | (Inherited from System.Windows.UIElement) |
|   | OnTouchLeave | (Inherited from System.Windows.UIElement) |
|   | OnTouchMove | (Inherited from System.Windows.UIElement) |



















| | | |
|---|---|---|
|  | OnTouchUp | (Inherited from System.Windows.UIElement) |
|  | PrepareContainerForItemOverride | Overridden. |
|  | RemoveVisualChild | (Inherited from System.Windows.Media.Visual) |
|  | ShouldApplyItemContainerStyle | (Inherited from System.Windows.Controls.ItemsControl) |




















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Public Events




















| | Name | Description |
|---|------------------------------------|--|
|  | ContextMenuClosing | (Inherited from System.Windows.FrameworkElement) |
|  | ContextMenuOpening | (Inherited from System.Windows.FrameworkElement) |
|  | DataContextChanged | (Inherited from System.Windows.FrameworkElement) |
|  | DragEnter | (Inherited from System.Windows.UIElement) |
|  | DragLeave | (Inherited from System.Windows.UIElement) |
|  | DragOver | (Inherited from System.Windows.UIElement) |
|  | Drop | (Inherited from System.Windows.UIElement) |
|  | FocusableChanged | (Inherited from System.Windows.UIElement) |
|  | GiveFeedback | (Inherited from System.Windows.UIElement) |
|  | GotFocus | (Inherited from System.Windows.UIElement) |
|  | GotKeyboardFocus | (Inherited from System.Windows.UIElement) |
|  | GotMouseCapture | (Inherited from System.Windows.UIElement) |







| | | |
|---|--|--|
|  | GotStylusCapture | (Inherited from System.Windows.UIElement) |
|  | GotTouchCapture | (Inherited from System.Windows.UIElement) |
|  | Initialized | (Inherited from System.Windows.FrameworkElement) |
|  | IsEnabledChanged | (Inherited from System.Windows.UIElement) |
|  | IsHitTestVisibleChanged | (Inherited from System.Windows.UIElement) |
|  | IsKeyboardFocusedChanged | (Inherited from System.Windows.UIElement) |
|  | IsKeyboardFocusWithinChanged | (Inherited from System.Windows.UIElement) |
|  | IsMouseCapturedChanged | (Inherited from System.Windows.UIElement) |
|  | IsMouseCaptureWithinChanged | (Inherited from System.Windows.UIElement) |
|  | IsMouseDirectlyOverChanged | (Inherited from System.Windows.UIElement) |
|  | IsStylusCapturedChanged | (Inherited from System.Windows.UIElement) |
|  | IsStylusCaptureWithinChanged | (Inherited from System.Windows.UIElement) |
|  | IsStylusDirectlyOverChanged | (Inherited from System.Windows.UIElement) |
|  | IsVisibleChanged | (Inherited from System.Windows.UIElement) |
|  | KeyDown | (Inherited from System.Windows.UIElement) |
|  | KeyUp | (Inherited from System.Windows.UIElement) |
|  | LayoutUpdated | (Inherited from System.Windows.UIElement) |
|  | Loaded | (Inherited from System.Windows.FrameworkElement) |
|  | LostFocus | (Inherited from System.Windows.UIElement) |

| | | |
|---|--|---|
|  | LostKeyboardFocus | (Inherited from System.Windows.UIElement) |
|  | LostMouseCapture | (Inherited from System.Windows.UIElement) |
|  | LostStylusCapture | (Inherited from System.Windows.UIElement) |
|  | LostTouchCapture | (Inherited from System.Windows.UIElement) |
|  | ManipulationBoundaryFeedback | (Inherited from System.Windows.UIElement) |
|  | ManipulationCompleted | (Inherited from System.Windows.UIElement) |
|  | ManipulationDelta | (Inherited from System.Windows.UIElement) |
|  | ManipulationInertiaStarting | (Inherited from System.Windows.UIElement) |
|  | ManipulationStarted | (Inherited from System.Windows.UIElement) |
|  | ManipulationStarting | (Inherited from System.Windows.UIElement) |
|  | MaximizedIndexChanged | Event raised when the MaximizedIndex property has changed. |
|  | MaximizedItemChanged | Event raised when the MaximizedItem property has changed. |
|  | MouseDoubleClick | (Inherited from System.Windows.Controls.Control) |
|  | MouseDown | (Inherited from System.Windows.UIElement) |
|  | MouseEnter | (Inherited from System.Windows.UIElement) |
|  | MouseLeave | (Inherited from System.Windows.UIElement) |
|  | MouseLeftButtonDown | (Inherited from System.Windows.UIElement) |
|  | MouseLeftButtonUp | (Inherited from System.Windows.UIElement) |

| | | |
|---|--|--|
|  | MouseMove | (Inherited from System.Windows.UIElement) |
|  | MouseRightButtonDown | (Inherited from System.Windows.UIElement) |
|  | MouseRightButtonUp | (Inherited from System.Windows.UIElement) |
|  | MouseUp | (Inherited from System.Windows.UIElement) |
|  | MouseWheel | (Inherited from System.Windows.UIElement) |
|  | PreviewDragEnter | (Inherited from System.Windows.UIElement) |
|  | PreviewDragLeave | (Inherited from System.Windows.UIElement) |
|  | PreviewDragOver | (Inherited from System.Windows.UIElement) |
|  | PreviewDrop | (Inherited from System.Windows.UIElement) |
|  | PreviewGiveFeedback | (Inherited from System.Windows.UIElement) |
|  | PreviewGotKeyboardFocus | (Inherited from System.Windows.UIElement) |
|  | PreviewKeyDown | (Inherited from System.Windows.UIElement) |
|  | PreviewKeyUp | (Inherited from System.Windows.UIElement) |
|  | PreviewLostKeyboardFocus | (Inherited from System.Windows.UIElement) |
|  | PreviewMouseDoubleClick | (Inherited from System.Windows.Controls.Control) |
|  | PreviewMouseDown | (Inherited from System.Windows.UIElement) |
|  | PreviewMouseLeftButtonDown | (Inherited from System.Windows.UIElement) |
|  | PreviewMouseLeftButtonUp | (Inherited from System.Windows.UIElement) |
|  | PreviewMouseMove | (Inherited from System.Windows.UIElement) |

| | | |
|---|---|---|
|  | PreviewMouseRightButtonDown | (Inherited from System.Windows.UIElement) |
|  | PreviewMouseRightButtonUp | (Inherited from System.Windows.UIElement) |
|  | PreviewMouseUp | (Inherited from System.Windows.UIElement) |
|  | PreviewMouseWheel | (Inherited from System.Windows.UIElement) |
|  | PreviewQueryContinueDrag | (Inherited from System.Windows.UIElement) |
|  | PreviewStylusButtonDown | (Inherited from System.Windows.UIElement) |
|  | PreviewStylusButtonUp | (Inherited from System.Windows.UIElement) |
|  | PreviewStylusDown | (Inherited from System.Windows.UIElement) |
|  | PreviewStylusInAirMove | (Inherited from System.Windows.UIElement) |
|  | PreviewStylusInRange | (Inherited from System.Windows.UIElement) |
|  | PreviewStylusMove | (Inherited from System.Windows.UIElement) |
|  | PreviewStylusOutOfRange | (Inherited from System.Windows.UIElement) |
|  | PreviewStylusSystemGesture | (Inherited from System.Windows.UIElement) |
|  | PreviewStylusUp | (Inherited from System.Windows.UIElement) |
|  | PreviewTextInput | (Inherited from System.Windows.UIElement) |
|  | PreviewTouchDown | (Inherited from System.Windows.UIElement) |
|  | PreviewTouchMove | (Inherited from System.Windows.UIElement) |
|  | PreviewTouchUp | (Inherited from System.Windows.UIElement) |
|  | QueryContinueDrag | (Inherited from System.Windows.UIElement) |

| | | |
|---|--------------------------------------|--|
|  | QueryCursor | (Inherited from System.Windows.UIElement) |
|  | RequestBringIntoView | (Inherited from System.Windows.FrameworkElement) |
|  | SizeChanged | (Inherited from System.Windows.FrameworkElement) |
|  | SourceUpdated | (Inherited from System.Windows.FrameworkElement) |
|  | StylusButtonDown | (Inherited from System.Windows.UIElement) |
|  | StylusButtonUp | (Inherited from System.Windows.UIElement) |
|  | StylusDown | (Inherited from System.Windows.UIElement) |
|  | StylusEnter | (Inherited from System.Windows.UIElement) |
|  | StylusInAirMove | (Inherited from System.Windows.UIElement) |
|  | StylusInRange | (Inherited from System.Windows.UIElement) |
|  | StylusLeave | (Inherited from System.Windows.UIElement) |
|  | StylusMove | (Inherited from System.Windows.UIElement) |
|  | StylusOutOfRange | (Inherited from System.Windows.UIElement) |
|  | StylusSystemGesture | (Inherited from System.Windows.UIElement) |
|  | StylusUp | (Inherited from System.Windows.UIElement) |
|  | TargetUpdated | (Inherited from System.Windows.FrameworkElement) |
|  | TextInput | (Inherited from System.Windows.UIElement) |
|  | ToolTipClosing | (Inherited from System.Windows.FrameworkElement) |
|  | ToolTipOpening | (Inherited from System.Windows.FrameworkElement) |

| | | |
|---|----------------------------|--|
|  | TouchDown | (Inherited from System.Windows.UIElement) |
|  | TouchEnter | (Inherited from System.Windows.UIElement) |
|  | TouchLeave | (Inherited from System.Windows.UIElement) |
|  | TouchMove | (Inherited from System.Windows.UIElement) |
|  | TouchUp | (Inherited from System.Windows.UIElement) |
|  | Unloaded | (Inherited from System.Windows.FrameworkElement) |

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See Also

Reference

[C1TileView Class](#)

[C1.WPF.TileView Namespace](#)

C1TileView Constructor

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : C1TileView Constructor

Initializes a new instance of a [C1TileView](#).

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <code>Public Function New()</code> | |
| Visual Basic (Usage) | Copy Code |
| <code>Dim instance As New C1TileView()</code> | |
| C# | |
| <code>public C1TileView()</code> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)




















Methods




















[C1.WPF.TileView Namespace](#) : [C1TileView Class](#)

For a list of all members of this type, see [C1TileView members](#).

Public Methods

| | Name | Description |
|---|-------------------------------------|--|
| ≡ | AddHandler | Overloaded. (Inherited from System.Windows.UIElement) |
| ≡ | AddToEventRoute | (Inherited from System.Windows.UIElement) |
| ≡ | ApplyAnimationClock | Overloaded. (Inherited from System.Windows.UIElement) |
| ≡ | ApplyTemplate | (Inherited from System.Windows.FrameworkElement) |
| ≡ | Arrange | (Inherited from System.Windows.UIElement) |
| ≡ | BeginAnimation | Overloaded. (Inherited from System.Windows.UIElement) |
| ≡ | BeginInit | (Inherited from System.Windows.Controls.ItemsControl) |
| ≡ | BeginStoryboard | Overloaded. (Inherited from System.Windows.FrameworkElement) |
| ≡ | BringIntoView | Overloaded. (Inherited from System.Windows.FrameworkElement) |
| ≡ | CaptureMouse | (Inherited from System.Windows.UIElement) |
| ≡ | CaptureStylus | (Inherited from System.Windows.UIElement) |

| | | |
|---|--|--|
| ≡  | CaptureTouch | (Inherited from System.Windows.UIElement) |
| ≡  | ClearValue | Overloaded. (Inherited from System.Windows.DependencyObject) |
| ≡  | CoerceValue | (Inherited from System.Windows.DependencyObject) |
| ≡  | ContainerFromElement | (Inherited from System.Windows.Controls.ItemsControl) |
| ≡  | EndInit | (Inherited from System.Windows.Controls.ItemsControl) |
| ≡  | Equals | (Inherited from System.Windows.DependencyObject) |
| ≡  | FindCommonVisualAncestor | (Inherited from System.Windows.Media.Visual) |
| ≡  | FindName | (Inherited from System.Windows.FrameworkElement) |
| ≡  | FindResource | (Inherited from System.Windows.FrameworkElement) |
| ≡  | Focus | (Inherited from System.Windows.UIElement) |
| ≡  | GetAnimationBaseValue | (Inherited from System.Windows.UIElement) |
| ≡  | GetBindingExpression | (Inherited from System.Windows.FrameworkElement) |
| ≡  | GetHashCode | (Inherited from System.Windows.DependencyObject) |
| ≡  | GetLocalValueEnumerator | (Inherited from System.Windows.DependencyObject) |
| ≡  | GetValue | (Inherited from System.Windows.DependencyObject) |
| ≡  | InputHitTest | (Inherited from System.Windows.UIElement) |
| ≡  | InvalidateArrange | (Inherited from System.Windows.UIElement) |
| ≡  | InvalidateMeasure | (Inherited from System.Windows.UIElement) |
| ≡  | InvalidateProperty | (Inherited from System.Windows.DependencyObject) |

















| | |
|---|---|
| ≡  InvalidateVisual | (Inherited from System.Windows.UIElement) |
| ≡  IsAncestorOf | (Inherited from System.Windows.Media.Visual) |
| ≡  IsDescendantOf | (Inherited from System.Windows.Media.Visual) |
| ≡  IsItemItsOwnContainer | (Inherited from System.Windows.Controls.ItemsControl) |
| ≡  Measure | (Inherited from System.Windows.UIElement) |
| ≡  MoveFocus | (Inherited from System.Windows.FrameworkElement) |
| ≡  OnApplyTemplate | Overridden. Builds the visual tree for the C1TileView control when a new template is applied. |
| ≡  PointFromScreen | (Inherited from System.Windows.Media.Visual) |
| ≡  PointToScreen | (Inherited from System.Windows.Media.Visual) |
| ≡  PredictFocus | (Inherited from System.Windows.FrameworkElement) |
| ≡  RaiseEvent | (Inherited from System.Windows.UIElement) |
| ≡  ReadLocalValue | (Inherited from System.Windows.DependencyObject) |
| ≡  RegisterName | (Inherited from System.Windows.FrameworkElement) |
| ≡  ReleaseAllTouchCaptures | (Inherited from System.Windows.UIElement) |
| ≡  ReleaseMouseCapture | (Inherited from System.Windows.UIElement) |
| ≡  ReleaseStylusCapture | (Inherited from System.Windows.UIElement) |
| ≡  ReleaseTouchCapture | (Inherited from System.Windows.UIElement) |
| ≡  RemoveHandler | (Inherited from System.Windows.UIElement) |
| ≡  SetBinding | Overloaded. (Inherited from |

| | | |
|---|---------------------------------------|--|
| | | System.Windows.FrameworkElement) |
| ≡ | SetCurrentValue | (Inherited from System.Windows.DependencyObject) |
| ≡ | SetResourceReference | (Inherited from System.Windows.FrameworkElement) |
| ≡ | SetValue | Overloaded. (Inherited from System.Windows.DependencyObject) |
| ≡ | ToString | (Inherited from System.Windows.Controls.ItemsControl) |
| ≡ | TransformToAncestor | Overloaded. (Inherited from System.Windows.Media.Visual) |
| ≡ | TransformToDescendant | (Inherited from System.Windows.Media.Visual) |
| ≡ | TransformToVisual | (Inherited from System.Windows.Media.Visual) |
| ≡ | TranslatePoint | (Inherited from System.Windows.UIElement) |
| ≡ | TryFindResource | (Inherited from System.Windows.FrameworkElement) |
| ≡ | UnregisterName | (Inherited from System.Windows.FrameworkElement) |
| ≡ | UpdateDefaultStyle | (Inherited from System.Windows.FrameworkElement) |
| ≡ | UpdateLayout | (Inherited from System.Windows.UIElement) |













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Protected Methods




















| | Name | Description |
|---|--------------------------|---|
| 🔒 | AddChild | (Inherited from System.Windows.Controls.ItemsControl) |
| 🔒 | AddText | (Inherited from System.Windows.Controls.ItemsControl) |




















| | |
|---|---|
|  AddVisualChild | (Inherited from System.Windows.Media.Visual) |
|  ArrangeCore | (Inherited from System.Windows.FrameworkElement) |
|  ArrangeOverride | (Inherited from System.Windows.Controls.Control) |
|  ClearContainerForItemOverride | Overridden. |
|  GetContainerForItemOverride | Overridden. |
|  GetLayoutClip | (Inherited from System.Windows.FrameworkElement) |
|  GetVisualChild | (Inherited from System.Windows.FrameworkElement) |
|  HitTestCore | Overloaded. (Inherited from System.Windows.UIElement) |
|  IsItemItsOwnContainerOverride | Overridden. |
|  MeasureCore | (Inherited from System.Windows.FrameworkElement) |
|  MeasureOverride | (Inherited from System.Windows.Controls.Control) |
|  OnAccessKey | (Inherited from System.Windows.UIElement) |
|  OnAlternationCountChanged | (Inherited from System.Windows.Controls.ItemsControl) |
|  OnChildDesiredSizeChanged | (Inherited from System.Windows.UIElement) |
|  OnContextMenuClosing | (Inherited from System.Windows.FrameworkElement) |
|  OnContextMenuOpening | (Inherited from |





































| | | |
|----|--|---|
| | | System.Windows.FrameworkElement) |
| 🍷💎 | OnCreateAutomationPeer | Overridden. Gets an AutomationPeer object used for testing the control. |
| 🍷💎 | OnDisplayMemberPathChanged | (Inherited from System.Windows.Controls.ItemsControl) |
| 🍷💎 | OnDragEnter | (Inherited from System.Windows.UIElement) |
| 🍷💎 | OnDragLeave | (Inherited from System.Windows.UIElement) |
| 🍷💎 | OnDragOver | (Inherited from System.Windows.UIElement) |
| 🍷💎 | OnDrop | (Inherited from System.Windows.UIElement) |
| 🍷💎 | OnGiveFeedback | (Inherited from System.Windows.UIElement) |
| 🍷💎 | OnGotFocus | (Inherited from System.Windows.FrameworkElement) |
| 🍷💎 | OnGotKeyboardFocus | (Inherited from System.Windows.UIElement) |
| 🍷💎 | OnGotMouseCapture | (Inherited from System.Windows.UIElement) |
| 🍷💎 | OnGotStylusCapture | (Inherited from System.Windows.UIElement) |
| 🍷💎 | OnGotTouchCapture | (Inherited from System.Windows.UIElement) |
| 🍷💎 | OnGroupStyleSelectorChanged | (Inherited from System.Windows.Controls.ItemsControl) |
| 🍷💎 | OnInitialized | (Inherited from System.Windows.FrameworkElement) |
| 🍷💎 | OnIsKeyboardFocusedChanged | (Inherited from System.Windows.UIElement) |
| 🍷💎 | OnIsKeyboardFocusWithinChanged | (Inherited from System.Windows.UIElement) |









| | | |
|---|---|---|
|  | OnIsMouseCapturedChanged | (Inherited from System.Windows.UIElement) |
|  | OnIsMouseCaptureWithinChanged | (Inherited from System.Windows.UIElement) |
|  | OnIsMouseDirectlyOverChanged | (Inherited from System.Windows.UIElement) |
|  | OnIsStylusCapturedChanged | (Inherited from System.Windows.UIElement) |
|  | OnIsStylusCaptureWithinChanged | (Inherited from System.Windows.UIElement) |
|  | OnIsStylusDirectlyOverChanged | (Inherited from System.Windows.UIElement) |
|  | OnItemBindingGroupChanged | (Inherited from System.Windows.Controls.ItemsControl) |
|  | OnItemContainerStyleChanged | (Inherited from System.Windows.Controls.ItemsControl) |
|  | OnItemContainerStyleSelectorChanged | (Inherited from System.Windows.Controls.ItemsControl) |
|  | OnItemsChanged | Overridden. |
|  | OnItemsPanelChanged | (Inherited from System.Windows.Controls.ItemsControl) |
|  | OnItemsSourceChanged | (Inherited from System.Windows.Controls.ItemsControl) |
|  | OnItemStringFormatChanged | (Inherited from System.Windows.Controls.ItemsControl) |
|  | OnItemTemplateChanged | (Inherited from System.Windows.Controls.ItemsControl) |
|  | OnItemTemplateSelectorChanged | (Inherited from System.Windows.Controls.ItemsControl) |

| | | |
|---|--|---|
|  | OnKeyDown | (Inherited from System.Windows.Controls.ItemsControl) |
|  | OnKeyUp | (Inherited from System.Windows.UIElement) |
|  | OnLostFocus | (Inherited from System.Windows.UIElement) |
|  | OnLostKeyboardFocus | (Inherited from System.Windows.UIElement) |
|  | OnLostMouseCapture | (Inherited from System.Windows.UIElement) |
|  | OnLostStylusCapture | (Inherited from System.Windows.UIElement) |
|  | OnLostTouchCapture | (Inherited from System.Windows.UIElement) |
|  | OnManipulationBoundaryFeedback | (Inherited from System.Windows.UIElement) |
|  | OnManipulationCompleted | (Inherited from System.Windows.UIElement) |
|  | OnManipulationDelta | (Inherited from System.Windows.UIElement) |
|  | OnManipulationInertiaStarting | (Inherited from System.Windows.UIElement) |
|  | OnManipulationStarted | (Inherited from System.Windows.UIElement) |
|  | OnManipulationStarting | (Inherited from System.Windows.UIElement) |
|  | OnMouseDoubleClick | (Inherited from System.Windows.Controls.Control) |
|  | OnMouseDown | (Inherited from System.Windows.UIElement) |
|  | OnMouseEnter | (Inherited from System.Windows.UIElement) |
|  | OnMouseLeave | (Inherited from System.Windows.UIElement) |
|  | OnMouseLeftButtonDown | (Inherited from System.Windows.UIElement) |
|  | OnMouseLeftButtonUp | (Inherited from System.Windows.UIElement) |

| | | |
|---|--|--|
|  | OnMouseMove | (Inherited from System.Windows.UIElement) |
|  | OnMouseRightButtonDown | (Inherited from System.Windows.UIElement) |
|  | OnMouseRightButtonUp | (Inherited from System.Windows.UIElement) |
|  | OnMouseUp | (Inherited from System.Windows.UIElement) |
|  | OnMouseWheel | (Inherited from System.Windows.UIElement) |
|  | OnPreviewDragEnter | (Inherited from System.Windows.UIElement) |
|  | OnPreviewDragLeave | (Inherited from System.Windows.UIElement) |
|  | OnPreviewDragOver | (Inherited from System.Windows.UIElement) |
|  | OnPreviewDrop | (Inherited from System.Windows.UIElement) |
|  | OnPreviewGiveFeedback | (Inherited from System.Windows.UIElement) |
|  | OnPreviewGotKeyboardFocus | (Inherited from System.Windows.UIElement) |
|  | OnPreviewKeyDown | (Inherited from System.Windows.UIElement) |
|  | OnPreviewKeyUp | (Inherited from System.Windows.UIElement) |
|  | OnPreviewLostKeyboardFocus | (Inherited from System.Windows.UIElement) |
|  | OnPreviewMouseDoubleClick | (Inherited from System.Windows.Controls.Control) |
|  | OnPreviewMouseDown | (Inherited from System.Windows.UIElement) |
|  | OnPreviewMouseLeftButtonDown | (Inherited from System.Windows.UIElement) |
|  | OnPreviewMouseLeftButtonUp | (Inherited from System.Windows.UIElement) |
|  | OnPreviewMouseMove | (Inherited from System.Windows.UIElement) |

| | | |
|---|---|--|
|  | OnPreviewMouseRightButtonDown | (Inherited from System.Windows.UIElement) |
|  | OnPreviewMouseRightButtonUp | (Inherited from System.Windows.UIElement) |
|  | OnPreviewMouseUp | (Inherited from System.Windows.UIElement) |
|  | OnPreviewMouseWheel | (Inherited from System.Windows.UIElement) |
|  | OnPreviewQueryContinueDrag | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusButtonDown | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusButtonUp | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusDown | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusInAirMove | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusInRange | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusMove | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusOutOfRange | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusSystemGesture | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusUp | (Inherited from System.Windows.UIElement) |
|  | OnPreviewTextInput | (Inherited from System.Windows.UIElement) |
|  | OnPreviewTouchDown | (Inherited from System.Windows.UIElement) |
|  | OnPreviewTouchMove | (Inherited from System.Windows.UIElement) |
|  | OnPreviewTouchUp | (Inherited from System.Windows.UIElement) |
|  | OnPropertyChanged | (Inherited from System.Windows.FrameworkElement) |

| | | |
|---|-----------------------|---|
|   | OnQueryContinueDrag | (Inherited from System.Windows.UIElement) |
|   | OnQueryCursor | (Inherited from System.Windows.UIElement) |
|   | OnRender | (Inherited from System.Windows.UIElement) |
|   | OnStylusButtonDown | (Inherited from System.Windows.UIElement) |
|   | OnStylusButtonUp | (Inherited from System.Windows.UIElement) |
|   | OnStylusDown | (Inherited from System.Windows.UIElement) |
|   | OnStylusEnter | (Inherited from System.Windows.UIElement) |
|   | OnStylusInAirMove | (Inherited from System.Windows.UIElement) |
|   | OnStylusInRange | (Inherited from System.Windows.UIElement) |
|   | OnStylusLeave | (Inherited from System.Windows.UIElement) |
|   | OnStylusMove | (Inherited from System.Windows.UIElement) |
|   | OnStylusOutOfRange | (Inherited from System.Windows.UIElement) |
|   | OnStylusSystemGesture | (Inherited from System.Windows.UIElement) |
|   | OnStylusUp | (Inherited from System.Windows.UIElement) |
|   | OnTemplateChanged | (Inherited from System.Windows.Controls.Control) |
|   | OnTextInput | (Inherited from System.Windows.Controls.ItemsControl) |
|   | OnToolTipClosing | (Inherited from System.Windows.FrameworkElement) |
|   | OnToolTipOpening | (Inherited from System.Windows.FrameworkElement) |

| | | |
|---|---|---|
|  | OnTouchDown | (Inherited from System.Windows.UIElement) |
|  | OnTouchEnter | (Inherited from System.Windows.UIElement) |
|  | OnTouchLeave | (Inherited from System.Windows.UIElement) |
|  | OnTouchMove | (Inherited from System.Windows.UIElement) |
|  | OnTouchUp | (Inherited from System.Windows.UIElement) |
|  | PrepareContainerForItemOverride | Overridden. |
|  | RemoveVisualChild | (Inherited from System.Windows.Media.Visual) |
|  | ShouldApplyItemContainerStyle | (Inherited from System.Windows.Controls.ItemsControl) |

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See Also

Reference

[C1TileView Class](#)

[C1.WPF.TileView Namespace](#)

ClearContainerForItemOverride Method

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : ClearContainerForItemOverride Method

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <pre>Protected Overrides Sub ClearContainerForItemOverride(_ ByVal element As System.Windows.DependencyObject, _ ByVal item As System.Object _)</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileView Dim element As System.Windows.DependencyObject</pre> | |

```
Dim item As System.Object
```

```
instance.ClearContainerForItemOverride(element, item)
```

C#

```
protected override void ClearContainerForItemOverride(  
    System.Windows.DependencyObject element,  
    System.Object item  
)
```

Parameters

element

item

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

GetContainerForItemOverride Method

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : GetContainerForItemOverride Method

Syntax

| Visual Basic (Declaration) | |
|--|-----------|
| <pre>Protected Overrides Function GetContainerForItemOverride() As System.Windows.DependencyObject</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileView Dim value As System.Windows.DependencyObject value = instance.GetContainerForItemOverride()</pre> | |

| | |
|---|--|
| C# | |
| <pre>protected override System.Windows.DependencyObject GetContainerForItemOverride()</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

IsItemItsOwnContainerOverride Method

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : IsItemItsOwnContainerOverride Method

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <pre>Protected Overrides Function IsItemItsOwnContainerOverride(_ ByVal item As System.Object _) As System.Boolean</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileView Dim item As System.Object Dim value As System.Boolean value = instance.IsItemItsOwnContainerOverride(item)</pre> | |
| C# | |
| <pre>protected override System.bool IsItemItsOwnContainerOverride(System.object item)</pre> | |

Parameters

item

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

- [C1TileView Class](#)
- [C1TileView Members](#)

OnApplyTemplate Method

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : OnApplyTemplate Method

Builds the visual tree for the [C1TileView](#) control when a new template is applied.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <code>Public Overrides Sub OnApplyTemplate()</code> | |
| Visual Basic (Usage) | Copy Code |
| <code>Dim instance As C1TileView</code> <code>instance.OnApplyTemplate()</code> | |
| C# | |
| <code>public override void OnApplyTemplate()</code> | |

Remarks

This method is invoked whenever application code or an internal process, such as a rebuilding layout pass, calls the **ApplyTemplate** method.

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

OnCreateAutomationPeer Method

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : OnCreateAutomationPeer Method

Gets an AutomationPeer object used for testing the control.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| Protected Overrides Function OnCreateAutomationPeer() As System.Windows.Automation.Peers.AutomationPeer | |
| Visual Basic (Usage) | Copy Code |
| Dim instance As C1TileView Dim value As System.Windows.Automation.Peers.AutomationPeer value = instance.OnCreateAutomationPeer() | |
| C# | |
| protected override System.Windows.Automation.Peers.AutomationPeer OnCreateAutomationPeer() | |

Return Value

An AutomationPeer object used for testing the control.

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

OnItemsChanged Method

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : OnItemsChanged Method

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <pre>Protected Overrides Sub OnItemsChanged(_ ByVal e As System.Collections.Specialized.NotifyCollectionChangedEventArgs -)</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileView Dim e As System.Collections.Specialized.NotifyCollectionChangedEventArgs instance.OnItemsChanged(e)</pre> | |
| C# | |
| <pre>protected override void OnItemsChanged(System.Collections.Specialized.NotifyCollectionChangedEventArgs e)</pre> | |

Parameters

e

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

- [C1TileView Class](#)
- [C1TileView Members](#)

PrepareContainerForItemOverride Method

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : PrepareContainerForItemOverride Method

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <pre> Protected Overrides Sub PrepareContainerForItemOverride(_ ByVal <i>element</i> As System.Windows.DependencyObject, _ ByVal <i>item</i> As System.Object _) </pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre> Dim instance As C1TileView Dim element As System.Windows.DependencyObject Dim item As System.Object instance.PrepareContainerForItemOverride(element, item) </pre> | |
| C# | |
| <pre> protected override void PrepareContainerForItemOverride(System.Windows.DependencyObject <i>element</i>, System.object <i>item</i>) </pre> | |

Parameters

element

item

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference


















[C1TileView Class](#)
[C1TileView Members](#)

















Properties


















[C1.WPF.TileView Namespace](#) : C1TileView Class




















For a list of all members of this type, see [C1TileView members](#).



















Public Properties
















| | Name | Description |
|---|---|---|
|  | ActualHeight | (Inherited from System.Windows.FrameworkElement) |
|  | ActualWidth | (Inherited from System.Windows.FrameworkElement) |
|  | AllowDrop | (Inherited from System.Windows.UIElement) |
|  | AlternationCount | (Inherited from System.Windows.Controls.ItemsControl) |
|  | AnimationDuration | Gets or sets the time that item reordering takes. |
|  | AreAnyTouchesCaptured | (Inherited from System.Windows.UIElement) |
|  | AreAnyTouchesCapturedWithin | (Inherited from System.Windows.UIElement) |
|  | AreAnyTouchesDirectlyOver | (Inherited from System.Windows.UIElement) |
|  | AreAnyTouchesOver | (Inherited from System.Windows.UIElement) |
|  | Background | (Inherited from System.Windows.Controls.Control) |
|  | BindingGroup | (Inherited from System.Windows.FrameworkElement) |
|  | BitmapEffect | (Inherited from System.Windows.UIElement) |
|  | BitmapEffectInput | (Inherited from System.Windows.UIElement) |
|  | BorderBrush | (Inherited from System.Windows.Controls.Control) |
|  | BorderThickness | (Inherited from System.Windows.Controls.Control) |
|  | ButtonBackground | Gets or sets the System.Windows.Media.Brush that will be assigned to the Background of the buttons inside the control. |
|  | ButtonForeground | Gets or sets the System.Windows.Media.Brush that will be assigned to the Foreground of the buttons inside the |


















| | | |
|---|--------------------------------------|---|
| | | control. |
|  | CacheMode | (Inherited from System.Windows.UIElement) |
|  | CanUserReorder | Gets or sets whether the user is allowed to drag and drop and reorder C1TileViewItems from this control. |
|  | Clip | (Inherited from System.Windows.UIElement) |
|  | ClipToBounds | (Inherited from System.Windows.UIElement) |
|  | Columns | Gets or sets the number of columns the C1TileViewItems are laid in. If the value is zero, the minimum number that doesn't require scrolling is used. If both Columns and Rows are zero, the items are laid in a square. |
|  | CommandBindings | (Inherited from System.Windows.UIElement) |
|  | ContextMenu | (Inherited from System.Windows.FrameworkElement) |
|  | Cursor | (Inherited from System.Windows.FrameworkElement) |
|  | DataContext | (Inherited from System.Windows.FrameworkElement) |
|  | DependencyObjectType | (Inherited from System.Windows.DependencyObject) |
|  | DesiredSize | (Inherited from System.Windows.UIElement) |
|  | Dispatcher | (Inherited from System.Windows.Threading.DispatcherObject) |
|  | DisplayMemberPath | (Inherited from System.Windows.Controls.ItemsControl) |
|  | Effect | (Inherited from System.Windows.UIElement) |
|  | FlowDirection | (Inherited from System.Windows.FrameworkElement) |
|  | Focusable | (Inherited from System.Windows.UIElement) |


















| | | |
|---|---------------------------------------|--|
|  | FocusBrush | Gets or sets the System.Windows.Media.Brush used to highlight the focused control. |
|  | FocusVisualStyle | (Inherited from System.Windows.FrameworkElement) |
|  | FontFamily | (Inherited from System.Windows.Controls.Control) |
|  | FontSize | (Inherited from System.Windows.Controls.Control) |
|  | FontStretch | (Inherited from System.Windows.Controls.Control) |
|  | FontStyle | (Inherited from System.Windows.Controls.Control) |
|  | FontWeight | (Inherited from System.Windows.Controls.Control) |
|  | ForceCursor | (Inherited from System.Windows.FrameworkElement) |
|  | Foreground | (Inherited from System.Windows.Controls.Control) |
|  | GroupStyle | (Inherited from System.Windows.Controls.ItemsControl) |
|  | GroupStyleSelector | (Inherited from System.Windows.Controls.ItemsControl) |
|  | HasAnimatedProperties | (Inherited from System.Windows.UIElement) |
|  | HasItems | (Inherited from System.Windows.Controls.ItemsControl) |
|  | HeaderBackground | Gets or sets the System.Windows.Media.Brush used as background of the header of the contained C1TileViewItems . |
|  | HeaderForeground | Gets or sets the System.Windows.Media.Brush used as foreground of the header of the contained C1TileViewItems . |
|  | Height | (Inherited from System.Windows.FrameworkElement) |
|  | HorizontalAlignment | (Inherited from System.Windows.FrameworkElement) |






| | | |
|---|--|---|
|  | HorizontalContentAlignment | (Inherited from System.Windows.Controls.Control) |
|  | InputBindings | (Inherited from System.Windows.UIElement) |
|  | InputScope | (Inherited from System.Windows.FrameworkElement) |
|  | IsArrangeValid | (Inherited from System.Windows.UIElement) |
|  | IsEnabled | (Inherited from System.Windows.UIElement) |
|  | IsFocused | (Inherited from System.Windows.UIElement) |
|  | IsGrouping | (Inherited from System.Windows.Controls.ItemsControl) |
|  | IsHitTestVisible | (Inherited from System.Windows.UIElement) |
|  | IsInitialized | (Inherited from System.Windows.FrameworkElement) |
|  | IsInputMethodEnabled | (Inherited from System.Windows.UIElement) |
|  | IsKeyboardFocused | (Inherited from System.Windows.UIElement) |
|  | IsKeyboardFocusWithin | (Inherited from System.Windows.UIElement) |
|  | IsLoaded | (Inherited from System.Windows.FrameworkElement) |
|  | IsManipulationEnabled | (Inherited from System.Windows.UIElement) |
|  | IsMeasureValid | (Inherited from System.Windows.UIElement) |
|  | IsMouseCaptured | (Inherited from System.Windows.UIElement) |
|  | IsMouseCaptureWithin | (Inherited from System.Windows.UIElement) |
|  | IsMouseDirectlyOver | (Inherited from System.Windows.UIElement) |
|  | IsMouseOver | (Inherited from System.Windows.UIElement) |

| | | |
|---|--|--|
|  | IsSealed | (Inherited from System.Windows.DependencyObject) |
|  | IsStylusCaptured | (Inherited from System.Windows.UIElement) |
|  | IsStylusCaptureWithin | (Inherited from System.Windows.UIElement) |
|  | IsStylusDirectlyOver | (Inherited from System.Windows.UIElement) |
|  | IsStylusOver | (Inherited from System.Windows.UIElement) |
|  | IsTabStop | (Inherited from System.Windows.Controls.Control) |
|  | IsTextSearchCaseSensitive | (Inherited from System.Windows.Controls.ItemsControl) |
|  | IsTextSearchEnabled | (Inherited from System.Windows.Controls.ItemsControl) |
|  | IsVisible | (Inherited from System.Windows.UIElement) |
|  | ItemBackground | Gets or sets the System.Windows.Media.Brush used as background of the contained C1TileViewItem s. |
|  | ItemBindingGroup | (Inherited from System.Windows.Controls.ItemsControl) |
|  | ItemContainerGenerator | (Inherited from System.Windows.Controls.ItemsControl) |
|  | ItemContainerStyle | (Inherited from System.Windows.Controls.ItemsControl) |
|  | ItemContainerStyleSelector | (Inherited from System.Windows.Controls.ItemsControl) |
|  | ItemForeground | Gets or sets the System.Windows.Media.Brush used as foreground of the contained C1TileViewItem s. |
|  | Items | (Inherited from System.Windows.Controls.ItemsControl) |
|  | ItemsPanel | (Inherited from System.Windows.Controls.ItemsControl) |
|  | ItemsSource | (Inherited from System.Windows.Controls.ItemsControl) |

| | | |
|---|---|--|
|  | ItemStringFormat | (Inherited from System.Windows.Controls.ItemsControl) |
|  | ItemTemplate | (Inherited from System.Windows.Controls.ItemsControl) |
|  | ItemTemplateHeader | Gets or sets the System.Windows.DataTemplate used as title for the items. |
|  | ItemTemplateHeaderSelector | Gets or sets a custom logic for choosing the template used to display the header of each item |
|  | ItemTemplateMaximized | Gets or sets the System.Windows.DataTemplate used for items in the TiledState.Maximized state. |
|  | ItemTemplateMaximizedSelector | Gets or sets a custom logic for choosing the template used to display the content of the maximized item |
|  | ItemTemplateMinimized | Gets or sets the System.Windows.DataTemplate used for items in the TiledState.Minimized state. |
|  | ItemTemplateMinimizedSelector | Gets or sets a custom logic for choosing the template used to display the content of the minimized item |
|  | ItemTemplateSelector | (Inherited from System.Windows.Controls.ItemsControl) |
|  | Language | (Inherited from System.Windows.FrameworkElement) |
|  | LayoutTransform | (Inherited from System.Windows.FrameworkElement) |
|  | Margin | (Inherited from System.Windows.FrameworkElement) |
|  | MaxHeight | (Inherited from System.Windows.FrameworkElement) |
|  | MaximizedIndex | Gets or sets the index in the Items collection of the selected item. |
|  | MaximizedItem | Gets or sets the member of the Items collection currently highlighted. |













| | | |
|---|--|---|
|  | MaxWidth | (Inherited from System.Windows.FrameworkElement) |
|  | MinHeight | (Inherited from System.Windows.FrameworkElement) |
|  | MinimizedItemsPosition | Gets or sets where to place the strip with the minimized items. The ScrollBar is at the right or bottom of the strip. |
|  | MinWidth | (Inherited from System.Windows.FrameworkElement) |
|  | MouseOverBrush | Gets or sets the System.Windows.Media.Brush used to highlight the control when it has the mouse over. |
|  | Name | (Inherited from System.Windows.FrameworkElement) |
|  | Opacity | (Inherited from System.Windows.UIElement) |
|  | OpacityMask | (Inherited from System.Windows.UIElement) |
|  | OverridesDefaultStyle | (Inherited from System.Windows.FrameworkElement) |
|  | Padding | (Inherited from System.Windows.Controls.Control) |
|  | Parent | (Inherited from System.Windows.FrameworkElement) |
|  | PersistId | (Inherited from System.Windows.UIElement) |
|  | PressedBrush | Gets or sets the System.Windows.Media.Brush used to paint a button when it is pressed. |
|  | RenderSize | (Inherited from System.Windows.UIElement) |
|  | RenderTransform | (Inherited from System.Windows.UIElement) |
|  | RenderTransformOrigin | (Inherited from System.Windows.UIElement) |
|  | Resources | (Inherited from System.Windows.FrameworkElement) |







| | | |
|---|------------------------|--|
|  | Rows | Gets or sets the number of rows the C1TileViewItems are laid in. If the value is zero, the minimum number that doesn't require scrolling is used. If both Columns and Rows are zero, the items are laid in a square. |
|  | ScrollBarStyle | Gets or sets the style used for the inner scrollbar. |
|  | ScrollBarVisibility | Gets or sets whether the scrollbar should be visible. |
|  | SnapsToDevicePixels | (Inherited from System.Windows.UIElement) |
|  | Style | (Inherited from System.Windows.FrameworkElement) |
|  | TabIndex | (Inherited from System.Windows.Controls.Control) |
|  | Tag | (Inherited from System.Windows.FrameworkElement) |
|  | Template | (Inherited from System.Windows.Controls.Control) |
|  | TemplatedParent | (Inherited from System.Windows.FrameworkElement) |
|  | ToolTip | (Inherited from System.Windows.FrameworkElement) |
|  | TouchesCaptured | (Inherited from System.Windows.UIElement) |
|  | TouchesCapturedWithin | (Inherited from System.Windows.UIElement) |
|  | TouchesDirectlyOver | (Inherited from System.Windows.UIElement) |
|  | TouchesOver | (Inherited from System.Windows.UIElement) |
|  | Triggers | (Inherited from System.Windows.FrameworkElement) |
|  | Uid | (Inherited from System.Windows.UIElement) |
|  | UpdateSourceCollection | Gets or sets whether changes in the order of the items are written to Items or ItemsSource. |

| | | |
|---|--|--|
|  | UseLayoutRounding | (Inherited from System.Windows.FrameworkElement) |
|  | VerticalAlignment | (Inherited from System.Windows.FrameworkElement) |
|  | VerticalContentAlignment | (Inherited from System.Windows.Controls.Control) |
|  | Visibility | (Inherited from System.Windows.UIElement) |
|  | Width | (Inherited from System.Windows.FrameworkElement) |

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Protected Properties

| | Name | Description |
|---|---|--|
|  | IsEnabledCore | (Inherited from System.Windows.UIElement) |
|  | StylusPlugIns | (Inherited from System.Windows.UIElement) |
|  | VisualBitmapEffect | (Inherited from System.Windows.Media.Visual) |
|  | VisualBitmapEffectInput | (Inherited from System.Windows.Media.Visual) |
|  | VisualBitmapScalingMode | (Inherited from System.Windows.Media.Visual) |
|  | VisualCacheMode | (Inherited from System.Windows.Media.Visual) |
|  | VisualChildrenCount | (Inherited from System.Windows.FrameworkElement) |
|  | VisualClip | (Inherited from System.Windows.Media.Visual) |
|  | VisualEdgeMode | (Inherited from System.Windows.Media.Visual) |
|  | VisualEffect | (Inherited from System.Windows.Media.Visual) |
|  | VisualOffset | (Inherited from System.Windows.Media.Visual) |
|  | VisualOpacity | (Inherited from System.Windows.Media.Visual) |

| | | |
|---|---|--|
|  | VisualOpacityMask | (Inherited from System.Windows.Media.Visual) |
|  | VisualParent | (Inherited from System.Windows.Media.Visual) |
|  | VisualScrollableAreaClip | (Inherited from System.Windows.Media.Visual) |
|  | VisualTransform | (Inherited from System.Windows.Media.Visual) |
|  | VisualXSnappingGuidelines | (Inherited from System.Windows.Media.Visual) |
|  | VisualYSnappingGuidelines | (Inherited from System.Windows.Media.Visual) |

[Top](#)

See Also

Reference

[C1TileView Class](#)

[C1.WPF.TileView Namespace](#)

AnimationDuration Property

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : AnimationDuration Property

Gets or sets the time that item reordering takes.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| Public Property AnimationDuration As System.TimeSpan | |
| Visual Basic (Usage) | Copy Code |
| <pre> Dim instance As C1TileView Dim value As System.TimeSpan instance.AnimationDuration = value value = instance.AnimationDuration </pre> | |
| C# | |
| <pre> public System.TimeSpan AnimationDuration {get; set;} </pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

ButtonBackground Property

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : ButtonBackground Property

Gets or sets the **System.Windows.Media.Brush** that will be assigned to the Background of the buttons inside the control.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| Public Property ButtonBackground As System.Windows.Media.Brush | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileView Dim value As System.Windows.Media.Brush instance.ButtonBackground = value value = instance.ButtonBackground</pre> | |
| C# | |
| <pre>public System.Windows.Media.Brush ButtonBackground {get; set;}</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

ButtonForeground Property

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : ButtonForeground Property

Gets or sets the **System.Windows.Media.Brush** that will be assigned to the Foreground of the buttons inside the control.

Syntax

| Visual Basic (Declaration) | |
|---|-----------|
| Public Property ButtonForeground As System.Windows.Media.Brush | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileView Dim value As System.Windows.Media.Brush instance.ButtonForeground = value value = instance.ButtonForeground</pre> | |
| C# | |
| <pre>public System.Windows.Media.Brush ButtonForeground {get; set;}</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

CanUserReorder Property

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : CanUserReorder Property

Gets or sets whether the user is allowed to drag and drop and reorder [C1TileViewItems](#) from this control.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <code>Public Property CanUserReorder As System.Boolean</code> | |
| Visual Basic (Usage) | Copy Code |
| <code>Dim instance As C1TileView</code> <code>Dim value As System.Boolean</code> <code>instance.CanUserReorder = value</code> <code>value = instance.CanUserReorder</code> | |
| C# | |
| <code>public System.bool CanUserReorder {get; set;}</code> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

Columns Property

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : Columns Property

Gets or sets the number of columns the [C1TileViewItem](#)s are laid in. If the value is zero, the minimum number that doesn't require scrolling is used. If both Columns and [Rows](#) are zero, the items are laid in a square.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <code>Public Property Columns As System.Integer</code> | |
| Visual Basic (Usage) | Copy Code |


```
Dim instance As C1TileView
Dim value As System.Integer
```

```
instance.Columns = value
```

```
value = instance.Columns
```

C#

```
public System.int Columns {get; set;}
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

FocusBrush Property

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : FocusBrush Property

Gets or sets the **System.Windows.Media.Brush** used to highlight the focused control.

Syntax

Visual Basic (Declaration)

```
Public Property FocusBrush As System.Windows.Media.Brush
```

Visual Basic (Usage)

Copy Code

```
Dim instance As C1TileView
```

```
Dim value As System.Windows.Media.Brush
```

```
instance.FocusBrush = value
```

```
value = instance.FocusBrush
```

C#

```
public System.Windows.Media.Brush FocusBrush {get; set;}
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

HeaderBackground Property

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : HeaderBackground Property

Gets or sets the **System.Windows.Media.Brush** used as background of the header of the contained [C1TileViewItems](#).

Syntax

| Visual Basic (Declaration) | |
|---|-----------|
| Public Property HeaderBackground As System.Windows.Media.Brush | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileView Dim value As System.Windows.Media.Brush instance.HeaderBackground = value value = instance.HeaderBackground</pre> | |
| C# | |
| <pre>public System.Windows.Media.Brush HeaderBackground {get; set;}</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

HeaderForeground Property

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : HeaderForeground Property

Gets or sets the **System.Windows.Media.Brush** used as foreground of the header of the contained [C1TileViewItems](#).

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <code>Public Property HeaderForeground As System.Windows.Media.Brush</code> | |
| Visual Basic (Usage) | Copy Code |
| <code>Dim instance As C1TileView Dim value As System.Windows.Media.Brush instance.HeaderForeground = value value = instance.HeaderForeground</code> | |
| C# | |
| <code>public System.Windows.Media.Brush HeaderForeground {get; set;}</code> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

ItemBackground Property

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : ItemBackground Property

Gets or sets the **System.Windows.Media.Brush** used as background of the contained [C1TileViewItems](#).

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| Public Property ItemBackground As System.Windows.Media.Brush | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileView Dim value As System.Windows.Media.Brush instance.ItemBackground = value value = instance.ItemBackground</pre> | |
| C# | |
| <pre>public System.Windows.Media.Brush ItemBackground {get; set;}</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

ItemForeground Property

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : ItemForeground Property

Gets or sets the **System.Windows.Media.Brush** used as foreground of the contained [C1TileViewItems](#).

Syntax

| | |
|--|--|
| Visual Basic (Declaration) | |
| Public Property ItemForeground As System.Windows.Media.Brush | |

| Visual Basic (Usage) | Copy Code |
|---|-----------|
| <pre> Dim instance As C1TileView Dim value As System.Windows.Media.Brush instance.ItemForeground = value value = instance.ItemForeground </pre> | |
| C# | |
| <pre> public System.Windows.Media.Brush ItemForeground {get; set;} </pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

ItemTemplateHeader Property

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : ItemTemplateHeader Property

Gets or sets the **System.Windows.DataTemplate** used as title for the items.

Syntax

| Visual Basic (Declaration) | |
|--|-----------|
| <pre> Public Property ItemTemplateHeader As System.Windows.DataTemplate </pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre> Dim instance As C1TileView Dim value As System.Windows.DataTemplate instance.ItemTemplateHeader = value value = instance.ItemTemplateHeader </pre> | |

| | |
|--|--|
| C# | |
| <pre>public System.Windows.DataTemplate ItemTemplateHeader {get; set;}</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

ItemTemplateHeaderSelector Property

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : ItemTemplateHeaderSelector Property

Gets or sets a custom logic for choosing the template used to display the header of each item

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Property ItemTemplateHeaderSelector As System.Windows.Controls.DataTemplateSelector</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileView Dim value As System.Windows.Controls.DataTemplateSelector instance.ItemTemplateHeaderSelector = value value = instance.ItemTemplateHeaderSelector</pre> | |
| C# | |
| <pre>public System.Windows.Controls.DataTemplateSelector ItemTemplateHeaderSelector {get; set;}</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)
[C1TileView Members](#)

ItemTemplateMaximized Property

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : ItemTemplateMaximized Property

Gets or sets the **System.Windows.DataTemplate** used for items in the **TiledState.Maximized** state.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <code>Public Property ItemTemplateMaximized As System.Windows.DataTemplate</code> | |
| Visual Basic (Usage) | Copy Code |
| <code>Dim instance As C1TileView Dim value As System.Windows.DataTemplate instance.ItemTemplateMaximized = value value = instance.ItemTemplateMaximized</code> | |
| C# | |
| <code>public System.Windows.DataTemplate ItemTemplateMaximized {get; set;}</code> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

ItemTemplateMaximizedSelector Property

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : ItemTemplateMaximizedSelector Property

Gets or sets a custom logic for choosing the template used to display the content of the maximized item

Syntax

| Visual Basic (Declaration) | |
|---|-----------|
| <pre>Public Property ItemTemplateMaximizedSelector As System.Windows.Controls.DataTemplateSelector</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileView Dim value As System.Windows.Controls.DataTemplateSelector instance.ItemTemplateMaximizedSelector = value value = instance.ItemTemplateMaximizedSelector</pre> | |
| C# | |
| <pre>public System.Windows.Controls.DataTemplateSelector ItemTemplateMaximizedSelector {get; set;}</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

ItemTemplateMinimized Property

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : ItemTemplateMinimized Property

Gets or sets the **System.Windows.DataTemplate** used for items in the **TiledState.Minimized** state.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| Public Property ItemTemplateMinimized As System.Windows.DataTemplate | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileView Dim value As System.Windows.DataTemplate instance.ItemTemplateMinimized = value value = instance.ItemTemplateMinimized</pre> | |
| C# | |
| <pre>public System.Windows.DataTemplate ItemTemplateMinimized {get; set;}</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

ItemTemplateMinimizedSelector Property

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : ItemTemplateMinimizedSelector Property

Gets or sets a custom logic for choosing the template used to display the content of the minimized item

Syntax

| | |
|--|--|
| Visual Basic (Declaration) | |
| Public Property ItemTemplateMinimizedSelector As | |

| | |
|---|-----------|
| System.Windows.Controls.DataTemplateSelector | |
| Visual Basic (Usage) | Copy Code |
| <pre> Dim instance As C1TileView Dim value As System.Windows.Controls.DataTemplateSelector instance.ItemTemplateMinimizedSelector = value value = instance.ItemTemplateMinimizedSelector </pre> | |
| C# | |
| <pre> public System.Windows.Controls.DataTemplateSelector ItemTemplateMinimizedSelector {get; set;} </pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

MaximizedIndex Property

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#): MaximizedIndex Property

Gets or sets the index in the **Items** collection of the selected item.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <pre> Public Property MaximizedIndex As System.Integer </pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre> Dim instance As C1TileView Dim value As System.Integer instance.MaximizedIndex = value </pre> | |

```
value = instance.MaximizedIndex
```

C#

```
public System.int MaximizedIndex {get; set;}
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

MaximizedItem Property

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : MaximizedItem Property

Gets or sets the member of the **Items** collection currently highlighted.

Syntax

Visual Basic (Declaration)

```
Public Property MaximizedItem As System.Object
```

Visual Basic (Usage)

Copy Code

```
Dim instance As C1TileView
```

```
Dim value As System.Object
```

```
instance.MaximizedItem = value
```

```
value = instance.MaximizedItem
```

C#

```
public System.object MaximizedItem {get; set;}
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)
[C1TileView Members](#)

MinimizedItemsPosition Property

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : MinimizedItemsPosition Property

Gets or sets where to place the strip with the minimized items. The ScrollBar is at the right or bottom of the strip.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <code>Public Property MinimizedItemsPosition As Dock</code> | |
| Visual Basic (Usage) | Copy Code |
| <code>Dim instance As C1TileView Dim value As Dock instance.MinimizedItemsPosition = value value = instance.MinimizedItemsPosition</code> | |
| C# | |
| <code>public Dock MinimizedItemsPosition {get; set;}</code> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)
[C1TileView Members](#)

MouseOverBrush Property

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : MouseOverBrush Property

Gets or sets the **System.Windows.Media.Brush** used to highlight the control when it has the mouse over.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| Public Property MouseOverBrush As System.Windows.Media.Brush | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileView Dim value As System.Windows.Media.Brush instance.MouseOverBrush = value value = instance.MouseOverBrush</pre> | |
| C# | |
| <pre>public System.Windows.Media.Brush MouseOverBrush {get; set;}</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)
[C1TileView Members](#)

PressedBrush Property

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : PressedBrush Property

Gets or sets the **System.Windows.Media.Brush** used to paint a button when it is pressed.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| Public Property PressedBrush As System.Windows.Media.Brush | |
| Visual Basic (Usage) | Copy Code |
| <pre> Dim instance As C1TileView Dim value As System.Windows.Media.Brush instance.PressedBrush = value value = instance.PressedBrush </pre> | |
| C# | |
| <pre> public System.Windows.Media.Brush PressedBrush {get; set;} </pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

Rows Property

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : Rows Property

Gets or sets the number of rows the [C1TileViewItem](#)s are laid in. If the value is zero, the minimum number that doesn't require scrolling is used. If both [Columns](#) and Rows are zero, the items are laid in a square.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| Public Property Rows As System.Integer | |
| Visual Basic (Usage) | Copy Code |
| <pre> Dim instance As C1TileView </pre> | |

```
Dim value As System.Integer
```

```
instance.Rows = value
```

```
value = instance.Rows
```

```
C#
```

```
public System.int Rows {get; set;}
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

ScrollBarStyle Property

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : ScrollBarStyle Property

Gets or sets the style used for the inner scrollbar.

Syntax

| Visual Basic (Declaration) | |
|---|-----------|
| <pre>Public Property ScrollBarStyle As System.Windows.Style</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileView Dim value As System.Windows.Style instance.ScrollBarStyle = value value = instance.ScrollBarStyle</pre> | |
| C# | |
| <pre>public System.Windows.Style ScrollBarStyle {get; set;}</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

ScrollBarVisibility Property

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : ScrollBarVisibility Property

Gets or sets whether the scrollbar should be visible.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| Public Property ScrollBarVisibility As System.Windows.Controls.ScrollBarVisibility | |
| Visual Basic (Usage) | Copy Code |
| Dim instance As C1TileView Dim value As System.Windows.Controls.ScrollBarVisibility instance.ScrollBarVisibility = value value = instance.ScrollBarVisibility | |
| C# | |
| public System.Windows.Controls.ScrollBarVisibility ScrollBarVisibility { get ; set ;} | |

Remarks

The default value is Auto.

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)
[C1TileView Members](#)

UpdateSourceCollection Property

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : UpdateSourceCollection Property

Gets or sets whether changes in the order of the items are written to Items or ItemsSource.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <code>Public Property UpdateSourceCollection As System.Boolean</code> | |
| Visual Basic (Usage) | Copy Code |
| <code>Dim instance As C1TileView Dim value As System.Boolean instance.UpdateSourceCollection = value value = instance.UpdateSourceCollection</code> | |
| C# | |
| <code>public System.bool UpdateSourceCollection {get; set;}</code> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)
[C1TileView Members](#)

Fields



[C1.WPF.TileView Namespace](#) : C1TileView Class

For a list of all members of this type, see [C1TileView members](#).

Public Fields

| | Name | Description |
|-----|--|---|
| ◆ S | AnimationDurationProperty | Identifies the AnimationDuration dependency property. |
| ◆ S | ButtonBackgroundProperty | Identifies the ButtonBackground dependency property. |
| ◆ S | ButtonForegroundProperty | Identifies the ButtonForeground dependency property. |
| ◆ S | CanUserReorderProperty | Identifies the CanUserReorder dependency property. |
| ◆ S | ColumnsProperty | Identifies the Columns dependency property. |
| ◆ S | FocusBrushProperty | Identifies the FocusBrush dependency property. |
| ◆ S | HeaderBackgroundProperty | Identifies the HeaderBackground dependency property. |
| ◆ S | HeaderForegroundProperty | Identifies the HeaderForeground dependency property. |
| ◆ S | ItemBackgroundProperty | Identifies the ItemBackground dependency property. |
| ◆ S | ItemForegroundProperty | Identifies the ItemForeground dependency property. |
| ◆ S | ItemTemplateHeaderProperty | Identifies the ItemTemplateHeader |

| | | |
|-----|---|---|
| | | dependency property. |
| ◆ S | ItemTemplateHeaderSelectorProperty | Identifies the ContentTemplateSelectorProperty dependency property. |
| ◆ S | ItemTemplateMaximizedProperty | Identifies the ItemTemplateMaximized dependency property. |
| ◆ S | ItemTemplateMaximizedSelectorProperty | Identifies the ItemTemplateMaximizedSelector dependency property. |
| ◆ S | ItemTemplateMinimizedProperty | Identifies the ItemTemplateMinimized dependency property. |
| ◆ S | ItemTemplateMinimizedSelectorProperty | Identifies the ItemTemplateMinimizedSelector dependency property. |
| ◆ S | MaximizedIndexProperty | Identifies the MaximizedIndex dependency property. |
| ◆ S | MaximizedItemProperty | Identifies the MaximizedItem dependency property. |
| ◆ S | MinimizedItemsPositionProperty | Identifies the MinimizedItemsPosition dependency property. |
| ◆ S | MouseOverBrushProperty | Identifies the MouseOverBrush dependency property. |
| ◆ S | PressedBrushProperty | Identifies the PressedBrush dependency property. |
| ◆ S | RowsProperty | Identifies the Rows dependency property. |
| ◆ S | ScrollBarStyleProperty | Identifies the ScrollBarStyle dependency property. |

| | | |
|--|--|--|
|  S | ScrollBarVisibilityProperty | Identifies the ScrollBarVisibility dependency property. |
|  S | UpdateSourceCollectionProperty | Identifies the UpdateSourceCollection dependency property. |

[Top](#)

See Also

Reference

[C1TileView Class](#)

[C1.WPF.TileView Namespace](#)

AnimationDurationProperty Field

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : AnimationDurationProperty Field

Identifies the [AnimationDuration](#) dependency property.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly AnimationDurationProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileView.AnimationDurationProperty</pre> | |
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty AnimationDurationProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

ButtonBackgroundProperty Field

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : ButtonBackgroundProperty Field

Identifies the [ButtonBackground](#) dependency property.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <code>Public Shared ReadOnly ButtonBackgroundProperty As System.Windows.DependencyProperty</code> | |
| Visual Basic (Usage) | Copy Code |
| <code>Dim value As System.Windows.DependencyProperty</code> <code>value = C1TileView.ButtonBackgroundProperty</code> | |
| C# | |
| <code>public static readonly System.Windows.DependencyProperty ButtonBackgroundProperty</code> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

ButtonForegroundProperty Field

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : ButtonForegroundProperty Field

Identifies the [ButtonForeground](#) dependency property.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly ButtonForegroundProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileView.ButtonForegroundProperty</pre> | |
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty ButtonForegroundProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

CanUserReorderProperty Field

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : CanUserReorderProperty Field

Identifies the [CanUserReorder](#) dependency property.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly CanUserReorderProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileView.CanUserReorderProperty</pre> | |

| | |
|--|--|
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty CanUserReorderProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

ColumnsProperty Field

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : ColumnsProperty Field

Identifies the [Columns](#) dependency property.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly ColumnsProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileView.ColumnsProperty</pre> | |
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty ColumnsProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

FocusBrushProperty Field

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : FocusBrushProperty Field

Identifies the [FocusBrush](#) dependency property.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly FocusBrushProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileView.FocusBrushProperty</pre> | |
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty FocusBrushProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

HeaderBackgroundProperty Field

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : HeaderBackgroundProperty Field

Identifies the [HeaderBackground](#) dependency property.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly HeaderBackgroundProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileView.HeaderBackgroundProperty</pre> | |
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty HeaderBackgroundProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

HeaderForegroundProperty Field

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : HeaderForegroundProperty Field

Identifies the [HeaderForeground](#) dependency property.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly HeaderForegroundProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileView.HeaderForegroundProperty</pre> | |

| | |
|--|--|
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty HeaderForegroundProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

ItemBackgroundProperty Field

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : ItemBackgroundProperty Field

Identifies the [ItemBackground](#) dependency property.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly ItemBackgroundProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileView.ItemBackgroundProperty</pre> | |
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty ItemBackgroundProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

ItemForegroundProperty Field

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : ItemForegroundProperty Field

Identifies the [ItemForeground](#) dependency property.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <code>Public Shared ReadOnly ItemForegroundProperty As System.Windows.DependencyProperty</code> | |
| Visual Basic (Usage) | Copy Code |
| <code>Dim value As System.Windows.DependencyProperty</code> <code>value = C1TileView.ItemForegroundProperty</code> | |
| C# | |
| <code>public static readonly System.Windows.DependencyProperty ItemForegroundProperty</code> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

ItemTemplateHeaderProperty Field

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : ItemTemplateHeaderProperty Field

Identifies the [ItemTemplateHeader](#) dependency property.

Syntax

| Visual Basic (Declaration) | |
|--|-----------|
| <pre>Public Shared ReadOnly ItemTemplateHeaderProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileView.ItemTemplateHeaderProperty</pre> | |
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty ItemTemplateHeaderProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

ItemTemplateHeaderSelectorProperty Field

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : ItemTemplateHeaderSelectorProperty Field

Identifies the ContentTemplateSelectorProperty dependency property.

Syntax

| Visual Basic (Declaration) | |
|---|-----------|
| <pre>Public Shared ReadOnly ItemTemplateHeaderSelectorProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty</pre> | |

```
value = C1TileView.ItemTemplateHeaderSelectorProperty
```

C#

```
public static readonly System.Windows.DependencyProperty  
ItemTemplateHeaderSelectorProperty
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

ItemTemplateMaximizedProperty Field

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : ItemTemplateMaximizedProperty Field

Identifies the [ItemTemplateMaximized](#) dependency property.

Syntax

Visual Basic (Declaration)

```
Public Shared ReadOnly ItemTemplateMaximizedProperty As  
System.Windows.DependencyProperty
```

Visual Basic (Usage)

Copy Code

```
Dim value As System.Windows.DependencyProperty
```

```
value = C1TileView.ItemTemplateMaximizedProperty
```

C#

```
public static readonly System.Windows.DependencyProperty  
ItemTemplateMaximizedProperty
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

ItemTemplateMaximizedSelectorProperty Field

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : ItemTemplateMaximizedSelectorProperty Field

Identifies the ItemTemplateMaximizedSelector dependency property.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly ItemTemplateMaximizedSelectorProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileView.ItemTemplateMaximizedSelectorProperty</pre> | |
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty ItemTemplateMaximizedSelectorProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

ItemTemplateMinimizedProperty Field

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : ItemTemplateMinimizedProperty Field

Identifies the [ItemTemplateMinimized](#) dependency property.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly ItemTemplateMinimizedProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileView.ItemTemplateMinimizedProperty</pre> | |
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty ItemTemplateMinimizedProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

ItemTemplateMinimizedSelectorProperty Field

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : ItemTemplateMinimizedSelectorProperty Field

Identifies the ItemTemplateMinimizedSelector dependency property.

Syntax

| | |
|--|--|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly ItemTemplateMinimizedSelectorProperty As</pre> | |

| | |
|---|-----------|
| System.Windows.DependencyProperty | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileView.ItemTemplateMinimizedSelectorProperty</pre> | |
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty ItemTemplateMinimizedSelectorProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

MaximizedIndexProperty Field

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : MaximizedIndexProperty Field

Identifies the [MaximizedIndex](#) dependency property.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly MaximizedIndexProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileView.MaximizedIndexProperty</pre> | |
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty</pre> | |

MaximizedIndexProperty

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

MaximizedItemProperty Field

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : MaximizedItemProperty Field

Identifies the [MaximizedItem](#) dependency property.

Syntax

| Visual Basic (Declaration) | |
|---|-----------|
| Public Shared ReadOnly MaximizedItemProperty As System.Windows.DependencyProperty | |
| Visual Basic (Usage) | Copy Code |
| Dim value As System.Windows.DependencyProperty value = C1TileView .MaximizedItemProperty | |
| C# | |
| public static readonly System.Windows.DependencyProperty MaximizedItemProperty | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

MinimizedItemsPositionProperty Field

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : MinimizedItemsPositionProperty Field

Identifies the [MinimizedItemsPosition](#) dependency property.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly MinimizedItemsPositionProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileView.MinimizedItemsPositionProperty</pre> | |
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty MinimizedItemsPositionProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

MouseOverBrushProperty Field

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : MouseOverBrushProperty Field

Identifies the [MouseOverBrush](#) dependency property.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly MouseOverBrushProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileView.MouseOverBrushProperty</pre> | |
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty MouseOverBrushProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

PressedBrushProperty Field

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : PressedBrushProperty Field

Identifies the [PressedBrush](#) dependency property.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly PressedBrushProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileView.PressedBrushProperty</pre> | |

| | |
|--|--|
| C# | |
| <code>public static readonly System.Windows.DependencyProperty PressedBrushProperty</code> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

RowsProperty Field

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : RowsProperty Field

Identifies the [Rows](#) dependency property.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <code>Public Shared ReadOnly RowsProperty As System.Windows.DependencyProperty</code> | |
| Visual Basic (Usage) | Copy Code |
| <code>Dim value As System.Windows.DependencyProperty</code> <code>value = C1TileView.RowsProperty</code> | |
| C# | |
| <code>public static readonly System.Windows.DependencyProperty RowsProperty</code> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)
[C1TileView Members](#)

ScrollBarStyleProperty Field

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : ScrollBarStyleProperty Field

Identifies the [ScrollBarStyle](#) dependency property.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly ScrollBarStyleProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileView.ScrollBarStyleProperty</pre> | |
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty ScrollBarStyleProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)
[C1TileView Members](#)

ScrollBarVisibilityProperty Field

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : ScrollBarVisibilityProperty Field

Identifies the [ScrollBarVisibility](#) dependency property.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly ScrollBarVisibilityProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileView.ScrollBarVisibilityProperty</pre> | |
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty ScrollBarVisibilityProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

UpdateSourceCollectionProperty Field

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : UpdateSourceCollectionProperty Field

Identifies the [UpdateSourceCollection](#) dependency property.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly UpdateSourceCollectionProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileView.UpdateSourceCollectionProperty</pre> | |

C#

```
public static readonly System.Windows.DependencyProperty  
UpdateSourceCollectionProperty
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also












Reference

[C1TileView Class](#)

[C1TileView Members](#)

























Events

























>






| Name | Description |
|--|--|
|  ContextMenuClosing | (Inherited from System.Windows.FrameworkElement) |
|  ContextMenuOpening | (Inherited from System.Windows.FrameworkElement) |
|  DataContextChanged | (Inherited from System.Windows.FrameworkElement) |
|  DragEnter | (Inherited from System.Windows.UIElement) |
|  DragLeave | (Inherited from System.Windows.UIElement) |
|  DragOver | (Inherited from System.Windows.UIElement) |
|  Drop | (Inherited from System.Windows.UIElement) |
|  FocusableChanged | (Inherited from System.Windows.UIElement) |
|  GiveFeedback | (Inherited from System.Windows.UIElement) |
|  GotFocus | (Inherited from System.Windows.UIElement) |
|  GotKeyboardFocus | (Inherited from System.Windows.UIElement) |
|  GotMouseCapture | (Inherited from System.Windows.UIElement) |

| | |
|--------------------------------|--|
| ⚡ GotStylusCapture | (Inherited from System.Windows.UIElement) |
| ⚡ GotTouchCapture | (Inherited from System.Windows.UIElement) |
| ⚡ Initialized | (Inherited from System.Windows.FrameworkElement) |
| ⚡ IsEnabledChanged | (Inherited from System.Windows.UIElement) |
| ⚡ IsHitTestVisibleChanged | (Inherited from System.Windows.UIElement) |
| ⚡ IsKeyboardFocusedChanged | (Inherited from System.Windows.UIElement) |
| ⚡ IsKeyboardFocusWithinChanged | (Inherited from System.Windows.UIElement) |
| ⚡ IsMouseCapturedChanged | (Inherited from System.Windows.UIElement) |
| ⚡ IsMouseCaptureWithinChanged | (Inherited from System.Windows.UIElement) |
| ⚡ IsMouseDirectlyOverChanged | (Inherited from System.Windows.UIElement) |
| ⚡ IsStylusCapturedChanged | (Inherited from System.Windows.UIElement) |
| ⚡ IsStylusCaptureWithinChanged | (Inherited from System.Windows.UIElement) |
| ⚡ IsStylusDirectlyOverChanged | (Inherited from System.Windows.UIElement) |
| ⚡ IsVisibleChanged | (Inherited from System.Windows.UIElement) |
| ⚡ KeyDown | (Inherited from System.Windows.UIElement) |
| ⚡ KeyUp | (Inherited from System.Windows.UIElement) |
| ⚡ LayoutUpdated | (Inherited from System.Windows.UIElement) |
| ⚡ Loaded | (Inherited from System.Windows.FrameworkElement) |
| ⚡ LostFocus | (Inherited from System.Windows.UIElement) |
| ⚡ LostKeyboardFocus | (Inherited from System.Windows.UIElement) |
| ⚡ LostMouseCapture | (Inherited from System.Windows.UIElement) |
| ⚡ LostStylusCapture | (Inherited from System.Windows.UIElement) |
| ⚡ LostTouchCapture | (Inherited from System.Windows.UIElement) |
| ⚡ ManipulationBoundaryFeedback | (Inherited from System.Windows.UIElement) |

| | |
|-------------------------------|---|
| ⚡ ManipulationCompleted | (Inherited from System.Windows.UIElement) |
| ⚡ ManipulationDelta | (Inherited from System.Windows.UIElement) |
| ⚡ ManipulationInertiaStarting | (Inherited from System.Windows.UIElement) |
| ⚡ ManipulationStarted | (Inherited from System.Windows.UIElement) |
| ⚡ ManipulationStarting | (Inherited from System.Windows.UIElement) |
| ⚡ MaximizedIndexChanged | Event raised when the MaximizedIndex property has changed. |
| ⚡ MaximizedItemChanged | Event raised when the MaximizedItem property has changed. |
| ⚡ MouseDoubleClick | (Inherited from System.Windows.Controls.Control) |
| ⚡ MouseDown | (Inherited from System.Windows.UIElement) |
| ⚡ MouseEnter | (Inherited from System.Windows.UIElement) |
| ⚡ MouseLeave | (Inherited from System.Windows.UIElement) |
| ⚡ MouseLeftButtonDown | (Inherited from System.Windows.UIElement) |
| ⚡ MouseLeftButtonUp | (Inherited from System.Windows.UIElement) |
| ⚡ MouseMove | (Inherited from System.Windows.UIElement) |
| ⚡ MouseRightButtonDown | (Inherited from System.Windows.UIElement) |
| ⚡ MouseRightButtonUp | (Inherited from System.Windows.UIElement) |
| ⚡ MouseUp | (Inherited from System.Windows.UIElement) |
| ⚡ MouseWheel | (Inherited from System.Windows.UIElement) |
| ⚡ PreviewDragEnter | (Inherited from System.Windows.UIElement) |
| ⚡ PreviewDragLeave | (Inherited from System.Windows.UIElement) |
| ⚡ PreviewDragOver | (Inherited from System.Windows.UIElement) |
| ⚡ PreviewDrop | (Inherited from System.Windows.UIElement) |
| ⚡ PreviewGiveFeedback | (Inherited from System.Windows.UIElement) |

| | |
|--|--|
|  PreviewGotKeyboardFocus | (Inherited from System.Windows.UIElement) |
|  PreviewKeyDown | (Inherited from System.Windows.UIElement) |
|  PreviewKeyUp | (Inherited from System.Windows.UIElement) |
|  PreviewLostKeyboardFocus | (Inherited from System.Windows.UIElement) |
|  PreviewMouseDoubleClick | (Inherited from System.Windows.Controls.Control) |
|  PreviewMouseDown | (Inherited from System.Windows.UIElement) |
|  PreviewMouseLeftButtonDown | (Inherited from System.Windows.UIElement) |
|  PreviewMouseLeftButtonUp | (Inherited from System.Windows.UIElement) |
|  PreviewMouseMove | (Inherited from System.Windows.UIElement) |
|  PreviewMouseRightButtonDown | (Inherited from System.Windows.UIElement) |
|  PreviewMouseRightButtonUp | (Inherited from System.Windows.UIElement) |
|  PreviewMouseUp | (Inherited from System.Windows.UIElement) |
|  PreviewMouseWheel | (Inherited from System.Windows.UIElement) |
|  PreviewQueryContinueDrag | (Inherited from System.Windows.UIElement) |
|  PreviewStylusButtonDown | (Inherited from System.Windows.UIElement) |
|  PreviewStylusButtonUp | (Inherited from System.Windows.UIElement) |
|  PreviewStylusDown | (Inherited from System.Windows.UIElement) |
|  PreviewStylusInAirMove | (Inherited from System.Windows.UIElement) |
|  PreviewStylusInRange | (Inherited from System.Windows.UIElement) |
|  PreviewStylusMove | (Inherited from System.Windows.UIElement) |
|  PreviewStylusOutOfRange | (Inherited from System.Windows.UIElement) |
|  PreviewStylusSystemGesture | (Inherited from System.Windows.UIElement) |
|  PreviewStylusUp | (Inherited from System.Windows.UIElement) |
|  PreviewTextInput | (Inherited from System.Windows.UIElement) |

| | |
|---|--|
|  PreviewTouchDown | (Inherited from System.Windows.UIElement) |
|  PreviewTouchMove | (Inherited from System.Windows.UIElement) |
|  PreviewTouchUp | (Inherited from System.Windows.UIElement) |
|  QueryContinueDrag | (Inherited from System.Windows.UIElement) |
|  QueryCursor | (Inherited from System.Windows.UIElement) |
|  RequestBringIntoView | (Inherited from System.Windows.FrameworkElement) |
|  SizeChanged | (Inherited from System.Windows.FrameworkElement) |
|  SourceUpdated | (Inherited from System.Windows.FrameworkElement) |
|  StylusButtonDown | (Inherited from System.Windows.UIElement) |
|  StylusButtonUp | (Inherited from System.Windows.UIElement) |
|  StylusDown | (Inherited from System.Windows.UIElement) |
|  StylusEnter | (Inherited from System.Windows.UIElement) |
|  StylusInAirMove | (Inherited from System.Windows.UIElement) |
|  StylusInRange | (Inherited from System.Windows.UIElement) |
|  StylusLeave | (Inherited from System.Windows.UIElement) |
|  StylusMove | (Inherited from System.Windows.UIElement) |
|  StylusOutOfRange | (Inherited from System.Windows.UIElement) |
|  StylusSystemGesture | (Inherited from System.Windows.UIElement) |
|  StylusUp | (Inherited from System.Windows.UIElement) |
|  TargetUpdated | (Inherited from System.Windows.FrameworkElement) |
|  TextInput | (Inherited from System.Windows.UIElement) |
|  ToolTipClosing | (Inherited from System.Windows.FrameworkElement) |
|  ToolTipOpening | (Inherited from System.Windows.FrameworkElement) |
|  TouchDown | (Inherited from System.Windows.UIElement) |

| | |
|--|---|
|  TouchEnter | (Inherited from System.Windows.UIElement) |
|  TouchLeave | (Inherited from System.Windows.UIElement) |
|  TouchMove | (Inherited from System.Windows.UIElement) |
|  TouchUp | (Inherited from System.Windows.UIElement) |
|  Unloaded | (Inherited from System.Windows.FrameworkElement) |

[Top](#)

See Also

Reference

[C1TileView Class](#)

[C1.WPF.TileView Namespace](#)

MaximizedIndexChanged Event

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : MaximizedIndexChanged Event

Event raised when the **MaximizedIndex** property has changed.

Syntax

| Visual Basic (Declaration) | |
|--|-----------|
| <pre>Public Event MaximizedIndexChanged As System.EventHandler(Of PropertyChangedEventArgs(Of Integer))</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileView Dim handler As System.EventHandler(Of PropertyChangedEventArgs(Of Integer)) AddHandler instance.MaximizedIndexChanged, handler</pre> | |
| C# | |
| <pre>public event System.EventHandler<PropertyChangedEventArgs<int>> MaximizedIndexChanged</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

MaximizedItemChanged Event

[C1.WPF.TileView Namespace](#) > [C1TileView Class](#) : MaximizedItemChanged Event

Event raised when the **MaximizedItem** property has changed.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <code>Public Event MaximizedItemChanged As System.EventHandler(Of PropertyChangedEventArgs(Of Object))</code> | |
| Visual Basic (Usage) | Copy Code |
| <code>Dim instance As C1TileView Dim handler As System.EventHandler(Of PropertyChangedEventArgs(Of Object)) AddHandler instance.MaximizedItemChanged, handler</code> | |
| C# | |
| <code>public event System.EventHandler<PropertyChangedEventArgs<object>> MaximizedItemChanged</code> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileView Class](#)

[C1TileView Members](#)

C1TileViewItem

[C1.WPF.TileView Namespace](#) : C1TileViewItem Class

A selectable item inside a [C1TileView](#).

Object Model

C1TileViewItem

Syntax

| Visual Basic (Declaration) | |
|---|-----------|
| <pre><System.Windows.TemplatePartAttribute(Name="Header", Type=System.Windows.FrameworkElement)> <System.Windows.TemplateVisualStateAttribute(Name="Maximized", GroupName="TiledStates")> <System.Windows.TemplateVisualStateAttribute(Name="Tiled", GroupName="TiledStates")> <System.Windows.TemplatePartAttribute(Name="Presenter", Type=System.Windows.Controls.ContentPresenter)> <System.Windows.TemplateVisualStateAttribute(Name="Minimized", GroupName="TiledStates")> <System.Windows.TemplatePartAttribute(Name="StateButton", Type=System.Windows.Controls.Primitives.ButtonBase)> Public Class C1TileViewItem Inherits C1.WPF.C1HeaderedContentControl</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileViewItem</pre> | |
| C# | |
| <pre>[System.Windows.TemplatePart(Name="Header", Type=System.Windows.FrameworkElement)] [System.Windows.TemplateVisualState(Name="Maximized", GroupName="TiledStates")] [System.Windows.TemplateVisualState(Name="Tiled", GroupName="TiledStates")] [System.Windows.TemplatePart(Name="Presenter", Type=System.Windows.Controls.ContentPresenter)] [System.Windows.TemplateVisualState(Name="Minimized", GroupName="TiledStates")] [System.Windows.TemplatePart(Name="StateButton", Type=System.Windows.Controls.Primitives.ButtonBase)] public class C1TileViewItem : C1.WPF.C1HeaderedContentControl</pre> | |

Inheritance Hierarchy

System.Object
 System.Windows.Threading.DispatcherObject
 System.Windows.DependencyObject
 System.Windows.Media.Visual
 System.Windows.UIElement
 System.Windows.FrameworkElement
 System.Windows.Controls.Control
 System.Windows.Controls.ContentControl
 C1.WPF.C1HeaderedContentControl
 C1.WPF.TileView.C1TileViewItem

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Members](#)
[C1.WPF.TileView Namespace](#)

Overview

[C1.WPF.TileView Namespace](#) : C1TileViewItem Class

A selectable item inside a [C1TileView](#).

Object Model

C1TileViewItem

Syntax

| Visual Basic (Declaration) | |
|--|--|
| <pre><System.Windows.TemplatePartAttribute(Name="Header", Type=System.Windows.FrameworkElement)> <System.Windows.TemplateVisualStateAttribute(Name="Maximized", GroupName="TiledStates")> <System.Windows.TemplateVisualStateAttribute(Name="Tiled", GroupName="TiledStates")></pre> | |

```

<System.Windows.TemplatePartAttribute(Name="Presenter",
Type=System.Windows.Controls.ContentPresenter)>
<System.Windows.TemplateVisualStateAttribute(Name="Minimized",
GroupName="TiledStates")>
<System.Windows.TemplatePartAttribute(Name="StateButton",
Type=System.Windows.Controls.Primitives.ButtonBase)>
Public Class C1TileViewItem
    Inherits C1.WPF.C1HeaderedContentControl

```

Visual Basic (Usage)

Copy Code

```
Dim instance As C1TileViewItem
```

C#

```

[System.Windows.TemplatePart(Name="Header",
Type=System.Windows.FrameworkElement)]
[System.Windows.TemplateVisualState(Name="Maximized",
GroupName="TiledStates")]
[System.Windows.TemplateVisualState(Name="Tiled", GroupName="TiledStates")]
[System.Windows.TemplatePart(Name="Presenter",
Type=System.Windows.Controls.ContentPresenter)]
[System.Windows.TemplateVisualState(Name="Minimized",
GroupName="TiledStates")]
[System.Windows.TemplatePart(Name="StateButton",
Type=System.Windows.Controls.Primitives.ButtonBase)]
public class C1TileViewItem : C1.WPF.C1HeaderedContentControl

```

Inheritance Hierarchy

```

System.Object
  System.Windows.Threading.DispatcherObject
    System.Windows.DependencyObject
      System.Windows.Media.Visual
        System.Windows.UIElement
          System.Windows.FrameworkElement
            System.Windows.Controls.Control
              System.Windows.Controls.ContentControl
                C1.WPF.C1HeaderedContentControl
                  C1.WPF.TileView.C1TileViewItem

```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Members](#)
[C1.WPF.TileView Namespace](#)


Members

[Fields](#) [Properties](#) [Methods](#) [Events](#)

[C1.WPF.TileView Namespace](#) : [C1TileViewItem Class](#)





The following tables list the members exposed by [C1TileViewItem](#).



Public Constructors

| | Name | Description |
|---|--|--|
|  | C1TileViewItem Constructor | Initializes a new instance of a C1TileViewItem . |

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Public Fields

















| | Name | Description |
|---|--|--|
|  S | ContentMaximizedProperty | Identifies the ContentMaximized dependency property. |
|  S | ContentMinimizedProperty | Identifies the ContentMinimized dependency property. |
|  S | ContentTemplateMaximizedProperty | Identifies the ContentTemplateMaximized dependency property. |
|  S | ContentTemplateMaximizedSelectorProperty | Identifies the ContentTemplateMaximizedSelector dependency property. |















| | | |
|---|--|--|
|  S | ContentTemplateMinimizedProperty | Identifies the ContentTemplateMinimized dependency property. |
|  S | ContentTemplateMinimizedSelectorProperty | Identifies the ContentTemplateMinimizedSelector dependency property. |
|  S | FocusBrushProperty | Identifies the FocusBrush dependency property. |
|  S | HeaderTemplateSelectorProperty | Identifies the HeaderTemplateSelector dependency property. |
|  S | MouseOverBrushProperty | Identifies the MouseOverBrush dependency property. |
|  S | PressedBrushProperty | Identifies the PressedBrush dependency property. |
|  S | TiledStateProperty | Identifies the TiledState dependency property. |



















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Public Properties




















| | Name | Description |
|---|---|--|
|  | ActualHeight | (Inherited from System.Windows.FrameworkElement) |
|  | ActualWidth | (Inherited from System.Windows.FrameworkElement) |
|  | AllowDrop | (Inherited from System.Windows.UIElement) |
|  | AreAnyTouchesCaptured | (Inherited from System.Windows.UIElement) |
|  | AreAnyTouchesCapturedWithin | (Inherited from System.Windows.UIElement) |



















| | | |
|---|---|--|
|  | AreAnyTouchesDirectlyOver | (Inherited from System.Windows.UIElement) |
|  | AreAnyTouchesOver | (Inherited from System.Windows.UIElement) |
|  | Background | (Inherited from System.Windows.Controls.Control) |
|  | BindingGroup | (Inherited from System.Windows.FrameworkElement) |
|  | BitmapEffect | (Inherited from System.Windows.UIElement) |
|  | BitmapEffectInput | (Inherited from System.Windows.UIElement) |
|  | BorderBrush | (Inherited from System.Windows.Controls.Control) |
|  | BorderThickness | (Inherited from System.Windows.Controls.Control) |
|  | CacheMode | (Inherited from System.Windows.UIElement) |
|  | Clip | (Inherited from System.Windows.UIElement) |
|  | ClipToBounds | (Inherited from System.Windows.UIElement) |
|  | CommandBindings | (Inherited from System.Windows.UIElement) |
|  | Content | (Inherited from System.Windows.Controls.ContentControl) |
|  | ContentMaximized | Gets or sets the content used when the C1TileViewItem is maximized item. If null, System.Windows.Controls.ContentControl.Content is used. |
|  | ContentMinimized | Gets or sets the content used when another C1TileViewItem is maximized. If null, System.Windows.Controls.ContentControl.Content is used. |
|  | ContentStringFormat | (Inherited from |



















| | | |
|---|--|---|
| | | System.Windows.Controls.ContentControl) |
|  | ContentTemplate | (Inherited from System.Windows.Controls.ContentControl) |
|  | ContentTemplateMaximized | Gets or sets the System.Windows.DataTemplate used for ContentMaximized . |
|  | ContentTemplateMaximizedSelector | Gets or sets a data template selector that provides custom logic for choosing the template used to display the content of the maximized item. |
|  | ContentTemplateMinimized | Gets or sets the System.Windows.DataTemplate used for ContentMinimized . |
|  | ContentTemplateMinimizedSelector | Gets or sets a data template selector that provides custom logic for choosing the template used to display the content of the minimized item. |
|  | ContentTemplateSelector | (Inherited from System.Windows.Controls.ContentControl) |
|  | ContextMenu | (Inherited from System.Windows.FrameworkElement) |
|  | Cursor | (Inherited from System.Windows.FrameworkElement) |
|  | DataContext | (Inherited from System.Windows.FrameworkElement) |
|  | DependencyObjectType | (Inherited from System.Windows.DependencyObject) |
|  | DesiredSize | (Inherited from System.Windows.UIElement) |
|  | Dispatcher | (Inherited from System.Windows.Threading.DispatcherObject) |
|  | Effect | (Inherited from System.Windows.UIElement) |
|  | FlowDirection | (Inherited from System.Windows.FrameworkElement) |

| | | |
|---|---------------------------------------|---|
|  | Focusable | (Inherited from System.Windows.UIElement) |
|  | FocusBrush | Gets or sets the System.Windows.Media.Brush used to highlight the focused control. |
|  | FocusVisualStyle | (Inherited from System.Windows.FrameworkElement) |
|  | FontFamily | (Inherited from System.Windows.Controls.Control) |
|  | FontSize | (Inherited from System.Windows.Controls.Control) |
|  | FontStretch | (Inherited from System.Windows.Controls.Control) |
|  | FontStyle | (Inherited from System.Windows.Controls.Control) |
|  | FontWeight | (Inherited from System.Windows.Controls.Control) |
|  | ForceCursor | (Inherited from System.Windows.FrameworkElement) |
|  | Foreground | (Inherited from System.Windows.Controls.Control) |
|  | HasAnimatedProperties | (Inherited from System.Windows.UIElement) |
|  | HasContent | (Inherited from System.Windows.Controls.ContentControl) |
|  | Header | (Inherited from C1.WPF.C1HeaderedContentControl) |
|  | HeaderBackground | (Inherited from C1.WPF.C1HeaderedContentControl) |
|  | HeaderFontFamily | (Inherited from C1.WPF.C1HeaderedContentControl) |
|  | HeaderFontSize | (Inherited from C1.WPF.C1HeaderedContentControl) |
|  | HeaderFontStretch | (Inherited from C1.WPF.C1HeaderedContentControl) |
|  | HeaderFontStyle | (Inherited from C1.WPF.C1HeaderedContentControl) |

| | | |
|---|--|--|
|  | HeaderFontWeight | (Inherited from C1.WPF.C1HeaderedContentControl) |
|  | HeaderForeground | (Inherited from C1.WPF.C1HeaderedContentControl) |
|  | HeaderPadding | (Inherited from C1.WPF.C1HeaderedContentControl) |
|  | HeaderTemplate | (Inherited from C1.WPF.C1HeaderedContentControl) |
|  | HeaderTemplateSelector | Gets or sets a data template selector that provides custom logic for choosing the template used to display the header. |
|  | Height | (Inherited from System.Windows.FrameworkElement) |
|  | HorizontalAlignment | (Inherited from System.Windows.FrameworkElement) |
|  | HorizontalContentAlignment | (Inherited from System.Windows.Controls.Control) |
|  | HorizontalHeaderAlignment | (Inherited from C1.WPF.C1HeaderedContentControl) |
|  | InputBindings | (Inherited from System.Windows.UIElement) |
|  | InputScope | (Inherited from System.Windows.FrameworkElement) |
|  | IsArrangeValid | (Inherited from System.Windows.UIElement) |
|  | IsEnabled | (Inherited from System.Windows.UIElement) |
|  | IsFocused | (Inherited from System.Windows.UIElement) |
|  | IsHitTestVisible | (Inherited from System.Windows.UIElement) |
|  | IsInitialized | (Inherited from System.Windows.FrameworkElement) |
|  | IsInputMethodEnabled | (Inherited from System.Windows.UIElement) |
|  | IsKeyboardFocused | (Inherited from System.Windows.UIElement) |



















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|---|---------------------------------------|--|
|  | IsKeyboardFocusWithin | (Inherited from System.Windows.UIElement) |
|  | IsLoaded | (Inherited from System.Windows.FrameworkElement) |
|  | IsManipulationEnabled | (Inherited from System.Windows.UIElement) |
|  | IsMeasureValid | (Inherited from System.Windows.UIElement) |
|  | IsMouseCaptured | (Inherited from System.Windows.UIElement) |
|  | IsMouseCaptureWithin | (Inherited from System.Windows.UIElement) |
|  | IsMouseDirectlyOver | (Inherited from System.Windows.UIElement) |
|  | IsMouseOver | (Inherited from System.Windows.UIElement) |
|  | IsSealed | (Inherited from System.Windows.DependencyObject) |
|  | IsStylusCaptured | (Inherited from System.Windows.UIElement) |
|  | IsStylusCaptureWithin | (Inherited from System.Windows.UIElement) |
|  | IsStylusDirectlyOver | (Inherited from System.Windows.UIElement) |
|  | IsStylusOver | (Inherited from System.Windows.UIElement) |
|  | IsTabStop | (Inherited from System.Windows.Controls.Control) |
|  | IsVisible | (Inherited from System.Windows.UIElement) |
|  | Language | (Inherited from System.Windows.FrameworkElement) |
|  | LayoutTransform | (Inherited from System.Windows.FrameworkElement) |
|  | Margin | (Inherited from System.Windows.FrameworkElement) |
|  | MaxHeight | (Inherited from System.Windows.FrameworkElement) |

| | | |
|---|-----------------------|--|
|  | MaxWidth | (Inherited from System.Windows.FrameworkElement) |
|  | MinHeight | (Inherited from System.Windows.FrameworkElement) |
|  | MinWidth | (Inherited from System.Windows.FrameworkElement) |
|  | MouseOverBrush | Gets or sets the System.Windows.Media.Brush used to highlight the control when it has the mouse over. |
|  | Name | (Inherited from System.Windows.FrameworkElement) |
|  | Opacity | (Inherited from System.Windows.UIElement) |
|  | OpacityMask | (Inherited from System.Windows.UIElement) |
|  | OverridesDefaultStyle | (Inherited from System.Windows.FrameworkElement) |
|  | Padding | (Inherited from System.Windows.Controls.Control) |
|  | Parent | (Inherited from System.Windows.FrameworkElement) |
|  | PersistId | (Inherited from System.Windows.UIElement) |
|  | PressedBrush | Gets or sets the System.Windows.Media.Brush used to paint a button when it is pressed. |
|  | RenderSize | (Inherited from System.Windows.UIElement) |
|  | RenderTransform | (Inherited from System.Windows.UIElement) |
|  | RenderTransformOrigin | (Inherited from System.Windows.UIElement) |
|  | Resources | (Inherited from System.Windows.FrameworkElement) |
|  | SnapsToDevicePixels | (Inherited from System.Windows.UIElement) |
|  | Style | (Inherited from System.Windows.FrameworkElement) |

| | | |
|---|--|---|
|  | TabIndex | (Inherited from System.Windows.Controls.Control) |
|  | Tag | (Inherited from System.Windows.FrameworkElement) |
|  | Template | (Inherited from System.Windows.Controls.Control) |
|  | TemplatedParent | (Inherited from System.Windows.FrameworkElement) |
|  | TiledState | Gets or sets the current role of the C1TileViewItem . |
|  | ToolTip | (Inherited from System.Windows.FrameworkElement) |
|  | TouchesCaptured | (Inherited from System.Windows.UIElement) |
|  | TouchesCapturedWithin | (Inherited from System.Windows.UIElement) |
|  | TouchesDirectlyOver | (Inherited from System.Windows.UIElement) |
|  | TouchesOver | (Inherited from System.Windows.UIElement) |
|  | Triggers | (Inherited from System.Windows.FrameworkElement) |
|  | Uid | (Inherited from System.Windows.UIElement) |
|  | UseLayoutRounding | (Inherited from System.Windows.FrameworkElement) |
|  | VerticalAlignment | (Inherited from System.Windows.FrameworkElement) |
|  | VerticalContentAlignment | (Inherited from System.Windows.Controls.Control) |
|  | VerticalHeaderAlignment | (Inherited from C1.WPF.C1HeaderedContentControl) |
|  | Visibility | (Inherited from System.Windows.UIElement) |
|  | Width | (Inherited from System.Windows.FrameworkElement) |

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Protected Properties

| | Name | Description |
|---|---|--|
|  | IsEnabledCore | (Inherited from System.Windows.UIElement) |
|  | StylusPlugIns | (Inherited from System.Windows.UIElement) |
|  | VisualBitmapEffect | (Inherited from System.Windows.Media.Visual) |
|  | VisualBitmapEffectInput | (Inherited from System.Windows.Media.Visual) |
|  | VisualBitmapScalingMode | (Inherited from System.Windows.Media.Visual) |
|  | VisualCacheMode | (Inherited from System.Windows.Media.Visual) |
|  | VisualChildrenCount | (Inherited from System.Windows.FrameworkElement) |
|  | VisualClip | (Inherited from System.Windows.Media.Visual) |
|  | VisualEdgeMode | (Inherited from System.Windows.Media.Visual) |
|  | VisualEffect | (Inherited from System.Windows.Media.Visual) |
|  | VisualOffset | (Inherited from System.Windows.Media.Visual) |
|  | VisualOpacity | (Inherited from System.Windows.Media.Visual) |
|  | VisualOpacityMask | (Inherited from System.Windows.Media.Visual) |
|  | VisualParent | (Inherited from System.Windows.Media.Visual) |
|  | VisualScrollableAreaClip | (Inherited from System.Windows.Media.Visual) |
|  | VisualTransform | (Inherited from System.Windows.Media.Visual) |
|  | VisualXSnappingGuidelines | (Inherited from System.Windows.Media.Visual) |
|  | VisualYSnappingGuidelines | (Inherited from System.Windows.Media.Visual) |







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Public Methods

| | Name | Description |
|---|-------------------------------------|--|
| ≡ | AddHandler | Overloaded. (Inherited from System.Windows.UIElement) |
| ≡ | AddToEventRoute | (Inherited from System.Windows.UIElement) |
| ≡ | ApplyAnimationClock | Overloaded. (Inherited from System.Windows.UIElement) |
| ≡ | ApplyTemplate | (Inherited from System.Windows.FrameworkElement) |
| ≡ | Arrange | (Inherited from System.Windows.UIElement) |
| ≡ | BeginAnimation | Overloaded. (Inherited from System.Windows.UIElement) |
| ≡ | BeginInit | (Inherited from System.Windows.FrameworkElement) |
| ≡ | BeginStoryboard | Overloaded. (Inherited from System.Windows.FrameworkElement) |
| ≡ | BringIntoView | Overloaded. (Inherited from System.Windows.FrameworkElement) |
| ≡ | CaptureMouse | (Inherited from System.Windows.UIElement) |
| ≡ | CaptureStylus | (Inherited from System.Windows.UIElement) |
| ≡ | CaptureTouch | (Inherited from System.Windows.UIElement) |
| ≡ | ClearValue | Overloaded. (Inherited from System.Windows.DependencyObject) |
| ≡ | CoerceValue | (Inherited from System.Windows.DependencyObject) |
| ≡ | EndInit | (Inherited from System.Windows.FrameworkElement) |
| ≡ | Equals | (Inherited from System.Windows.DependencyObject) |









| | | |
|---|--|---|
| ≡ | FindCommonVisualAncestor | (Inherited from System.Windows.Media.Visual) |
| ≡ | FindName | (Inherited from System.Windows.FrameworkElement) |
| ≡ | FindResource | (Inherited from System.Windows.FrameworkElement) |
| ≡ | Focus | (Inherited from System.Windows.UIElement) |
| ≡ | GetAnimationBaseValue | (Inherited from System.Windows.UIElement) |
| ≡ | GetBindingExpression | (Inherited from System.Windows.FrameworkElement) |
| ≡ | GetHashCode | (Inherited from System.Windows.DependencyObject) |
| ≡ | GetLocalValueEnumerator | (Inherited from System.Windows.DependencyObject) |
| ≡ | GetValue | (Inherited from System.Windows.DependencyObject) |
| ≡ | InputHitTest | (Inherited from System.Windows.UIElement) |
| ≡ | InvalidateArrange | (Inherited from System.Windows.UIElement) |
| ≡ | InvalidateMeasure | (Inherited from System.Windows.UIElement) |
| ≡ | InvalidateProperty | (Inherited from System.Windows.DependencyObject) |
| ≡ | InvalidateVisual | (Inherited from System.Windows.UIElement) |
| ≡ | IsAncestorOf | (Inherited from System.Windows.Media.Visual) |
| ≡ | IsDescendantOf | (Inherited from System.Windows.Media.Visual) |
| ≡ | Measure | (Inherited from System.Windows.UIElement) |
| ≡ | MoveFocus | (Inherited from System.Windows.FrameworkElement) |
| ≡ | OnApplyTemplate | Overridden. Builds the visual tree for the C1TileViewItem control when a new template is applied. |















| | | |
|---|---|--|
| ≡ | PointFromScreen | (Inherited from System.Windows.Media.Visual) |
| ≡ | PointToScreen | (Inherited from System.Windows.Media.Visual) |
| ≡ | PredictFocus | (Inherited from System.Windows.FrameworkElement) |
| ≡ | RaiseEvent | (Inherited from System.Windows.UIElement) |
| ≡ | ReadLocalValue | (Inherited from System.Windows.DependencyObject) |
| ≡ | RegisterName | (Inherited from System.Windows.FrameworkElement) |
| ≡ | ReleaseAllTouchCaptures | (Inherited from System.Windows.UIElement) |
| ≡ | ReleaseMouseCapture | (Inherited from System.Windows.UIElement) |
| ≡ | ReleaseStylusCapture | (Inherited from System.Windows.UIElement) |
| ≡ | ReleaseTouchCapture | (Inherited from System.Windows.UIElement) |
| ≡ | RemoveHandler | (Inherited from System.Windows.UIElement) |
| ≡ | SetBinding | Overloaded. (Inherited from System.Windows.FrameworkElement) |
| ≡ | SetCurrentValue | (Inherited from System.Windows.DependencyObject) |
| ≡ | SetResourceReference | (Inherited from System.Windows.FrameworkElement) |
| ≡ | SetValue | Overloaded. (Inherited from System.Windows.DependencyObject) |
| ≡ | ToString | (Inherited from System.Windows.Controls.Control) |
| ≡ | TransformToAncestor | Overloaded. (Inherited from System.Windows.Media.Visual) |
| ≡ | TransformToDescendant | (Inherited from System.Windows.Media.Visual) |



















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|---|------------------------------------|--|
|  | TransformToVisual | (Inherited from System.Windows.Media.Visual) |
|  | TranslatePoint | (Inherited from System.Windows.UIElement) |
|  | TryFindResource | (Inherited from System.Windows.FrameworkElement) |
|  | UnregisterName | (Inherited from System.Windows.FrameworkElement) |
|  | UpdateDefaultStyle | (Inherited from System.Windows.FrameworkElement) |
|  | UpdateLayout | (Inherited from System.Windows.UIElement) |




















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Protected Methods




















| | Name | Description |
|---|---|--|
|  | AddChild | (Inherited from System.Windows.Controls.ContentControl) |
|  | AddText | (Inherited from System.Windows.Controls.ContentControl) |
|  | AddVisualChild | (Inherited from System.Windows.Media.Visual) |
|  | ArrangeCore | (Inherited from System.Windows.FrameworkElement) |
|  | ArrangeOverride | (Inherited from System.Windows.Controls.Control) |
|  | ChangeVisualStateCommon | (Inherited from C1.WPF.C1HeaderedContentControl) |
|  | ChangeVisualStateTiled | Updates the current visual state of the Tiled visual state group to match the object's properties. |
|  | GetLayoutClip | (Inherited from System.Windows.FrameworkElement) |





































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|--|---|
|  GetVisualChild | (Inherited from System.Windows.FrameworkElement) |
|  HitTestCore | Overloaded. (Inherited from System.Windows.UIElement) |
|  MeasureCore | (Inherited from System.Windows.FrameworkElement) |
|  MeasureOverride | (Inherited from System.Windows.Controls.Control) |
|  OnAccessKey | (Inherited from System.Windows.UIElement) |
|  OnChildDesiredSizeChanged | (Inherited from System.Windows.UIElement) |
|  OnContentChanged | (Inherited from System.Windows.Controls.ContentControl) |
|  OnContentStringFormatChanged | (Inherited from System.Windows.Controls.ContentControl) |
|  OnContentTemplateChanged | (Inherited from System.Windows.Controls.ContentControl) |
|  OnContentTemplateSelectorChanged | (Inherited from System.Windows.Controls.ContentControl) |
|  OnContextMenuClosing | (Inherited from System.Windows.FrameworkElement) |
|  OnContextMenuOpening | (Inherited from System.Windows.FrameworkElement) |
|  OnCreateAutomationPeer | Overridden. Gets an AutomationPeer object used for testing the control. |
|  OnDragEnter | (Inherited from System.Windows.UIElement) |





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|---|--|--|
|  | OnDragLeave | (Inherited from System.Windows.UIElement) |
|  | OnDragOver | (Inherited from System.Windows.UIElement) |
|  | OnDrop | (Inherited from System.Windows.UIElement) |
|  | OnGiveFeedback | (Inherited from System.Windows.UIElement) |
|  | OnGotFocus | (Inherited from System.Windows.FrameworkElement) |
|  | OnGotKeyboardFocus | (Inherited from System.Windows.UIElement) |
|  | OnGotMouseCapture | (Inherited from System.Windows.UIElement) |
|  | OnGotStylusCapture | (Inherited from System.Windows.UIElement) |
|  | OnGotTouchCapture | (Inherited from System.Windows.UIElement) |
|  | OnInitialized | (Inherited from System.Windows.FrameworkElement) |
|  | OnIsKeyboardFocusedChanged | (Inherited from System.Windows.UIElement) |
|  | OnIsKeyboardFocusWithinChanged | (Inherited from System.Windows.UIElement) |
|  | OnIsMouseCapturedChanged | (Inherited from System.Windows.UIElement) |
|  | OnIsMouseCaptureWithinChanged | (Inherited from System.Windows.UIElement) |
|  | OnIsMouseDirectlyOverChanged | (Inherited from System.Windows.UIElement) |
|  | OnIsStylusCapturedChanged | (Inherited from System.Windows.UIElement) |
|  | OnIsStylusCaptureWithinChanged | (Inherited from System.Windows.UIElement) |
|  | OnIsStylusDirectlyOverChanged | (Inherited from System.Windows.UIElement) |

| | | |
|---|--|--|
|  | OnKeyDown | (Inherited from System.Windows.UIElement) |
|  | OnKeyUp | (Inherited from System.Windows.UIElement) |
|  | OnLostFocus | (Inherited from System.Windows.UIElement) |
|  | OnLostKeyboardFocus | (Inherited from System.Windows.UIElement) |
|  | OnLostMouseCapture | (Inherited from System.Windows.UIElement) |
|  | OnLostStylusCapture | (Inherited from System.Windows.UIElement) |
|  | OnLostTouchCapture | (Inherited from System.Windows.UIElement) |
|  | OnManipulationBoundaryFeedback | (Inherited from System.Windows.UIElement) |
|  | OnManipulationCompleted | (Inherited from System.Windows.UIElement) |
|  | OnManipulationDelta | (Inherited from System.Windows.UIElement) |
|  | OnManipulationInertiaStarting | (Inherited from System.Windows.UIElement) |
|  | OnManipulationStarted | (Inherited from System.Windows.UIElement) |
|  | OnManipulationStarting | (Inherited from System.Windows.UIElement) |
|  | OnMouseDoubleClick | (Inherited from System.Windows.Controls.Control) |
|  | OnMouseDown | (Inherited from System.Windows.UIElement) |
|  | OnMouseEnter | (Inherited from System.Windows.UIElement) |
|  | OnMouseLeave | (Inherited from System.Windows.UIElement) |
|  | OnMouseLeftButtonDown | (Inherited from System.Windows.UIElement) |
|  | OnMouseLeftButtonUp | (Inherited from System.Windows.UIElement) |

| | | |
|---|--|--|
|  | OnMouseMove | (Inherited from System.Windows.UIElement) |
|  | OnMouseRightButtonDown | (Inherited from System.Windows.UIElement) |
|  | OnMouseRightButtonUp | (Inherited from System.Windows.UIElement) |
|  | OnMouseUp | (Inherited from System.Windows.UIElement) |
|  | OnMouseWheel | (Inherited from System.Windows.UIElement) |
|  | OnPreviewDragEnter | (Inherited from System.Windows.UIElement) |
|  | OnPreviewDragLeave | (Inherited from System.Windows.UIElement) |
|  | OnPreviewDragOver | (Inherited from System.Windows.UIElement) |
|  | OnPreviewDrop | (Inherited from System.Windows.UIElement) |
|  | OnPreviewGiveFeedback | (Inherited from System.Windows.UIElement) |
|  | OnPreviewGotKeyboardFocus | (Inherited from System.Windows.UIElement) |
|  | OnPreviewKeyDown | (Inherited from System.Windows.UIElement) |
|  | OnPreviewKeyUp | (Inherited from System.Windows.UIElement) |
|  | OnPreviewLostKeyboardFocus | (Inherited from System.Windows.UIElement) |
|  | OnPreviewMouseDoubleClick | (Inherited from System.Windows.Controls.Control) |
|  | OnPreviewMouseDown | (Inherited from System.Windows.UIElement) |
|  | OnPreviewMouseLeftButtonDown | (Inherited from System.Windows.UIElement) |
|  | OnPreviewMouseLeftButtonUp | (Inherited from System.Windows.UIElement) |
|  | OnPreviewMouseMove | (Inherited from System.Windows.UIElement) |












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|---|---|--|
|  | OnPreviewMouseRightButtonDown | (Inherited from System.Windows.UIElement) |
|  | OnPreviewMouseRightButtonUp | (Inherited from System.Windows.UIElement) |
|  | OnPreviewMouseUp | (Inherited from System.Windows.UIElement) |
|  | OnPreviewMouseWheel | (Inherited from System.Windows.UIElement) |
|  | OnPreviewQueryContinueDrag | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusButtonDown | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusButtonUp | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusDown | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusInAirMove | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusInRange | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusMove | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusOutOfRange | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusSystemGesture | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusUp | (Inherited from System.Windows.UIElement) |
|  | OnPreviewTextInput | (Inherited from System.Windows.UIElement) |
|  | OnPreviewTouchDown | (Inherited from System.Windows.UIElement) |
|  | OnPreviewTouchMove | (Inherited from System.Windows.UIElement) |
|  | OnPreviewTouchUp | (Inherited from System.Windows.UIElement) |
|  | OnPropertyChanged | (Inherited from C1.WPF.C1HeaderedContentControl) |




















| | | |
|---|---------------------------------------|---|
|   | OnQueryContinueDrag | (Inherited from System.Windows.UIElement) |
|   | OnQueryCursor | (Inherited from System.Windows.UIElement) |
|   | OnRender | (Inherited from System.Windows.UIElement) |
|   | OnStylusButtonDown | (Inherited from System.Windows.UIElement) |
|   | OnStylusButtonUp | (Inherited from System.Windows.UIElement) |
|   | OnStylusDown | (Inherited from System.Windows.UIElement) |
|   | OnStylusEnter | (Inherited from System.Windows.UIElement) |
|   | OnStylusInAirMove | (Inherited from System.Windows.UIElement) |
|   | OnStylusInRange | (Inherited from System.Windows.UIElement) |
|   | OnStylusLeave | (Inherited from System.Windows.UIElement) |
|   | OnStylusMove | (Inherited from System.Windows.UIElement) |
|   | OnStylusOutOfRange | (Inherited from System.Windows.UIElement) |
|   | OnStylusSystemGesture | (Inherited from System.Windows.UIElement) |
|   | OnStylusUp | (Inherited from System.Windows.UIElement) |
|   | OnTemplateChanged | (Inherited from System.Windows.Controls.Control) |
|   | OnTextInput | (Inherited from System.Windows.UIElement) |
|   | OnToolTipClosing | (Inherited from System.Windows.FrameworkElement) |
|   | OnToolTipOpening | (Inherited from System.Windows.FrameworkElement) |




















| | | |
|---|-----------------------------------|--|
|  | OnTouchDown | (Inherited from System.Windows.UIElement) |
|  | OnTouchEnter | (Inherited from System.Windows.UIElement) |
|  | OnTouchLeave | (Inherited from System.Windows.UIElement) |
|  | OnTouchMove | (Inherited from System.Windows.UIElement) |
|  | OnTouchUp | (Inherited from System.Windows.UIElement) |
|  | RemoveVisualChild | (Inherited from System.Windows.Media.Visual) |




















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Public Events




















| | Name | Description |
|---|------------------------------------|--|
|  | ContextMenuClosing | (Inherited from System.Windows.FrameworkElement) |
|  | ContextMenuOpening | (Inherited from System.Windows.FrameworkElement) |
|  | DataContextChanged | (Inherited from System.Windows.FrameworkElement) |
|  | DragEnter | (Inherited from System.Windows.UIElement) |
|  | DragLeave | (Inherited from System.Windows.UIElement) |
|  | DragOver | (Inherited from System.Windows.UIElement) |
|  | Drop | (Inherited from System.Windows.UIElement) |
|  | FocusableChanged | (Inherited from System.Windows.UIElement) |
|  | GiveFeedback | (Inherited from System.Windows.UIElement) |
|  | GotFocus | (Inherited from System.Windows.UIElement) |
|  | GotKeyboardFocus | (Inherited from System.Windows.UIElement) |






| | | |
|---|--|--|
|  | GotMouseCapture | (Inherited from System.Windows.UIElement) |
|  | GotStylusCapture | (Inherited from System.Windows.UIElement) |
|  | GotTouchCapture | (Inherited from System.Windows.UIElement) |
|  | Initialized | (Inherited from System.Windows.FrameworkElement) |
|  | IsEnabledChanged | (Inherited from System.Windows.UIElement) |
|  | IsHitTestVisibleChanged | (Inherited from System.Windows.UIElement) |
|  | IsKeyboardFocusedChanged | (Inherited from System.Windows.UIElement) |
|  | IsKeyboardFocusWithinChanged | (Inherited from System.Windows.UIElement) |
|  | IsMouseCapturedChanged | (Inherited from System.Windows.UIElement) |
|  | IsMouseCaptureWithinChanged | (Inherited from System.Windows.UIElement) |
|  | IsMouseDirectlyOverChanged | (Inherited from System.Windows.UIElement) |
|  | IsMouseOverChanged | (Inherited from C1.WPF.C1HeaderedContentControl) |
|  | IsStylusCapturedChanged | (Inherited from System.Windows.UIElement) |
|  | IsStylusCaptureWithinChanged | (Inherited from System.Windows.UIElement) |
|  | IsStylusDirectlyOverChanged | (Inherited from System.Windows.UIElement) |
|  | IsVisibleChanged | (Inherited from System.Windows.UIElement) |
|  | KeyDown | (Inherited from System.Windows.UIElement) |
|  | KeyUp | (Inherited from System.Windows.UIElement) |
|  | LayoutUpdated | (Inherited from System.Windows.UIElement) |

| | | |
|---|--|--|
|  | Loaded | (Inherited from System.Windows.FrameworkElement) |
|  | LostFocus | (Inherited from System.Windows.UIElement) |
|  | LostKeyboardFocus | (Inherited from System.Windows.UIElement) |
|  | LostMouseCapture | (Inherited from System.Windows.UIElement) |
|  | LostStylusCapture | (Inherited from System.Windows.UIElement) |
|  | LostTouchCapture | (Inherited from System.Windows.UIElement) |
|  | ManipulationBoundaryFeedback | (Inherited from System.Windows.UIElement) |
|  | ManipulationCompleted | (Inherited from System.Windows.UIElement) |
|  | ManipulationDelta | (Inherited from System.Windows.UIElement) |
|  | ManipulationInertiaStarting | (Inherited from System.Windows.UIElement) |
|  | ManipulationStarted | (Inherited from System.Windows.UIElement) |
|  | ManipulationStarting | (Inherited from System.Windows.UIElement) |
|  | MouseDoubleClick | (Inherited from System.Windows.Controls.Control) |
|  | MouseDown | (Inherited from System.Windows.UIElement) |
|  | MouseEnter | (Inherited from System.Windows.UIElement) |
|  | MouseLeave | (Inherited from System.Windows.UIElement) |
|  | MouseLeftButtonDown | (Inherited from System.Windows.UIElement) |
|  | MouseLeftButtonUp | (Inherited from System.Windows.UIElement) |
|  | MouseMove | (Inherited from System.Windows.UIElement) |

| | | |
|---|---|--|
|  | MouseRightButtonDown | (Inherited from System.Windows.UIElement) |
|  | MouseRightButtonUp | (Inherited from System.Windows.UIElement) |
|  | MouseUp | (Inherited from System.Windows.UIElement) |
|  | MouseWheel | (Inherited from System.Windows.UIElement) |
|  | PreviewDragEnter | (Inherited from System.Windows.UIElement) |
|  | PreviewDragLeave | (Inherited from System.Windows.UIElement) |
|  | PreviewDragOver | (Inherited from System.Windows.UIElement) |
|  | PreviewDrop | (Inherited from System.Windows.UIElement) |
|  | PreviewGiveFeedback | (Inherited from System.Windows.UIElement) |
|  | PreviewGotKeyboardFocus | (Inherited from System.Windows.UIElement) |
|  | PreviewKeyDown | (Inherited from System.Windows.UIElement) |
|  | PreviewKeyUp | (Inherited from System.Windows.UIElement) |
|  | PreviewLostKeyboardFocus | (Inherited from System.Windows.UIElement) |
|  | PreviewMouseDoubleClick | (Inherited from System.Windows.Controls.Control) |
|  | PreviewMouseDown | (Inherited from System.Windows.UIElement) |
|  | PreviewMouseLeftButtonDown | (Inherited from System.Windows.UIElement) |
|  | PreviewMouseLeftButtonUp | (Inherited from System.Windows.UIElement) |
|  | PreviewMouseMove | (Inherited from System.Windows.UIElement) |
|  | PreviewMouseRightButtonDown | (Inherited from System.Windows.UIElement) |

| | | |
|---|--|---|
|  | PreviewMouseRightButtonUp | (Inherited from System.Windows.UIElement) |
|  | PreviewMouseUp | (Inherited from System.Windows.UIElement) |
|  | PreviewMouseWheel | (Inherited from System.Windows.UIElement) |
|  | PreviewQueryContinueDrag | (Inherited from System.Windows.UIElement) |
|  | PreviewStylusButtonDown | (Inherited from System.Windows.UIElement) |
|  | PreviewStylusButtonUp | (Inherited from System.Windows.UIElement) |
|  | PreviewStylusDown | (Inherited from System.Windows.UIElement) |
|  | PreviewStylusInAirMove | (Inherited from System.Windows.UIElement) |
|  | PreviewStylusInRange | (Inherited from System.Windows.UIElement) |
|  | PreviewStylusMove | (Inherited from System.Windows.UIElement) |
|  | PreviewStylusOutOfRange | (Inherited from System.Windows.UIElement) |
|  | PreviewStylusSystemGesture | (Inherited from System.Windows.UIElement) |
|  | PreviewStylusUp | (Inherited from System.Windows.UIElement) |
|  | PreviewTextInput | (Inherited from System.Windows.UIElement) |
|  | PreviewTouchDown | (Inherited from System.Windows.UIElement) |
|  | PreviewTouchMove | (Inherited from System.Windows.UIElement) |
|  | PreviewTouchUp | (Inherited from System.Windows.UIElement) |
|  | QueryContinueDrag | (Inherited from System.Windows.UIElement) |
|  | QueryCursor | (Inherited from System.Windows.UIElement) |

| | | |
|---|--------------------------------------|--|
|  | RequestBringIntoView | (Inherited from System.Windows.FrameworkElement) |
|  | SizeChanged | (Inherited from System.Windows.FrameworkElement) |
|  | SourceUpdated | (Inherited from System.Windows.FrameworkElement) |
|  | StylusButtonDown | (Inherited from System.Windows.UIElement) |
|  | StylusButtonUp | (Inherited from System.Windows.UIElement) |
|  | StylusDown | (Inherited from System.Windows.UIElement) |
|  | StylusEnter | (Inherited from System.Windows.UIElement) |
|  | StylusInAirMove | (Inherited from System.Windows.UIElement) |
|  | StylusInRange | (Inherited from System.Windows.UIElement) |
|  | StylusLeave | (Inherited from System.Windows.UIElement) |
|  | StylusMove | (Inherited from System.Windows.UIElement) |
|  | StylusOutOfRange | (Inherited from System.Windows.UIElement) |
|  | StylusSystemGesture | (Inherited from System.Windows.UIElement) |
|  | StylusUp | (Inherited from System.Windows.UIElement) |
|  | TargetUpdated | (Inherited from System.Windows.FrameworkElement) |
|  | TextInput | (Inherited from System.Windows.UIElement) |
|  | ToolTipClosing | (Inherited from System.Windows.FrameworkElement) |
|  | ToolTipOpening | (Inherited from System.Windows.FrameworkElement) |
|  | TouchDown | (Inherited from System.Windows.UIElement) |

| | | |
|---|----------------------------|--|
|  | TouchEnter | (Inherited from System.Windows.UIElement) |
|  | TouchLeave | (Inherited from System.Windows.UIElement) |
|  | TouchMove | (Inherited from System.Windows.UIElement) |
|  | TouchUp | (Inherited from System.Windows.UIElement) |
|  | Unloaded | (Inherited from System.Windows.FrameworkElement) |

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See Also

Reference

[C1TileViewItem Class](#)

[C1.WPF.TileView Namespace](#)

C1TileViewItem Constructor

[C1.WPF.TileView Namespace](#) > [C1TileViewItem Class](#) : C1TileViewItem Constructor

Initializes a new instance of a [C1TileViewItem](#).

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| Public Function New() | |
| Visual Basic (Usage) | Copy Code |
| Dim instance As New C1TileViewItem() | |
| C# | |
| public C1TileViewItem() | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)

[C1TileViewItem Members](#)




















Methods



















[C1.WPF.TileView Namespace](#) : [C1TileViewItem Class](#)











For a list of all members of this type, see [C1TileViewItem members](#).

Public Methods

| | Name | Description |
|---|-------------------------------------|--|
| ≡ | AddHandler | Overloaded. (Inherited from System.Windows.UIElement) |
| ≡ | AddToEventRoute | (Inherited from System.Windows.UIElement) |
| ≡ | ApplyAnimationClock | Overloaded. (Inherited from System.Windows.UIElement) |
| ≡ | ApplyTemplate | (Inherited from System.Windows.FrameworkElement) |
| ≡ | Arrange | (Inherited from System.Windows.UIElement) |
| ≡ | BeginAnimation | Overloaded. (Inherited from System.Windows.UIElement) |
| ≡ | BeginInit | (Inherited from System.Windows.FrameworkElement) |
| ≡ | BeginStoryboard | Overloaded. (Inherited from System.Windows.FrameworkElement) |
| ≡ | BringIntoView | Overloaded. (Inherited from System.Windows.FrameworkElement) |
| ≡ | CaptureMouse | (Inherited from System.Windows.UIElement) |
| ≡ | CaptureStylus | (Inherited from System.Windows.UIElement) |
| ≡ | CaptureTouch | (Inherited from System.Windows.UIElement) |











| | | |
|---|--|--|
| ≡  | ClearValue | Overloaded. (Inherited from System.Windows.DependencyObject) |
| ≡  | CoerceValue | (Inherited from System.Windows.DependencyObject) |
| ≡  | EndInit | (Inherited from System.Windows.FrameworkElement) |
| ≡  | Equals | (Inherited from System.Windows.DependencyObject) |
| ≡  | FindCommonVisualAncestor | (Inherited from System.Windows.Media.Visual) |
| ≡  | FindName | (Inherited from System.Windows.FrameworkElement) |
| ≡  | FindResource | (Inherited from System.Windows.FrameworkElement) |
| ≡  | Focus | (Inherited from System.Windows.UIElement) |
| ≡  | GetAnimationBaseValue | (Inherited from System.Windows.UIElement) |
| ≡  | GetBindingExpression | (Inherited from System.Windows.FrameworkElement) |
| ≡  | GetHashCode | (Inherited from System.Windows.DependencyObject) |
| ≡  | GetLocalValueEnumerator | (Inherited from System.Windows.DependencyObject) |
| ≡  | GetValue | (Inherited from System.Windows.DependencyObject) |
| ≡  | InputHitTest | (Inherited from System.Windows.UIElement) |
| ≡  | InvalidateArrange | (Inherited from System.Windows.UIElement) |
| ≡  | InvalidateMeasure | (Inherited from System.Windows.UIElement) |
| ≡  | InvalidateProperty | (Inherited from System.Windows.DependencyObject) |
| ≡  | InvalidateVisual | (Inherited from System.Windows.UIElement) |
| ≡  | IsAncestorOf | (Inherited from System.Windows.Media.Visual) |















| | |
|---|---|
| ≡  IsDescendantOf | (Inherited from System.Windows.Media.Visual) |
| ≡  Measure | (Inherited from System.Windows.UIElement) |
| ≡  MoveFocus | (Inherited from System.Windows.FrameworkElement) |
| ≡  OnApplyTemplate | Overridden. Builds the visual tree for the C1TileViewItem control when a new template is applied. |
| ≡  PointFromScreen | (Inherited from System.Windows.Media.Visual) |
| ≡  PointToScreen | (Inherited from System.Windows.Media.Visual) |
| ≡  PredictFocus | (Inherited from System.Windows.FrameworkElement) |
| ≡  RaiseEvent | (Inherited from System.Windows.UIElement) |
| ≡  ReadLocalValue | (Inherited from System.Windows.DependencyObject) |
| ≡  RegisterName | (Inherited from System.Windows.FrameworkElement) |
| ≡  ReleaseAllTouchCaptures | (Inherited from System.Windows.UIElement) |
| ≡  ReleaseMouseCapture | (Inherited from System.Windows.UIElement) |
| ≡  ReleaseStylusCapture | (Inherited from System.Windows.UIElement) |
| ≡  ReleaseTouchCapture | (Inherited from System.Windows.UIElement) |
| ≡  RemoveHandler | (Inherited from System.Windows.UIElement) |
| ≡  SetBinding | Overloaded. (Inherited from System.Windows.FrameworkElement) |
| ≡  SetCurrentValue | (Inherited from System.Windows.DependencyObject) |
| ≡  SetResourceReference | (Inherited from System.Windows.FrameworkElement) |


















| | |
|---|--|
|  SetValue | Overloaded. (Inherited from System.Windows.DependencyObject) |
|  ToString | (Inherited from System.Windows.Controls.Control) |
|  TransformToAncestor | Overloaded. (Inherited from System.Windows.Media.Visual) |
|  TransformToDescendant | (Inherited from System.Windows.Media.Visual) |
|  TransformToVisual | (Inherited from System.Windows.Media.Visual) |
|  TranslatePoint | (Inherited from System.Windows.UIElement) |
|  TryFindResource | (Inherited from System.Windows.FrameworkElement) |
|  UnregisterName | (Inherited from System.Windows.FrameworkElement) |
|  UpdateDefaultStyle | (Inherited from System.Windows.FrameworkElement) |
|  UpdateLayout | (Inherited from System.Windows.UIElement) |




















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Protected Methods




















| | Name | Description |
|---|---------------------------------|---|
|   | AddChild | (Inherited from System.Windows.Controls.ContentControl) |
|   | AddText | (Inherited from System.Windows.Controls.ContentControl) |
|   | AddVisualChild | (Inherited from System.Windows.Media.Visual) |
|   | ArrangeCore | (Inherited from System.Windows.FrameworkElement) |
|   | ArrangeOverride | (Inherited from System.Windows.Controls.Control) |







































| | |
|--|--|
|  ChangeVisualStateCommon | (Inherited from C1.WPF.C1HeaderedContentControl) |
|  ChangeVisualStateTiled | Updates the current visual state of the Tiled visual state group to match the object's properties. |
|  GetLayoutClip | (Inherited from System.Windows.FrameworkElement) |
|  GetVisualChild | (Inherited from System.Windows.FrameworkElement) |
|  HitTestCore | Overloaded. (Inherited from System.Windows.UIElement) |
|  MeasureCore | (Inherited from System.Windows.FrameworkElement) |
|  MeasureOverride | (Inherited from System.Windows.Controls.Control) |
|  OnAccessKey | (Inherited from System.Windows.UIElement) |
|  OnChildDesiredSizeChanged | (Inherited from System.Windows.UIElement) |
|  OnContentChanged | (Inherited from System.Windows.Controls.ContentControl) |
|  OnContentStringFormatChanged | (Inherited from System.Windows.Controls.ContentControl) |
|  OnContentTemplateChanged | (Inherited from System.Windows.Controls.ContentControl) |
|  OnContentTemplateSelectorChanged | (Inherited from System.Windows.Controls.ContentControl) |
|  OnContextMenuClosing | (Inherited from System.Windows.FrameworkElement) |










| | | |
|---|--|---|
|  | OnContextMenuOpening | (Inherited from System.Windows.FrameworkElement) |
|  | OnCreateAutomationPeer | Overridden. Gets an AutomationPeer object used for testing the control. |
|  | OnDragEnter | (Inherited from System.Windows.UIElement) |
|  | OnDragLeave | (Inherited from System.Windows.UIElement) |
|  | OnDragOver | (Inherited from System.Windows.UIElement) |
|  | OnDrop | (Inherited from System.Windows.UIElement) |
|  | OnGiveFeedback | (Inherited from System.Windows.UIElement) |
|  | OnGotFocus | (Inherited from System.Windows.FrameworkElement) |
|  | OnGotKeyboardFocus | (Inherited from System.Windows.UIElement) |
|  | OnGotMouseCapture | (Inherited from System.Windows.UIElement) |
|  | OnGotStylusCapture | (Inherited from System.Windows.UIElement) |
|  | OnGotTouchCapture | (Inherited from System.Windows.UIElement) |
|  | OnInitialized | (Inherited from System.Windows.FrameworkElement) |
|  | OnIsKeyboardFocusedChanged | (Inherited from System.Windows.UIElement) |
|  | OnIsKeyboardFocusWithinChanged | (Inherited from System.Windows.UIElement) |
|  | OnIsMouseCapturedChanged | (Inherited from System.Windows.UIElement) |
|  | OnIsMouseCaptureWithinChanged | (Inherited from System.Windows.UIElement) |

| | | |
|---|--|--|
|  | OnIsMouseDirectlyOverChanged | (Inherited from System.Windows.UIElement) |
|  | OnIsStylusCapturedChanged | (Inherited from System.Windows.UIElement) |
|  | OnIsStylusCaptureWithinChanged | (Inherited from System.Windows.UIElement) |
|  | OnIsStylusDirectlyOverChanged | (Inherited from System.Windows.UIElement) |
|  | OnKeyDown | (Inherited from System.Windows.UIElement) |
|  | OnKeyUp | (Inherited from System.Windows.UIElement) |
|  | OnLostFocus | (Inherited from System.Windows.UIElement) |
|  | OnLostKeyboardFocus | (Inherited from System.Windows.UIElement) |
|  | OnLostMouseCapture | (Inherited from System.Windows.UIElement) |
|  | OnLostStylusCapture | (Inherited from System.Windows.UIElement) |
|  | OnLostTouchCapture | (Inherited from System.Windows.UIElement) |
|  | OnManipulationBoundaryFeedback | (Inherited from System.Windows.UIElement) |
|  | OnManipulationCompleted | (Inherited from System.Windows.UIElement) |
|  | OnManipulationDelta | (Inherited from System.Windows.UIElement) |
|  | OnManipulationInertiaStarting | (Inherited from System.Windows.UIElement) |
|  | OnManipulationStarted | (Inherited from System.Windows.UIElement) |
|  | OnManipulationStarting | (Inherited from System.Windows.UIElement) |
|  | OnMouseDoubleClick | (Inherited from System.Windows.Controls.Control) |
|  | OnMouseDown | (Inherited from System.Windows.UIElement) |

| | | |
|---|--|--|
|  | OnMouseEnter | (Inherited from System.Windows.UIElement) |
|  | OnMouseLeave | (Inherited from System.Windows.UIElement) |
|  | OnMouseLeftButtonDown | (Inherited from System.Windows.UIElement) |
|  | OnMouseLeftButtonUp | (Inherited from System.Windows.UIElement) |
|  | OnMouseMove | (Inherited from System.Windows.UIElement) |
|  | OnMouseRightButtonDown | (Inherited from System.Windows.UIElement) |
|  | OnMouseRightButtonUp | (Inherited from System.Windows.UIElement) |
|  | OnMouseUp | (Inherited from System.Windows.UIElement) |
|  | OnMouseWheel | (Inherited from System.Windows.UIElement) |
|  | OnPreviewDragEnter | (Inherited from System.Windows.UIElement) |
|  | OnPreviewDragLeave | (Inherited from System.Windows.UIElement) |
|  | OnPreviewDragOver | (Inherited from System.Windows.UIElement) |
|  | OnPreviewDrop | (Inherited from System.Windows.UIElement) |
|  | OnPreviewGiveFeedback | (Inherited from System.Windows.UIElement) |
|  | OnPreviewGotKeyboardFocus | (Inherited from System.Windows.UIElement) |
|  | OnPreviewKeyDown | (Inherited from System.Windows.UIElement) |
|  | OnPreviewKeyUp | (Inherited from System.Windows.UIElement) |
|  | OnPreviewLostKeyboardFocus | (Inherited from System.Windows.UIElement) |
|  | OnPreviewMouseDoubleClick | (Inherited from System.Windows.Controls.Control) |

| | | |
|---|---|---|
|  | OnPreviewMouseDown | (Inherited from System.Windows.UIElement) |
|  | OnPreviewMouseLeftButtonDown | (Inherited from System.Windows.UIElement) |
|  | OnPreviewMouseLeftButtonUp | (Inherited from System.Windows.UIElement) |
|  | OnPreviewMouseMove | (Inherited from System.Windows.UIElement) |
|  | OnPreviewMouseRightButtonDown | (Inherited from System.Windows.UIElement) |
|  | OnPreviewMouseRightButtonUp | (Inherited from System.Windows.UIElement) |
|  | OnPreviewMouseUp | (Inherited from System.Windows.UIElement) |
|  | OnPreviewMouseWheel | (Inherited from System.Windows.UIElement) |
|  | OnPreviewQueryContinueDrag | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusButtonDown | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusButtonUp | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusDown | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusInAirMove | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusInRange | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusMove | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusOutOfRange | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusSystemGesture | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusUp | (Inherited from System.Windows.UIElement) |
|  | OnPreviewTextInput | (Inherited from System.Windows.UIElement) |

| | | |
|---|---------------------------------------|--|
|   | OnPreviewTouchDown | (Inherited from System.Windows.UIElement) |
|   | OnPreviewTouchMove | (Inherited from System.Windows.UIElement) |
|   | OnPreviewTouchUp | (Inherited from System.Windows.UIElement) |
|   | OnPropertyChanged | (Inherited from C1.WPF.C1HeaderedContentControl) |
|   | OnQueryContinueDrag | (Inherited from System.Windows.UIElement) |
|   | OnQueryCursor | (Inherited from System.Windows.UIElement) |
|   | OnRender | (Inherited from System.Windows.UIElement) |
|   | OnStylusButtonDown | (Inherited from System.Windows.UIElement) |
|   | OnStylusButtonUp | (Inherited from System.Windows.UIElement) |
|   | OnStylusDown | (Inherited from System.Windows.UIElement) |
|   | OnStylusEnter | (Inherited from System.Windows.UIElement) |
|   | OnStylusInAirMove | (Inherited from System.Windows.UIElement) |
|   | OnStylusInRange | (Inherited from System.Windows.UIElement) |
|   | OnStylusLeave | (Inherited from System.Windows.UIElement) |
|   | OnStylusMove | (Inherited from System.Windows.UIElement) |
|   | OnStylusOutOfRange | (Inherited from System.Windows.UIElement) |
|   | OnStylusSystemGesture | (Inherited from System.Windows.UIElement) |
|   | OnStylusUp | (Inherited from System.Windows.UIElement) |
|   | OnTemplateChanged | (Inherited from System.Windows.Controls.Control) |

| | |
|---|---|
|  OnTextInput | (Inherited from System.Windows.UIElement) |
|  OnToolTipClosing | (Inherited from System.Windows.FrameworkElement) |
|  OnToolTipOpening | (Inherited from System.Windows.FrameworkElement) |
|  OnTouchDown | (Inherited from System.Windows.UIElement) |
|  OnTouchEnter | (Inherited from System.Windows.UIElement) |
|  OnTouchLeave | (Inherited from System.Windows.UIElement) |
|  OnTouchMove | (Inherited from System.Windows.UIElement) |
|  OnTouchUp | (Inherited from System.Windows.UIElement) |
|  RemoveVisualChild | (Inherited from System.Windows.Media.Visual) |

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See Also

Reference

[C1TileViewItem Class](#)

[C1.WPF.TileView Namespace](#)

ChangeVisualStateTiled Method

[C1.WPF.TileView Namespace](#) > [C1TileViewItem Class](#) : [ChangeVisualStateTiled Method](#)

Updates the current visual state of the Tiled visual state group to match the object's properties.

Syntax

| | |
|--|--|
| Visual Basic (Declaration) | |
| <pre>Protected Sub ChangeVisualStateTiled(_ ByVal useTransitions As System.Boolean _)</pre> | |

| Visual Basic (Usage) | Copy Code |
|---|-----------|
| <pre>Dim instance As C1TileViewItem Dim useTransitions As System.Boolean instance.ChangeVisualStateTiled(useTransitions)</pre> | |
| C# | |
| <pre>protected void ChangeVisualStateTiled(System.bool useTransitions)</pre> | |

Parameters

useTransitions

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)

[C1TileViewItem Members](#)

OnApplyTemplate Method

[C1.WPF.TileView Namespace](#) > [C1TileViewItem Class](#) : OnApplyTemplate Method

Builds the visual tree for the [C1TileViewItem](#) control when a new template is applied.

Syntax

| Visual Basic (Declaration) | |
|---|-----------|
| <pre>Public Overrides Sub OnApplyTemplate()</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileViewItem instance.OnApplyTemplate()</pre> | |

| | |
|---|--|
| C# | |
| <code>public override void OnApplyTemplate()</code> | |

Remarks

This method is invoked whenever application code or an internal process, such as a rebuilding layout pass, calls the **ApplyTemplate** method.

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)

[C1TileViewItem Members](#)

OnCreateAutomationPeer Method

[C1.WPF.TileView Namespace](#) > [C1TileViewItem Class](#) : OnCreateAutomationPeer Method

Gets an AutomationPeer object used for testing the control.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| Protected Overrides Function OnCreateAutomationPeer() As System.Windows.Automation.Peers.AutomationPeer | |
| Visual Basic (Usage) | Copy Code |
| Dim instance As C1TileViewItem Dim value As System.Windows.Automation.Peers.AutomationPeer value = instance.OnCreateAutomationPeer() | |
| C# | |
| protected override System.Windows.Automation.Peers.AutomationPeer OnCreateAutomationPeer() | |

Return Value

An AutomationPeer object used for testing the control.

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)










[C1TileViewItem Members](#)















Properties
















[C1.WPF.TileView Namespace](#) : C1TileViewItem Class




















For a list of all members of this type, see [C1TileViewItem members](#).



















Public Properties




















| | Name | Description |
|---|---|--|
|  | ActualHeight | (Inherited from System.Windows.FrameworkElement) |
|  | ActualWidth | (Inherited from System.Windows.FrameworkElement) |
|  | AllowDrop | (Inherited from System.Windows.UIElement) |
|  | AreAnyTouchesCaptured | (Inherited from System.Windows.UIElement) |
|  | AreAnyTouchesCapturedWithin | (Inherited from System.Windows.UIElement) |
|  | AreAnyTouchesDirectlyOver | (Inherited from System.Windows.UIElement) |
|  | AreAnyTouchesOver | (Inherited from System.Windows.UIElement) |
|  | Background | (Inherited from System.Windows.Controls.Control) |
|  | BindingGroup | (Inherited from System.Windows.FrameworkElement) |




















| | | |
|---|--|--|
|  | BitmapEffect | (Inherited from System.Windows.UIElement) |
|  | BitmapEffectInput | (Inherited from System.Windows.UIElement) |
|  | BorderBrush | (Inherited from System.Windows.Controls.Control) |
|  | BorderThickness | (Inherited from System.Windows.Controls.Control) |
|  | CacheMode | (Inherited from System.Windows.UIElement) |
|  | Clip | (Inherited from System.Windows.UIElement) |
|  | ClipToBounds | (Inherited from System.Windows.UIElement) |
|  | CommandBindings | (Inherited from System.Windows.UIElement) |
|  | Content | (Inherited from System.Windows.Controls.ContentControl) |
|  | ContentMaximized | Gets or sets the content used when the C1TileViewItem is maximized item. If null, System.Windows.Controls.ContentControl.Content is used. |
|  | ContentMinimized | Gets or sets the content used when another C1TileViewItem is maximized. If null, System.Windows.Controls.ContentControl.Content is used. |
|  | ContentStringFormat | (Inherited from System.Windows.Controls.ContentControl) |
|  | ContentTemplate | (Inherited from System.Windows.Controls.ContentControl) |
|  | ContentTemplateMaximized | Gets or sets the System.Windows.DataTemplate used for ContentMaximized . |














| | | |
|---|--|---|
|  | ContentTemplateMaximizedSelector | Gets or sets a data template selector that provides custom logic for choosing the template used to display the content of the maximized item. |
|  | ContentTemplateMinimized | Gets or sets the System.Windows.DataTemplate used for ContentMinimized . |
|  | ContentTemplateMinimizedSelector | Gets or sets a data template selector that provides custom logic for choosing the template used to display the content of the minimized item. |
|  | ContentTemplateSelector | (Inherited from System.Windows.Controls.ContentControl) |
|  | ContextMenu | (Inherited from System.Windows.FrameworkElement) |
|  | Cursor | (Inherited from System.Windows.FrameworkElement) |
|  | DataContext | (Inherited from System.Windows.FrameworkElement) |
|  | DependencyObjectType | (Inherited from System.Windows.DependencyObject) |
|  | DesiredSize | (Inherited from System.Windows.UIElement) |
|  | Dispatcher | (Inherited from System.Windows.Threading.DispatcherObject) |
|  | Effect | (Inherited from System.Windows.UIElement) |
|  | FlowDirection | (Inherited from System.Windows.FrameworkElement) |
|  | Focusable | (Inherited from System.Windows.UIElement) |
|  | FocusBrush | Gets or sets the System.Windows.Media.Brush used to highlight the focused control. |
|  | FocusVisualStyle | (Inherited from System.Windows.FrameworkElement) |

| | | |
|---|-----------------------|---|
|  | FontFamily | (Inherited from System.Windows.Controls.Control) |
|  | FontSize | (Inherited from System.Windows.Controls.Control) |
|  | FontStretch | (Inherited from System.Windows.Controls.Control) |
|  | FontStyle | (Inherited from System.Windows.Controls.Control) |
|  | FontWeight | (Inherited from System.Windows.Controls.Control) |
|  | ForceCursor | (Inherited from System.Windows.FrameworkElement) |
|  | Foreground | (Inherited from System.Windows.Controls.Control) |
|  | HasAnimatedProperties | (Inherited from System.Windows.UIElement) |
|  | HasContent | (Inherited from System.Windows.Controls.ContentControl) |
|  | Header | (Inherited from C1.WPF.C1HeaderedContentControl) |
|  | HeaderBackground | (Inherited from C1.WPF.C1HeaderedContentControl) |
|  | HeaderFontFamily | (Inherited from C1.WPF.C1HeaderedContentControl) |
|  | HeaderFontSize | (Inherited from C1.WPF.C1HeaderedContentControl) |
|  | HeaderFontStretch | (Inherited from C1.WPF.C1HeaderedContentControl) |
|  | HeaderFontStyle | (Inherited from C1.WPF.C1HeaderedContentControl) |
|  | HeaderFontWeight | (Inherited from C1.WPF.C1HeaderedContentControl) |
|  | HeaderForeground | (Inherited from C1.WPF.C1HeaderedContentControl) |
|  | HeaderPadding | (Inherited from C1.WPF.C1HeaderedContentControl) |
|  | HeaderTemplate | (Inherited from C1.WPF.C1HeaderedContentControl) |

| | | |
|---|--|--|
|  | HeaderTemplateSelector | Gets or sets a data template selector that provides custom logic for choosing the template used to display the header. |
|  | Height | (Inherited from System.Windows.FrameworkElement) |
|  | HorizontalAlignment | (Inherited from System.Windows.FrameworkElement) |
|  | HorizontalContentAlignment | (Inherited from System.Windows.Controls.Control) |
|  | HorizontalHeaderAlignment | (Inherited from C1.WPF.C1HeaderedContentControl) |
|  | InputBindings | (Inherited from System.Windows.UIElement) |
|  | InputScope | (Inherited from System.Windows.FrameworkElement) |
|  | IsArrangeValid | (Inherited from System.Windows.UIElement) |
|  | IsEnabled | (Inherited from System.Windows.UIElement) |
|  | IsFocused | (Inherited from System.Windows.UIElement) |
|  | IsHitTestVisible | (Inherited from System.Windows.UIElement) |
|  | IsInitialized | (Inherited from System.Windows.FrameworkElement) |
|  | IsInputMethodEnabled | (Inherited from System.Windows.UIElement) |
|  | IsKeyboardFocused | (Inherited from System.Windows.UIElement) |
|  | IsKeyboardFocusWithin | (Inherited from System.Windows.UIElement) |
|  | IsLoaded | (Inherited from System.Windows.FrameworkElement) |
|  | IsManipulationEnabled | (Inherited from System.Windows.UIElement) |
|  | IsMeasureValid | (Inherited from System.Windows.UIElement) |





| | | |
|---|-----------------------|--|
|  | IsMouseCaptured | (Inherited from System.Windows.UIElement) |
|  | IsMouseCaptureWithin | (Inherited from System.Windows.UIElement) |
|  | IsMouseDirectlyOver | (Inherited from System.Windows.UIElement) |
|  | IsMouseOver | (Inherited from System.Windows.UIElement) |
|  | IsSealed | (Inherited from System.Windows.DependencyObject) |
|  | IsStylusCaptured | (Inherited from System.Windows.UIElement) |
|  | IsStylusCaptureWithin | (Inherited from System.Windows.UIElement) |
|  | IsStylusDirectlyOver | (Inherited from System.Windows.UIElement) |
|  | IsStylusOver | (Inherited from System.Windows.UIElement) |
|  | IsTabStop | (Inherited from System.Windows.Controls.Control) |
|  | IsVisible | (Inherited from System.Windows.UIElement) |
|  | Language | (Inherited from System.Windows.FrameworkElement) |
|  | LayoutTransform | (Inherited from System.Windows.FrameworkElement) |
|  | Margin | (Inherited from System.Windows.FrameworkElement) |
|  | MaxHeight | (Inherited from System.Windows.FrameworkElement) |
|  | MaxWidth | (Inherited from System.Windows.FrameworkElement) |
|  | MinHeight | (Inherited from System.Windows.FrameworkElement) |
|  | MinWidth | (Inherited from System.Windows.FrameworkElement) |
|  | MouseOverBrush | Gets or sets the System.Windows.Media.Brush used to highlight the control when it has the mouse over. |















| | | |
|---|-----------------------|---|
|  | Name | (Inherited from System.Windows.FrameworkElement) |
|  | Opacity | (Inherited from System.Windows.UIElement) |
|  | OpacityMask | (Inherited from System.Windows.UIElement) |
|  | OverridesDefaultStyle | (Inherited from System.Windows.FrameworkElement) |
|  | Padding | (Inherited from System.Windows.Controls.Control) |
|  | Parent | (Inherited from System.Windows.FrameworkElement) |
|  | PersistId | (Inherited from System.Windows.UIElement) |
|  | PressedBrush | Gets or sets the System.Windows.Media.Brush used to paint a button when it is pressed. |
|  | RenderSize | (Inherited from System.Windows.UIElement) |
|  | RenderTransform | (Inherited from System.Windows.UIElement) |
|  | RenderTransformOrigin | (Inherited from System.Windows.UIElement) |
|  | Resources | (Inherited from System.Windows.FrameworkElement) |
|  | SnapsToDevicePixels | (Inherited from System.Windows.UIElement) |
|  | Style | (Inherited from System.Windows.FrameworkElement) |
|  | TabIndex | (Inherited from System.Windows.Controls.Control) |
|  | Tag | (Inherited from System.Windows.FrameworkElement) |
|  | Template | (Inherited from System.Windows.Controls.Control) |
|  | TemplatedParent | (Inherited from System.Windows.FrameworkElement) |
|  | TiledState | Gets or sets the current role of the C1TileViewItem . |

| | | |
|---|--|--|
|  | ToolTip | (Inherited from System.Windows.FrameworkElement) |
|  | TouchesCaptured | (Inherited from System.Windows.UIElement) |
|  | TouchesCapturedWithin | (Inherited from System.Windows.UIElement) |
|  | TouchesDirectlyOver | (Inherited from System.Windows.UIElement) |
|  | TouchesOver | (Inherited from System.Windows.UIElement) |
|  | Triggers | (Inherited from System.Windows.FrameworkElement) |
|  | Uid | (Inherited from System.Windows.UIElement) |
|  | UseLayoutRounding | (Inherited from System.Windows.FrameworkElement) |
|  | VerticalAlignment | (Inherited from System.Windows.FrameworkElement) |
|  | VerticalContentAlignment | (Inherited from System.Windows.Controls.Control) |
|  | VerticalHeaderAlignment | (Inherited from C1.WPF.C1HeaderedContentControl) |
|  | Visibility | (Inherited from System.Windows.UIElement) |
|  | Width | (Inherited from System.Windows.FrameworkElement) |

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Protected Properties

| | Name | Description |
|---|---|--|
|  | IsEnabledCore | (Inherited from System.Windows.UIElement) |
|  | StylusPlugIns | (Inherited from System.Windows.UIElement) |
|  | VisualBitmapEffect | (Inherited from System.Windows.Media.Visual) |
|  | VisualBitmapEffectInput | (Inherited from System.Windows.Media.Visual) |

| | | |
|---|---|--|
|  | VisualBitmapScalingMode | (Inherited from System.Windows.Media.Visual) |
|  | VisualCacheMode | (Inherited from System.Windows.Media.Visual) |
|  | VisualChildrenCount | (Inherited from System.Windows.FrameworkElement) |
|  | VisualClip | (Inherited from System.Windows.Media.Visual) |
|  | VisualEdgeMode | (Inherited from System.Windows.Media.Visual) |
|  | VisualEffect | (Inherited from System.Windows.Media.Visual) |
|  | VisualOffset | (Inherited from System.Windows.Media.Visual) |
|  | VisualOpacity | (Inherited from System.Windows.Media.Visual) |
|  | VisualOpacityMask | (Inherited from System.Windows.Media.Visual) |
|  | VisualParent | (Inherited from System.Windows.Media.Visual) |
|  | VisualScrollableAreaClip | (Inherited from System.Windows.Media.Visual) |
|  | VisualTransform | (Inherited from System.Windows.Media.Visual) |
|  | VisualXSnappingGuidelines | (Inherited from System.Windows.Media.Visual) |
|  | VisualYSnappingGuidelines | (Inherited from System.Windows.Media.Visual) |

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See Also

Reference

[C1TileViewItem Class](#)

[C1.WPF.TileView Namespace](#)

ContentMaximized Property

[C1.WPF.TileView Namespace](#) > [C1TileViewItem Class](#) : ContentMaximized Property

Gets or sets the content used when the [C1TileViewItem](#) is maximized item. If null, **System.Windows.Controls.ContentControl.Content** is used.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <pre><System.ComponentModel.TypeConverterAttribute("C1.WPF.TileView.StringToObjectConverter, C1.WPF.TileView.4, Version=4.0.20153.489, Culture=neutral, PublicKeyToken=2aa4ec5576d6c3ce")> Public Property ContentMaximized As System.Object</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileViewItem Dim value As System.Object instance.ContentMaximized = value value = instance.ContentMaximized</pre> | |
| C# | |
| <pre>[System.ComponentModel.TypeConverter("C1.WPF.TileView.StringToObjectConverter, C1.WPF.TileView.4, Version=4.0.20153.489, Culture=neutral, PublicKeyToken=2aa4ec5576d6c3ce")] public System.object ContentMaximized {get; set;}</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)
[C1TileViewItem Members](#)

ContentMinimized Property

[C1.WPF.TileView Namespace](#) > [C1TileViewItem Class](#) : ContentMinimized Property

Gets or sets the content used when another [C1TileViewItem](#) is maximized. If null, **System.Windows.Controls.ContentControl.Content** is used.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <pre><System.ComponentModel.TypeConverterAttribute("C1.WPF.TileView.StringToObjectConverter, C1.WPF.TileView.4, Version=4.0.20153.489, Culture=neutral, PublicKeyToken=2aa4ec5576d6c3ce")> Public Property ContentMinimized As System.Object</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileViewItem Dim value As System.Object instance.ContentMinimized = value value = instance.ContentMinimized</pre> | |
| C# | |
| <pre>[System.ComponentModel.TypeConverter("C1.WPF.TileView.StringToObjectConverter, C1.WPF.TileView.4, Version=4.0.20153.489, Culture=neutral, PublicKeyToken=2aa4ec5576d6c3ce")] public System.object ContentMinimized {get; set;}</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)

[C1TileViewItem Members](#)

ContentTemplateMaximized Property

[C1.WPF.TileView Namespace](#) > [C1TileViewItem Class](#) : ContentTemplateMaximized Property

Gets or sets the **System.Windows.DataTemplate** used for [ContentMaximized](#).

Syntax

| | |
|----------------------------|--|
| Visual Basic (Declaration) | |
|----------------------------|--|

| | |
|--|-----------|
| Public Property ContentTemplateMaximized As System.Windows.DataTemplate | |
| Visual Basic (Usage) | Copy Code |
| <pre> Dim instance As C1TileViewItem Dim value As System.Windows.DataTemplate instance.ContentTemplateMaximized = value value = instance.ContentTemplateMaximized </pre> | |
| C# | |
| <pre> public System.Windows.DataTemplate ContentTemplateMaximized {get; set;} </pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)

[C1TileViewItem Members](#)

ContentTemplateMaximizedSelector Property

[C1.WPF.TileView Namespace](#) > [C1TileViewItem Class](#) : ContentTemplateMaximizedSelector Property

Gets or sets a data template selector that provides custom logic for choosing the template used to display the content of the maximized item.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| Public Property ContentTemplateMaximizedSelector As System.Windows.Controls.DataTemplateSelector | |
| Visual Basic (Usage) | Copy Code |
| <pre> Dim instance As C1TileViewItem Dim value As System.Windows.Controls.DataTemplateSelector </pre> | |

| | |
|---|--|
| <pre>instance.ContentTemplateMaximizedSelector = value value = instance.ContentTemplateMaximizedSelector</pre> | |
| C# | |
| <pre>public System.Windows.Controls.DataTemplateSelector ContentTemplateMaximizedSelector {get; set;}</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

- [C1TileViewItem Class](#)
- [C1TileViewItem Members](#)

ContentTemplateMinimized Property

[C1.WPF.TileView Namespace](#) > [C1TileViewItem Class](#) : ContentTemplateMinimized Property

Gets or sets the **System.Windows.DataTemplate** used for [ContentMinimized](#).

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Property ContentTemplateMinimized As System.Windows.DataTemplate</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileViewItem Dim value As System.Windows.DataTemplate instance.ContentTemplateMinimized = value value = instance.ContentTemplateMinimized</pre> | |
| C# | |
| <pre>public System.Windows.DataTemplate ContentTemplateMinimized {get; set;}</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)
[C1TileViewItem Members](#)

ContentTemplateMinimizedSelector Property

[C1.WPF.TileView Namespace](#) > [C1TileViewItem Class](#) : ContentTemplateMinimizedSelector Property

Gets or sets a data template selector that provides custom logic for choosing the template used to display the content of the minimized item.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| Public Property ContentTemplateMinimizedSelector As System.Windows.Controls.DataTemplateSelector | |
| Visual Basic (Usage) | Copy Code |
| Dim instance As C1TileViewItem Dim value As System.Windows.Controls.DataTemplateSelector instance.ContentTemplateMinimizedSelector = value value = instance.ContentTemplateMinimizedSelector | |
| C# | |
| public System.Windows.Controls.DataTemplateSelector ContentTemplateMinimizedSelector { get ; set ;} | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)
[C1TileViewItem Members](#)

FocusBrush Property

[C1.WPF.TileView Namespace](#) > [C1TileViewItem Class](#) : FocusBrush Property

Gets or sets the **System.Windows.Media.Brush** used to highlight the focused control.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| Public Property FocusBrush As System.Windows.Media.Brush | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileViewItem Dim value As System.Windows.Media.Brush instance.FocusBrush = value value = instance.FocusBrush</pre> | |
| C# | |
| <pre>public System.Windows.Media.Brush FocusBrush {get; set;}</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)
[C1TileViewItem Members](#)

HeaderTemplateSelector Property

[C1.WPF.TileView Namespace](#) > [C1TileViewItem Class](#) : HeaderTemplateSelector Property

Gets or sets a data template selector that provides custom logic for choosing the template used to display the header.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| Public Property HeaderTemplateSelector As System.Windows.Controls.DataTemplateSelector | |
| Visual Basic (Usage) | Copy Code |
| Dim instance As C1TileViewItem Dim value As System.Windows.Controls.DataTemplateSelector instance.HeaderTemplateSelector = value value = instance.HeaderTemplateSelector | |
| C# | |
| public System.Windows.Controls.DataTemplateSelector HeaderTemplateSelector { get ; set ; } | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)

[C1TileViewItem Members](#)

MouseOverBrush Property

[C1.WPF.TileView Namespace](#) > [C1TileViewItem Class](#) : MouseOverBrush Property

Gets or sets the **System.Windows.Media.Brush** used to highlight the control when it has the mouse over.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| Public Property MouseOverBrush As System.Windows.Media.Brush | |
| Visual Basic (Usage) | Copy Code |


```
Dim instance As C1TileViewItem
Dim value As System.Windows.Media.Brush
```

```
instance.MouseOverBrush = value
```

```
value = instance.MouseOverBrush
```

C#

```
public System.Windows.Media.Brush MouseOverBrush {get; set;}
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)

[C1TileViewItem Members](#)

PressedBrush Property

[C1.WPF.TileView Namespace](#) > [C1TileViewItem Class](#) : PressedBrush Property

Gets or sets the **System.Windows.Media.Brush** used to paint a button when it is pressed.

Syntax

Visual Basic (Declaration)

```
Public Property PressedBrush As System.Windows.Media.Brush
```

Visual Basic (Usage)

Copy Code

```
Dim instance As C1TileViewItem
Dim value As System.Windows.Media.Brush
```

```
instance.PressedBrush = value
```

```
value = instance.PressedBrush
```

C#

```
public System.Windows.Media.Brush PressedBrush {get; set;}
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)
[C1TileViewItem Members](#)

TiledState Property

[C1.WPF.TileView Namespace](#) > [C1TileViewItem Class](#) : TiledState Property

Gets or sets the current role of the [C1TileViewItem](#).

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <code>Public Property TiledState As TiledState</code> | |
| Visual Basic (Usage) | Copy Code |
| <code>Dim instance As C1TileViewItem</code> <code>Dim value As TiledState</code> <code>instance.TiledState = value</code> <code>value = instance.TiledState</code> | |
| C# | |
| <code>public TiledState TiledState {get; set;}</code> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

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[C1TileViewItem Class](#)









[C1TileViewItem Members](#)




Fields

[C1.WPF.TileView Namespace](#) : [C1TileViewItem Class](#)

For a list of all members of this type, see [C1TileViewItem members](#).

Public Fields

| | Name | Description |
|--|--|--|
|  S | ContentMaximizedProperty | Identifies the ContentMaximized dependency property. |
|  S | ContentMinimizedProperty | Identifies the ContentMinimized dependency property. |
|  S | ContentTemplateMaximizedProperty | Identifies the ContentTemplateMaximized dependency property. |
|  S | ContentTemplateMaximizedSelectorProperty | Identifies the ContentTemplateMaximizedSelector dependency property. |
|  S | ContentTemplateMinimizedProperty | Identifies the ContentTemplateMinimized dependency property. |
|  S | ContentTemplateMinimizedSelectorProperty | Identifies the ContentTemplateMinimizedSelector dependency property. |
|  S | FocusBrushProperty | Identifies the FocusBrush dependency property. |
|  S | HeaderTemplateSelectorProperty | Identifies the HeaderTemplateSelector dependency property. |

| | | |
|---|--|--|
|  S | MouseOverBrushProperty | Identifies the MouseOverBrush dependency property. |
|  S | PressedBrushProperty | Identifies the PressedBrush dependency property. |
|  S | TiledStateProperty | Identifies the TiledState dependency property. |

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See Also

Reference

[C1TileViewItem Class](#)

[C1.WPF.TileView Namespace](#)

ContentMaximizedProperty Field

[C1.WPF.TileView Namespace](#) > [C1TileViewItem Class](#) : ContentMaximizedProperty Field

Identifies the [ContentMaximized](#) dependency property.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly ContentMaximizedProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileViewItem.ContentMaximizedProperty</pre> | |
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty ContentMaximizedProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)
[C1TileViewItem Members](#)

ContentMinimizedProperty Field

[C1.WPF.TileView Namespace](#) > [C1TileViewItem Class](#) : ContentMinimizedProperty Field

Identifies the [ContentMinimized](#) dependency property.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly ContentMinimizedProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileViewItem.ContentMinimizedProperty</pre> | |
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty ContentMinimizedProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)
[C1TileViewItem Members](#)

ContentTemplateMaximizedProperty Field

[C1.WPF.TileView Namespace](#) > [C1TileViewItem Class](#) : ContentTemplateMaximizedProperty Field

Identifies the [ContentTemplateMaximized](#) dependency property.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly ContentTemplateMaximizedProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileViewItem.ContentTemplateMaximizedProperty</pre> | |
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty ContentTemplateMaximizedProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)
[C1TileViewItem Members](#)

ContentTemplateMaximizedSelectorProperty Field

[C1.WPF.TileView Namespace](#) > [C1TileViewItem Class](#) : ContentTemplateMaximizedSelectorProperty Field

Identifies the ContentTemplateMaximizedSelector dependency property.

Syntax

| | |
|---|--|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly ContentTemplateMaximizedSelectorProperty As</pre> | |

| | |
|--|-----------|
| System.Windows.DependencyProperty | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileViewItem.ContentTemplateMaximizedSelectorProperty</pre> | |
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty ContentTemplateMaximizedSelectorProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)

[C1TileViewItem Members](#)

ContentTemplateMinimizedProperty Field

[C1.WPF.TileView Namespace](#) > [C1TileViewItem Class](#) : ContentTemplateMinimizedProperty Field

Identifies the [ContentTemplateMinimized](#) dependency property.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly ContentTemplateMinimizedProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileViewItem.ContentTemplateMinimizedProperty</pre> | |
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)
[C1TileViewItem Members](#)

ContentTemplateMinimizedSelectorProperty Field

[C1.WPF.TileView Namespace](#) > [C1TileViewItem Class](#) : ContentTemplateMinimizedSelectorProperty Field

Identifies the ContentTemplateMinimizedSelector dependency property.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly ContentTemplateMinimizedSelectorProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileViewItem.ContentTemplateMinimizedSelectorProperty</pre> | |
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty ContentTemplateMinimizedSelectorProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)
[C1TileViewItem Members](#)

FocusBrushProperty Field

[C1.WPF.TileView Namespace](#) > [C1TileViewItem Class](#) : FocusBrushProperty Field

Identifies the [FocusBrush](#) dependency property.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <code>Public Shared ReadOnly FocusBrushProperty As System.Windows.DependencyProperty</code> | |
| Visual Basic (Usage) | Copy Code |
| <code>Dim value As System.Windows.DependencyProperty</code> <code>value = C1TileViewItem.FocusBrushProperty</code> | |
| C# | |
| <code>public static readonly System.Windows.DependencyProperty FocusBrushProperty</code> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)
[C1TileViewItem Members](#)

HeaderTemplateSelectorProperty Field

[C1.WPF.TileView Namespace](#) > [C1TileViewItem Class](#) : HeaderTemplateSelectorProperty Field

Identifies the HeaderTemplateSelector dependency property.

Syntax

| | |
|----------------------------|--|
| Visual Basic (Declaration) | |
|----------------------------|--|

| | |
|---|-----------|
| Public Shared ReadOnly HeaderTemplateSelectorProperty As System.Windows.DependencyProperty | |
| Visual Basic (Usage) | Copy Code |
| Dim value As System.Windows.DependencyProperty value = C1TileViewItem .HeaderTemplateSelectorProperty | |
| C# | |
| public static readonly System.Windows.DependencyProperty HeaderTemplateSelectorProperty | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)

[C1TileViewItem Members](#)

MouseOverBrushProperty Field

[C1.WPF.TileView Namespace](#) > [C1TileViewItem Class](#) : MouseOverBrushProperty Field

Identifies the [MouseOverBrush](#) dependency property.

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| Public Shared ReadOnly MouseOverBrushProperty As System.Windows.DependencyProperty | |
| Visual Basic (Usage) | Copy Code |
| Dim value As System.Windows.DependencyProperty value = C1TileViewItem .MouseOverBrushProperty | |
| C# | |

```
public static readonly System.Windows.DependencyProperty  
MouseOverBrushProperty
```

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)

[C1TileViewItem Members](#)

PressedBrushProperty Field

[C1.WPF.TileView Namespace](#) > [C1TileViewItem Class](#) : PressedBrushProperty Field

Identifies the [PressedBrush](#) dependency property.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly PressedBrushProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileViewItem.PressedBrushProperty</pre> | |
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty PressedBrushProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)
[C1TileViewItem Members](#)

TiledStateProperty Field

[C1.WPF.TileView Namespace](#) > [C1TileViewItem Class](#) : TiledStateProperty Field

Identifies the [TiledState](#) dependency property.

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Shared ReadOnly TiledStateProperty As System.Windows.DependencyProperty</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim value As System.Windows.DependencyProperty value = C1TileViewItem.TiledStateProperty</pre> | |
| C# | |
| <pre>public static readonly System.Windows.DependencyProperty TiledStateProperty</pre> | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewItem Class](#)
[C1TileViewItem Members](#)

C1TileViewPanel

[C1.WPF.TileView Namespace](#) : C1TileViewPanel Class

Internal class. Use only in [C1TileView](#)'s ItemsPanelTemplate.

Object Model

C1TileViewPanel

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <pre>Public NotInheritable Class C1TileViewPanel Inherits System.Windows.Controls.VirtualizingPanel</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileViewPanel</pre> | |
| C# | |
| <pre>public sealed class C1TileViewPanel : System.Windows.Controls.VirtualizingPanel</pre> | |

Inheritance Hierarchy

System.Object
 System.Windows.Threading.DispatcherObject
 System.Windows.DependencyObject
 System.Windows.Media.Visual
 System.Windows.UIElement
 System.Windows.FrameworkElement
 System.Windows.Controls.Panel
 System.Windows.Controls.VirtualizingPanel
 C1.WPF.TileView.C1TileViewPanel

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewPanel Members](#)
[C1.WPF.TileView Namespace](#)

Overview

[C1.WPF.TileView Namespace](#) : C1TileViewPanel Class

Internal class. Use only in [C1TileView](#)'s ItemsPanelTemplate.

Object Model

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <pre>Public NotInheritable Class C1TileViewPanel Inherits System.Windows.Controls.VirtualizingPanel</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileViewPanel</pre> | |
| C# | |
| <pre>public sealed class C1TileViewPanel : System.Windows.Controls.VirtualizingPanel</pre> | |

Inheritance Hierarchy

System.Object
 System.Windows.Threading.DispatcherObject
 System.Windows.DependencyObject
 System.Windows.Media.Visual
 System.Windows.UIElement
 System.Windows.FrameworkElement
 System.Windows.Controls.Panel
 System.Windows.Controls.VirtualizingPanel
 C1.WPF.TileView.C1TileViewPanel

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewPanel Members](#)

[C1.WPF.TileView Namespace](#)


Members

[Properties](#) [Methods](#) [Events](#)

C1.WPF.TileView Namespace : C1TileViewPanel Class













The following tables list the members exposed by [C1TileViewPanel](#).



















Public Constructors




















| | Name | Description |
|---|---|-------------|
|  | C1TileViewPanel Constructor | |




















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Public Properties




| | Name | Description |
|---|---|--|
|  | ActualHeight | (Inherited from System.Windows.FrameworkElement) |
|  | ActualWidth | (Inherited from System.Windows.FrameworkElement) |
|  | AllowDrop | (Inherited from System.Windows.UIElement) |
|  | AreAnyTouchesCaptured | (Inherited from System.Windows.UIElement) |
|  | AreAnyTouchesCapturedWithin | (Inherited from System.Windows.UIElement) |
|  | AreAnyTouchesDirectlyOver | (Inherited from System.Windows.UIElement) |
|  | AreAnyTouchesOver | (Inherited from System.Windows.UIElement) |
|  | Background | (Inherited from System.Windows.Controls.Panel) |
|  | BindingGroup | (Inherited from System.Windows.FrameworkElement) |
|  | BitmapEffect | (Inherited from System.Windows.UIElement) |
|  | BitmapEffectInput | (Inherited from System.Windows.UIElement) |
|  | CacheMode | (Inherited from System.Windows.UIElement) |

| | | |
|---|--|--|
|  | CanHierarchicallyScrollAndVirtualize | (Inherited from System.Windows.Controls.VirtualizingPanel) |
|  | Children | (Inherited from System.Windows.Controls.Panel) |
|  | Clip | (Inherited from System.Windows.UIElement) |
|  | ClipToBounds | (Inherited from System.Windows.UIElement) |
|  | CommandBindings | (Inherited from System.Windows.UIElement) |
|  | ContextMenu | (Inherited from System.Windows.FrameworkElement) |
|  | Cursor | (Inherited from System.Windows.FrameworkElement) |
|  | DataContext | (Inherited from System.Windows.FrameworkElement) |
|  | DependencyObjectType | (Inherited from System.Windows.DependencyObject) |
|  | DesiredSize | (Inherited from System.Windows.UIElement) |
|  | Dispatcher | (Inherited from System.Windows.Threading.DispatcherObject) |
|  | Effect | (Inherited from System.Windows.UIElement) |
|  | FlowDirection | (Inherited from System.Windows.FrameworkElement) |
|  | Focusable | (Inherited from System.Windows.UIElement) |
|  | FocusVisualStyle | (Inherited from System.Windows.FrameworkElement) |
|  | ForceCursor | (Inherited from System.Windows.FrameworkElement) |
|  | HasAnimatedProperties | (Inherited from System.Windows.UIElement) |
|  | HasLogicalOrientationPublic | (Inherited from System.Windows.Controls.Panel) |

| | | |
|---|-----------------------|--|
|  | Height | (Inherited from System.Windows.FrameworkElement) |
|  | HorizontalAlignment | (Inherited from System.Windows.FrameworkElement) |
|  | InputBindings | (Inherited from System.Windows.UIElement) |
|  | InputScope | (Inherited from System.Windows.FrameworkElement) |
|  | IsArrangeValid | (Inherited from System.Windows.UIElement) |
|  | IsEnabled | (Inherited from System.Windows.UIElement) |
|  | IsFocused | (Inherited from System.Windows.UIElement) |
|  | IsHitTestVisible | (Inherited from System.Windows.UIElement) |
|  | IsInitialized | (Inherited from System.Windows.FrameworkElement) |
|  | IsInputMethodEnabled | (Inherited from System.Windows.UIElement) |
|  | IsItemsHost | (Inherited from System.Windows.Controls.Panel) |
|  | IsKeyboardFocused | (Inherited from System.Windows.UIElement) |
|  | IsKeyboardFocusWithin | (Inherited from System.Windows.UIElement) |
|  | IsLoaded | (Inherited from System.Windows.FrameworkElement) |
|  | IsManipulationEnabled | (Inherited from System.Windows.UIElement) |
|  | IsMeasureValid | (Inherited from System.Windows.UIElement) |
|  | IsMouseCaptured | (Inherited from System.Windows.UIElement) |
|  | IsMouseCaptureWithin | (Inherited from System.Windows.UIElement) |
|  | IsMouseDirectlyOver | (Inherited from System.Windows.UIElement) |














| | | |
|---|--|--|
|  | IsMouseOver | (Inherited from System.Windows.UIElement) |
|  | IsSealed | (Inherited from System.Windows.DependencyObject) |
|  | IsStylusCaptured | (Inherited from System.Windows.UIElement) |
|  | IsStylusCaptureWithin | (Inherited from System.Windows.UIElement) |
|  | IsStylusDirectlyOver | (Inherited from System.Windows.UIElement) |
|  | IsStylusOver | (Inherited from System.Windows.UIElement) |
|  | IsVisible | (Inherited from System.Windows.UIElement) |
|  | ItemContainerGenerator | (Inherited from System.Windows.Controls.VirtualizingPanel) |
|  | Language | (Inherited from System.Windows.FrameworkElement) |
|  | LayoutTransform | (Inherited from System.Windows.FrameworkElement) |
|  | LogicalOrientationPublic | (Inherited from System.Windows.Controls.Panel) |
|  | Margin | (Inherited from System.Windows.FrameworkElement) |
|  | MaxHeight | (Inherited from System.Windows.FrameworkElement) |
|  | MaxWidth | (Inherited from System.Windows.FrameworkElement) |
|  | MinHeight | (Inherited from System.Windows.FrameworkElement) |
|  | MinWidth | (Inherited from System.Windows.FrameworkElement) |
|  | Name | (Inherited from System.Windows.FrameworkElement) |
|  | Opacity | (Inherited from System.Windows.UIElement) |
|  | OpacityMask | (Inherited from System.Windows.UIElement) |







| | | |
|---|---------------------------------------|--|
|  | OverridesDefaultStyle | (Inherited from System.Windows.FrameworkElement) |
|  | Parent | (Inherited from System.Windows.FrameworkElement) |
|  | PersistId | (Inherited from System.Windows.UIElement) |
|  | RenderSize | (Inherited from System.Windows.UIElement) |
|  | RenderTransform | (Inherited from System.Windows.UIElement) |
|  | RenderTransformOrigin | (Inherited from System.Windows.UIElement) |
|  | Resources | (Inherited from System.Windows.FrameworkElement) |
|  | SnapsToDevicePixels | (Inherited from System.Windows.UIElement) |
|  | Style | (Inherited from System.Windows.FrameworkElement) |
|  | Tag | (Inherited from System.Windows.FrameworkElement) |
|  | TemplatedParent | (Inherited from System.Windows.FrameworkElement) |
|  | ToolTip | (Inherited from System.Windows.FrameworkElement) |
|  | TouchesCaptured | (Inherited from System.Windows.UIElement) |
|  | TouchesCapturedWithin | (Inherited from System.Windows.UIElement) |
|  | TouchesDirectlyOver | (Inherited from System.Windows.UIElement) |
|  | TouchesOver | (Inherited from System.Windows.UIElement) |
|  | Triggers | (Inherited from System.Windows.FrameworkElement) |
|  | Uid | (Inherited from System.Windows.UIElement) |
|  | UseLayoutRounding | (Inherited from System.Windows.FrameworkElement) |

| | | |
|---|-----------------------------------|--|
|  | VerticalAlignment | (Inherited from System.Windows.FrameworkElement) |
|  | Visibility | (Inherited from System.Windows.UIElement) |
|  | Width | (Inherited from System.Windows.FrameworkElement) |

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Protected Properties

| | Name | Description |
|---|--|--|
|  | CanHierarchicallyScrollAndVirtualizeCore | (Inherited from System.Windows.Controls.VirtualizingPanel) |
|  | IsEnabledCore | (Inherited from System.Windows.UIElement) |
|  | StylusPlugIns | (Inherited from System.Windows.UIElement) |
|  | VisualBitmapEffect | (Inherited from System.Windows.Media.Visual) |
|  | VisualBitmapEffectInput | (Inherited from System.Windows.Media.Visual) |
|  | VisualBitmapScalingMode | (Inherited from System.Windows.Media.Visual) |
|  | VisualCacheMode | (Inherited from System.Windows.Media.Visual) |
|  | VisualChildrenCount | (Inherited from System.Windows.Controls.Panel) |
|  | VisualClip | (Inherited from System.Windows.Media.Visual) |
|  | VisualEdgeMode | (Inherited from System.Windows.Media.Visual) |
|  | VisualEffect | (Inherited from System.Windows.Media.Visual) |
|  | VisualOffset | (Inherited from System.Windows.Media.Visual) |
|  | VisualOpacity | (Inherited from System.Windows.Media.Visual) |




















| | | |
|---|---|--|
|  | VisualOpacityMask | (Inherited from System.Windows.Media.Visual) |
|  | VisualParent | (Inherited from System.Windows.Media.Visual) |
|  | VisualScrollableAreaClip | (Inherited from System.Windows.Media.Visual) |
|  | VisualTransform | (Inherited from System.Windows.Media.Visual) |
|  | VisualXSnappingGuidelines | (Inherited from System.Windows.Media.Visual) |
|  | VisualYSnappingGuidelines | (Inherited from System.Windows.Media.Visual) |
















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Public Methods

| | Name | Description |
|---|--|--|
|  | AddHandler | Overloaded. (Inherited from System.Windows.UIElement) |
|  | AddToEventRoute | (Inherited from System.Windows.UIElement) |
|  | ApplyAnimationClock | Overloaded. (Inherited from System.Windows.UIElement) |
|  | ApplyTemplate | (Inherited from System.Windows.FrameworkElement) |
|  | Arrange | (Inherited from System.Windows.UIElement) |
|  | BeginAnimation | Overloaded. (Inherited from System.Windows.UIElement) |
|  | BeginInit | (Inherited from System.Windows.FrameworkElement) |
|  | BeginStoryboard | Overloaded. (Inherited from System.Windows.FrameworkElement) |
|  | BringIndexIntoViewPublic | (Inherited from System.Windows.Controls.VirtualizingPanel) |
|  | BringIntoView | Overloaded. (Inherited from |

| | | |
|---|--|--|
| | | System.Windows.FrameworkElement) |
| ≡ | CaptureMouse | (Inherited from System.Windows.UIElement) |
| ≡ | CaptureStylus | (Inherited from System.Windows.UIElement) |
| ≡ | CaptureTouch | (Inherited from System.Windows.UIElement) |
| ≡ | ClearValue | Overloaded. (Inherited from System.Windows.DependencyObject) |
| ≡ | CoerceValue | (Inherited from System.Windows.DependencyObject) |
| ≡ | EndInit | (Inherited from System.Windows.FrameworkElement) |
| ≡ | Equals | (Inherited from System.Windows.DependencyObject) |
| ≡ | FindCommonVisualAncestor | (Inherited from System.Windows.Media.Visual) |
| ≡ | FindName | (Inherited from System.Windows.FrameworkElement) |
| ≡ | FindResource | (Inherited from System.Windows.FrameworkElement) |
| ≡ | Focus | (Inherited from System.Windows.UIElement) |
| ≡ | GetAnimationBaseValue | (Inherited from System.Windows.UIElement) |
| ≡ | GetBindingExpression | (Inherited from System.Windows.FrameworkElement) |
| ≡ | GetHashCode | (Inherited from System.Windows.DependencyObject) |
| ≡ | GetItemOffset | (Inherited from System.Windows.Controls.VirtualizingPanel) |
| ≡ | GetLocalValueEnumerator | (Inherited from System.Windows.DependencyObject) |
| ≡ | GetValue | (Inherited from System.Windows.DependencyObject) |
















| | |
|---|--|
| ≡  InputHitTest | (Inherited from System.Windows.UIElement) |
| ≡  InvalidateArrange | (Inherited from System.Windows.UIElement) |
| ≡  InvalidateMeasure | (Inherited from System.Windows.UIElement) |
| ≡  InvalidateProperty | (Inherited from System.Windows.DependencyObject) |
| ≡  InvalidateVisual | (Inherited from System.Windows.UIElement) |
| ≡  IsAncestorOf | (Inherited from System.Windows.Media.Visual) |
| ≡  IsDescendantOf | (Inherited from System.Windows.Media.Visual) |
| ≡  Measure | (Inherited from System.Windows.UIElement) |
| ≡  MoveFocus | (Inherited from System.Windows.FrameworkElement) |
| ≡  OnApplyTemplate | (Inherited from System.Windows.FrameworkElement) |
| ≡  PointFromScreen | (Inherited from System.Windows.Media.Visual) |
| ≡  PointToScreen | (Inherited from System.Windows.Media.Visual) |
| ≡  PredictFocus | (Inherited from System.Windows.FrameworkElement) |
| ≡  RaiseEvent | (Inherited from System.Windows.UIElement) |
| ≡  ReadLocalValue | (Inherited from System.Windows.DependencyObject) |
| ≡  RegisterName | (Inherited from System.Windows.FrameworkElement) |
| ≡  ReleaseAllTouchCaptures | (Inherited from System.Windows.UIElement) |
| ≡  ReleaseMouseCapture | (Inherited from System.Windows.UIElement) |
| ≡  ReleaseStylusCapture | (Inherited from System.Windows.UIElement) |


















| | | |
|---|---|--|
| ≡  | ReleaseTouchCapture | (Inherited from System.Windows.UIElement) |
| ≡  | RemoveHandler | (Inherited from System.Windows.UIElement) |
| ≡  | SetBinding | Overloaded. (Inherited from System.Windows.FrameworkElement) |
| ≡  | SetCurrentValue | (Inherited from System.Windows.DependencyObject) |
| ≡  | SetResourceReference | (Inherited from System.Windows.FrameworkElement) |
| ≡  | SetValue | Overloaded. (Inherited from System.Windows.DependencyObject) |
| ≡  | ShouldItemsChangeAffectLayout | (Inherited from System.Windows.Controls.VirtualizingPanel) |
| ≡  | TransformToAncestor | Overloaded. (Inherited from System.Windows.Media.Visual) |
| ≡  | TransformToDescendant | (Inherited from System.Windows.Media.Visual) |
| ≡  | TransformToVisual | (Inherited from System.Windows.Media.Visual) |
| ≡  | TranslatePoint | (Inherited from System.Windows.UIElement) |
| ≡  | TryFindResource | (Inherited from System.Windows.FrameworkElement) |
| ≡  | UnregisterName | (Inherited from System.Windows.FrameworkElement) |
| ≡  | UpdateDefaultStyle | (Inherited from System.Windows.FrameworkElement) |
| ≡  | UpdateLayout | (Inherited from System.Windows.UIElement) |




















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Protected Methods




















| Name | Description |
|------|-------------|
|------|-------------|







































| | | |
|---|---|--|
|  | AddInternalChild | (Inherited from System.Windows.Controls.VirtualizingPanel) |
|  | AddVisualChild | (Inherited from System.Windows.Media.Visual) |
|  | ArrangeCore | (Inherited from System.Windows.FrameworkElement) |
|  | ArrangeOverride | Overridden. |
|  | CreateUIElementCollection | (Inherited from System.Windows.Controls.Panel) |
|  | GetItemOffsetCore | (Inherited from System.Windows.Controls.VirtualizingPanel) |
|  | GetLayoutClip | (Inherited from System.Windows.FrameworkElement) |
|  | GetVisualChild | (Inherited from System.Windows.Controls.Panel) |
|  | HitTestCore | Overloaded. (Inherited from System.Windows.UIElement) |
|  | InsertInternalChild | (Inherited from System.Windows.Controls.VirtualizingPanel) |
|  | MeasureCore | (Inherited from System.Windows.FrameworkElement) |
|  | MeasureOverride | Overridden. |
|  | OnAccessKey | (Inherited from System.Windows.UIElement) |
|  | OnChildDesiredSizeChanged | (Inherited from System.Windows.UIElement) |
|  | OnClearChildren | (Inherited from System.Windows.Controls.VirtualizingPanel) |











| | | |
|---|--|--|
|  | OnContextMenuClosing | (Inherited from System.Windows.FrameworkElement) |
|  | OnContextMenuOpening | (Inherited from System.Windows.FrameworkElement) |
|  | OnCreateAutomationPeer | (Inherited from System.Windows.UIElement) |
|  | OnDragEnter | (Inherited from System.Windows.UIElement) |
|  | OnDragLeave | (Inherited from System.Windows.UIElement) |
|  | OnDragOver | (Inherited from System.Windows.UIElement) |
|  | OnDrop | (Inherited from System.Windows.UIElement) |
|  | OnGiveFeedback | (Inherited from System.Windows.UIElement) |
|  | OnGotFocus | (Inherited from System.Windows.FrameworkElement) |
|  | OnGotKeyboardFocus | (Inherited from System.Windows.UIElement) |
|  | OnGotMouseCapture | (Inherited from System.Windows.UIElement) |
|  | OnGotStylusCapture | (Inherited from System.Windows.UIElement) |
|  | OnGotTouchCapture | (Inherited from System.Windows.UIElement) |
|  | OnInitialized | (Inherited from System.Windows.FrameworkElement) |
|  | OnIsItemsHostChanged | (Inherited from System.Windows.Controls.Panel) |
|  | OnIsKeyboardFocusedChanged | (Inherited from System.Windows.UIElement) |
|  | OnIsKeyboardFocusWithinChanged | (Inherited from System.Windows.UIElement) |

| | | |
|---|--|---|
|  | OnIsMouseCapturedChanged | (Inherited from System.Windows.UIElement) |
|  | OnIsMouseCaptureWithinChanged | (Inherited from System.Windows.UIElement) |
|  | OnIsMouseDirectlyOverChanged | (Inherited from System.Windows.UIElement) |
|  | OnIsStylusCapturedChanged | (Inherited from System.Windows.UIElement) |
|  | OnIsStylusCaptureWithinChanged | (Inherited from System.Windows.UIElement) |
|  | OnIsStylusDirectlyOverChanged | (Inherited from System.Windows.UIElement) |
|  | OnItemsChanged | (Inherited from System.Windows.Controls.VirtualizingPanel) |
|  | OnKeyDown | (Inherited from System.Windows.UIElement) |
|  | OnKeyUp | (Inherited from System.Windows.UIElement) |
|  | OnLostFocus | (Inherited from System.Windows.UIElement) |
|  | OnLostKeyboardFocus | (Inherited from System.Windows.UIElement) |
|  | OnLostMouseCapture | (Inherited from System.Windows.UIElement) |
|  | OnLostStylusCapture | (Inherited from System.Windows.UIElement) |
|  | OnLostTouchCapture | (Inherited from System.Windows.UIElement) |
|  | OnManipulationBoundaryFeedback | (Inherited from System.Windows.UIElement) |
|  | OnManipulationCompleted | (Inherited from System.Windows.UIElement) |
|  | OnManipulationDelta | (Inherited from System.Windows.UIElement) |
|  | OnManipulationInertiaStarting | (Inherited from System.Windows.UIElement) |
|  | OnManipulationStarted | (Inherited from System.Windows.UIElement) |

| | | |
|---|---|---|
|  | OnManipulationStarting | (Inherited from System.Windows.UIElement) |
|  | OnMouseDown | (Inherited from System.Windows.UIElement) |
|  | OnMouseEnter | (Inherited from System.Windows.UIElement) |
|  | OnMouseLeave | (Inherited from System.Windows.UIElement) |
|  | OnMouseLeftButtonDown | (Inherited from System.Windows.UIElement) |
|  | OnMouseLeftButtonUp | (Inherited from System.Windows.UIElement) |
|  | OnMouseMove | (Inherited from System.Windows.UIElement) |
|  | OnMouseRightButtonDown | (Inherited from System.Windows.UIElement) |
|  | OnMouseRightButtonUp | (Inherited from System.Windows.UIElement) |
|  | OnMouseUp | (Inherited from System.Windows.UIElement) |
|  | OnMouseWheel | (Inherited from System.Windows.UIElement) |
|  | OnPreviewDragEnter | (Inherited from System.Windows.UIElement) |
|  | OnPreviewDragLeave | (Inherited from System.Windows.UIElement) |
|  | OnPreviewDragOver | (Inherited from System.Windows.UIElement) |
|  | OnPreviewDrop | (Inherited from System.Windows.UIElement) |
|  | OnPreviewGiveFeedback | (Inherited from System.Windows.UIElement) |
|  | OnPreviewGotKeyboardFocus | (Inherited from System.Windows.UIElement) |
|  | OnPreviewKeyDown | (Inherited from System.Windows.UIElement) |
|  | OnPreviewKeyUp | (Inherited from System.Windows.UIElement) |






| | | |
|---|---|---|
|  | OnPreviewLostKeyboardFocus | (Inherited from System.Windows.UIElement) |
|  | OnPreviewMouseDown | (Inherited from System.Windows.UIElement) |
|  | OnPreviewMouseLeftButtonDown | (Inherited from System.Windows.UIElement) |
|  | OnPreviewMouseLeftButtonUp | (Inherited from System.Windows.UIElement) |
|  | OnPreviewMouseMove | (Inherited from System.Windows.UIElement) |
|  | OnPreviewMouseRightButtonDown | (Inherited from System.Windows.UIElement) |
|  | OnPreviewMouseRightButtonUp | (Inherited from System.Windows.UIElement) |
|  | OnPreviewMouseUp | (Inherited from System.Windows.UIElement) |
|  | OnPreviewMouseWheel | (Inherited from System.Windows.UIElement) |
|  | OnPreviewQueryContinueDrag | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusButtonDown | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusButtonUp | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusDown | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusInAirMove | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusInRange | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusMove | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusOutOfRange | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusSystemGesture | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusUp | (Inherited from System.Windows.UIElement) |




















| | | |
|---|---------------------------------------|--|
|   | OnPreviewTextInput | (Inherited from System.Windows.UIElement) |
|   | OnPreviewTouchDown | (Inherited from System.Windows.UIElement) |
|   | OnPreviewTouchMove | (Inherited from System.Windows.UIElement) |
|   | OnPreviewTouchUp | (Inherited from System.Windows.UIElement) |
|   | OnPropertyChanged | (Inherited from System.Windows.FrameworkElement) |
|   | OnQueryContinueDrag | (Inherited from System.Windows.UIElement) |
|   | OnQueryCursor | (Inherited from System.Windows.UIElement) |
|   | OnRender | (Inherited from System.Windows.Controls.Panel) |
|   | OnStylusButtonDown | (Inherited from System.Windows.UIElement) |
|   | OnStylusButtonUp | (Inherited from System.Windows.UIElement) |
|   | OnStylusDown | (Inherited from System.Windows.UIElement) |
|   | OnStylusEnter | (Inherited from System.Windows.UIElement) |
|   | OnStylusInAirMove | (Inherited from System.Windows.UIElement) |
|   | OnStylusInRange | (Inherited from System.Windows.UIElement) |
|   | OnStylusLeave | (Inherited from System.Windows.UIElement) |
|   | OnStylusMove | (Inherited from System.Windows.UIElement) |
|   | OnStylusOutOfRange | (Inherited from System.Windows.UIElement) |
|   | OnStylusSystemGesture | (Inherited from System.Windows.UIElement) |
|   | OnStylusUp | (Inherited from System.Windows.UIElement) |




















| | | |
|---|---|--|
|  | OnTextInput | (Inherited from System.Windows.UIElement) |
|  | OnToolTipClosing | (Inherited from System.Windows.FrameworkElement) |
|  | OnToolTipOpening | (Inherited from System.Windows.FrameworkElement) |
|  | OnTouchDown | (Inherited from System.Windows.UIElement) |
|  | OnTouchEnter | (Inherited from System.Windows.UIElement) |
|  | OnTouchLeave | (Inherited from System.Windows.UIElement) |
|  | OnTouchMove | (Inherited from System.Windows.UIElement) |
|  | OnTouchUp | (Inherited from System.Windows.UIElement) |
|  | RemoveVisualChild | (Inherited from System.Windows.Media.Visual) |
|  | ShouldItemsChangeAffectLayoutCore | (Inherited from System.Windows.Controls.VirtualizingPanel) |




















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Public Events




















| | Name | Description |
|---|------------------------------------|--|
|  | ContextMenuClosing | (Inherited from System.Windows.FrameworkElement) |
|  | ContextMenuOpening | (Inherited from System.Windows.FrameworkElement) |
|  | DataContextChanged | (Inherited from System.Windows.FrameworkElement) |
|  | DragEnter | (Inherited from System.Windows.UIElement) |
|  | DragLeave | (Inherited from System.Windows.UIElement) |









| | | |
|---|--|--|
|  | DragOver | (Inherited from System.Windows.UIElement) |
|  | Drop | (Inherited from System.Windows.UIElement) |
|  | FocusableChanged | (Inherited from System.Windows.UIElement) |
|  | GiveFeedback | (Inherited from System.Windows.UIElement) |
|  | GotFocus | (Inherited from System.Windows.UIElement) |
|  | GotKeyboardFocus | (Inherited from System.Windows.UIElement) |
|  | GotMouseCapture | (Inherited from System.Windows.UIElement) |
|  | GotStylusCapture | (Inherited from System.Windows.UIElement) |
|  | GotTouchCapture | (Inherited from System.Windows.UIElement) |
|  | Initialized | (Inherited from System.Windows.FrameworkElement) |
|  | IsEnabledChanged | (Inherited from System.Windows.UIElement) |
|  | IsHitTestVisibleChanged | (Inherited from System.Windows.UIElement) |
|  | IsKeyboardFocusedChanged | (Inherited from System.Windows.UIElement) |
|  | IsKeyboardFocusWithinChanged | (Inherited from System.Windows.UIElement) |
|  | IsMouseCapturedChanged | (Inherited from System.Windows.UIElement) |
|  | IsMouseCaptureWithinChanged | (Inherited from System.Windows.UIElement) |
|  | IsMouseDirectlyOverChanged | (Inherited from System.Windows.UIElement) |
|  | IsStylusCapturedChanged | (Inherited from System.Windows.UIElement) |
|  | IsStylusCaptureWithinChanged | (Inherited from System.Windows.UIElement) |

| | |
|--|--|
|  IsStylusDirectlyOverChanged | (Inherited from System.Windows.UIElement) |
|  IsVisibleChanged | (Inherited from System.Windows.UIElement) |
|  KeyDown | (Inherited from System.Windows.UIElement) |
|  KeyUp | (Inherited from System.Windows.UIElement) |
|  LayoutUpdated | (Inherited from System.Windows.UIElement) |
|  Loaded | (Inherited from System.Windows.FrameworkElement) |
|  LostFocus | (Inherited from System.Windows.UIElement) |
|  LostKeyboardFocus | (Inherited from System.Windows.UIElement) |
|  LostMouseCapture | (Inherited from System.Windows.UIElement) |
|  LostStylusCapture | (Inherited from System.Windows.UIElement) |
|  LostTouchCapture | (Inherited from System.Windows.UIElement) |
|  ManipulationBoundaryFeedback | (Inherited from System.Windows.UIElement) |
|  ManipulationCompleted | (Inherited from System.Windows.UIElement) |
|  ManipulationDelta | (Inherited from System.Windows.UIElement) |
|  ManipulationInertiaStarting | (Inherited from System.Windows.UIElement) |
|  ManipulationStarted | (Inherited from System.Windows.UIElement) |
|  ManipulationStarting | (Inherited from System.Windows.UIElement) |
|  MouseDown | (Inherited from System.Windows.UIElement) |
|  MouseEnter | (Inherited from System.Windows.UIElement) |

| | | |
|---|--|---|
|  | MouseLeave | (Inherited from System.Windows.UIElement) |
|  | MouseLeftButtonDown | (Inherited from System.Windows.UIElement) |
|  | MouseLeftButtonUp | (Inherited from System.Windows.UIElement) |
|  | MouseMove | (Inherited from System.Windows.UIElement) |
|  | MouseRightButtonDown | (Inherited from System.Windows.UIElement) |
|  | MouseRightButtonUp | (Inherited from System.Windows.UIElement) |
|  | MouseUp | (Inherited from System.Windows.UIElement) |
|  | MouseWheel | (Inherited from System.Windows.UIElement) |
|  | PreviewDragEnter | (Inherited from System.Windows.UIElement) |
|  | PreviewDragLeave | (Inherited from System.Windows.UIElement) |
|  | PreviewDragOver | (Inherited from System.Windows.UIElement) |
|  | PreviewDrop | (Inherited from System.Windows.UIElement) |
|  | PreviewGiveFeedback | (Inherited from System.Windows.UIElement) |
|  | PreviewGotKeyboardFocus | (Inherited from System.Windows.UIElement) |
|  | PreviewKeyDown | (Inherited from System.Windows.UIElement) |
|  | PreviewKeyUp | (Inherited from System.Windows.UIElement) |
|  | PreviewLostKeyboardFocus | (Inherited from System.Windows.UIElement) |
|  | PreviewMouseDown | (Inherited from System.Windows.UIElement) |
|  | PreviewMouseLeftButtonDown | (Inherited from System.Windows.UIElement) |

| | | |
|---|---|---|
|  | PreviewMouseLeftButtonUp | (Inherited from System.Windows.UIElement) |
|  | PreviewMouseMove | (Inherited from System.Windows.UIElement) |
|  | PreviewMouseRightButtonDown | (Inherited from System.Windows.UIElement) |
|  | PreviewMouseRightButtonUp | (Inherited from System.Windows.UIElement) |
|  | PreviewMouseUp | (Inherited from System.Windows.UIElement) |
|  | PreviewMouseWheel | (Inherited from System.Windows.UIElement) |
|  | PreviewQueryContinueDrag | (Inherited from System.Windows.UIElement) |
|  | PreviewStylusButtonDown | (Inherited from System.Windows.UIElement) |
|  | PreviewStylusButtonUp | (Inherited from System.Windows.UIElement) |
|  | PreviewStylusDown | (Inherited from System.Windows.UIElement) |
|  | PreviewStylusInAirMove | (Inherited from System.Windows.UIElement) |
|  | PreviewStylusInRange | (Inherited from System.Windows.UIElement) |
|  | PreviewStylusMove | (Inherited from System.Windows.UIElement) |
|  | PreviewStylusOutOfRange | (Inherited from System.Windows.UIElement) |
|  | PreviewStylusSystemGesture | (Inherited from System.Windows.UIElement) |
|  | PreviewStylusUp | (Inherited from System.Windows.UIElement) |
|  | PreviewTextInput | (Inherited from System.Windows.UIElement) |
|  | PreviewTouchDown | (Inherited from System.Windows.UIElement) |
|  | PreviewTouchMove | (Inherited from System.Windows.UIElement) |

| | | |
|---|--------------------------------------|--|
|  | PreviewTouchUp | (Inherited from System.Windows.UIElement) |
|  | QueryContinueDrag | (Inherited from System.Windows.UIElement) |
|  | QueryCursor | (Inherited from System.Windows.UIElement) |
|  | RequestBringIntoView | (Inherited from System.Windows.FrameworkElement) |
|  | SizeChanged | (Inherited from System.Windows.FrameworkElement) |
|  | SourceUpdated | (Inherited from System.Windows.FrameworkElement) |
|  | StylusButtonDown | (Inherited from System.Windows.UIElement) |
|  | StylusButtonUp | (Inherited from System.Windows.UIElement) |
|  | StylusDown | (Inherited from System.Windows.UIElement) |
|  | StylusEnter | (Inherited from System.Windows.UIElement) |
|  | StylusInAirMove | (Inherited from System.Windows.UIElement) |
|  | StylusInRange | (Inherited from System.Windows.UIElement) |
|  | StylusLeave | (Inherited from System.Windows.UIElement) |
|  | StylusMove | (Inherited from System.Windows.UIElement) |
|  | StylusOutOfRange | (Inherited from System.Windows.UIElement) |
|  | StylusSystemGesture | (Inherited from System.Windows.UIElement) |
|  | StylusUp | (Inherited from System.Windows.UIElement) |
|  | TargetUpdated | (Inherited from System.Windows.FrameworkElement) |
|  | TextInput | (Inherited from System.Windows.UIElement) |

| | | |
|---|--------------------------------|--|
|  | ToolTipClosing | (Inherited from System.Windows.FrameworkElement) |
|  | ToolTipOpening | (Inherited from System.Windows.FrameworkElement) |
|  | TouchDown | (Inherited from System.Windows.UIElement) |
|  | TouchEnter | (Inherited from System.Windows.UIElement) |
|  | TouchLeave | (Inherited from System.Windows.UIElement) |
|  | TouchMove | (Inherited from System.Windows.UIElement) |
|  | TouchUp | (Inherited from System.Windows.UIElement) |
|  | Unloaded | (Inherited from System.Windows.FrameworkElement) |

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See Also

Reference

[C1TileViewPanel Class](#)

[C1.WPF.TileView Namespace](#)

C1TileViewPanel Constructor

[C1.WPF.TileView Namespace](#) > [C1TileViewPanel Class](#) : C1TileViewPanel Constructor

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| Public Function New() | |
| Visual Basic (Usage) | Copy Code |
| Dim instance As New C1TileViewPanel() | |
| C# | |
| public C1TileViewPanel() | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1TileViewPanel Class](#)

[C1TileViewPanel Members](#)

Methods




















[C1.WPF.TileView Namespace](#) : C1TileViewPanel Class

For a list of all members of this type, see [C1TileViewPanel members](#).

Public Methods

| | Name | Description |
|---|--|--|
| ≡ | AddHandler | Overloaded. (Inherited from System.Windows.UIElement) |
| ≡ | AddToEventRoute | (Inherited from System.Windows.UIElement) |
| ≡ | ApplyAnimationClock | Overloaded. (Inherited from System.Windows.UIElement) |
| ≡ | ApplyTemplate | (Inherited from System.Windows.FrameworkElement) |
| ≡ | Arrange | (Inherited from System.Windows.UIElement) |
| ≡ | BeginAnimation | Overloaded. (Inherited from System.Windows.UIElement) |
| ≡ | BeginInit | (Inherited from System.Windows.FrameworkElement) |
| ≡ | BeginStoryboard | Overloaded. (Inherited from System.Windows.FrameworkElement) |
| ≡ | BringIndexIntoViewPublic | (Inherited from System.Windows.Controls.VirtualizingPanel) |
| ≡ | BringIntoView | Overloaded. (Inherited from |

| | | |
|---|--|--|
| | | System.Windows.FrameworkElement) |
| ≡ | CaptureMouse | (Inherited from System.Windows.UIElement) |
| ≡ | CaptureStylus | (Inherited from System.Windows.UIElement) |
| ≡ | CaptureTouch | (Inherited from System.Windows.UIElement) |
| ≡ | ClearValue | Overloaded. (Inherited from System.Windows.DependencyObject) |
| ≡ | CoerceValue | (Inherited from System.Windows.DependencyObject) |
| ≡ | EndInit | (Inherited from System.Windows.FrameworkElement) |
| ≡ | Equals | (Inherited from System.Windows.DependencyObject) |
| ≡ | FindCommonVisualAncestor | (Inherited from System.Windows.Media.Visual) |
| ≡ | FindName | (Inherited from System.Windows.FrameworkElement) |
| ≡ | FindResource | (Inherited from System.Windows.FrameworkElement) |
| ≡ | Focus | (Inherited from System.Windows.UIElement) |
| ≡ | GetAnimationBaseValue | (Inherited from System.Windows.UIElement) |
| ≡ | GetBindingExpression | (Inherited from System.Windows.FrameworkElement) |
| ≡ | GetHashCode | (Inherited from System.Windows.DependencyObject) |
| ≡ | GetItemOffset | (Inherited from System.Windows.Controls.VirtualizingPanel) |
| ≡ | GetLocalValueEnumerator | (Inherited from System.Windows.DependencyObject) |
| ≡ | GetValue | (Inherited from System.Windows.DependencyObject) |
















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|---|--|
| ≡  InputHitTest | (Inherited from System.Windows.UIElement) |
| ≡  InvalidateArrange | (Inherited from System.Windows.UIElement) |
| ≡  InvalidateMeasure | (Inherited from System.Windows.UIElement) |
| ≡  InvalidateProperty | (Inherited from System.Windows.DependencyObject) |
| ≡  InvalidateVisual | (Inherited from System.Windows.UIElement) |
| ≡  IsAncestorOf | (Inherited from System.Windows.Media.Visual) |
| ≡  IsDescendantOf | (Inherited from System.Windows.Media.Visual) |
| ≡  Measure | (Inherited from System.Windows.UIElement) |
| ≡  MoveFocus | (Inherited from System.Windows.FrameworkElement) |
| ≡  OnApplyTemplate | (Inherited from System.Windows.FrameworkElement) |
| ≡  PointFromScreen | (Inherited from System.Windows.Media.Visual) |
| ≡  PointToScreen | (Inherited from System.Windows.Media.Visual) |
| ≡  PredictFocus | (Inherited from System.Windows.FrameworkElement) |
| ≡  RaiseEvent | (Inherited from System.Windows.UIElement) |
| ≡  ReadLocalValue | (Inherited from System.Windows.DependencyObject) |
| ≡  RegisterName | (Inherited from System.Windows.FrameworkElement) |
| ≡  ReleaseAllTouchCaptures | (Inherited from System.Windows.UIElement) |
| ≡  ReleaseMouseCapture | (Inherited from System.Windows.UIElement) |
| ≡  ReleaseStylusCapture | (Inherited from System.Windows.UIElement) |


















| | | |
|---|---|--|
| ≡ | ReleaseTouchCapture | (Inherited from System.Windows.UIElement) |
| ≡ | RemoveHandler | (Inherited from System.Windows.UIElement) |
| ≡ | SetBinding | Overloaded. (Inherited from System.Windows.FrameworkElement) |
| ≡ | SetCurrentValue | (Inherited from System.Windows.DependencyObject) |
| ≡ | SetResourceReference | (Inherited from System.Windows.FrameworkElement) |
| ≡ | SetValue | Overloaded. (Inherited from System.Windows.DependencyObject) |
| ≡ | ShouldItemsChangeAffectLayout | (Inherited from System.Windows.Controls.VirtualizingPanel) |
| ≡ | TransformToAncestor | Overloaded. (Inherited from System.Windows.Media.Visual) |
| ≡ | TransformToDescendant | (Inherited from System.Windows.Media.Visual) |
| ≡ | TransformToVisual | (Inherited from System.Windows.Media.Visual) |
| ≡ | TranslatePoint | (Inherited from System.Windows.UIElement) |
| ≡ | TryFindResource | (Inherited from System.Windows.FrameworkElement) |
| ≡ | UnregisterName | (Inherited from System.Windows.FrameworkElement) |
| ≡ | UpdateDefaultStyle | (Inherited from System.Windows.FrameworkElement) |
| ≡ | UpdateLayout | (Inherited from System.Windows.UIElement) |




















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Protected Methods




















| Name | Description |
|------|-------------|
|------|-------------|







































| | | |
|---|---|--|
|  | AddInternalChild | (Inherited from System.Windows.Controls.VirtualizingPanel) |
|  | AddVisualChild | (Inherited from System.Windows.Media.Visual) |
|  | ArrangeCore | (Inherited from System.Windows.FrameworkElement) |
|  | ArrangeOverride | Overridden. |
|  | CreateUIElementCollection | (Inherited from System.Windows.Controls.Panel) |
|  | GetItemOffsetCore | (Inherited from System.Windows.Controls.VirtualizingPanel) |
|  | GetLayoutClip | (Inherited from System.Windows.FrameworkElement) |
|  | GetVisualChild | (Inherited from System.Windows.Controls.Panel) |
|  | HitTestCore | Overloaded. (Inherited from System.Windows.UIElement) |
|  | InsertInternalChild | (Inherited from System.Windows.Controls.VirtualizingPanel) |
|  | MeasureCore | (Inherited from System.Windows.FrameworkElement) |
|  | MeasureOverride | Overridden. |
|  | OnAccessKey | (Inherited from System.Windows.UIElement) |
|  | OnChildDesiredSizeChanged | (Inherited from System.Windows.UIElement) |
|  | OnClearChildren | (Inherited from System.Windows.Controls.VirtualizingPanel) |











| | | |
|---|--|--|
|  | OnContextMenuClosing | (Inherited from System.Windows.FrameworkElement) |
|  | OnContextMenuOpening | (Inherited from System.Windows.FrameworkElement) |
|  | OnCreateAutomationPeer | (Inherited from System.Windows.UIElement) |
|  | OnDragEnter | (Inherited from System.Windows.UIElement) |
|  | OnDragLeave | (Inherited from System.Windows.UIElement) |
|  | OnDragOver | (Inherited from System.Windows.UIElement) |
|  | OnDrop | (Inherited from System.Windows.UIElement) |
|  | OnGiveFeedback | (Inherited from System.Windows.UIElement) |
|  | OnGotFocus | (Inherited from System.Windows.FrameworkElement) |
|  | OnGotKeyboardFocus | (Inherited from System.Windows.UIElement) |
|  | OnGotMouseCapture | (Inherited from System.Windows.UIElement) |
|  | OnGotStylusCapture | (Inherited from System.Windows.UIElement) |
|  | OnGotTouchCapture | (Inherited from System.Windows.UIElement) |
|  | OnInitialized | (Inherited from System.Windows.FrameworkElement) |
|  | OnIsItemsHostChanged | (Inherited from System.Windows.Controls.Panel) |
|  | OnIsKeyboardFocusedChanged | (Inherited from System.Windows.UIElement) |
|  | OnIsKeyboardFocusWithinChanged | (Inherited from System.Windows.UIElement) |

| | | |
|---|--|---|
|  | OnIsMouseCapturedChanged | (Inherited from System.Windows.UIElement) |
|  | OnIsMouseCaptureWithinChanged | (Inherited from System.Windows.UIElement) |
|  | OnIsMouseDirectlyOverChanged | (Inherited from System.Windows.UIElement) |
|  | OnIsStylusCapturedChanged | (Inherited from System.Windows.UIElement) |
|  | OnIsStylusCaptureWithinChanged | (Inherited from System.Windows.UIElement) |
|  | OnIsStylusDirectlyOverChanged | (Inherited from System.Windows.UIElement) |
|  | OnItemsChanged | (Inherited from System.Windows.Controls.VirtualizingPanel) |
|  | OnKeyDown | (Inherited from System.Windows.UIElement) |
|  | OnKeyUp | (Inherited from System.Windows.UIElement) |
|  | OnLostFocus | (Inherited from System.Windows.UIElement) |
|  | OnLostKeyboardFocus | (Inherited from System.Windows.UIElement) |
|  | OnLostMouseCapture | (Inherited from System.Windows.UIElement) |
|  | OnLostStylusCapture | (Inherited from System.Windows.UIElement) |
|  | OnLostTouchCapture | (Inherited from System.Windows.UIElement) |
|  | OnManipulationBoundaryFeedback | (Inherited from System.Windows.UIElement) |
|  | OnManipulationCompleted | (Inherited from System.Windows.UIElement) |
|  | OnManipulationDelta | (Inherited from System.Windows.UIElement) |
|  | OnManipulationInertiaStarting | (Inherited from System.Windows.UIElement) |
|  | OnManipulationStarted | (Inherited from System.Windows.UIElement) |

| | | |
|---|---|---|
|  | OnManipulationStarting | (Inherited from System.Windows.UIElement) |
|  | OnMouseDown | (Inherited from System.Windows.UIElement) |
|  | OnMouseEnter | (Inherited from System.Windows.UIElement) |
|  | OnMouseLeave | (Inherited from System.Windows.UIElement) |
|  | OnMouseLeftButtonDown | (Inherited from System.Windows.UIElement) |
|  | OnMouseLeftButtonUp | (Inherited from System.Windows.UIElement) |
|  | OnMouseMove | (Inherited from System.Windows.UIElement) |
|  | OnMouseRightButtonDown | (Inherited from System.Windows.UIElement) |
|  | OnMouseRightButtonUp | (Inherited from System.Windows.UIElement) |
|  | OnMouseUp | (Inherited from System.Windows.UIElement) |
|  | OnMouseWheel | (Inherited from System.Windows.UIElement) |
|  | OnPreviewDragEnter | (Inherited from System.Windows.UIElement) |
|  | OnPreviewDragLeave | (Inherited from System.Windows.UIElement) |
|  | OnPreviewDragOver | (Inherited from System.Windows.UIElement) |
|  | OnPreviewDrop | (Inherited from System.Windows.UIElement) |
|  | OnPreviewGiveFeedback | (Inherited from System.Windows.UIElement) |
|  | OnPreviewGotKeyboardFocus | (Inherited from System.Windows.UIElement) |
|  | OnPreviewKeyDown | (Inherited from System.Windows.UIElement) |
|  | OnPreviewKeyUp | (Inherited from System.Windows.UIElement) |

| | | |
|---|---|---|
|  | OnPreviewLostKeyboardFocus | (Inherited from System.Windows.UIElement) |
|  | OnPreviewMouseDown | (Inherited from System.Windows.UIElement) |
|  | OnPreviewMouseLeftButtonDown | (Inherited from System.Windows.UIElement) |
|  | OnPreviewMouseLeftButtonUp | (Inherited from System.Windows.UIElement) |
|  | OnPreviewMouseMove | (Inherited from System.Windows.UIElement) |
|  | OnPreviewMouseRightButtonDown | (Inherited from System.Windows.UIElement) |
|  | OnPreviewMouseRightButtonUp | (Inherited from System.Windows.UIElement) |
|  | OnPreviewMouseUp | (Inherited from System.Windows.UIElement) |
|  | OnPreviewMouseWheel | (Inherited from System.Windows.UIElement) |
|  | OnPreviewQueryContinueDrag | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusButtonDown | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusButtonUp | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusDown | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusInAirMove | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusInRange | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusMove | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusOutOfRange | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusSystemGesture | (Inherited from System.Windows.UIElement) |
|  | OnPreviewStylusUp | (Inherited from System.Windows.UIElement) |

| | | |
|---|---------------------------------------|--|
|   | OnPreviewTextInput | (Inherited from System.Windows.UIElement) |
|   | OnPreviewTouchDown | (Inherited from System.Windows.UIElement) |
|   | OnPreviewTouchMove | (Inherited from System.Windows.UIElement) |
|   | OnPreviewTouchUp | (Inherited from System.Windows.UIElement) |
|   | OnPropertyChanged | (Inherited from System.Windows.FrameworkElement) |
|   | OnQueryContinueDrag | (Inherited from System.Windows.UIElement) |
|   | OnQueryCursor | (Inherited from System.Windows.UIElement) |
|   | OnRender | (Inherited from System.Windows.Controls.Panel) |
|   | OnStylusButtonDown | (Inherited from System.Windows.UIElement) |
|   | OnStylusButtonUp | (Inherited from System.Windows.UIElement) |
|   | OnStylusDown | (Inherited from System.Windows.UIElement) |
|   | OnStylusEnter | (Inherited from System.Windows.UIElement) |
|   | OnStylusInAirMove | (Inherited from System.Windows.UIElement) |
|   | OnStylusInRange | (Inherited from System.Windows.UIElement) |
|   | OnStylusLeave | (Inherited from System.Windows.UIElement) |
|   | OnStylusMove | (Inherited from System.Windows.UIElement) |
|   | OnStylusOutOfRange | (Inherited from System.Windows.UIElement) |
|   | OnStylusSystemGesture | (Inherited from System.Windows.UIElement) |
|   | OnStylusUp | (Inherited from System.Windows.UIElement) |

| | |
|---|--|
|  OnTextInput | (Inherited from System.Windows.UIElement) |
|  OnToolTipClosing | (Inherited from System.Windows.FrameworkElement) |
|  OnToolTipOpening | (Inherited from System.Windows.FrameworkElement) |
|  OnTouchDown | (Inherited from System.Windows.UIElement) |
|  OnTouchEnter | (Inherited from System.Windows.UIElement) |
|  OnTouchLeave | (Inherited from System.Windows.UIElement) |
|  OnTouchMove | (Inherited from System.Windows.UIElement) |
|  OnTouchUp | (Inherited from System.Windows.UIElement) |
|  RemoveVisualChild | (Inherited from System.Windows.Media.Visual) |
|  ShouldItemsChangeAffectLayoutCore | (Inherited from System.Windows.Controls.VirtualizingPanel) |

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See Also

Reference

[C1TileViewPanel Class](#)

[C1.WPF.TileView Namespace](#)

ArrangeOverride Method

[C1.WPF.TileView Namespace](#) > [C1TileViewPanel Class](#) : ArrangeOverride Method

Syntax

| | |
|--|--|
| Visual Basic (Declaration) | |
| Protected Overrides NotOverridable Function ArrangeOverride(_ ByVal <i>finalSize</i> As System.Windows.Size _ | |

|) As System.Windows.Size | |
|---|-----------|
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileViewPanel Dim finalSize As System.Windows.Size Dim value As System.Windows.Size value = instance.ArrangeOverride(finalSize)</pre> | |
| C# | |
| <pre>protected override System.Windows.Size ArrangeOverride(System.Windows.Size finalSize)</pre> | |

Parameters

finalSize

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

- [C1TileViewPanel Class](#)
- [C1TileViewPanel Members](#)

MeasureOverride Method

[C1.WPF.TileView Namespace](#) > [C1TileViewPanel Class](#) : MeasureOverride Method

Syntax

| Visual Basic (Declaration) | |
|---|-----------|
| <pre>Protected Overrides NotOverridable Function MeasureOverride(_ ByVal availableSize As System.Windows.Size _) As System.Windows.Size</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As C1TileViewPanel</pre> | |

| | |
|---|--|
| <pre>Dim availableSize As System.Windows.Size Dim value As System.Windows.Size value = instance.MeasureOverride(availableSize)</pre> | |
| C# | |
| <pre>protected override System.Windows.Size MeasureOverride(System.Windows.Size availableSize)</pre> | |

Parameters

availableSize

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

- [C1TileViewPanel Class](#)
- [C1TileViewPanel Members](#)

StringToObjectConverter

[C1.WPF.TileView Namespace](#) : StringToObjectConverter Class

Used to convert objects to strings and vice versa

Object Model

StringToObjectConverter

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Class StringToObjectConverter Inherits System.ComponentModel.TypeConverter</pre> | |
| Visual Basic (Usage) | Copy Code |

| | |
|---|--|
| <code>Dim instance As StringToObjectConverter</code> | |
| C# | |
| <code>public class StringToObjectConverter : System.ComponentModel.TypeConverter</code> | |

Inheritance Hierarchy

System.Object
System.ComponentModel.TypeConverter
C1.WPF.TileView.StringToObjectConverter

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[StringToObjectConverter Members](#)
[C1.WPF.TileView Namespace](#)

Overview

[C1.WPF.TileView Namespace](#) : StringToObjectConverter Class

Used to convert objects to strings and vice versa

Object Model

StringToObjectConverter

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <code>Public Class StringToObjectConverter</code> <code> Inherits System.ComponentModel.TypeConverter</code> | |
| Visual Basic (Usage) | Copy Code |
| <code>Dim instance As StringToObjectConverter</code> | |
| C# | |

```
public class StringToObjectConverter : System.ComponentModel.TypeConverter
```

Inheritance Hierarchy

System.Object

System.ComponentModel.TypeConverter

C1.WPF.TileView.StringToObjectConverter

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[StringToObjectConverter Members](#)

[C1.WPF.TileView Namespace](#)

Members

[Methods](#)

[C1.WPF.TileView Namespace](#) : StringToObjectConverter Class

The following tables list the members exposed by [StringToObjectConverter](#).

Public Constructors


| | Name | Description |
|---|---|-------------|
| ≡ | StringToObjectConverter Constructor | |

[Top](#)

Public Methods




| | Name | Description |
|---|--------------------------------|-------------------------|
| ≡ | CanConvertFrom | Overloaded. Overridden. |
| ≡ | CanConvertTo | Overloaded. Overridden. |

| | | |
|---|--|--|
| ≡ | ConvertFrom | Overloaded. Overridden. |
| ≡ | ConvertFromInvariantString | Overloaded. (Inherited from System.ComponentModel.TypeConverter) |
| ≡ | ConvertFromString | Overloaded. (Inherited from System.ComponentModel.TypeConverter) |
| ≡ | ConvertTo | Overloaded. Overridden. |
| ≡ | ConvertToInvariantString | Overloaded. (Inherited from System.ComponentModel.TypeConverter) |
| ≡ | ConvertToString | Overloaded. (Inherited from System.ComponentModel.TypeConverter) |
| ≡ | CreateInstance | Overloaded. (Inherited from System.ComponentModel.TypeConverter) |
| ≡ | GetCreateInstanceSupported | Overloaded. (Inherited from System.ComponentModel.TypeConverter) |
| ≡ | GetProperties | Overloaded. (Inherited from System.ComponentModel.TypeConverter) |
| ≡ | GetPropertiesSupported | Overloaded. (Inherited from System.ComponentModel.TypeConverter) |
| ≡ | GetStandardValues | Overloaded. (Inherited from System.ComponentModel.TypeConverter) |
| ≡ | GetStandardValuesExclusive | Overloaded. (Inherited from System.ComponentModel.TypeConverter) |
| ≡ | GetStandardValuesSupported | Overloaded. (Inherited from System.ComponentModel.TypeConverter) |

| | |
|---|--|
|  IsValid | Overloaded. (Inherited from System.ComponentModel.TypeConverter) |
|---|--|

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Protected Methods

| | Name | Description |
|---|---|--|
|  | GetConvertFromException | (Inherited from System.ComponentModel.TypeConverter) |
|  | GetConvertToException | (Inherited from System.ComponentModel.TypeConverter) |
|  | SortProperties | (Inherited from System.ComponentModel.TypeConverter) |

[Top](#)

See Also

Reference

[StringToObjectConverter Class](#)
[C1.WPF.TileView Namespace](#)

StringToObjectConverter Constructor

[C1.WPF.TileView Namespace](#) > [StringToObjectConverter Class](#) : StringToObjectConverter Constructor

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| Public Function New() | |
| Visual Basic (Usage) | Copy Code |
| Dim instance As New StringToObjectConverter() | |
| C# | |
| public StringToObjectConverter() | |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[StringToObjectConverter Class](#)

[StringToObjectConverter Members](#)








Methods

[C1.WPF.TileView Namespace](#) : StringToObjectConverter Class

For a list of all members of this type, see [StringToObjectConverter members](#).







Public Methods

| | Name | Description |
|---|--|--|
| ≡ | CanConvertFrom | Overloaded. Overridden. |
| ≡ | CanConvertTo | Overloaded. Overridden. |
| ≡ | ConvertFrom | Overloaded. Overridden. |
| ≡ | ConvertFromInvariantString | Overloaded. (Inherited from System.ComponentModel.TypeConverter) |
| ≡ | ConvertFromString | Overloaded. (Inherited from System.ComponentModel.TypeConverter) |
| ≡ | ConvertTo | Overloaded. Overridden. |
| ≡ | ConvertToInvariantString | Overloaded. (Inherited from System.ComponentModel.TypeConverter) |
| ≡ | ConvertToString | Overloaded. (Inherited from System.ComponentModel.TypeConverter) |
| ≡ | CreateInstance | Overloaded. (Inherited from |

| | | |
|---|--|--|
| | | System.ComponentModel.TypeConverter) |
| ≡ |  GetCreateInstanceSupported | Overloaded. (Inherited from System.ComponentModel.TypeConverter) |
| ≡ |  GetProperties | Overloaded. (Inherited from System.ComponentModel.TypeConverter) |
| ≡ |  GetPropertiesSupported | Overloaded. (Inherited from System.ComponentModel.TypeConverter) |
| ≡ |  GetStandardValues | Overloaded. (Inherited from System.ComponentModel.TypeConverter) |
| ≡ |  GetStandardValuesExclusive | Overloaded. (Inherited from System.ComponentModel.TypeConverter) |
| ≡ |  GetStandardValuesSupported | Overloaded. (Inherited from System.ComponentModel.TypeConverter) |
| ≡ |  IsValid | Overloaded. (Inherited from System.ComponentModel.TypeConverter) |

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Protected Methods

| | Name | Description |
|---|---|--|
|  |  GetConvertFromException | (Inherited from System.ComponentModel.TypeConverter) |
|  |  GetConvertToException | (Inherited from System.ComponentModel.TypeConverter) |
|  |  SortProperties | (Inherited from System.ComponentModel.TypeConverter) |

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See Also

Reference

[StringToObjectConverter Class](#)
[C1.WPF.TileView Namespace](#)

CanConvertFrom Method

[C1.WPF.TileView Namespace](#) > [StringToObjectConverter Class](#) : CanConvertFrom Method

Overload List

| Overload | Description |
|---|---|
| CanConvertFrom(ITypeDescriptorContext,Type) | |
| CanConvertFrom(Type) | (Inherited from System.ComponentModel.TypeConverter) |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[StringToObjectConverter Class](#)
[StringToObjectConverter Members](#)

CanConvertFrom(ITypeDescriptorContext,Type) Method

[C1.WPF.TileView Namespace](#) > [StringToObjectConverter Class](#) > [CanConvertFrom Method](#) :
CanConvertFrom(ITypeDescriptorContext,Type) Method

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Overloads Overrides Function CanConvertFrom(_ ByVal context As System.ComponentModel.ITypeDescriptorContext, _ ByVal sourceType As System.Type _) As System.Boolean</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As StringToObjectConverter Dim context As System.ComponentModel.ITypeDescriptorContext</pre> | |

```

Dim sourceType As System.Type
Dim value As System.Boolean

value = instance.CanConvertFrom(context, sourceType)

```

C#

```

public override System.bool CanConvertFrom(
    System.ComponentModel.ITypeDescriptorContext context,
    System.Type sourceType
)

```

Parameters

context

sourceType

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[StringToObjectConverter Class](#)
[StringToObjectConverter Members](#)
[Overload List](#)

CanConvertTo Method

[C1.WPF.TileView Namespace](#) > [StringToObjectConverter Class](#) : CanConvertTo Method

Overload List

| Overload | Description |
|---|---|
| CanConvertTo(ITypeDescriptorContext,Type) | |
| CanConvertTo(Type) | (Inherited from System.ComponentModel.TypeConverter) |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[StringToObjectConverter Class](#)
[StringToObjectConverter Members](#)

CanConvertTo(ITypeDescriptorContext,Type) Method
[C1.WPF.TileView Namespace](#) > [StringToObjectConverter Class](#) > [CanConvertTo Method](#) :
CanConvertTo(ITypeDescriptorContext,Type) Method

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Overloads Overrides Function CanConvertTo(_ ByVal context As System.ComponentModel.ITypeDescriptorContext, _ ByVal destinationType As System.Type _) As System.Boolean</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As StringToObjectConverter Dim context As System.ComponentModel.ITypeDescriptorContext Dim destinationType As System.Type Dim value As System.Boolean value = instance.CanConvertTo(context, destinationType)</pre> | |
| C# | |
| <pre>public override System.bool CanConvertTo(System.ComponentModel.ITypeDescriptorContext context, System.Type destinationType)</pre> | |

Parameters

context

destinationType

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

- [StringToObjectConverter Class](#)
- [StringToObjectConverter Members](#)
- [Overload List](#)

ConvertFrom Method

[C1.WPF.TileView Namespace](#) > [StringToObjectConverter Class](#) : ConvertFrom Method

Overload List

| Overload | Description |
|--|---|
| ConvertFrom(ITypeDescriptorContext,CultureInfo,Object) | |
| ConvertFrom(Object) | (Inherited from System.ComponentModel.TypeConverter) |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

- [StringToObjectConverter Class](#)
- [StringToObjectConverter Members](#)

ConvertFrom(ITypeDescriptorContext,CultureInfo,Object) Method

[C1.WPF.TileView Namespace](#) > [StringToObjectConverter Class](#) > [ConvertFrom Method](#) : ConvertFrom(ITypeDescriptorContext,CultureInfo,Object) Method

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <pre> Public Overloads Overrides Function ConvertFrom(_ ByVal context As System.ComponentModel.ITypeDescriptorContext, _ ByVal culture As System.Globalization.CultureInfo, _ ByVal value As System.Object _) As System.Object </pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre> Dim instance As StringToObjectConverter Dim context As System.ComponentModel.ITypeDescriptorContext Dim culture As System.Globalization.CultureInfo Dim value As System.Object Dim value As System.Object value = instance.ConvertFrom(context, culture, value) </pre> | |
| C# | |
| <pre> public override System.object ConvertFrom(System.ComponentModel.ITypeDescriptorContext context, System.Globalization.CultureInfo culture, System.object value) </pre> | |

Parameters

context

culture

value

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[StringToObjectConverter Class](#)
[StringToObjectConverter Members](#)
[Overload List](#)

ConvertTo Method

C1.WPF.TileView Namespace > [StringToObjectConverter Class](#) : ConvertTo Method

Overload List

| Overload | Description |
|---|---|
| ConvertTo(ITypeDescriptorContext,CultureInfo,Object,Type) | |
| ConvertTo(Object,Type) | (Inherited from System.ComponentModel.TypeConverter) |

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[StringToObjectConverter Class](#)
[StringToObjectConverter Members](#)

ConvertTo(ITypeDescriptorContext,CultureInfo,Object,Type) Method
[C1.WPF.TileView Namespace](#) > [StringToObjectConverter Class](#) > [ConvertTo Method](#) :
ConvertTo(ITypeDescriptorContext,CultureInfo,Object,Type) Method

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Overloads Overrides Function ConvertTo(_ ByVal context As System.ComponentModel.ITypeDescriptorContext, _ ByVal culture As System.Globalization.CultureInfo, _ ByVal value As System.Object, _ ByVal destinationType As System.Type _) As System.Object</pre> | |
| Visual Basic (Usage) | Copy Code |

```

Dim instance As StringToObjectConverter
Dim context As System.ComponentModel.ITypeDescriptorContext
Dim culture As System.Globalization.CultureInfo
Dim value As System.Object
Dim destinationType As System.Type
Dim value As System.Object

value = instance.ConvertTo(context, culture, value, destinationType)

```

C#

```

public override System.Object ConvertTo(
    System.ComponentModel.ITypeDescriptorContext context,
    System.Globalization.CultureInfo culture,
    System.Object value,
    System.Type destinationType
)

```

Parameters

context

culture

value

destinationType

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[StringToObjectConverter Class](#)
[StringToObjectConverter Members](#)
[Overload List](#)

Enumerations

TiledState

[C1.WPF.TileView Namespace](#) : TiledState Enumeration

Specifies whether a [C1TileViewItem](#) is minimized, maximized, or tiled along its siblings.

Syntax

| Visual Basic (Declaration) | |
|--|-----------|
| <pre>Public Enum TiledState Inherits System.Enum</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As TiledState</pre> | |
| C# | |
| <pre>public enum TiledState : System.Enum</pre> | |

Members

| Member | Description |
|------------------|--|
| Maximized | C1TileView.MaximizedItem equals this C1TileViewItem . |
| Minimized | C1TileView.MaximizedItem equals another C1TileViewItem . |
| Tiled | C1TileView.MaximizedItem is null. |

Inheritance Hierarchy

System.Object
 System.ValueType
 System.Enum
 C1.WPF.TileView.TiledState

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[C1.WPF.TileView Namespace](#)

SmartAssembly.Attributes Namespace

Overview

[Inheritance Hierarchy](#)

Classes

| | Class | Description |
|---|------------------------------------|-------------|
|  | PoweredByAttribute | |

See Also

Reference

[C1.WPF.TileView.4 Assembly](#)

Classes

PoweredByAttribute

[SmartAssembly.Attributes Namespace](#) : PoweredByAttribute Class

Object Model

PoweredByAttribute

Syntax

| Visual Basic (Declaration) | |
|---|-----------|
| <pre>Public NotInheritable Class PoweredByAttribute Inherits System.Attribute</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim instance As PoweredByAttribute</pre> | |

| | |
|--|--|
| C# | |
| <code>public sealed class PoweredByAttribute : System.Attribute</code> | |

Inheritance Hierarchy

System.Object
 System.Attribute
 SmartAssembly.Attributes.PoweredByAttribute

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[PoweredByAttribute Members](#)
[SmartAssembly.Attributes Namespace](#)

Overview

[SmartAssembly.Attributes Namespace](#) : PoweredByAttribute Class

Object Model

PoweredByAttribute

Syntax

| | |
|---|-----------|
| Visual Basic (Declaration) | |
| <code>Public NotInheritable Class PoweredByAttribute</code> <code>Inherits System.Attribute</code> | |
| Visual Basic (Usage) | Copy Code |
| <code>Dim instance As PoweredByAttribute</code> | |
| C# | |
| <code>public sealed class PoweredByAttribute : System.Attribute</code> | |

Inheritance Hierarchy

System.Object

System.Attribute

SmartAssembly.Attributes.PoweredByAttribute

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[PoweredByAttribute Members](#)

[SmartAssembly.Attributes Namespace](#)


Members

[Properties](#) [Methods](#)

[SmartAssembly.Attributes Namespace](#) : PoweredByAttribute Class


The following tables list the members exposed by [PoweredByAttribute](#).

Public Constructors

| | Name | Description |
|---|--|-------------|
|  | PoweredByAttribute Constructor | |


[Top](#)




Public Properties

| | Name | Description |
|---|------------------------|-----------------------------------|
|  | TypeId | (Inherited from System.Attribute) |

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Public Methods

| | Name | Description |
|---|------------------------|-----------------------------------|
|  | Equals | (Inherited from System.Attribute) |

| | | |
|---|------------------------------------|-----------------------------------|
|  | GetHashCode | (Inherited from System.Attribute) |
|  | IsDefaultAttribute | (Inherited from System.Attribute) |
|  | Match | (Inherited from System.Attribute) |

[Top](#)

See Also

Reference

[PoweredByAttribute Class](#)

[SmartAssembly.Attributes Namespace](#)

PoweredByAttribute Constructor

[SmartAssembly.Attributes Namespace](#) > [PoweredByAttribute Class](#) : PoweredByAttribute Constructor

Syntax

| | |
|--|-----------|
| Visual Basic (Declaration) | |
| <pre>Public Function New(_ ByVal param1 As System.String _)</pre> | |
| Visual Basic (Usage) | Copy Code |
| <pre>Dim param1 As System.String Dim instance As New PoweredByAttribute(param1)</pre> | |
| C# | |
| <pre>public PoweredByAttribute(System.string param1)</pre> | |

Parameters

param1

Requirements

Target Platforms: Windows 7, Windows Vista SP1 or later, Windows XP SP3, Windows Server 2008 (Server Core not supported), Windows Server 2008 R2 (Server Core supported with SP1 or later), Windows Server 2003 SP2

See Also

Reference

[PoweredByAttribute Class](#)

[PoweredByAttribute Members](#)