

A Sandcastle Documented Class Library



Welcome to the [TODO: Add project name]

This is a sample conceptual topic. You can use this as a starting point for adding more conceptual content to your help project.

Getting Started

To get started, add a documentation source to the project (a Visual Studio solution, project, or assembly and XML comments file). See the **Getting Started** topics in the Sandcastle Help File Builder's help file for more information. The following default items are included in this project:

- *ContentLayout.content* - Use the content layout file to manage the conceptual content in the project and define its layout in the table of contents.
- The `.\media` folder - Place images in this folder that you will reference from conceptual content using `mediaLink` or `mediaLinkInline` elements. If you will not have any images in the file, you may remove this folder.
- The `.\icons` folder - This contains a default logo for the help file. You may replace it or remove it and the folder if not wanted. If removed or if you change the file name, update the **Transform Args** project properties page by removing or changing the filename in the `logoFile` transform argument. Note that unlike images referenced from conceptual topics, the logo file should have its **BuildAction** property set to `Content`.
- The `.\Content` folder - Use this to store your conceptual topics. You may name the files and organize them however you like. One suggestion is to lay the files out on disk as you have them in the content layout file as shown in this project but the choice is yours. Files can be added via the Solution Explorer or from within the content layout file editor. Files must appear in the content layout file in order to be compiled into the help file.

See the **Conceptual Content** topics in the Sandcastle Help File

Builder's help file for more information. See the **Sandcastle MAML Guide** for details on Microsoft Assistance Markup Language (MAML) which is used to create these topics.

▲ See Also

[Other Resources](#)

[Version History](#)

A Sandcastle Documented Class Library



Version History

The topics in this section describe the various changes made to the [TODO: Project Title] over the life of the project.

▪ Version History

Select a version below to see a description of its changes.

- [Version 1.0.0.0](#)
- [TODO: Add links to each specific version page]

▪ See Also

Other Resources

[Welcome to the \[TODO: Add project name\]](#)

A Sandcastle Documented Class Library



Version 1.0.0.0

Version [TODO: Version] was released on [TODO: Date].

▪ Changes in This Release

- [TODO: Add change items here]

▪ See Also

Other Resources

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A Sandcastle Documented Class Library



PlantiT.User.CustomControlTemplate Namespace

[Missing <summary> documentation for "N:PlantiT.User.CustomControlTemplate"]

► Classes

Class	Description
 PCustomControlTemplate	Hülle für ein UserControl
 PCustomControlTemplateIntegration	Diese Klasse stellt die

A Sandcastle Documented Class Library



PCustomControlTemplate Class

Hülle für ein UserControl

► Inheritance Hierarchy

```
SystemObject System.Windows.Threading.DispatcherObject
System.WindowsDependencyObject
System.Windows.MediaVisual
System.WindowsUIElement
System.WindowsFrameworkElement
System.Windows.ControlsControl
PlantiT.User.CustomControlTemplatePCustomControlTemplat
```

Namespace: [PlantiT.User.CustomControlTemplate](#)

Assembly: PlantiT.User.CustomControlTemplate (in
PlantiT.User.CustomControlTemplate.dll) Version: 1.0.0.0 (1.0.0.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public class PCustomControlTemplate : Control,
IPAutosizeLayoutControl
```

The [PCustomControlTemplate](#) type exposes the following members.

► Constructors

	Name	Description
 	PCustomControlTemplate	
	PCustomControlTemplate	Standard Konstruktor

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Properties

Name	Description
 ActualHeight	Gets the rendered height of this element. (Inherited from FrameworkElement .)
 ActualWidth	Gets the rendered width of this element. (Inherited from FrameworkElement .)
 AllowDrop	Gets or sets a value indicating whether this element can be used as the target of a drag-and-drop operation. This is a dependency property. (Inherited from UIElement .)
 AreAnyTouchesCaptured	Gets a value that indicates whether at least one touch is captured to this element. (Inherited from UIElement .)
 AreAnyTouchesCapturedWithin	Gets a value that indicates whether at least one touch is captured to this element or to any child elements

in its visual tree.
(Inherited from [UIElement](#).)



[AreAnyTouchesDirectlyOver](#)

Gets a value that indicates whether at least one touch is pressed over this element.
(Inherited from [UIElement](#).)



[AreAnyTouchesOver](#)

Gets a value that indicates whether at least one touch is pressed over this element or any child elements in its visual tree.
(Inherited from [UIElement](#).)



[Background](#)

Gets or sets a brush that describes the background of a control.
(Inherited from [Control](#).)



[BindingGroup](#)

Gets or sets the [BindingGroup](#) that is used for the element.
(Inherited from [FrameworkElement](#).)



[BitmapEffect](#)

Obsolete.
Gets or sets a bitmap effect that applies directly to the rendered content for this element.

This is a dependency property.
(Inherited from [UIElement](#).)



[BitmapEffectInput](#)

Obsolete.

Gets or sets an input source for the bitmap effect that applies directly to the rendered content for this element.
This is a dependency property.
(Inherited from [UIElement](#).)



[BorderBrush](#)

Gets or sets a brush that describes the border background of a control.
(Inherited from [Control](#).)



[BorderThickness](#)

Gets or sets the border thickness of a control.
(Inherited from [Control](#).)



[CacheMode](#)

Gets or sets a cached representation of the [UIElement](#).
(Inherited from [UIElement](#).)



[Clip](#)

Gets or sets the geometry used to define the outline of the contents of an element.
This is a dependency property.

(Inherited from
[UIElement](#).)



[ClipToBounds](#)

Gets or sets a value indicating whether to clip the content of this element (or content coming from the child elements of this element) to fit into the size of the containing element. This is a dependency property.
(Inherited from [UIElement](#).)



[CommandBindings](#)

Gets a collection of [CommandBinding](#) objects associated with this element. A [CommandBinding](#) enables command handling for this element, and declares the linkage between a command, its events, and the handlers attached by this element.
(Inherited from [UIElement](#).)



[ContextMenu](#)

Gets or sets the context menu element that should appear whenever the context menu is requested

through user interface (UI) from within this element.

(Inherited from [FrameworkElement](#).)



[Cursor](#)

Gets or sets the cursor that displays when the mouse pointer is over this element.

(Inherited from [FrameworkElement](#).)



[DataContext](#)

Gets or sets the data context for an element when it participates in data binding.

(Inherited from [FrameworkElement](#).)



[DefaultStyleKey](#)

Gets or sets the key to use to reference the style for this control, when theme styles are used or defined.

(Inherited from [FrameworkElement](#).)



[DependencyObjectType](#)

Gets the [DependencyObjectType](#) that wraps the CLR type of this instance.

(Inherited from [DependencyObject](#).)



[DesiredSize](#)

Gets the size that this element computed during the measure

pass of the layout process.
(Inherited from [UIElement](#).)



[Dispatcher](#)

Gets the [Dispatcher](#) this [DispatcherObject](#) is associated with.
(Inherited from [DispatcherObject](#).)



[Effect](#)

Gets or sets the bitmap effect to apply to the [UIElement](#). This is a dependency property.
(Inherited from [UIElement](#).)



[FlowDirection](#)

Gets or sets the direction that text and other user interface (UI) elements flow within any parent element that controls their layout.
(Inherited from [FrameworkElement](#).)



[Focusable](#)

Gets or sets a value that indicates whether the element can receive focus. This is a dependency property.
(Inherited from [UIElement](#).)



[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.
(Inherited from [FrameworkElement](#).)

 FontFamily	Gets or sets the font family of the control. (Inherited from Control .)
 FontSize	Gets or sets the font size. (Inherited from Control .)
 FontStretch	Gets or sets the degree to which a font is condensed or expanded on the screen. (Inherited from Control .)
 FontStyle	Gets or sets the font style. (Inherited from Control .)
 FontWeight	Gets or sets the weight or thickness of the specified font. (Inherited from Control .)
 ForceCursor	Gets or sets a value that indicates whether this FrameworkElement should force the user interface (UI) to render the cursor as declared

by the [Cursor](#) property.
(Inherited from [FrameworkElement](#).)

 Foreground	Gets or sets a brush that describes the foreground color. (Inherited from Control .)
 HandlesScrolling	Gets a value that indicates whether a control supports scrolling. (Inherited from Control .)
 HasAnimatedProperties	Gets a value indicating whether this element has any animated properties. (Inherited from UIElement .)
 HasEffectiveKeyboardFocus	Gets a value that indicates whether the UIElement has focus. (Inherited from UIElement .)
 Height	Gets or sets the suggested height of the element. (Inherited from FrameworkElement .)
 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.
(Inherited from [FrameworkElement](#).)

	HorizontalContentAlignment	Gets or sets the horizontal alignment of the control's content. (Inherited from Control .)
	InheritanceBehavior	Gets or sets the scope limits for property value inheritance, resource key lookup, and RelativeSource FindAncestor lookup. (Inherited from FrameworkElement .)
	InputBindings	Gets the collection of input bindings associated with this element. (Inherited from UIElement .)
	InputScope	Gets or sets the context for input used by this FrameworkElement . (Inherited from FrameworkElement .)
	IsArrangeValid	Gets a value indicating whether the computed size and position of child elements in this element's layout are

valid.
(Inherited from
[UIElement](#).)

 IsEnabled	Gets or sets a value indicating whether this element is enabled in the user interface (UI). This is a dependency property. (Inherited from UIElement .)
 IsEnabledCore	Gets a value that becomes the return value of IsEnabled in derived classes. (Inherited from UIElement .)
 IsFocused	Gets a value that determines whether this element has logical focus. This is a dependency property. (Inherited from UIElement .)
 IsHitTestVisible	Gets or sets a value that declares whether this element can possibly be returned as a hit test result from some portion of its rendered content. This is a dependency property. (Inherited from UIElement .)

[UIElement](#).)



[IsInitialized](#)

Gets a value that indicates whether this element has been initialized, either during processing by a XAML processor, or by explicitly having its [EndInit](#) method called.
(Inherited from [FrameworkElement](#).)



[IsInputMethodEnabled](#)

Gets a value indicating whether an input method system, such as an Input Method Editor (IME), is enabled for processing the input to this element.
(Inherited from [UIElement](#).)



[IsKeyboardFocused](#)

Gets a value indicating whether this element has keyboard focus.
This is a dependency property.
(Inherited from [UIElement](#).)



[IsKeyboardFocusWithin](#)

Gets a value indicating whether keyboard focus is anywhere within the element or its visual tree child elements.
This is a dependency property.

(Inherited from
[UIElement](#).)



[IsLoaded](#)

Gets a value that indicates whether this element has been loaded for presentation.
(Inherited from [FrameworkElement](#).)



[IsManipulationEnabled](#)

Gets or sets a value that indicates whether manipulation events are enabled on this [UIElement](#).
(Inherited from [UIElement](#).)



[IsMeasureValid](#)

Gets a value indicating whether the current size returned by layout measure is valid.
(Inherited from [UIElement](#).)



[IsMouseCaptured](#)

Gets a value indicating whether the mouse is captured to this element. This is a dependency property.
(Inherited from [UIElement](#).)



[IsMouseCaptureWithin](#)

Gets a value that determines whether mouse capture is held by this element or by child elements in its

visual tree. This is a dependency property. (Inherited from [UIElement](#).)



[IsMouseDirectlyOver](#)

Gets a value that indicates whether the position of the mouse pointer corresponds to hit test results, which take element compositing into account. This is a dependency property. (Inherited from [UIElement](#).)



[IsMouseOver](#)

Gets a value indicating whether the mouse pointer is located over this element (including child elements in the visual tree). This is a dependency property. (Inherited from [UIElement](#).)



[IsSealed](#)

Gets a value that indicates whether this instance is currently sealed (read-only). (Inherited from [DependencyObject](#).)



[IsStylusCaptured](#)

Gets a value indicating whether the stylus is captured by this element. This is a

dependency property.
(Inherited from
[UIElement](#).)



[IsStylusCaptureWithin](#)

Gets a value that determines whether stylus capture is held by this element, or an element within the element bounds and its visual tree. This is a dependency property.
(Inherited from
[UIElement](#).)



[IsStylusDirectlyOver](#)

Gets a value that indicates whether the stylus position corresponds to hit test results, which take element compositing into account. This is a dependency property.
(Inherited from
[UIElement](#).)



[IsStylusOver](#)

Gets a value indicating whether the stylus cursor is located over this element (including visual child elements). This is a dependency property.
(Inherited from
[UIElement](#).)



[IsTabStop](#)

Gets or sets a value that indicates whether a

control is included in tab navigation.
(Inherited from [Control](#).)

 IsVisible	Gets a value indicating whether this element is visible in the user interface (UI). This is a dependency property. (Inherited from UIElement .)
 Language	Gets or sets localization/globalization language information that applies to an element. (Inherited from FrameworkElement .)
 LayoutTransform	Gets or sets a graphics transformation that should apply to this element when layout is performed. (Inherited from FrameworkElement .)
 LogicalChildren	Gets an enumerator for logical child elements of this element. (Inherited from FrameworkElement .)
 Margin	Gets or sets the outer margin of an element. (Inherited from FrameworkElement .)

	MaxHeight	Gets or sets the maximum height constraint of the element. (Inherited from FrameworkElement .)
	MaxWidth	Gets or sets the maximum width constraint of the element. (Inherited from FrameworkElement .)
	MinHeight	Gets or sets the minimum height constraint of the element. (Inherited from FrameworkElement .)
	MinWidth	Gets or sets the minimum width constraint of the element. (Inherited from FrameworkElement .)
	Name	Gets or sets the identifying name of the element. The name provides a reference so that code-behind, such as event handler code, can refer to a markup element after it is constructed during

processing by a XAML processor.
(Inherited from [FrameworkElement](#).)



[Opacity](#)

Gets or sets the opacity factor applied to the entire [UIElement](#) when it is rendered in the user interface (UI). This is a dependency property.
(Inherited from [UIElement](#).)



[OpacityMask](#)

Gets or sets an opacity mask, as a [Brush](#) implementation that is applied to any alpha-channel masking for the rendered content of this element. This is a dependency property.
(Inherited from [UIElement](#).)



[OverridesDefaultCellStyle](#)

Gets or sets a value that indicates whether this element incorporates style properties from theme styles.
(Inherited from [FrameworkElement](#).)



[Padding](#)

Gets or sets the padding inside a control.
(Inherited from [Control](#).)

	Parent	Gets the logical parent element of this element. (Inherited from FrameworkElement .)
	PersistId	Obsolete. Gets a value that uniquely identifies this element. (Inherited from UIElement .)
	RenderSize	Gets (or sets, but see Remarks) the final render size of this element. (Inherited from UIElement .)
	RenderTransform	Gets or sets transform information that affects the rendering position of this element. This is a dependency property. (Inherited from UIElement .)
	RenderTransformOrigin	Gets or sets the center point of any possible render transform declared by RenderTransform , relative to the bounds of the element. This is a dependency property. (Inherited from UIElement .)

	Resources	Gets or sets the locally-defined resource dictionary. (Inherited from FrameworkElement .)
	SnapsToDevicePixels	Gets or sets a value that determines whether rendering for this element should use device-specific pixel settings during rendering. This is a dependency property. (Inherited from UIElement .)
	Style	Gets or sets the style used by this element when it is rendered. (Inherited from FrameworkElement .)
	StylusPlugins	Gets a collection of all stylus plug-in (customization) objects associated with this element. (Inherited from UIElement .)
	TabIndex	Gets or sets a value that determines the order in which elements receive focus when the user navigates through controls by using the

TAB key.
(Inherited from [Control](#).)



Tag

Gets or sets an arbitrary object value that can be used to store custom information about this element.
(Inherited from [FrameworkElement](#).)



Template

Gets or sets a control template.
(Inherited from [Control](#).)



TemplatedParent

Gets a reference to the template parent of this element. This property is not relevant if the element was not created through a template.
(Inherited from [FrameworkElement](#).)



Test

TestProperty aus Voreinstellung



ToolTip

Gets or sets the tool-tip object that is displayed for this element in the user interface (UI).
(Inherited from [FrameworkElement](#).)



TouchesCaptured

Gets all touch devices that are captured to this element.

(Inherited from
[UIElement](#).)

 [TouchesCapturedWithin](#)

Gets all touch devices that are captured to this element or any child elements in its visual tree.

(Inherited from
[UIElement](#).)

 [TouchesDirectlyOver](#)

Gets all touch devices that are over this element.

(Inherited from
[UIElement](#).)

 [TouchesOver](#)

Gets all touch devices that are over this element or any child elements in its visual tree.

(Inherited from
[UIElement](#).)

 [Triggers](#)

Gets the collection of triggers established directly on this element, or in child elements.

(Inherited from
[FrameworkElement](#).)

 [Uid](#)

Gets or sets the unique identifier (for localization) for this element. This is a dependency property.

(Inherited from

[UIElement.](#))



[UseLayoutRounding](#)

Gets or sets a value that indicates whether layout rounding should be applied to this element's size and position during layout. (Inherited from [FrameworkElement](#).)



[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. (Inherited from [FrameworkElement](#).)



[VerticalContentAlignment](#)

Gets or sets the vertical alignment of the control's content. (Inherited from [Control](#).)



[Visibility](#)

Gets or sets the user interface (UI) visibility of this element. This is a dependency property. (Inherited from [UIElement](#).)



[VisualBitmapEffect](#)

Obsolete.
Gets or sets the [BitmapEffect](#) value for the [Visual](#). (Inherited from [Visual](#).)

	VisualBitmapEffectInput	Obsolete. Gets or sets the BitmapEffectInput value for the Visual . (Inherited from Visual .)
	VisualBitmapScalingMode	Gets or sets the BitmapScalingMode for the Visual . (Inherited from Visual .)
	VisualCacheMode	Gets or sets a cached representation of the Visual . (Inherited from Visual .)
	VisualChildrenCount	Gets the number of visual child elements within this element. (Inherited from FrameworkElement .)
	VisualClearTypeHint	Gets or sets the ClearTypeHint that determines how ClearType is rendered in the Visual . (Inherited from Visual .)
	VisualClip	Gets or sets the clip region of the Visual as a Geometry value. (Inherited from Visual .)
	VisualEdgeMode	Gets or sets the edge mode of the Visual as an EdgeMode value.

(Inherited from [Visual](#).)

	VisualEffect	Gets or sets the bitmap effect to apply to the Visual . (Inherited from Visual .)
	VisualOffset	Gets or sets the offset value of the visual object. (Inherited from Visual .)
	VisualOpacity	Gets or sets the opacity of the Visual . (Inherited from Visual .)
	VisualOpacityMask	Gets or sets the Brush value that represents the opacity mask of the Visual . (Inherited from Visual .)
	VisualParent	Gets the visual tree parent of the visual object. (Inherited from Visual .)
	VisualScrollableAreaClip	Gets or sets a clipped scrollable area for the Visual . (Inherited from Visual .)
	VisualTextHintingMode	Gets or sets the TextHintingMode of the Visual . (Inherited from Visual .)
	VisualTextRenderingMode	Gets or sets the

		<p>TextRenderingMode of the Visual. (Inherited from Visual.)</p>
	VisualTransform	<p>Gets or sets the Transform value for the Visual. (Inherited from Visual.)</p>
	VisualXSnappingGuidelines	<p>Gets or sets the x-coordinate (vertical) guideline collection. (Inherited from Visual.)</p>
	VisualYSnappingGuidelines	<p>Gets or sets the y-coordinate (horizontal) guideline collection. (Inherited from Visual.)</p>
	VisuScreen	<p>Das übergeordnete Prozessbild</p>
	Width	<p>Gets or sets the width of the element. (Inherited from FrameworkElement.)</p>

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Methods

Name	Description
	AddHandler(RoutedEvent, Delegate) Adds a routed event handler by adding the handler to the EventHandlers collection.

≡	AddHandler(RoutedEvent, Delegate, Boolean)	Adds a routed event handler to this element, adding the handler to the list of handlers for the specified event. Specifying true for the provided handler means that the handler has been marked as a provided handler for the route.
💡	AddLogicalChild	Adds the provided child element to the logical children collection.
≡	AddToEventRoute	Adds handlers for the specified UIElement events to the event route.
💡	AddVisualChild	Defines the parent visual element for the child element.
≡	ApplyAnimationClock(DependencyProperty, AnimationClock)	Applies an animation clock to the specified dependency property on this element. If the dependency property already has an animation clock applied, it is replaced with the new one.
≡	ApplyAnimationClock(DependencyProperty, AnimationClock, HandoffBehavior)	Applies an animation clock to the specified dependency property on this element, replacing any existing animation clock. If the dependency property already has an animation clock applied, its handoff behavior is replaced by the new one.
≡	ApplyTemplate	Builds the current template for this element. Returns a value indicating whether the template was successfully applied by this call.
≡	Arrange	Positions child elements of this UIElement . This method calls ArrangeCore (which is the equivalent) to do the work. This method constitutes the core of the UIElement class.

		(Inherited from UIElement)
💡	ArrangeCore	Implements IArrangeCore . Also implements IUIElement .
💡	ArrangeOverride	Called to arrange the element. (Inherited from UIElement)
💡	BeginAnimation(DependencyProperty, AnimationTimeline)	Starts an animation on the element. (Inherited from DependencyObject)
💡	BeginAnimation(DependencyProperty, AnimationTimeline, HandoffBehavior)	Starts a specific animation on this element, if the dependency property already has an animation. (Inherited from DependencyObject)
💡	BeginInit	Starts the initialization of the element. (Inherited from UIElement)
💡	BeginStoryboard(Storyboard)	Begins the storyboard specified by the provided storyboard. (Inherited from UIElement)
💡	BeginStoryboard(Storyboard, HandoffBehavior)	Begins the storyboard specified by the provided storyboard, where the handoff behavior property is also specified. (Inherited from UIElement)
💡	BeginStoryboard(Storyboard, HandoffBehavior, Boolean)	Begins the storyboard specified by the provided storyboard, where it is started immediately. (Inherited from UIElement)
💡	BringIntoView	Attempts to bring the element into view in the regions it is contained in. (Inherited from UIElement)

≡	BringIntoView(Rect)	Attempts to bring the view into view, within a specified time limit. (Inherited from DependencyObject)
≡	CaptureMouse	Attempts to force the mouse capture. (Inherited from DependencyObject)
≡	CaptureStylus	Attempts to force the stylus capture. (Inherited from DependencyObject)
≡	CaptureTouch	Attempts to force the touch capture. (Inherited from DependencyObject)
≡	ClearValue(DependencyProperty)	Clears the local value of the dependency property that is specified by name. (Inherited from DependencyObject)
≡	ClearValue(DependencyPropertyKey)	Clears the local value of the dependency property that is identified by the key. (Inherited from DependencyObject)
≡	CoerceValue	Coerces the value of the dependency property that is specified in property metadata on the type it exists on the target object. (Inherited from DependencyObject)
≡	EndInit	Indicates that the initialization process has completed. (Inherited from DependencyObject)
≡	Equals	Determines whether the current object is equivalent to another object. (Inherited from DependencyObject)
💡	Finalize	Allows an object to perform cleanup operations before it is reclaimed by garbage collection. (Inherited from Object)

≡	FindCommonVisualAncestor	Returns the common visual ancestor of the two specified elements. (Inherited from DependencyObject)
≡	FindName	Finds an element by name. (Inherited from DependencyObject)
≡	FindResource	Searches for a resource with the specified key. throws an exception if the key is not found. (Inherited from DependencyObject)
≡	Focus	Attempts to set focus to this element. (Inherited from DependencyObject)
≡	GetAnimationBaseValue	Returns the base value for this element, which is the value running or static. (Inherited from DependencyObject)
≡	GetBindingExpression	Returns the BindingExpression for the specified dependency property. (Inherited from DependencyObject)
≡	GetHashCode	Gets a hash code for this object. (Inherited from Object)
≡	GetLayoutClip	Returns a geometry representing the layout system's clip for this element, based on the available space. (Inherited from UIElement)
≡	GetLocalValueEnumerator	Creates a specialized enumerator for dependency properties. DependencyObject (Inherited from DependencyObject)
≡	GetTemplateChild	Returns the named child element of the control template. ControlTemplate (Inherited from Control)

≡	GetType	Gets the Type (Inherited from Object)
💡	GetUIParentCore	Returns an IUIParent object representing the visual parent of this element. (Inherited from VisualElement)
≡	GetValue	Returns the current value of the property associated with this instance. (Inherited from DependencyObject)
💡	GetVisualChild	Overrides GetVisualChild to return the child at the specified index. (Inherited from VisualElement)
💡	HitTestCore(PointHitTestParameters)	Implements IHitTestTarget to supply base elements for hit testing. (Inherited from VisualElement)
💡	HitTestCore(GeometryHitTestParameters)	Implements IHitTestTarget to supply base elements for geometry hit testing. (Inherited from VisualElement)
≡	InputHitTest	Returns the input target for the specified point of origin. (Inherited from VisualElement)
≡	InvalidateArrange	Invalidates the element's layout invalidation, telling it to occur asynchronously via UpdateLayout . (Inherited from VisualElement)
≡	InvalidateMeasure	Invalidates the element's measure invalidation. (Inherited from VisualElement)

≡	InvalidateProperty	Re-evaluates property (Inherited from DependencyObject)
≡	InvalidateVisual	Invalidates the visual tree so that a new layout pass can occur. The layout cycle is then triggered. (Inherited from UIElement)
≡	IsAncestorOf	Determines whether the current visual element is an ancestor of a descendant visual element. (Inherited from DependencyObject)
≡	IsDescendantOf	Determines whether the current visual element is a descendant of an ancestor visual element. (Inherited from DependencyObject)
≡	Measure	Updates the Size of the current visual element. This method must be implemented by the class that overrides it. It must call the MeasureCore method. (Inherited from UIElement)
≡	MeasureCore	Implements the Measure method for the FrameworkElement class. (Inherited from FrameworkElement)
💡	MeasureOverride	Ausmessung (Overrides Control.MeasureOverride)
💡	MemberwiseClone	Creates a shallow copy of the current DependencyObject . (Inherited from Object)
≡	MoveFocus	Moves the keyboard focus from the current visual element to another element. (Inherited from UIElement)

💡	OnAccessKey	Provides class meaningful for accessibility. (Inherited from Control)
💡	OnApplyTemplate	When overridden in a derived class, provides an opportunity to apply the template defined by the Template attached property. (Inherited from DependencyObject)
💡	OnChildDesiredSizeChanged	Supports layout. (Inherited from Panel)
💡	OnContextMenuClosing	Invoked when the context menu event reaches the element. Add class handling in derived classes. (Inherited from Control)
💡	OnContextMenuOpening	Invoked when the context menu event reaches the element. Add class handling in derived classes. (Inherited from Control)
💡	OnCreateAutomationPeer	Returns class AutomationPeer for Windows Presentation Foundation (WPF). (Inherited from Control)
💡	OnDragEnter	Invoked when the drag-and-drop operation reaches an element in the visual tree. Implement this method in derived classes. (Inherited from UIElement)
💡	OnDragLeave	Invoked when the drag-and-drop operation reaches an element in the visual tree. Implement this method in derived classes. (Inherited from UIElement)
💡	OnDragOver	Invoked when the drag-and-drop operation reaches an element in the visual tree. Implement this method in derived classes. (Inherited from UIElement)

		(Inherited from DependencyObject)
💡	OnDrop	Invoked when an element in the visual tree is dropped. (Inherited from DependencyObject)
💡	OnGiveFeedback	Invoked when reaches an element in its visual tree. (Inherited from DependencyObject)
💡	OnGotFocus	Invoked when an element in its visual tree gains focus. (Inherited from DependencyObject)
💡	OnGotKeyboardFocus	Invoked when the keyboard focus reaches an element in its visual tree. (Inherited from DependencyObject)
💡	OnGotMouseCapture	Invoked when the mouse capture reaches an element in its visual tree. (Inherited from DependencyObject)
💡	OnGotStylusCapture	Invoked when the stylus capture reaches an element in its visual tree. (Inherited from DependencyObject)
💡	OnGotTouchCapture	Provides class-level methods that occurs when touch capture begins. (Inherited from DependencyObject)
💡	OnInitialized	Raises the InitializationCompleted event when IsInitialized is set to <code>true</code> . (Inherited from DependencyObject)

(Inherited from [DependencyObject](#))

💡	OnIsKeyboardFocusedChanged	Invoked when the IsKeyboardFocused event is raised by this class handling for the element.
💡	OnIsKeyboardFocusWithinChanged	Invoked just before the IsKeyboardFocusWithin event is raised by this class handling for the element.
💡	OnIsMouseCapturedChanged	Invoked when the IsMouseCaptured event is raised on this class handling for the element.
💡	OnIsMouseCaptureWithinChanged	Invoked when the IsMouseCaptureWithin event is raised by this class handling for the element.
💡	OnIsMouseDirectlyOverChanged	Invoked when the IsMouseDirectlyOver event is raised by this class handling for the element.
💡	OnIsStylusCapturedChanged	Invoked when the IsStylusCaptured event is raised on this class handling for the element.
💡	OnIsStylusCaptureWithinChanged	Invoked when the IsStylusCaptureWithin event is raised by this class handling for the element.
💡	OnIsStylusDirectlyOverChanged	Invoked when the IsStylusDirectlyOver event is raised by this class handling for the element.

event is raised.
class handling.
(Inherited from

💡	OnKeyDown	Invoked when an element in its class implements this method to handle the event. (Inherited from
💡	OnKeyUp	Invoked when an element in its class loses focus. This method can be implemented to handle the event. (Inherited from
💡	OnLostFocus	Raises the LControl event if no Focus is provided. (Inherited from
💡	OnLostKeyboardFocus	Invoked when the event reaches an element in its class. Implements the OnLostFocus event. (Inherited from
💡	OnLostMouseCapture	Invoked when the event reaches an element in its class. Implements the OnLostCapture method. (Inherited from
💡	OnLostStylusCapture	Invoked when the event reaches an element in its class. Implements the OnLostCapture method. (Inherited from
💡	OnLostTouchCapture	Provides class handling for the event that occurs when the touch capture is lost. (Inherited from

💡	OnManipulationBoundaryFeedback	Called when t (Inherited fro
💡	OnManipulationCompleted	Called when t (Inherited fro
💡	OnManipulationDelta	Called when t (Inherited fro
💡	OnManipulationInertiaStarting	Called when t (Inherited fro
💡	OnManipulationStarted	Called when t (Inherited fro
💡	OnManipulationStarting	Provides clas event that occ created. (Inherited fro
💡	OnMouseDoubleClick	Raises the M (Inherited fro
💡	OnMouseDown	Invoked wher reaches an el Implement thi (Inherited fro
💡	OnMouseEnter	Invoked wher raised on this handling for tl (Inherited fro
💡	OnMouseLeave	Invoked wher raised on this handling for tl (Inherited fro

	OnMouseLeftButtonDown	Invoked when the event is raised by the class handling it. (Inherited from Control)
💡	OnMouseLeftButtonUp	Invoked when the event reaches an element. Implement this method to handle the event. (Inherited from Control)
💡	OnMouseMove	Invoked when the event reaches an element. Implement this method to handle the event. (Inherited from Control)
💡	OnMouseRightButtonDown	Invoked when the event reaches an element in its class. Implement this method to handle the event. (Inherited from Control)
💡	OnMouseRightButtonUp	Invoked when the event reaches an element in its class. Implement this method to handle the event. (Inherited from Control)
💡	OnMouseUp	Invoked when the event reaches an element in its class. This method triggers this method to handle the event. (Inherited from Control)
💡	OnMouseWheel	Invoked when the event reaches an element in its class. Implement this method to handle the event. (Inherited from Control)
💡	OnPreviewDragEnter	Invoked when the event reaches an element in its class.

		Implement thi (Inherited fro
💡	OnPreviewDragLeave	Invoked when reaches an element. Implement thi (Inherited fro
💡	OnPreviewDragOver	Invoked when reaches an element. Implement thi (Inherited fro
💡	OnPreviewDrop	Invoked when reaches an element. Implement thi (Inherited fro
💡	OnPreviewGiveFeedback	Invoked when event reaches class. Implement event. (Inherited fro
💡	OnPreviewGotKeyboardFocus	Invoked when PreviewGotKeyboardFocus in its route that method to add. (Inherited fro
💡	OnPreviewKeyDown	Invoked when reaches an element. Implement thi (Inherited fro
💡	OnPreviewKeyUp	Invoked when reaches an element. Implement thi

		(Inherited from DependencyObject)
💡	OnPreviewLostKeyboardFocus	Invoked when the keyboard focus reaches an element. Implement this method to add handling for the PreviewLostKeyboardFocus event. (Inherited from DependencyObject)
💡	OnPreviewMouseDoubleClick	Raises the PreviewMouseDoubleClick event. (Inherited from DependencyObject)
💡	OnPreviewMouseDown	Invoked when the mouse down event reaches an attached route. This method is derived from DependencyObject . Implement this method to add handling for the PreviewMouseDown event. (Inherited from DependencyObject)
💡	OnPreviewMouseLeftButtonDown	Invoked when the mouse left button down event reaches an element in its route. This method is derived from DependencyObject . Implement this method to add handling for the PreviewMouseLeftButtonDown event. (Inherited from DependencyObject)
💡	OnPreviewMouseLeftButtonUp	Invoked when the mouse left button up event reaches an element in its route that contains the element that raised the event. This method is derived from DependencyObject . Implement this method to add handling for the PreviewMouseLeftButtonUp event. (Inherited from DependencyObject)
💡	OnPreviewMouseMove	Invoked when the mouse move event reaches an element in its route that contains the element that raised the event. This method is derived from DependencyObject . Implement this method to add handling for the PreviewMouseMove event. (Inherited from DependencyObject)
💡	OnPreviewMouseRightButtonDown	Invoked when the mouse right button down event reaches an element in its route that contains the element that raised the event. This method is derived from DependencyObject . Implement this method to add handling for the PreviewMouseRightButtonDown event. (Inherited from DependencyObject)

	(Inherited from DependencyObject)
💡 OnPreviewMouseRightButtonUp	Invoked when PreviewMouseRightButtonDown reaches an element in its route that contains this method to add. (Inherited from DependencyObject)
💡 OnPreviewMouseUp	Invoked when PreviewMouseUp reaches an element in its route that contains this method to add. Implement this method in your class. (Inherited from DependencyObject)
💡 OnPreviewMouseWheel	Invoked when PreviewMouseWheel reaches an element in its route that contains this method to add. Implement this method in your class. (Inherited from DependencyObject)
💡 OnPreviewQueryContinueDrag	Invoked when PreviewQueryContinueDrag reaches an element in its route that contains this method to add. (Inherited from DependencyObject)
💡 OnPreviewStylusButtonDown	Invoked when PreviewStylusButtonDown reaches an element in its route that contains this method to add. (Inherited from DependencyObject)
💡 OnPreviewStylusButtonUp	Invoked when PreviewStylusButtonUp reaches an element in its route that contains this method to add. Implement this method in your class. (Inherited from DependencyObject)
💡 OnPreviewStylusDown	Invoked when PreviewStylusDown reaches an element in its route that contains this method to add. (Inherited from DependencyObject)

event reaches class. Implement event.
(Inherited from

💡 [OnPreviewStylusInAirMove](#)

Invoked when event reaches class. Implement event.
(Inherited from

💡 [OnPreviewStylusInRange](#)

Invoked when event reaches class. Implement event.
(Inherited from

💡 [OnPreviewStylusMove](#)

Invoked when event reaches class. Implement event.
(Inherited from

💡 [OnPreviewStylusOutOfRange](#)

Invoked when [PreviewStylus](#) in its route takes method to add
(Inherited from

💡 [OnPreviewStylusSystemGesture](#)

Invoked when [PreviewStylus](#) element in its this method to
(Inherited from

💡 [OnPreviewStylusUp](#)

Invoked when reaches an el Implement thi

(Inherited from [Element](#))

💡	OnPreviewTextInput	Invoked when the input focus reaches an element. Implement this event handler in derived classes. (Inherited from Element)
💡	OnPreviewTouchDown	Provides class-level access to an event that occurs when a touch begins to touch an element. (Inherited from Element)
💡	OnPreviewTouchMove	Provides class-level access to an event that occurs while a touch moves over an element. (Inherited from Element)
💡	OnPreviewTouchUp	Provides class-level access to an event that occurs when a touch ends on an element. (Inherited from Element)
💡	OnPropertyChanged	Invoked whenever a dependency property on the element changes. Specific dependency properties can be tracked by arguments passed to the OnPropertyChangedEventArgs constructor. OnPropertyChanged (Inherited from DependencyObject)
💡	OnQueryContinueDrag	Invoked when the OnQueryContinueDrag event reaches an element. Implement this event handler in derived classes. (Inherited from Element)
💡	OnQueryCursor	Invoked when the input focus reaches an element. Implement this event handler in derived classes. (Inherited from Element)

💡	OnRender	When overriding this operation, the rendering instance will be notified when this method is called later asynchronously. (Inherited from Control)
💡	OnRenderSizeChanged	Raises the SizeChanged event as part of the rendering process. (Inherited from Control)
💡	OnStyleChanged	Invoked whenever the style of this element will be invalidated. Implement this method in derived classes to add custom validation logic. (Inherited from Control)
💡	OnStylusButtonDown	Invoked when the stylus reaches an element. Implement this method in derived classes to handle stylus button down events. (Inherited from Control)
💡	OnStylusButtonUp	Invoked when the stylus reaches an element. Implement this method in derived classes to handle stylus button up events. (Inherited from Control)
💡	OnStylusDown	Invoked when the stylus reaches an element. Implement this method in derived classes to handle stylus down events. (Inherited from Control)
💡	OnStylusEnter	Invoked when the stylus is raised by this element. Handle this event in derived classes to provide stylus handling for this element. (Inherited from Control)
💡	OnStylusInAirMove	Invoked when the stylus reaches an element. Implement this method in derived classes to handle stylus in air move events. (Inherited from Control)

(Inherited from [Element](#))

💡	OnStylusInRange	Invoked when a stylus reaches an element. Implement this event.
💡	OnStylusLeave	Invoked when a stylus leaves this element. Implement this event.
💡	OnStylusMove	Invoked when a stylus reaches an element. Implement this event.
💡	OnStylusOutOfRange	Invoked when a stylus reaches an element. Implement this event.
💡	OnStylusSystemGesture	Invoked when a system gesture event reaches this element. Implement this event.
💡	OnStylusUp	Invoked when a stylus leaves an element in this element. Implement this event.
💡	OnTemplateChanged	Called whenever the template of an element changes.
💡	OnTextInput	Invoked when a user enters text into an element in this element.

		Implement thi (Inherited fro
💡	OnToolTipClosing	Invoked wher reaches this c class handling (Inherited fro
💡	OnToolTipOpening	Invoked wher this class in it handling for tl (Inherited fro
💡	OnTouchDown	Provides clas occurs when (Inherited fro
💡	OnTouchEnter	Provides clas occurs when of this eleme (Inherited fro
💡	OnTouchLeave	Provides clas occurs when of this UIEl (Inherited fro
💡	OnTouchMove	Provides clas occurs when (Inherited fro
💡	OnTouchUp	Provides clas occurs when (Inherited fro
💡	OnVisualChildrenChanged	Called when t modified. (Inherited fro

 	OnVisualParentChanged	Invoked when the visual parent of the element has changed. Overrides OnVisualParentChanged (Inherited from DependencyObject)
 	OnVisualScreenPropertyChanged	Reaktion auf Änderungen an den Eigenschaften des VisualScreen -Elements.
	ParentLayoutInvalidated	Supports incremental layout. Subclasses of ParentLayout can use this event to indicate that the element's layout has been invalidated, so that it can affect its layout.
	PCustomControlTemplate_Loaded	(Inherited from Control)
	PointFromScreen	Converts a Point from screen coordinates to the coordinate space of the Visual element that represents the UIElement .
	PointToScreen	Converts a Point from the coordinate space of the Visual element to screen coordinates.
	PredictFocus	Determines the focus target to this element if the element does not actually receive focus.
	RaiseEvent	Raises a specified event identified with the RoutedEvent (as the Route).
	ReadLocalValue	Returns the local value for the DependencyProperty .

≡	RegisterName	Provides an <i>AutomationName</i> for registration management. (Inherited from DependencyObject)
≡	ReleaseAllTouchCaptures	Releases all touch captures. (Inherited from UIElement)
≡	ReleaseMouseCapture	Releases the mouse capture. (Inherited from UIElement)
≡	ReleaseStylusCapture	Releases the stylus capture. (Inherited from UIElement)
≡	ReleaseTouchCapture	Attempts to release the touch capture for the element. (Inherited from UIElement)
≡	RemoveHandler	Removes the specified event handler. (Inherited from DependencyObject)
≡	RemoveLogicalChild	Removes the specified logical child from the logical tree. This method also removes the LogicalTreeHelper pointers to keep the tree consistent. (Inherited from DependencyObject)
≡	RemoveVisualChild	Removes the specified visual child from the visual tree. (Inherited from UIElement)
≡	SetBinding(DependencyProperty, BindingBase)	Attaches a binding object to the specified dependency property. (Inherited from DependencyObject)
≡	SetBinding(DependencyProperty, String)	Attaches a binding object to the specified dependency property using a source string. (Inherited from DependencyObject)

	SetCurrentValue	Sets the value of a dependency property using a value source. (Inherited from DependencyObject)
≡	SetResourceReference	Searches for a resource reference. (Inherited from DependencyObject)
≡	SetValue(DependencyProperty, Object)	Sets the local value of a dependency property. (Inherited from DependencyObject)
≡	SetValue(DependencyPropertyKey, Object)	Sets the local value of a dependency property specified by the key. (Inherited from DependencyObject)
≡	ShouldSerializeProperty	Returns a value indicating whether the specified property should be serialized.
≡	ToString	Returns the string representation of the object.
≡	TransformToAncestor(Visual)	Returns a transform from the Visual object.
≡	TransformToAncestor(Visual3D)	Returns a transform from the Visual3D object.
≡	TransformToDescendant	Returns a transform from the Visual .

≡	TransformToVisual	Returns a transform from the Visual tree. (Inherited from DependencyObject)
≡	TranslatePoint	Translates a point so that its relative coordinates are relative to the specified coordinate space. (Inherited from DependencyObject)
≡	TryFindResource	Searches for a resource with the given name if it is not found in the current scope. (Inherited from DependencyObject)
≡	UnregisterName	Simplifies access to resources. (Inherited from DependencyObject)
≡	UpdateDefaultStyle	Reapplies the default style. (Inherited from FrameworkElement)
≡	UpdateLayout	Ensures that the element's visual tree is properly updated. (Inherited from UIElement)
≡	VisibleChanged	

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Events

Name	Description
⚡ ContextMenuClosing	Occurs just before any context menu on the element is closed. (Inherited from FrameworkElement .)
⚡ ContextMenuOpening	Occurs when any context menu on the element is opened. (Inherited from FrameworkElement .)

[FrameworkElement.\)](#)

 DataContextChanged	Occurs when the data context for this element changes. (Inherited from FrameworkElement .)
 DragEnter	Occurs when the input stream reports an underlying drag operation with this element as the target. (Inherited from UIElement)
 DragLeave	Occurs when the input stream reports an underlying drag operation with this element as the origin. (Inherited from UIElement)
 DragOver	Occurs when the input stream reports an underlying drag operation with this element as the drop target. (Inherited from UIElement)
 Drop	Occurs when the input stream reports an underlying drag operation with this element as the target. (Inherited from UIElement)
 FocusableChanged	Occurs when the value of the Focusable property changes. (Inherited from UIElement)
 GiveFeedback	Occurs when the input stream reports an underlying drag-and-drop event that involves

element.
(Inherited from [UIElement](#))

⚡	GotFocus	Occurs when this element receives logical focus. (Inherited from UIElement)
⚡	GotKeyboardFocus	Occurs when the keyboard focused on this element (Inherited from UIElement)
⚡	GotMouseCapture	Occurs when this element captures the mouse. (Inherited from UIElement)
⚡	GotStylusCapture	Occurs when this element captures the stylus. (Inherited from UIElement)
⚡	GotTouchCapture	Occurs when a touch is captured to this element. (Inherited from UIElement)
⚡	Initialized	Occurs when this FrameworkElement is initialized. This event coincides with the point where the value of the IsInitialized property changes from false (or undefined) to true. (Inherited from FrameworkElement .)
⚡	.IsEnabledChanged	Occurs when the value of the IsEnabled property on this element changes. (Inherited from UIElement)
⚡	IsHitTestVisibleChanged	Occurs when the value of the IsHitTestVisible property on this element changes. (Inherited from UIElement)

[IsHitTestVisible](#) depends on property changes on this element.
(Inherited from [UIElement](#))

⚡ [IsKeyboardFocusedChanged](#) Occurs when the value of [IsKeyboardFocused](#) property changes on this element.
(Inherited from [UIElement](#))

⚡ [IsKeyboardFocusWithinChanged](#) Occurs when the value of [IsKeyboardFocusWithin](#) property changes on this element.
(Inherited from [UIElement](#))

⚡ [IsMouseCapturedChanged](#) Occurs when the value of [IsMouseCaptured](#) property changes on this element.
(Inherited from [UIElement](#))

⚡ [IsMouseCaptureWithinChanged](#) Occurs when the value of [IsMouseCaptureWithin](#) property changes on this element.
(Inherited from [UIElement](#))

⚡ [IsMouseDirectlyOverChanged](#) Occurs when the value of [IsMouseDirectlyOver](#) property changes on this element.
(Inherited from [UIElement](#))

⚡ [IsStylusCapturedChanged](#) Occurs when the value of [IsStylusCaptured](#) property changes on this element.
(Inherited from [UIElement](#))

⚡ [IsStylusCaptureWithinChanged](#) Occurs when the value of [IsStylusCaptureWithin](#) property changes on this element.
(Inherited from [UIElement](#))

		changes on this element. (Inherited from UIElement)
	IsStylusDirectlyOverChanged	Occurs when the value of the IsStylusDirectlyOver property changes on this element. (Inherited from UIElement)
	IsVisibleChanged	Occurs when the value of the IsVisible property changes on this element. (Inherited from UIElement)
	KeyDown	Occurs when a key is pressed while focus is on this element. (Inherited from UIElement)
	KeyUp	Occurs when a key is released while focus is on this element. (Inherited from UIElement)
	LayoutUpdated	Occurs when the layout of various visual elements associated with the current Dispatcher changes. (Inherited from UIElement)
	Loaded	Occurs when the element is loaded, rendered, and ready for interaction. (Inherited from FrameworkElement .)
	LostFocus	Occurs when this element loses logical focus. (Inherited from UIElement)
	LostKeyboardFocus	Occurs when the keyboard focus is lost.

longer focused on this element.
(Inherited from [UIElement](#))

 LostMouseCapture	Occurs when this element loses mouse capture. (Inherited from UIElement)
 LostStylusCapture	Occurs when this element loses stylus capture. (Inherited from UIElement)
 LostTouchCapture	Occurs when this element loses a touch capture. (Inherited from UIElement)
 ManipulationBoundaryFeedback	Occurs when the manipulation encounters a boundary. (Inherited from UIElement)
 ManipulationCompleted	Occurs when a manipulation's inertia on the UIElement is complete. (Inherited from UIElement)
 ManipulationDelta	Occurs when the input changes position during manipulation. (Inherited from UIElement)
 ManipulationInertiaStarting	Occurs when the input loses contact with the UIElement object during a manipulation's inertia begins. (Inherited from UIElement)
 ManipulationStarted	Occurs when an input begins a manipulation on a UIElement object.

(Inherited from [UIElement](#))

 ManipulationStarting	Occurs when the manipulation processor is first created. (Inherited from UIElement)
 MouseDoubleClick	Occurs when a mouse double-clicked two or more times. (Inherited from Control .)
 MouseDown	Occurs when any mouse button is pressed while the pointer is over this element. (Inherited from UIElement)
 MouseEnter	Occurs when the mouse enters the bounds of this element. (Inherited from UIElement)
 MouseLeave	Occurs when the mouse leaves the bounds of this element. (Inherited from UIElement)
 MouseLeftButtonDown	Occurs when the left mouse button is pressed while the mouse pointer is over this element. (Inherited from UIElement)
 MouseLeftButtonUp	Occurs when the left mouse button is released while the mouse pointer is over this element. (Inherited from UIElement)
 MouseMove	Occurs when the mouse

moves while over this el
(Inherited from [UIEleme](#))

⚡ [MouseRightButtonDown](#)

Occurs when the right n button is pressed while the mouse pointer is over the element.
(Inherited from [UIEleme](#))

⚡ [MouseRightButtonUp](#)

Occurs when the right n button is released while the mouse pointer is over the element.
(Inherited from [UIEleme](#))

⚡ [MouseUp](#)

Occurs when any mouse button is released over this element.
(Inherited from [UIEleme](#))

⚡ [MouseWheel](#)

Occurs when the user rolls the mouse wheel while the mouse pointer is over the element.
(Inherited from [UIEleme](#))

⚡ [PreviewDragEnter](#)

Occurs when the input s reports an underlying drag with this element as the target.
(Inherited from [UIEleme](#))

⚡ [PreviewDragLeave](#)

Occurs when the input s reports an underlying drag with this element as the origin.
(Inherited from [UIEleme](#))

⚡ [PreviewDragOver](#)

Occurs when the input s

reports an underlying dr
with this element as the
drop target.
(Inherited from [UIEleme](#))

⚡ [PreviewDrop](#)
Occurs when the input s
reports an underlying dr
with this element as the
target.
(Inherited from [UIEleme](#))

⚡ [PreviewGiveFeedback](#)
Occurs when a drag-and-
drop operation is started.
(Inherited from [UIEleme](#))

⚡ [PreviewGotKeyboardFocus](#)
Occurs when the keyboard
is focused on this element.
(Inherited from [UIEleme](#))

⚡ [PreviewKeyDown](#)
Occurs when a key is pr
while focus is on this ele
(Inherited from [UIEleme](#))

⚡ [PreviewKeyUp](#)
Occurs when a key is re
while focus is on this ele
(Inherited from [UIEleme](#))

⚡ [PreviewLostKeyboardFocus](#)
Occurs when the keyboard
is no longer focused on this e
(Inherited from [UIEleme](#))

⚡ [PreviewMouseDoubleClick](#)
Occurs when a user clic
the mouse button two or mo
(Inherited from [Control](#).)

⚡ [PreviewMouseDown](#)
Occurs when any mouse
button is pressed while the poi
over this element.

(Inherited from [UIElement](#))

⚡ [PreviewMouseLeftButtonDown](#) Occurs when the left mouse button is pressed while the mouse pointer is over the element.
(Inherited from [UIElement](#))

⚡ [PreviewMouseLeftButtonUp](#) Occurs when the left mouse button is released while the mouse pointer is over the element.
(Inherited from [UIElement](#))

⚡ [PreviewMouseMove](#) Occurs when the mouse moves while the mouse is over this element.
(Inherited from [UIElement](#))

⚡ [PreviewMouseRightButtonDown](#) Occurs when the right mouse button is pressed while the mouse pointer is over the element.
(Inherited from [UIElement](#))

⚡ [PreviewMouseRightButtonUp](#) Occurs when the right mouse button is released while the mouse pointer is over the element.
(Inherited from [UIElement](#))

⚡ [PreviewMouseUp](#) Occurs when any mouse button is released while the mouse pointer is over this element.
(Inherited from [UIElement](#))

⚡ [PreviewMouseWheel](#) Occurs when the user rolls the mouse wheel while the mouse is over the element.
(Inherited from [UIElement](#))

mouse pointer is over the element.

(Inherited from [UIElement](#))

⚡ [PreviewQueryContinueDrag](#)

Occurs when there is a change in the keyboard or mouse state during a drag-and-drop operation.

(Inherited from [UIElement](#))

⚡ [PreviewStylusButtonDown](#)

Occurs when the stylus is pressed while the pointer is over this element.

(Inherited from [UIElement](#))

⚡ [PreviewStylusButtonUp](#)

Occurs when the stylus is released while the pointer is over this element.

(Inherited from [UIElement](#))

⚡ [PreviewStylusDown](#)

Occurs when the stylus is placed on the digitizer while it is over this element.

(Inherited from [UIElement](#))

⚡ [PreviewStylusInAirMove](#)

Occurs when the stylus moves over an element without touching the digitizer.

(Inherited from [UIElement](#))

⚡ [PreviewStylusInRange](#)

Occurs when the stylus moves far enough to the digitizer to be detected, while over this element.

(Inherited from [UIElement](#))

⚡ [PreviewStylusMove](#)

Occurs when the stylus moves while over the element.

stylus must move while detected by the digitizer this event, otherwise, [PreviewStylusInAirMove](#) raised instead.

(Inherited from [UIElement](#))

⚡	PreviewStylusOutOfRange	Occurs when the stylus from the digitizer to be considered out of range.
⚡	PreviewStylusSystemGesture	Occurs when a user performs one of several stylus gestures.
⚡	PreviewStylusUp	Occurs when the user releases the stylus off the digitizer while the stylus is over this element.
⚡	PreviewTextInput	Occurs when this element receives text input in a device-independent manner.
⚡	PreviewTouchDown	Occurs when a finger touches the screen while the finger is over this element.
⚡	PreviewTouchMove	Occurs when a finger moves on the screen while the finger is over this element.
⚡	PreviewTouchUp	Occurs when a finger is removed off of the screen while the finger is over this element.

(Inherited from [UIElement](#))



[QueryContinueDrag](#)

Occurs when there is a change in the keyboard or mouse state during a drag-and-drop operation.

(Inherited from [UIElement](#))



[QueryCursor](#)

Occurs when the cursor is requested to display. This is raised on an element at the time that the mouse pointer moves to a new location. This means the cursor object needs to be changed based on the new position.

(Inherited from [UIElement](#))



[RequestBringIntoView](#)

Occurs when [BringIntoView\(Rect\)](#) is called on this element.

(Inherited from [FrameworkElement](#).)



[SizeChanged](#)

Occurs when either the [ActualHeight](#) or the [ActualWidth](#) properties change value for this element.

(Inherited from [FrameworkElement](#).)



[SourceUpdated](#)

Occurs when the source changes for any existing property binding on this element.

(Inherited from [FrameworkElement](#).)



[StylusButtonDown](#)

Occurs when the stylus button is pressed.

pressed while the pointe
this element.
(Inherited from [UIEleme](#)

⚡ [StylusButtonUp](#) Occurs when the stylus released while the pointe this element.
(Inherited from [UIEleme](#)

⚡ [StylusDown](#) Occurs when the stylus the digitizer while the stylus over this element.
(Inherited from [UIEleme](#)

⚡ [StylusEnter](#) Occurs when the stylus the bounds of this element.
(Inherited from [UIEleme](#)

⚡ [StylusInAirMove](#) Occurs when the stylus over an element without touching the digitizer.
(Inherited from [UIEleme](#)

⚡ [StylusInRange](#) Occurs when the stylus enough to the digitizer to be detected, while over this element.
(Inherited from [UIEleme](#)

⚡ [StylusLeave](#) Occurs when the stylus the bounds of the element.
(Inherited from [UIEleme](#)

⚡ [StylusMove](#) Occurs when the stylus over this element. The stylus must move while on the element to raise this event. Otherwise, [StylusInAirMove](#) is raised.

instead.

(Inherited from [UIElement](#))



[StylusOutOfRange](#)

Occurs when the stylus leaves the digitizer to be considered outside its range while over this element.
(Inherited from [UIElement](#))



[StylusSystemGesture](#)

Occurs when a user performs one of several stylus system gestures.
(Inherited from [UIElement](#))



[StylusUp](#)

Occurs when the user removes the stylus off the digitizer while over this element.
(Inherited from [UIElement](#))



[SuggestedDesignerSizeChanged](#)

Wird ausgelöst, wenn die Designer vorgeschlagene Größe geändert werden muss.



[TargetUpdated](#)

Occurs when the target changes for any property on this element.
(Inherited from [FrameworkElement](#).)



[TextInput](#)

Occurs when this element's text in a device-independent manner.
(Inherited from [UIElement](#))



[ToolTipClosing](#)

Occurs just before any tooltip for this element is closed.
(Inherited from [FrameworkElement](#).)



[ToolTipOpening](#)

Occurs when any tooltip

element is opened.
(Inherited from [FrameworkElement](#).)

 TouchDown	Occurs when a finger touches the screen while the finger is over this element. (Inherited from UIElement .)
 TouchEnter	Occurs when a touch moves from outside to inside the bounds of this element. (Inherited from UIElement .)
 TouchLeave	Occurs when a touch moves from inside to outside the bounds of this element. (Inherited from UIElement .)
 TouchMove	Occurs when a finger moves the screen while the finger is over this element. (Inherited from UIElement .)
 TouchUp	Occurs when a finger is off of the screen while the finger is over this element. (Inherited from UIElement .)
 Unloaded	Occurs when the element is removed from within an tree of loaded elements. (Inherited from FrameworkElement .)

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Fields

	Name	Description
• S	TestProperty	DependencyProperty für TestProperty
• S	ThisType	Eigener Typ
• S	VisuScreenProperty	DependencyProperty für VisuScreen

[Top](#)

Explicit Interface Implementations

	Name
• S	System#Windows#Media#Composition#DUCE#IResource
• S	IQueryAmbientIsAmbientPropertyAvailable
• S	System#Windows#Media#Composition#DUCE#IResource
• S	System#Windows#Media#Composition#DUCE#IResource

System#Windows#Media#Composition#DUCE#IResource



System#Windows#Markup#IHaveResources#Resource

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▲ See Also

Reference

[PlantiT.User.CustomControlTemplate Namespace](#)

A Sandcastle Documented Class Library



PCustomControlTemplate Constructor

Standard Konstruktor

Namespace: [PlantiT.User.CustomControlTemplate](#)

Assembly: PlantiT.User.CustomControlTemplate (in PlantiT.User.CustomControlTemplate.dll) Version: 1.0.0.0 (1.0.0.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public PCustomControlTemplate()
```

► See Also

[Reference](#)

[PCustomControlTemplate Class](#)

[PlantiT.User.CustomControlTemplate Namespace](#)

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PCustomControlTemplate Constructor

Initializes the static fields of the [PCustomControlTemplate](#) class

Namespace: [PlantiT.User.CustomControlTemplate](#)

Assembly: PlantiT.User.CustomControlTemplate (in
PlantiT.User.CustomControlTemplate.dll) Version: 1.0.0.0 (1.0.0.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
static PCustomControlTemplate()
```

► See Also

[Reference](#)

[PCustomControlTemplate Class](#)

[PlantiT.User.CustomControlTemplate Namespace](#)

A Sandcastle Documented Class Library



PCustomControlTemplate Properties

The [PCustomControlTemplate](#) type exposes the following members.

Properties

Name	Description
 ActualHeight	Gets the rendered height of this element. (Inherited from FrameworkElement .)
 ActualWidth	Gets the rendered width of this element. (Inherited from FrameworkElement .)
 AllowDrop	Gets or sets a value indicating whether this element can be used as the target of a drag-and-drop operation. This is a dependency property. (Inherited from UIElement .)
 AreAnyTouchesCaptured	Gets a value that indicates whether at least one touch is captured to this element. (Inherited from

[UIElement.\)](#)

 AreAnyTouchesCapturedWithin	Gets a value that indicates whether at least one touch is captured to this element or to any child elements in its visual tree. (Inherited from UIElement .)
 AreAnyTouchesDirectlyOver	Gets a value that indicates whether at least one touch is pressed over this element. (Inherited from UIElement .)
 AreAnyTouchesOver	Gets a value that indicates whether at least one touch is pressed over this element or any child elements in its visual tree. (Inherited from UIElement .)
 Background	Gets or sets a brush that describes the background of a control. (Inherited from Control .)
 BindingGroup	Gets or sets the BindingGroup that is used for the element. (Inherited from

[FrameworkElement.\)](#)



[BitmapEffect](#)

Obsolete.

Gets or sets a bitmap effect that applies directly to the rendered content for this element. This is a dependency property.
(Inherited from [UIElement](#).)



[BitmapEffectInput](#)

Obsolete.

Gets or sets an input source for the bitmap effect that applies directly to the rendered content for this element. This is a dependency property.
(Inherited from [UIElement](#).)



[BorderBrush](#)

Gets or sets a brush that describes the border background of a control.
(Inherited from [Control](#).)



[BorderThickness](#)

Gets or sets the border thickness of a control.
(Inherited from [Control](#).)



[CacheMode](#)

Gets or sets a cached representation of the [UIElement](#).
(Inherited from [UIElement](#).)

	Clip	Gets or sets the geometry used to define the outline of the contents of an element. This is a dependency property. (Inherited from UIElement .)
	ClipToBounds	Gets or sets a value indicating whether to clip the content of this element (or content coming from the child elements of this element) to fit into the size of the containing element. This is a dependency property. (Inherited from UIElement .)
	CommandBindings	Gets a collection of CommandBinding objects associated with this element. A CommandBinding enables command handling for this element, and declares the linkage between a command, its events, and the handlers attached by this element. (Inherited from UIElement .)

	ContextMenu	Gets or sets the context menu element that should appear whenever the context menu is requested through user interface (UI) from within this element. (Inherited from FrameworkElement .)
	Cursor	Gets or sets the cursor that displays when the mouse pointer is over this element. (Inherited from FrameworkElement .)
	DataContext	Gets or sets the data context for an element when it participates in data binding. (Inherited from FrameworkElement .)
	DefaultStyleKey	Gets or sets the key to use to reference the style for this control, when theme styles are used or defined. (Inherited from FrameworkElement .)
	DependencyObjectType	Gets the DependencyObjectType that wraps the CLR type of this instance.

(Inherited from
[DependencyObject](#).)



[DesiredSize](#)

Gets the size that this element computed during the measure pass of the layout process.
(Inherited from [UIElement](#).)



[Dispatcher](#)

Gets the [Dispatcher](#) this [DispatcherObject](#) is associated with.
(Inherited from [DispatcherObject](#).)



[Effect](#)

Gets or sets the bitmap effect to apply to the [UIElement](#). This is a dependency property.
(Inherited from [UIElement](#).)



[FlowDirection](#)

Gets or sets the direction that text and other user interface (UI) elements flow within any parent element that controls their layout.
(Inherited from [FrameworkElement](#).)



[Focusable](#)

Gets or sets a value that indicates whether the element can receive focus. This is a dependency property.

(Inherited from
[UIElement](#).)



[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.
(Inherited from [FrameworkElement](#).)



[FontFamily](#)

Gets or sets the font family of the control.
(Inherited from [Control](#).)



[FontSize](#)

Gets or sets the font size.
(Inherited from [Control](#).)



[FontStretch](#)

Gets or sets the degree to which a font is condensed or expanded on the screen.
(Inherited from [Control](#).)



[FontStyle](#)

Gets or sets the font style.
(Inherited from [Control](#).)



[FontWeight](#)

Gets or sets the weight or thickness of the specified font.
(Inherited from [Control](#).)



ForceCursor

Gets or sets a value that indicates whether this [FrameworkElement](#) should force the user interface (UI) to render the cursor as declared by the [Cursor](#) property. (Inherited from [FrameworkElement](#).)



Foreground

Gets or sets a brush that describes the foreground color. (Inherited from [Control](#).)



HandlesScrolling

Gets a value that indicates whether a control supports scrolling. (Inherited from [Control](#).)



HasAnimatedProperties

Gets a value indicating whether this element has any animated properties. (Inherited from [UIElement](#).)



HasEffectiveKeyboardFocus

Gets a value that indicates whether the [UIElement](#) has focus. (Inherited from [UIElement](#).)



Height

Gets or sets the suggested height of the element. (Inherited from

[FrameworkElement.](#))

 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. (Inherited from FrameworkElement .)
 HorizontalContentAlignment	Gets or sets the horizontal alignment of the control's content. (Inherited from Control .)
 InheritanceBehavior	Gets or sets the scope limits for property value inheritance, resource key lookup, and RelativeSource FindAncestor lookup. (Inherited from FrameworkElement .)
 InputBindings	Gets the collection of input bindings associated with this element. (Inherited from UIElement .)
 InputScope	Gets or sets the context for input used by this FrameworkElement . (Inherited from FrameworkElement .)

	IsArrangeValid	Gets a value indicating whether the computed size and position of child elements in this element's layout are valid. (Inherited from UIElement .)
	.IsEnabled	Gets or sets a value indicating whether this element is enabled in the user interface (UI). This is a dependency property. (Inherited from UIElement .)
	.IsEnabledCore	Gets a value that becomes the return value of IsEnabled in derived classes. (Inherited from UIElement .)
	IsFocused	Gets a value that determines whether this element has logical focus. This is a dependency property. (Inherited from UIElement .)
	IsHitTestVisible	Gets or sets a value that declares whether this element can possibly be returned as

a hit test result from some portion of its rendered content. This is a dependency property.
(Inherited from [UIElement](#).)



[IsInitialized](#)

Gets a value that indicates whether this element has been initialized, either during processing by a XAML processor, or by explicitly having its [EndInit](#) method called.
(Inherited from [FrameworkElement](#).)



[IsInputMethodEnabled](#)

Gets a value indicating whether an input method system, such as an Input Method Editor (IME), is enabled for processing the input to this element.
(Inherited from [UIElement](#).)



[IsKeyboardFocused](#)

Gets a value indicating whether this element has keyboard focus. This is a dependency property.
(Inherited from [UIElement](#).)



[IsKeyboardFocusWithin](#)

Gets a value indicating

whether keyboard focus is anywhere within the element or its visual tree child elements. This is a dependency property.
(Inherited from [UIElement](#).)

	IsLoaded	Gets a value that indicates whether this element has been loaded for presentation. (Inherited from FrameworkElement .)
	IsManipulationEnabled	Gets or sets a value that indicates whether manipulation events are enabled on this UIElement . (Inherited from UIElement .)
	IsMeasureValid	Gets a value indicating whether the current size returned by layout measure is valid. (Inherited from UIElement .)
	IsMouseCaptured	Gets a value indicating whether the mouse is captured to this element. This is a dependency property. (Inherited from UIElement .)

	IsMouseCaptureWithin	Gets a value that determines whether mouse capture is held by this element or by child elements in its visual tree. This is a dependency property. (Inherited from UIElement .)
	IsMouseDirectlyOver	Gets a value that indicates whether the position of the mouse pointer corresponds to hit test results, which take element compositing into account. This is a dependency property. (Inherited from UIElement .)
	IsMouseOver	Gets a value indicating whether the mouse pointer is located over this element (including child elements in the visual tree). This is a dependency property. (Inherited from UIElement .)
	IsSealed	Gets a value that indicates whether this instance is currently sealed (read-only). (Inherited from

[DependencyObject.](#))

	IsStylusCaptured	Gets a value indicating whether the stylus is captured by this element. This is a dependency property. (Inherited from UIElement .)
	IsStylusCaptureWithin	Gets a value that determines whether stylus capture is held by this element, or an element within the element bounds and its visual tree. This is a dependency property. (Inherited from UIElement .)
	IsStylusDirectlyOver	Gets a value that indicates whether the stylus position corresponds to hit test results, which take element compositing into account. This is a dependency property. (Inherited from UIElement .)
	IsStylusOver	Gets a value indicating whether the stylus cursor is located over this element (including visual child elements). This is a dependency

property.
(Inherited from [UIElement](#).)

	IsTabStop	Gets or sets a value that indicates whether a control is included in tab navigation. (Inherited from Control .)
---	---------------------------	--

	IsVisible	Gets a value indicating whether this element is visible in the user interface (UI). This is a dependency property. (Inherited from UIElement .)
---	---------------------------	--

	Language	Gets or sets localization/globalization language information that applies to an element. (Inherited from FrameworkElement .)
---	--------------------------	---

	LayoutTransform	Gets or sets a graphics transformation that should apply to this element when layout is performed. (Inherited from FrameworkElement .)
---	---------------------------------	---

	LogicalChildren	Gets an enumerator for logical child elements of this element. (Inherited from
---	---------------------------------	---

[FrameworkElement.\)](#)

	Margin	Gets or sets the outer margin of an element. (Inherited from FrameworkElement.)
	MaxHeight	Gets or sets the maximum height constraint of the element. (Inherited from FrameworkElement.)
	MaxWidth	Gets or sets the maximum width constraint of the element. (Inherited from FrameworkElement.)
	MinHeight	Gets or sets the minimum height constraint of the element. (Inherited from FrameworkElement.)
	MinWidth	Gets or sets the minimum width constraint of the element. (Inherited from FrameworkElement.)
	Name	Gets or sets the identifying name of the element. The name

provides a reference so that code-behind, such as event handler code, can refer to a markup element after it is constructed during processing by a XAML processor.
(Inherited from [FrameworkElement](#).)



[Opacity](#)

Gets or sets the opacity factor applied to the entire [UIElement](#) when it is rendered in the user interface (UI). This is a dependency property.
(Inherited from [UIElement](#).)



[OpacityMask](#)

Gets or sets an opacity mask, as a [Brush](#) implementation that is applied to any alpha-channel masking for the rendered content of this element. This is a dependency property.
(Inherited from [UIElement](#).)



[OverridesDefaultCellStyle](#)

Gets or sets a value that indicates whether this element incorporates style properties from theme styles.

(Inherited from [FrameworkElement](#).)



[Padding](#)

Gets or sets the padding inside a control.
(Inherited from [Control](#).)



[Parent](#)

Gets the logical parent element of this element.
(Inherited from [FrameworkElement](#).)



[PersistId](#)

Obsolete.
Gets a value that uniquely identifies this element.
(Inherited from [UIElement](#).)



[RenderSize](#)

Gets (or sets, but see Remarks) the final render size of this element.
(Inherited from [UIElement](#).)



[RenderTransform](#)

Gets or sets transform information that affects the rendering position of this element. This is a dependency property.
(Inherited from [UIElement](#).)



[RenderTransformOrigin](#)

Gets or sets the center point of any possible render transform

declared by [RenderTransform](#), relative to the bounds of the element. This is a dependency property. (Inherited from [UIElement](#).)



Resources

Gets or sets the locally-defined resource dictionary. (Inherited from [FrameworkElement](#).)



SnapsToDevicePixels

Gets or sets a value that determines whether rendering for this element should use device-specific pixel settings during rendering. This is a dependency property. (Inherited from [UIElement](#).)



Style

Gets or sets the style used by this element when it is rendered. (Inherited from [FrameworkElement](#).)



StylusPlugins

Gets a collection of all stylus plug-in (customization) objects associated with this element. (Inherited from [UIElement](#).)

	TabIndex	Gets or sets a value that determines the order in which elements receive focus when the user navigates through controls by using the TAB key. (Inherited from Control .)
	Tag	Gets or sets an arbitrary object value that can be used to store custom information about this element. (Inherited from FrameworkElement .)
	Template	Gets or sets a control template. (Inherited from Control .)
	TemplatedParent	Gets a reference to the template parent of this element. This property is not relevant if the element was not created through a template. (Inherited from FrameworkElement .)
	Test	TestProperty aus Voreinstellung
	ToolTip	Gets or sets the tool-tip object that is displayed for this element in the

user interface (UI).
(Inherited from
[FrameworkElement](#).)

 TouchesCaptured	Gets all touch devices that are captured to this element. (Inherited from UIElement .)
 TouchesCapturedWithin	Gets all touch devices that are captured to this element or any child elements in its visual tree. (Inherited from UIElement .)
 TouchesDirectlyOver	Gets all touch devices that are over this element. (Inherited from UIElement .)
 TouchesOver	Gets all touch devices that are over this element or any child elements in its visual tree. (Inherited from UIElement .)
 Triggers	Gets the collection of triggers established directly on this element, or in child elements. (Inherited from FrameworkElement .)

	Uid	Gets or sets the unique identifier (for localization) for this element. This is a dependency property. (Inherited from UIElement .)
	UseLayoutRounding	Gets or sets a value that indicates whether layout rounding should be applied to this element's size and position during layout. (Inherited from FrameworkElement .)
	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. (Inherited from FrameworkElement .)
	VerticalContentAlignment	Gets or sets the vertical alignment of the control's content. (Inherited from Control .)
	Visibility	Gets or sets the user interface (UI) visibility of this element. This is a dependency property. (Inherited from

[UIElement](#).)



[VisualBitmapEffect](#)

Obsolete.

Gets or sets the [BitmapEffect](#) value for the [Visual](#).

(Inherited from [Visual](#).)



[VisualBitmapEffectInput](#)

Obsolete.

Gets or sets the [BitmapEffectInput](#) value for the [Visual](#).

(Inherited from [Visual](#).)



[VisualBitmapScalingMode](#)

Gets or sets the [BitmapScalingMode](#) for the [Visual](#).

(Inherited from [Visual](#).)



[VisualCacheMode](#)

Gets or sets a cached representation of the [Visual](#).

(Inherited from [Visual](#).)



[VisualChildrenCount](#)

Gets the number of visual child elements within this element.

(Inherited from [FrameworkElement](#).)



[VisualClearTypeHint](#)

Gets or sets the [ClearTypeHint](#) that determines how ClearType is rendered in the [Visual](#).

(Inherited from [Visual](#).)



[VisualClip](#)

Gets or sets the clip

region of the [Visual](#) as a [Geometry](#) value.
(Inherited from [Visual](#).)

 VisualEdgeMode	Gets or sets the edge mode of the Visual as an EdgeMode value. (Inherited from Visual .)
 VisualEffect	Gets or sets the bitmap effect to apply to the Visual . (Inherited from Visual .)
 VisualOffset	Gets or sets the offset value of the visual object. (Inherited from Visual .)
 VisualOpacity	Gets or sets the opacity of the Visual . (Inherited from Visual .)
 VisualOpacityMask	Gets or sets the Brush value that represents the opacity mask of the Visual . (Inherited from Visual .)
 VisualParent	Gets the visual tree parent of the visual object. (Inherited from Visual .)
 VisualScrollableAreaClip	Gets or sets a clipped scrollable area for the Visual . (Inherited from Visual .)

	VisualTextHintingMode	Gets or sets the TextHintingMode of the Visual . (Inherited from Visual .)
	VisualTextRenderingMode	Gets or sets the TextRenderingMode of the Visual . (Inherited from Visual .)
	VisualTransform	Gets or sets the Transform value for the Visual . (Inherited from Visual .)
	VisualXSnappingGuidelines	Gets or sets the x-coordinate (vertical) guideline collection. (Inherited from Visual .)
	VisualYSnappingGuidelines	Gets or sets the y-coordinate (horizontal) guideline collection. (Inherited from Visual .)
	VisuScreen	Das übergeordnete Prozessbild
	Width	Gets or sets the width of the element. (Inherited from FrameworkElement .)

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▪ Explicit Interface Implementations

Name
 System#Windows#Markup#IHaveResources#Resources

[Top](#)

► See Also

[Reference](#)

[PCustomControlTemplate Class](#)

[PlantiT.User.CustomControlTemplate Namespace](#)

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PCustomControlTemplateTest Property

TestProperty aus Voreinstellung

Namespace: [PlantiT.User.CustomControlTemplate](#)

Assembly: PlantiT.User.CustomControlTemplate (in
PlantiT.User.CustomControlTemplate.dll) Version: 1.0.0.0 (1.0.0.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public int Test { get; set; }
```

Property Value

Type: [Int32](#)

► See Also

Reference

[PCustomControlTemplate Class](#)

[PlantiT.User.CustomControlTemplate Namespace](#)

A Sandcastle Documented Class Library



PCustomControlTemplateVisuScree Property

Das übergeordnete Prozessbild

Namespace: [PlantiT.User.CustomControlTemplate](#)

Assembly: PlantiT.User.CustomControlTemplate (in
PlantiT.User.CustomControlTemplate.dll) Version: 1.0.0.0 (1.0.0.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public PVisuScreen VisuScreen { get; set; }
```

Property Value

Type: **PVisuScreen**

► See Also

Reference

[PCustomControlTemplate Class](#)

[PlantiT.User.CustomControlTemplate Namespace](#)

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PCustomControlTemplate Methods

The [PCustomControlTemplate](#) type exposes the following members.

▪ Methods

Name	Description
AddHandler(RoutedEvent, Delegate)	Adds a routed event handler by adding the handler to the EventHandlers collection of the element. (Inherited from UIElement)
AddHandler(RoutedEvent, Delegate, Boolean)	Adds a routed event handler by adding the handler to the EventHandlers collection of the element. Specifies whether the provided handler has been marked as handled on the route. (Inherited from UIElement)
AddLogicalChild	Adds the provided child as a logical child. (Inherited from DependencyObject)
AddToEventRoute	Adds handlers for the specified UIElement event to the EventRoutes collection. (Inherited from UIElement)
AddVisualChild	Defines the parent visual for the provided child. (Inherited from VisualElement)
ApplyAnimationClock(DependencyProperty, AnimationClock)	Applies an animation clock to the specified dependency property on this element.

with the new value.
(Inherited from [DependencyObject](#))

≡ [ApplyAnimationClock\(DependencyProperty, AnimationClock, HandoffBehavior\)](#)

Applies an animation clock to this element, if the property already has one.
(Inherited from [DependencyObject](#))

≡ [ApplyTemplate](#)

Builds the current template and returns a value indicating whether it succeeded.
(Inherited from [UIElement](#))

≡ [Arrange](#)

Positions child UI elements. This method calls [ArrangeCore](#) (which is equivalent to [Layout](#)) to calculate the position of each child element and then constitutes the visual tree.
(Inherited from [UIElement](#))

≡ [ArrangeCore](#)

Implements [IArrangeCore](#) for [UIElement](#) and [FrameworkElement](#).
(Inherited from [UIElement](#))

≡ [ArrangeOverride](#)

Called to arrange the element.
(Inherited from [UIElement](#))

≡ [BeginAnimation\(DependencyProperty, AnimationTimeline\)](#)

Starts an animation on the element.
(Inherited from [DependencyObject](#))

≡ [BeginAnimation\(DependencyProperty, AnimationTimeline, HandoffBehavior\)](#)

Starts a specific animation on this element, if the property already has one.
(Inherited from [DependencyObject](#))

≡ [BeginInit](#)

Starts the initialization process.
(Inherited from [DependencyObject](#))

≡	BeginStoryboard(Storyboard)	Begins the selected storyboard.
≡	BeginStoryboard(Storyboard, HandoffBehavior)	Begins the selected storyboard, with the specified handoff behavior if the property is already set.
≡	BeginStoryboard(Storyboard, HandoffBehavior, Boolean)	Begins the selected storyboard, with the specified handoff behavior if it has not started.
≡	BringIntoView	Attempts to bring the view into the regions it is contained in.
≡	BringIntoView(Rect)	Attempts to bring the view, within a bounding rectangle.
≡	CaptureMouse	Attempts to focus the mouse on the view.
≡	CaptureStylus	Attempts to focus the stylus on the view.
≡	CaptureTouch	Attempts to focus touch input on the view.
≡	ClearValue(DependencyProperty)	Clears the local value for the dependency property specified by the key.
≡	ClearValue(DependencyPropertyKey)	Clears the local value for the dependency property whose key is specified by the key.

≡	CoerceValue	Coerces the value to the type specified in <code>propertyType</code> . If it exists on the element, it overrides the value from the style or template.
≡	EndInit	Indicates that the initialization process has completed.
≡	Equals	Determines whether two objects are equivalent to each other.
≡	Finalize	Allows an object to perform cleanup operations before it is destroyed.
≡	FindCommonVisualAncestor	Returns the common visual ancestor of two elements.
≡	FindName	Finds an element by name.
≡	FindResource	Searches for a resource with the specified name, throwing an exception if the resource is not found.
≡	Focus	Attempts to set the focus on the element.
≡	GetAnimationBaseValue	Returns the base value for the animation running on this element, either the current value or the value at the start of the animation.
≡	GetBindingExpression	Returns the binding expression for the specified dependency property.

		(Inherited from DependencyObject)
≡	GetHashCode	Gets a hash code for this dependency object. (Inherited from DependencyObject)
💡	GetLayoutClip	Returns a geometry representing the layout system's clip for this element, given its available space. (Inherited from UIElement)
≡	GetLocalValueEnumerator	Creates a specialized enumerator for dependency properties. DependencyObject.GetLocalValueEnumerator (Inherited from DependencyObject)
💡	GetTemplateChild	Returns the named child element of the control template. ControlTemplate.GetTemplateChild (Inherited from Control)
≡	GetType	Gets the Type of the current instance. (Inherited from Object)
💡	GetUIParentCore	Returns an alternative visual parent for this element. (Inherited from UIElement)
≡	GetValue	Returns the current value of this dependency property. (Inherited from DependencyObject)
💡	GetVisualChild	Overrides DependencyObject.GetVisualChild to return the specified index. (Inherited from DependencyObject)
💡	HitTestCore(PointHitTestParameters)	Implements UIElement.HitTestCore for this base element. (Inherited from UIElement)
💡		

[HitTestCore\(GeometryHitTestParameters\)](#) Implements [IHitTestTarget](#)
supply base [ISupportInitialize](#) [GeometryHitTestParameters](#)
(Inherited from [Visual](#))

≡ [InputHitTest](#) Returns the [hit test results](#) for the specified [point](#) and [origin](#).
(Inherited from [Visual](#))

≡ [InvalidateArrange](#) Invalidates the [visual tree](#) for this [Visual](#).
invalidation, that occur asynchronously.
[UpdateLayout](#)
(Inherited from [Visual](#))

≡ [InvalidateMeasure](#) Invalidates the [measure](#) for this [Visual](#).
(Inherited from [Visual](#))

≡ [InvalidateProperty](#) Re-evaluates the [property](#) for this [Visual](#).
(Inherited from [Visual](#))

≡ [InvalidateVisual](#) Invalidates the [visual tree](#) for this [Visual](#), starting a new layout pass. The layout cycle is triggered.
(Inherited from [Visual](#))

≡ [IsAncestorOf](#) Determines whether this [Visual](#) is an ancestor of a [descendant visual](#).
(Inherited from [Visual](#))

≡ [IsDescendantOf](#) Determines whether this [Visual](#) is a descendant of an [ancestor visual](#).
(Inherited from [Visual](#))

≡ [Measure](#) Updates the [size](#) of this [Visual](#) based on the [constraint](#) provided by this method.
(Inherited from [Visual](#))

implementation
method const
layout update
(Inherited from

💡	MeasureCore	Implements b FrameworkEl (Inherited from
💡	MeasureOverride	Ausmessung (Overrides Co
💡	MemberwiseClone	Creates a sha (Inherited from
💡	MoveFocus	Moves the ke another elemen (Inherited from
💡	OnAccessKey	Provides clas meaningful fo (Inherited from
💡	OnApplyTemplate	When overrid application co (Inherited from
💡	OnChildDesiredSizeChanged	Supports layo (Inherited from
💡	OnContextMenuClosing	Invoked wher event reaches add class han (Inherited from
💡	OnContextMenuOpening	Invoked wher event reaches add class han

		(Inherited from AutomationPeer)
💡	OnCreateAutomationPeer	Returns class Windows Presentation Foundation AutomationPeer object.
💡	OnDragEnter	Invoked when an element in a drag-and-drop operation enters another element.
💡	OnDragLeave	Invoked when an element in a drag-and-drop operation leaves another element.
💡	OnDragOver	Invoked when an element in a drag-and-drop operation reaches an element.
💡	OnDrop	Invoked when an element in a drag-and-drop operation is dropped.
💡	OnGiveFeedback	Invoked when an element in a drag-and-drop operation reaches an element.
💡	OnGotFocus	Invoked when an element in its window gets focus.
💡	OnGotKeyboardFocus	Invoked when a keyboard event reaches the class.

event.
(Inherited from

💡 [OnGotMouseCapture](#) Invoked when reaches an element. Implement this (Inherited from

💡 [OnGotStylusCapture](#) Invoked when reaches an element. Implement this (Inherited from

💡 [OnGotTouchCapture](#) Provides class that occurs when (Inherited from

💡 [OnInitialized](#) Raises the [Initialized](#) event. [IsInitialized](#) is (Inherited from

💡 [OnIsKeyboardFocusedChanged](#) Invoked when event is raised by class handling (Inherited from

💡 [OnIsKeyboardFocusWithinChanged](#) Invoked just before is raised by the handling for the (Inherited from

💡 [OnIsMouseCapturedChanged](#) Invoked when is raised on the handling for the (Inherited from

💡 [OnIsMouseCaptureWithinChanged](#) Invoked when event is raised

		class handling (Inherited from UIElement)
💡	OnIsMouseDirectlyOverChanged	Invoked whenever the IsMouseDirectlyOver event is raised. class handling (Inherited from UIElement)
💡	OnIsStylusCapturedChanged	Invoked whenever the IsStylusCaptured event is raised on this element. handling for the IsStylusCaptured event (Inherited from UIElement)
💡	OnIsStylusCaptureWithinChanged	Invoked whenever the IsStylusCaptureWithin event is raised. class handling (Inherited from UIElement)
💡	OnIsStylusDirectlyOverChanged	Invoked whenever the IsStylusDirectlyOver event is raised. class handling (Inherited from UIElement)
💡	OnKeyDown	Invoked when a key is pressed while an element in its KeyboardNavigation implement the IInputDevice interface. Implement this method to handle keyboard input (Inherited from UIElement)
💡	OnKeyUp	Invoked when a key is released while an element in its KeyboardNavigation implement the IInputDevice interface. this method to handle keyboard input (Inherited from UIElement)
💡	OnLostFocus	Raises the LostFocus event if no FocusVisual is provided. (Inherited from UIElement)
💡	OnLostKeyboardFocus	Invoked when an element loses keyboard focus.

event reaches an element. Implement this event.
(Inherited from [DependencyObject](#))

	OnLostMouseCapture	Invoked when the mouse capture reaches an element. Implement this event. (Inherited from DependencyObject)
	OnLostStylusCapture	Invoked when the stylus capture reaches an element. Implement this event. (Inherited from DependencyObject)
	OnLostTouchCapture	Provides class-level information about the touch capture that occurs when a touch is lost. (Inherited from DependencyObject)
	OnManipulationBoundaryFeedback	Called when the manipulation boundary changes. (Inherited from DependencyObject)
	OnManipulationCompleted	Called when the manipulation completes. (Inherited from DependencyObject)
	OnManipulationDelta	Called when the manipulation delta occurs. (Inherited from DependencyObject)
	OnManipulationInertiaStarting	Called when the manipulation inertia starts. (Inherited from DependencyObject)
	OnManipulationStarted	Called when the manipulation starts. (Inherited from DependencyObject)
	OnManipulationStarting	Provides class-level information about the manipulation event that occurs when a manipulation is created. (Inherited from DependencyObject)

💡	OnMouseDoubleClick	Raises the MouseDoubleClicked event. (Inherited from Control)
💡	OnMouseDown	Invoked when the mouse reaches an element. Implements the IMouseDown interface. (Inherited from Control)
💡	OnMouseEnter	Invoked when the mouse is raised on this element. Handles the mouse entering handling for the element. (Inherited from Control)
💡	OnMouseLeave	Invoked when the mouse is raised on this element. Handles the mouse leaving handling for the element. (Inherited from Control)
💡	OnMouseLeftButtonDown	Invoked when the left mouse button event is raised. Handles the mouse left button down class handling. (Inherited from Control)
💡	OnMouseLeftButtonUp	Invoked when the mouse reaches an element. Implements the IMouseUp interface. (Inherited from Control)
💡	OnMouseMove	Invoked when the mouse reaches an element. Implements the IMouseMove interface. (Inherited from Control)
💡	OnMouseRightButtonDown	Invoked when the right mouse button event reaches an element. Handles the mouse right button down class. Implementation of the event. (Inherited from Control)

💡	OnMouseRightButtonUp	Invoked when reaches an element in its implementation tree. Implements this interface. (Inherited from)
💡	OnMouseUp	Invoked when reaches an element in its implementation tree. This method can be overridden. (Inherited from)
💡	OnMouseWheel	Invoked when reaches an element in its implementation tree. Implements this interface. (Inherited from)
💡	OnPreviewDragEnter	Invoked when reaches an element in its implementation tree. Implements this interface. (Inherited from)
💡	OnPreviewDragLeave	Invoked when reaches an element in its implementation tree. Implements this interface. (Inherited from)
💡	OnPreviewDragOver	Invoked when reaches an element in its implementation tree. Implements this interface. (Inherited from)
💡	OnPreviewDrop	Invoked when reaches an element in its implementation tree. Implements this interface. (Inherited from)
💡	OnPreviewGiveFeedback	Invoked when reaches an element in its implementation tree. Implements this interface. (Inherited from)

class. Implements the [PreviewGotKeyboardFocus](#) event.
(Inherited from [DependencyObject](#))

💡 [OnPreviewGotKeyboardFocus](#)

Invoked whenever the [PreviewGotKeyboardFocus](#) event reaches an element in its route that does not implement the method to add a handler.
(Inherited from [DependencyObject](#))

💡 [OnPreviewKeyDown](#)

Invoked whenever the [PreviewKeyDown](#) event reaches an element in its route that does not implement the method to add a handler.
(Inherited from [DependencyObject](#))

💡 [OnPreviewKeyUp](#)

Invoked whenever the [PreviewKeyUp](#) event reaches an element in its route that does not implement the method to add a handler.
(Inherited from [DependencyObject](#))

💡 [OnPreviewLostKeyboardFocus](#)

Invoked whenever the [PreviewLostKeyboardFocus](#) event reaches an element in its route that does not implement the method to add a handler.
(Inherited from [DependencyObject](#))

💡 [OnPreviewMouseDoubleClick](#)

Raises the [PreviewMouseDoubleClick](#) event.
(Inherited from [DependencyObject](#))

💡 [OnPreviewMouseDown](#)

Invoked whenever the [PreviewMouseDown](#) event reaches an element in its route that does not implement the method to add a handler for the mouse.
(Inherited from [DependencyObject](#))

💡 [OnPreviewMouseLeftButtonDown](#)

Invoked whenever the [PreviewMouseLeftButtonDown](#) event reaches an element in its route that does not implement the method to add a handler for the mouse.
(Inherited from [DependencyObject](#))

(Inherited from [DependencyObject](#))

💡	OnPreviewMouseLeftButtonUp	Invoked when PreviewMouseLeftButtonDown event reaches an element in its route that has this method to add. (Inherited from DependencyObject)
💡	OnPreviewMouseMove	Invoked when PreviewMouseMove event reaches an element in its route that has this method to add. (Inherited from DependencyObject)
💡	OnPreviewMouseRightButtonDown	Invoked when PreviewMouseRightButtonDown event reaches an element in its route that has this method to add. (Inherited from DependencyObject)
💡	OnPreviewMouseRightButtonUp	Invoked when PreviewMouseRightButtonUp event reaches an element in its route that has this method to add. (Inherited from DependencyObject)
💡	OnPreviewMouseUp	Invoked when PreviewMouseUp event reaches an element in its route that has this method to add. (Inherited from DependencyObject)
💡	OnPreviewMouseWheel	Invoked when PreviewMouseWheel event reaches an element in its route that has this method to add. (Inherited from DependencyObject)
💡	OnPreviewQueryContinueDrag	Invoked when PreviewQueryContinueDrag event reaches an element in its route that has this method to add. (Inherited from DependencyObject)

[PreviewQuery](#)
element in its
this method to
(Inherited from



[OnPreviewStylusButtonDown](#)

Invoked when
[PreviewStylusDown](#)
in its route that
method to add.
(Inherited from



[OnPreviewStylusButtonUp](#)

Invoked when
event reaches
class. Implem
event.
(Inherited from



[OnPreviewStylusDown](#)

Invoked when
event reaches
class. Implem
event.
(Inherited from



[OnPreviewStylusInAirMove](#)

Invoked when
event reaches
class. Implem
event.
(Inherited from



[OnPreviewStylusInRange](#)

Invoked when
event reaches
class. Implem
event.
(Inherited from



[OnPreviewStylusMove](#)

Invoked when
event reaches
class. Implem

event.
(Inherited from

💡 [OnPreviewStylusOutOfRange](#) Invoked when a [PreviewStylus](#) element in its route triggers this method to add it to the [StylusOutRanges](#) collection.
(Inherited from

💡 [OnPreviewStylusSystemGesture](#) Invoked when a [PreviewStylus](#) element in its route triggers this method to add it to the [StylusSystemGestures](#) collection.
(Inherited from

💡 [OnPreviewStylusUp](#) Invoked when a [Stylus](#) reaches an element that implements this interface.
(Inherited from

💡 [OnPreviewTextInput](#) Invoked when a [Stylus](#) reaches an element that implements this interface.
(Inherited from

💡 [OnPreviewMouseDown](#) Provides class-level access to the [MouseEventArgs](#) event that occurs when a mouse button is pressed over an element.
(Inherited from

💡 [OnPreviewMouseMove](#) Provides class-level access to the [MouseEventArgs](#) event that occurs when a mouse moves over an element.
(Inherited from

💡 [OnPreviewMouseUp](#) Provides class-level access to the [MouseEventArgs](#) event that occurs when a mouse button is released over an element.
(Inherited from

💡	OnPropertyChanged	Invoked when a property on the specific dependency object changes. The arguments passed to this event are the same as those passed to the OnPropertyChanged event of the INotifyPropertyChanged interface. (Inherited from DependencyObject)
💡	OnQueryContinueDrag	Invoked when a drag-and-drop event reaches an element. Implement this event. (Inherited from UIElement)
💡	OnQueryCursor	Invoked when a drag-and-drop event reaches an element. Implement this event. (Inherited from UIElement)
💡	OnRender	When overriding this method, implement operations that affect rendering instead of using the OnRenderSizeChanged event, which is triggered later asynchronously. (Inherited from UIElement)
💡	OnRenderSizeChanged	Raises the SizeChanged event as part of the rendering process. (Inherited from UIElement)
💡	OnStyleChanged	Invoked when the style of an element will be invalidated. (Inherited from DependencyObject)
💡	OnStylusButtonDown	Invoked when a stylus button is pressed over an element. Implement this event. (Inherited from UIElement)



OnStylusButtonUp

Invoked when the stylus reaches an element.
Implements this interface.
(Inherited from [Element](#))



OnStylusDown

Invoked when the stylus reaches an element.
Implements this interface.
(Inherited from [Element](#))



OnStylusEnter

Invoked when the stylus is raised by this element.
Handling for this element.
(Inherited from [Element](#))



OnStylusInAirMove

Invoked when the stylus reaches an element.
Implements this interface.
(Inherited from [Element](#))



OnStylusInRange

Invoked when the stylus reaches an element.
Implements this interface.
(Inherited from [Element](#))



OnStylusLeave

Invoked when the stylus is raised by this element.
Handling for this element.
(Inherited from [Element](#))



OnStylusMove

Invoked when the stylus reaches an element.
Implements this interface.
(Inherited from [Element](#))



OnStylusOutOfRange

Invoked when the stylus reaches an element.
Implements this interface.

		(Inherited from UIElement)
💡	OnStylusSystemGesture	Invoked when the StylusSystemGesture event reaches this class. Implement this event.
💡	OnStylusUp	Invoked when a stylus has moved away from an element in this class. Implement this event.
💡	OnTemplateChanged	Called whenever the template of this element changes.
💡	OnTextInput	Invoked when a text input begins within an element in this class. Implement this event.
💡	OnToolTipClosing	Invoked when the ToolTip reaches this class. Implement this event to handle closing logic.
💡	OnToolTipOpening	Invoked when this class is handling the opening for the ToolTip .
💡	OnTouchDown	Provides class-level handling for when a touch occurs within this element.
💡	OnTouchEnter	Provides class-level handling for when a touch enters this element.

(Inherited from [UIElement](#))

 OnTouchLeave	Provides class-level event handlers for touch events that occur when a touch leaves this element. (Inherited from UIElement)
 OnTouchMove	Provides class-level event handlers for touch events that occur when a touch moves over this element. (Inherited from UIElement)
 OnTouchUp	Provides class-level event handlers for touch events that occur when a touch is released over this element. (Inherited from UIElement)
 OnVisualChildrenChanged	Called when the visual children collection is modified. (Inherited from DependencyObject)
 OnVisualParentChanged	Invoked whenever the visual parent of this element is changed. Overrides Control.OnVisualParentChanged . (Inherited from Control)
  OnVisualPropertyChanged	Reaktion auf Änderungen an den Visual Properties.
 ParentLayoutInvalidated	Supports incremental layout. Subclasses of ParentLayout can use this event to indicate that the parent layout element has invalidated its layout, thus affecting the layout of this element. (Inherited from UIElement)
 PCustomControlTemplate_Loaded	
 PointFromScreen	Converts a Point from screen coordinates to the coordinate space of this element. The point represents the same position relative to the element's parent. (Inherited from UIElement)

(Inherited from [DependencyObject](#))

≡	PointToScreen	Converts a Point defined relative to this element to a Point of the Visual it is contained within.
≡	PredictFocus	Determines the Focus of the element to which focus will be moved when the user performs a key action, such as pressing the Tab key, if this element does not actually receive focus.
≡	RaiseEvent	Raises a specific event that is identified with a RoutedEvent object (as the Route property).
≡	ReadLocalValue	Returns the local value of the specified dependency property.
≡	RegisterName	Provides an association between a name and the registration mark of the element.
≡	ReleaseAllTouchCaptures	Releases all touch captures registered for this element.
≡	ReleaseMouseCapture	Releases the mouse capture registered for this element.
≡	ReleaseStylusCapture	Releases the stylus capture registered for this element.
≡	ReleaseTouchCapture	Attempts to release the touch capture registered for this element.
≡	RemoveHandler	Removes the event handler for the specified event.

	(Inherited from DependencyObject)
≡	RemoveLogicalChild Removes the FrameworkElement pointers to keep track of logical children. (Inherited from DependencyObject)
≡	RemoveVisualChild Removes the UIElement pointers to keep track of visual children. (Inherited from DependencyObject)
≡	SetBinding(DependencyProperty, BindingBase) Attaches a binding object to a dependency property. (Inherited from DependencyObject)
≡	SetBinding(DependencyProperty, String) Attaches a binding object to a dependency property using a string source. (Inherited from DependencyObject)
≡	SetCurrentValue Sets the value of a dependency property using a local value source. (Inherited from DependencyObject)
≡	SetResourceReference Searches for a resource reference by name. (Inherited from DependencyObject)
≡	SetValue(DependencyProperty, Object) Sets the local value of a dependency property. (Inherited from DependencyObject)
≡	SetValue(DependencyPropertyKey, Object) Sets the local value of a dependency property specified by the key. (Inherited from DependencyObject)
≡	ShouldSerializeProperty Returns a value indicating whether the specified dependency property should be serialized.

property.
(Inherited from

≡	ToString	Returns the s (Inherited from
≡	TransformToAncestor(Visual)	Returns a tra from the Visu object. (Inherited from
≡	TransformToAncestor(Visual3D)	Returns a tra from the Visu object. (Inherited from
≡	TransformToDescendant	Returns a tra from the Visu (Inherited from
≡	TransformToVisual	Returns a tra from the Visu (Inherited from
≡	TranslatePoint	Translates a p are relative to (Inherited from
≡	TryFindResource	Searches for resource if fo (Inherited from
≡	UnregisterName	Simplifies acc (Inherited from
≡	UpdateDefaultStyle	Reapplies the (Inherited from

[UpdateLayout](#)

Ensures that
properly upda
(Inherited fro



[VisibleChanged](#)

[Top](#)

▪ Explicit Interface Implementations

Name
System#Windows#Media#Composition#DUCE#IResourceProvider#QueryAmbientIsAmbientPropertyAvailable

[Top](#)

▪ See Also

Reference

PCustomControlTemplate Class
PlantiT.User.CustomControlTemplate Namespace

A Sandcastle Documented Class Library



PCustomControlTemplateMeasureO Method

Ausmessung der Größe

Namespace: [PlantiT.User.CustomControlTemplate](#)

Assembly: PlantiT.User.CustomControlTemplate (in PlantiT.User.CustomControlTemplate.dll) Version: 1.0.0.0 (1.0.0.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
protected override Size MeasureOverride(  
    Size constraint  
)
```

Parameters

constraint

Type: [System.WindowsSize](#)

Vorgegebene Größeneinschränkung

Return Value

Type: [Size](#)

Ausgemessene Größe

► See Also

[Reference](#)

[PCustomControlTemplate Class](#)

[PlantiT.User.CustomControlTemplate Namespace](#)

A Sandcastle Documented Class Library



PCustomControlTemplateOnVisuSci Method

Reaktion auf die Änderung des übergeordneten Prozessbilds

Namespace: [PlantiT.User.CustomControlTemplate](#)

Assembly: PlantiT.User.CustomControlTemplate (in
PlantiT.User.CustomControlTemplate.dll) Version: 1.0.0.0 (1.0.0.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
private static void OnVisuScreenPropertyChanged(  
    DependencyObject d,  
    DependencyPropertyChangedEventArgs e  
)
```

Parameters

d

Type: [System.Windows.DependencyObject](#)
[\[Missing <param name="d"/> documentation for "M:PlantiT.User.CustomControlTemplate.PCustomControlTemplate.OnVisuScreen](#)

e

Type: [System.Windows.DependencyPropertyChangedEventArgs](#)
[\[Missing <param name="e"/> documentation for "M:PlantiT.User.CustomControlTemplate.PCustomControlTemplate.OnVisuScreen](#)

► See Also

[Reference](#)

[PCustomControlTemplate Class](#)

[PlantiT.User.CustomControlTemplate Namespace](#)

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PCustomControlTemplate.PCustomC Method

[Missing <summary> documentation for
"M:PlantiT.User.CustomControlTemplate.PCustomControlTemplate.PCustomControlTemp

Namespace: PlantiT.User.CustomControlTemplate

Assembly: PlantiT.User.CustomControlTemplate (in
PlantiT.User.CustomControlTemplate.dll) Version: 1.0.0.0 (1.0.0.0)

► Syntax

C# VB C++ F#

Copy

```
private void PCustomControlTemplate_Loaded(  
    Object sender,  
    RoutedEventArgs e  
)
```

Parameters

sender

Type: System.Object

[Missing <param name="sender"/> documentation for

"M:PlantiT.User.CustomControlTemplate.PCustomControlTemplate.PCustomCont

e

Type: System.Windows.RoutedEventArgs

[Missing <param name="e"/> documentation for

"M:PlantiT.User.CustomControlTemplate.PCustomControlTemplate.PCustomCont

► See Also

Reference

[PCustomControlTemplate Class](#)

PlantiT.User.CustomControlTemplate Namespace

A Sandcastle Documented Class Library



PCustomControlTemplate.VisibleChanged Method

[Missing <summary> documentation for
"M:PlantiT.User.CustomControlTemplate.PCustomControlTemplate.VisibleChanged(System.Object, System.Windows.DependencyPropertyChangedEventArgs)"]

Namespace: PlantiT.User.CustomControlTemplate

Assembly: PlantiT.User.CustomControlTemplate (in
PlantiT.User.CustomControlTemplate.dll) Version: 1.0.0.0 (1.0.0.0)

► Syntax

C# VB C++ F#

Copy

```
private void VisibleChanged(  
    Object sender,  
    DependencyPropertyChangedEventArgs e  
)
```

Parameters

sender

Type: [System.Object](#)

[Missing <param name="sender"/> documentation for
"M:PlantiT.User.CustomControlTemplate.PCustomControlTemplate.VisibleChanged(System.Object, System.Windows.DependencyPropertyChangedEventArgs)"]

e

Type: [System.Windows.DependencyPropertyChangedEventArgs](#)

[Missing <param name="e"/> documentation for
"M:PlantiT.User.CustomControlTemplate.PCustomControlTemplate.VisibleChanged(System.Object, System.Windows.DependencyPropertyChangedEventArgs)"]

► See Also

[Reference](#)

[PCustomControlTemplate Class](#)

PlantiT.User.CustomControlTemplate Namespace

A Sandcastle Documented Class Library



PCustomControlTemplate Events

The [PCustomControlTemplate](#) type exposes the following members.

Events

Name	Description
 ContextMenuClosing	Occurs just before any context menu on the element is closed. (Inherited from FrameworkElement .)
 ContextMenuOpening	Occurs when any context menu on the element is opened. (Inherited from FrameworkElement .)
 DataContextChanged	Occurs when the data context for this element changes. (Inherited from FrameworkElement .)
 DragEnter	Occurs when the input system reports an underlying drag operation with this element as the target. (Inherited from UIElement .)
 DragLeave	Occurs when the input system reports an underlying drag operation with this element as the origin. (Inherited from UIElement .)

⚡	DragOver	Occurs when the input system reports an underlying drag event with this element as the drop target. (Inherited from UIElement)
⚡	Drop	Occurs when the input system reports an underlying drag event with this element as the target. (Inherited from UIElement)
⚡	FocusableChanged	Occurs when the value of the Focusable property changes. (Inherited from UIElement)
⚡	GiveFeedback	Occurs when the input system reports an underlying drag and drop event that involves this element. (Inherited from UIElement)
⚡	GotFocus	Occurs when this element receives logical focus. (Inherited from UIElement)
⚡	GotKeyboardFocus	Occurs when the keyboard focuses on this element. (Inherited from UIElement)
⚡	GotMouseCapture	Occurs when this element captures the mouse. (Inherited from UIElement)
⚡	GotStylusCapture	Occurs when this element captures the stylus. (Inherited from UIElement)

	GotTouchCapture	Occurs when a touch is to this element. (Inherited from UIElement)
⚡	Initialized	Occurs when this FrameworkElement is initialized. This event coincides with the point where the value of the IsInitialized property changes from false (or undefined) to true. (Inherited from FrameworkElement .)
⚡	IsEnabledChanged	Occurs when the value of the IsEnabled property on this element changes. (Inherited from UIElement)
⚡	IsHitTestVisibleChanged	Occurs when the value of the IsHitTestVisible dependency property changes on this element. (Inherited from UIElement)
⚡	IsKeyboardFocusedChanged	Occurs when the value of the IsKeyboardFocused property changes on this element. (Inherited from UIElement)
⚡	IsKeyboardFocusWithinChanged	Occurs when the value of the IsKeyboardFocusWithin property changes on this element. (Inherited from UIElement)
⚡	IsMouseCapturedChanged	Occurs when the value of the IsMouseCaptured property changes on this element. (Inherited from UIElement)

(Inherited from [UIElement](#))

 IsMouseCaptureWithinChanged	Occurs when the value of the IsMouseCaptureWithin property changes on this element. (Inherited from UIElement)
 IsMouseDirectlyOverChanged	Occurs when the value of the IsMouseDirectlyOver property changes on this element. (Inherited from UIElement)
 IsStylusCapturedChanged	Occurs when the value of the IsStylusCaptured property changes on this element. (Inherited from UIElement)
 IsStylusCaptureWithinChanged	Occurs when the value of the IsStylusCaptureWithin property changes on this element. (Inherited from UIElement)
 IsStylusDirectlyOverChanged	Occurs when the value of the IsStylusDirectlyOver property changes on this element. (Inherited from UIElement)
 IsVisibleChanged	Occurs when the value of the IsVisible property changes on this element. (Inherited from UIElement)
 KeyDown	Occurs when a key is pressed while focus is on this element. (Inherited from UIElement)
 KeyUp	Occurs when a key is released while focus is on this element.

(Inherited from [UIElement](#))

 LayoutUpdated	Occurs when the layout various visual elements associated with the current Dispatcher changes. (Inherited from UIElement)
 Loaded	Occurs when the element is loaded, rendered, and ready for interaction. (Inherited from FrameworkElement .)
 LostFocus	Occurs when this element loses logical focus. (Inherited from UIElement)
 LostKeyboardFocus	Occurs when the keyboard is no longer focused on this element. (Inherited from UIElement)
 LostMouseCapture	Occurs when this element loses mouse capture. (Inherited from UIElement)
 LostStylusCapture	Occurs when this element loses stylus capture. (Inherited from UIElement)
 LostTouchCapture	Occurs when this element loses a touch capture. (Inherited from UIElement)
 ManipulationBoundaryFeedback	Occurs when the manipulation encounters a boundary. (Inherited from UIElement)

	ManipulationCompleted	Occurs when a manipulation's inertia on the UIElement is complete. (Inherited from UIElement)
⚡	ManipulationDelta	Occurs when the input changes position during manipulation. (Inherited from UIElement)
⚡	ManipulationInertiaStarting	Occurs when the input loses contact with the UIObject during a manipulation's inertia begins. (Inherited from UIElement)
⚡	ManipulationStarted	Occurs when an input begins a manipulation on a UIElement object. (Inherited from UIElement)
⚡	ManipulationStarting	Occurs when the manipulation processor is first created. (Inherited from UIElement)
⚡	MouseDoubleClick	Occurs when a mouse is clicked two or more times. (Inherited from Control .)
⚡	MouseDown	Occurs when any mouse button is pressed while the pointer is over this element. (Inherited from UIElement)
⚡	MouseEnter	Occurs when the mouse enters the bounds of this element. (Inherited from UIElement)

⚡	MouseLeave	Occurs when the mouse leaves the bounds of this element. (Inherited from UIElement)
⚡	MouseLeftButtonDown	Occurs when the left mouse button is pressed while the mouse pointer is over this element. (Inherited from UIElement)
⚡	MouseLeftButtonUp	Occurs when the left mouse button is released while the mouse pointer is over this element. (Inherited from UIElement)
⚡	MouseMove	Occurs when the mouse moves while over this element. (Inherited from UIElement)
⚡	MouseRightButtonDown	Occurs when the right mouse button is pressed while the mouse pointer is over this element. (Inherited from UIElement)
⚡	MouseRightButtonUp	Occurs when the right mouse button is released while the mouse pointer is over this element. (Inherited from UIElement)
⚡	MouseUp	Occurs when any mouse button is released over this element. (Inherited from UIElement)

	MouseWheel	Occurs when the user rolls the mouse wheel while the mouse pointer is over the element. (Inherited from UIElement)
⚡	PreviewDragEnter	Occurs when the input system reports an underlying drag with this element as the target. (Inherited from UIElement)
⚡	PreviewDragLeave	Occurs when the input system reports an underlying drag with this element as the origin. (Inherited from UIElement)
⚡	PreviewDragOver	Occurs when the input system reports an underlying drag with this element as the drop target. (Inherited from UIElement)
⚡	PreviewDrop	Occurs when the input system reports an underlying drop with this element as the target. (Inherited from UIElement)
⚡	PreviewGiveFeedback	Occurs when a drag-and-drop operation is started. (Inherited from UIElement)
⚡	PreviewGotKeyboardFocus	Occurs when the keyboard focused on this element (Inherited from UIElement)

⚡	PreviewKeyDown	Occurs when a key is pressed while focus is on this element. (Inherited from UIElement)
⚡	PreviewKeyUp	Occurs when a key is released while focus is on this element. (Inherited from UIElement)
⚡	PreviewLostKeyboardFocus	Occurs when the keyboard is no longer focused on this element. (Inherited from UIElement)
⚡	PreviewMouseDoubleClick	Occurs when a user clicks the mouse button two or more times. (Inherited from Control .)
⚡	PreviewMouseDown	Occurs when any mouse button is pressed while the pointer is over this element. (Inherited from UIElement)
⚡	PreviewMouseLeftButtonDown	Occurs when the left mouse button is pressed while the mouse pointer is over this element. (Inherited from UIElement)
⚡	PreviewMouseLeftButtonUp	Occurs when the left mouse button is released while the mouse pointer is over this element. (Inherited from UIElement)
⚡	PreviewMouseMove	Occurs when the mouse moves while the mouse is over this element. (Inherited from UIElement)

	PreviewMouseRightButtonDown	Occurs when the right mouse button is pressed while the mouse pointer is over the element. (Inherited from UIElement)
⚡	PreviewMouseRightButtonUp	Occurs when the right mouse button is released while the mouse pointer is over the element. (Inherited from UIElement)
⚡	PreviewMouseUp	Occurs when any mouse button is released while the mouse pointer is over this element. (Inherited from UIElement)
⚡	PreviewMouseWheel	Occurs when the user rolls the mouse wheel while the mouse pointer is over the element. (Inherited from UIElement)
⚡	PreviewQueryContinueDrag	Occurs when there is a change in the keyboard or mouse state during a drag-and-drop operation. (Inherited from UIElement)
⚡	PreviewStylusButtonDown	Occurs when the stylus is pressed while the pointer is over this element. (Inherited from UIElement)
⚡	PreviewStylusButtonUp	Occurs when the stylus is released while the pointer is over this element. (Inherited from UIElement)

⚡	PreviewStylusDown	Occurs when the stylus touches the digitizer while it is over this element. (Inherited from UIElement)
⚡	PreviewStylusInAirMove	Occurs when the stylus moves over an element without touching the digitizer. (Inherited from UIElement)
⚡	PreviewStylusInRange	Occurs when the stylus moves enough to the digitizer to be detected, while over this element. (Inherited from UIElement)
⚡	PreviewStylusMove	Occurs when the stylus moves while over the element. The stylus must move while being detected by the digitizer for this event, otherwise, PreviewStylusInAirMove is raised instead. (Inherited from UIElement)
⚡	PreviewStylusOutOfRange	Occurs when the stylus moves from the digitizer to be considered out of range. (Inherited from UIElement)
⚡	PreviewStylusSystemGesture	Occurs when a user performs one of several stylus system gestures. (Inherited from UIElement)
⚡	PreviewStylusUp	Occurs when the user removes the stylus off the digitizer while the stylus is over this element. (Inherited from UIElement)

⚡	PreviewTextInput	Occurs when this element receives text input in a device-independent manner. (Inherited from UIElement)
⚡	PreviewTouchDown	Occurs when a finger touches the screen while the finger is over this element. (Inherited from UIElement)
⚡	PreviewTouchMove	Occurs when a finger moves on the screen while the finger is over this element. (Inherited from UIElement)
⚡	PreviewTouchUp	Occurs when a finger is off of the screen while the finger is over this element. (Inherited from UIElement)
⚡	QueryContinueDrag	Occurs when there is a change in the keyboard or mouse state during a drag-and-drop operation. (Inherited from UIElement)
⚡	QueryCursor	Occurs when the cursor is requested to display. This is raised on an element at the time that the mouse pointer moves to a new location. This means the cursor object needs to be changed based on the new position. (Inherited from UIElement)
⚡	RequestBringIntoView	Occurs when BringIntoView(Rect) is called.

this element.
(Inherited from [FrameworkElement](#).)

⚡ [SizeChanged](#) Occurs when either the [ActualHeight](#) or the [ActualWidth](#) properties change value of this element.

(Inherited from [FrameworkElement](#).)

⚡ [SourceUpdated](#) Occurs when the source changes for any existing property binding on this element.
(Inherited from [FrameworkElement](#).)

⚡ [StylusButtonDown](#) Occurs when the stylus is pressed while the pointer is over this element.
(Inherited from [UIElement](#).)

⚡ [StylusButtonUp](#) Occurs when the stylus is released while the pointer is over this element.
(Inherited from [UIElement](#).)

⚡ [StylusDown](#) Occurs when the stylus is digitized while the pointer is over this element.
(Inherited from [UIElement](#).)

⚡ [StylusEnter](#) Occurs when the stylus enters the bounds of this element.
(Inherited from [UIElement](#).)

⚡ [StylusInAirMove](#) Occurs when the stylus moves over an element without being in contact with it.

touching the digitizer.
(Inherited from [UIElement](#))

 [StylusInRange](#)
Occurs when the stylus enough to the digitizer to detected, while over this element.
(Inherited from [UIElement](#))

 [StylusLeave](#)
Occurs when the stylus the bounds of the element.
(Inherited from [UIElement](#))

 [StylusMove](#)
Occurs when the stylus over this element. The s must move while on the to raise this event. Otherwise, [StylusInAirMove](#) is raised instead.
(Inherited from [UIElement](#))

 [StylusOutOfRange](#)
Occurs when the stylus from the digitizer to be detected while over this element.
(Inherited from [UIElement](#))

 [StylusSystemGesture](#)
Occurs when a user performs one of several stylus gestures.
(Inherited from [UIElement](#))

 [StylusUp](#)
Occurs when the user raises the stylus off the digitizer while over this element.
(Inherited from [UIElement](#))

 [SuggestedDesignerSizeChanged](#)
Wird ausgelöst, wenn die Designer vorgeschlagener geändert werden muss.

⚡	TargetUpdated	Occurs when the target changes for any property on this element. (Inherited from FrameworkElement .)
⚡	TextInput	Occurs when this element's text in a device-independent manner. (Inherited from UIElement .)
⚡	ToolTipClosing	Occurs just before any tooltip for this element is closed. (Inherited from FrameworkElement .)
⚡	ToolTipOpening	Occurs when any tooltip element is opened. (Inherited from FrameworkElement .)
⚡	TouchDown	Occurs when a finger touches the screen while the finger is over this element. (Inherited from UIElement .)
⚡	TouchEnter	Occurs when a touch moves from outside to inside the bounds of this element. (Inherited from UIElement .)
⚡	TouchLeave	Occurs when a touch moves from inside to outside the bounds of this element. (Inherited from UIElement .)
⚡	TouchMove	Occurs when a finger moves across the screen while the finger is over this element. (Inherited from UIElement .)

the screen while the finger is over this element.
(Inherited from [UIElement](#))

⚡ [TouchUp](#) Occurs when a finger is off of the screen while the finger is over this element.
(Inherited from [UIElement](#))

⚡ [Unloaded](#) Occurs when the element is removed from within an element tree of loaded elements.
(Inherited from [FrameworkElement](#).)

[Top](#)

▲ See Also

Reference

[PCustomControlTemplate Class](#)
[PlantiT.User.CustomControlTemplate Namespace](#)

A Sandcastle Documented Class Library



PCustomControlTemplateSuggestedEvent

Wird ausgelöst, wenn die für den Designer vorgeschlagene Größe geändert werden muss.

Namespace: [PlantiT.User.CustomControlTemplate](#)

Assembly: PlantiT.User.CustomControlTemplate (in PlantiT.User.CustomControlTemplate.dll) Version: 1.0.0.0 (1.0.0.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public event RoutedEventHandler SuggestedDesigner
```

Value

Type: [System.Windows.RoutedEventHandler](#)

Implements

[IPAutoSizeLayoutControl.SuggestedDesignerSizeChanged](#)

► See Also

Reference

[PCustomControlTemplate Class](#)

[PlantiT.User.CustomControlTemplate Namespace](#)

A Sandcastle Documented Class Library



PCustomControlTemplate Fields

The [PCustomControlTemplate](#) type exposes the following members.

Fields

	Name	Description
◆ 	TestProperty	DependencyProperty für TestProperty
◆ 	ThisType	Eigener Typ
◆ 	VisuScreenProperty	DependencyProperty für VisuScreen

[Top](#)

See Also

Reference

[PCustomControlTemplate Class](#)

[PlantiT.User.CustomControlTemplate Namespace](#)

A Sandcastle Documented Class Library



PCustomControlTemplateTestProperty

Field

DependencyProperty für TestProperty

Namespace: [PlantiT.User.CustomControlTemplate](#)

Assembly: PlantiT.User.CustomControlTemplate (in
PlantiT.User.CustomControlTemplate.dll) Version: 1.0.0.0 (1.0.0.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
public static readonly DependencyProperty TestPro
```

Field Value

Type: [DependencyProperty](#)

► See Also

Reference

[PCustomControlTemplate Class](#)

[PlantiT.User.CustomControlTemplate Namespace](#)

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PCustomControlTemplateThisType Field

Eigener Typ

Namespace: [PlantiT.User.CustomControlTemplate](#)

Assembly: PlantiT.User.CustomControlTemplate (in
PlantiT.User.CustomControlTemplate.dll) Version: 1.0.0.0 (1.0.0.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
private static readonly Type ThisType
```

Field Value

Type: [Type](#)

► See Also

Reference

[PCustomControlTemplate Class](#)

[PlantiT.User.CustomControlTemplate Namespace](#)

A Sandcastle Documented Class Library



PCustomControlTemplateVisuScree Field

DependencyProperty für VisuScreen

Namespace: [PlantiT.User.CustomControlTemplate](#)

Assembly: PlantiT.User.CustomControlTemplate (in
PlantiT.User.CustomControlTemplate.dll) Version: 1.0.0.0 (1.0.0.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public static readonly DependencyProperty VisuScr
```

Field Value

Type: [DependencyProperty](#)

► See Also

Reference

[PCustomControlTemplate Class](#)

[PlantiT.User.CustomControlTemplate Namespace](#)

A Sandcastle Documented Class Library



PCustomControlTemplateIntegration Class

Diese Klasse stellt die Schnittstelle zu den PlantIT Prozessbildern dar. Die Integrationsklasse muss von PGraphicalElement erben, um Funktionalität bereit zu stellen. zB als Display and Edit Control: Process Visualization => Design Elements => Fragments => Display and Edit Controls (Insert new item) Definition muss auf diese Klasse verweisen. Wie folgt: Definition:

[Copy](#)

```
<ResourceDictionary xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation">
```



Symbol (kann zB auf Markup verweisen):

[Copy](#)

```
<Grid xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation">
```



Oder ein Bild von sich selber machen:

[Copy](#)

```
<Image xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation">
```



► Inheritance Hierarchy

```
SystemObject System.Windows.Threading.DispatcherObject
System.WindowsDependencyObject
System.Windows.MediaVisual
System.WindowsUIElement
System.WindowsFrameworkElement
System.Windows.ControlsPanel
System.Windows.ControlsCanvas
PGraphicalElement
```

PlantiT.User.CustomControlTemplatePCustomControlTemp

Namespace: PlantiT.User.CustomControlTemplate

Assembly: PlantiT.User.CustomControlTemplate (in
PlantiT.User.CustomControlTemplate.dll) Version: 1.0.0.0 (1.0.0.0)

► Syntax

C# VB C++ F#

Copy

```
public class PCustomControlTemplateIntegration :
```

The [PCustomControlTemplateIntegration](#) type exposes the following members.

► Constructors

Name	Description
 PCustomControlTemplateIntegration	Der statische Konstruktor stellt die Interface Logik zur Verfügung.
 PCustomControlTemplateIntegration	Standardkonstruktor

[Top](#)

► Properties

Name	Description
 ActualHeight	Gets the rendered height of this element. (Inherited from FrameworkElement .)
 ActualWidth	Gets the rendered width of this element. (Inherited from FrameworkElement .)

of this element.
(Inherited from
[FrameworkElement](#).)



[AllowDrop](#)

Gets or sets a value indicating whether this element can be used as the target of a drag-and-drop operation. This is a dependency property.
(Inherited from [UIElement](#).)



[AreAnyTouchesCaptured](#)

Gets a value that indicates whether at least one touch is captured to this element.
(Inherited from [UIElement](#).)



[AreAnyTouchesCapturedWithin](#)

Gets a value that indicates whether at least one touch is captured to this element or to any child element in its visual tree.
(Inherited from [UIElement](#).)



[AreAnyTouchesDirectlyOver](#)

Gets a value that indicates whether at least one touch is pressed over this element.
(Inherited from [UIElement](#).)



[AreAnyTouchesOver](#)

Gets a value that indicates whether at least one touch is pressed over this element or any child elements in its visual tree.
(Inherited from [UIElement](#).)



[AutosizeMode](#)

(Inherited from [PGraphicalElement](#).)



[Background](#)

Gets or sets a [Brush](#) that is used to fill the area between the borders of a [Panel](#).
(Inherited from [Panel](#).)



[BindingGroup](#)

Gets or sets the [BindingGroup](#) that is used for the element.
(Inherited from [FrameworkElement](#).)



[BitmapEffect](#)

Obsolete.
Gets or sets a bitmap effect that applies directly to the rendered content for this element. This is a dependency property.
(Inherited from [UIElement](#).)



[BitmapEffectInput](#)

Obsolete.
Gets or sets an input source for the bitmap

effect that applies directly to the rendered content for this element. This is a dependency property.
(Inherited from [UIElement](#).)

	CacheMode	Gets or sets a cached representation of the UIElement . (Inherited from UIElement .)
---	---------------------------	---

	Children	Gets a UIElementCollection containing the child elements of this Panel . (Inherited from Panel .)
---	--------------------------	--

	Clip	Gets or sets the geometry used to define the outline of the contents of an element. This is a dependency property. (Inherited from UIElement .)
---	----------------------	--

	ClipToBounds	Gets or sets a value indicating whether to clip the content of this element (or content coming from the child elements of this element) to fit into the size of the containing element. This is a
---	------------------------------	---

dependency property.
(Inherited from
[UIElement](#).)



[CommandBindings](#)

Gets a collection of [CommandBinding](#) objects associated with this element. A [CommandBinding](#) enables command handling for this element, and declares the linkage between a command, its events, and the handlers attached by this element.
(Inherited from [UIElement](#).)



[ConnectionPoints](#)

(Inherited from [PGraphicalElement](#).)



[ContextMenu](#)

Gets or sets the context menu element that should appear whenever the context menu is requested through user interface (UI) from within this element.
(Inherited from [FrameworkElement](#).)



[Cursor](#)

Gets or sets the cursor that displays when the mouse pointer is over this element.

(Inherited from
[FrameworkElement](#).)



[DataContext](#)

Gets or sets the data context for an element when it participates in data binding.
(Inherited from
[FrameworkElement](#).)



[DataSources](#)

(Inherited from
[PGraphicalElement](#).)



[DefaultStyleKey](#)

Gets or sets the key to use to reference the style for this control, when theme styles are used or defined.
(Inherited from
[FrameworkElement](#).)



[DependencyObjectType](#)

Gets the [DependencyObjectType](#) that wraps the CLR type of this instance.
(Inherited from
[DependencyObject](#).)



[Designation](#)

(Inherited from
[PGraphicalElement](#).)



[DesiredSize](#)

Gets the size that this element computed during the measure pass of the layout process.
(Inherited from
[UIElement](#).)

	Dispatcher	Gets the Dispatcher to which this DispatcherObject is associated with. (Inherited from DispatcherObject .)
	Effect	Gets or sets the bitmap effect to apply to the UIElement . This is a dependency property. (Inherited from UIElement .)
	EffectIds	(Inherited from PGraphicalElement .)
	FlowDirection	Gets or sets the direction that text and other user interface (UI) elements flow within any parent element that controls their layout. (Inherited from FrameworkElement .)
	Focusable	Gets or sets a value that indicates whether the element can receive focus. This is a dependency property. (Inherited from UIElement .)
	FocusVisualStyle	Gets or sets a property that enables customization of appearance, effects, c

other style characteristics that will apply to this element when it captures keyboard focus.
(Inherited from [FrameworkElement](#).)



ForceCursor

Gets or sets a value that indicates whether this [FrameworkElement](#) should force the user interface (UI) to render the cursor as declared by the [Cursor](#) property.
(Inherited from [FrameworkElement](#).)



GUID

(Inherited from [PGraphicalElement](#).)



HandlesBackground

(Inherited from [PGraphicalElement](#).)



HandlesBorder

(Inherited from [PGraphicalElement](#).)



HandlesCaption

(Inherited from [PGraphicalElement](#).)



HandlesClick

(Inherited from [PGraphicalElement](#).)



HasAnimatedProperties

Gets a value indicating whether this element has any animated properties.
(Inherited from

[UIElement](#).)

 HasEffectiveKeyboardFocus	Gets a value that indicates whether the UIElement has focus. (Inherited from UIElement .)
 HasLogicalOrientation	Gets a value that indicates whether this Panel arranges its descendants in a single dimension. (Inherited from Panel .)
 HasLogicalOrientationPublic	Gets a value that indicates whether this Panel arranges its descendants in a single dimension. (Inherited from Panel .)
 Height	Gets or sets the suggested height of the element. (Inherited from FrameworkElement .)
 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. (Inherited from FrameworkElement .)



InheritanceBehavior

Gets or sets the scope limits for property value inheritance, resource key lookup, and RelativeSource FindAncestor lookup.
(Inherited from [FrameworkElement](#).)



InitialisationData

(Inherited from [PGraphicalElement](#).)



InputBindings

Gets the collection of input bindings associated with this element.
(Inherited from [UIElement](#).)



InputScope

Gets or sets the context for input used by this [FrameworkElement](#).
(Inherited from [FrameworkElement](#).)



InternalChildren

Gets a [UIElementCollection](#) containing child elements.
(Inherited from [Panel](#).)



IsArrangeValid

Gets a value indicating whether the computed size and position of child elements in this element's layout are valid.
(Inherited from [UIElement](#).)

	IsEnabled	Gets or sets a value indicating whether this element is enabled in the user interface (UI). This is a dependency property. (Inherited from UIElement .)
	IsEnabledCore	Gets a value that becomes the return value of IsEnabled in derived classes. (Inherited from UIElement .)
	IsFocused	Gets a value that determines whether the element has logical focus. This is a dependency property. (Inherited from UIElement .)
	IsHitTestVisible	Gets or sets a value that declares whether this element can possibly be returned as a hit test result from some portion of its rendered content. This is a dependency property. (Inherited from UIElement .)
	IsInitialized	Gets a value that

indicates whether this element has been initialized, either during processing by a XAML processor, or by explicitly having its [EndInit](#) method called
(Inherited from [FrameworkElement](#).)



[IsInputMethodEnabled](#)

Gets a value indicating whether an input method system, such as an Input Method Editor (IME), is enabled for processing the input to this element.
(Inherited from [UIElement](#).)



[IsItemsHost](#)

Gets or sets a value that indicates that this [Panel](#) is a container for user interface (UI) items that are generated by an [ItemsControl](#).
(Inherited from [Panel](#).)



[IsKeyboardFocused](#)

Gets a value indicating whether this element has keyboard focus. This is a dependency property.
(Inherited from [UIElement](#).)



[IsKeyboardFocusWithin](#)

Gets a value indicating whether keyboard foc

is anywhere within the element or its visual tree child elements. This is a dependency property.
(Inherited from [UIElement](#).)



[IsLoaded](#)

Gets a value that indicates whether this element has been loaded for presentation.
(Inherited from [FrameworkElement](#).)



[IsManipulationEnabled](#)

Gets or sets a value that indicates whether manipulation events are enabled on this [UIElement](#).
(Inherited from [UIElement](#).)



[IsMeasureValid](#)

Gets a value indicating whether the current size returned by layout measure is valid.
(Inherited from [UIElement](#).)



[IsMouseCaptured](#)

Gets a value indicating whether the mouse is captured to this element. This is a dependency property.
(Inherited from [UIElement](#).)



[IsMouseCaptureWithin](#)

Gets a value that determines whether mouse capture is held by this element or by child elements in its visual tree. This is a dependency property. (Inherited from [UIElement](#).)



[IsMouseDirectlyOver](#)

Gets a value that indicates whether the position of the mouse pointer corresponds to hit test results, which take element compositing into account. This is a dependency property. (Inherited from [UIElement](#).)



[IsMouseOver](#)

Gets a value indicating whether the mouse pointer is located over this element (including child elements in the visual tree). This is a dependency property. (Inherited from [UIElement](#).)



[IsSealed](#)

Gets a value that indicates whether this instance is currently sealed (read-only). (Inherited from

[DependencyObject.\)](#)



[IsStylusCaptured](#)

Gets a value indicating whether the stylus is captured by this element. This is a dependency property. (Inherited from [UIElement](#).)



[IsStylusCaptureWithin](#)

Gets a value that determines whether stylus capture is held this element, or an element within the element bounds and in visual tree. This is a dependency property. (Inherited from [UIElement](#).)



[IsStylusDirectlyOver](#)

Gets a value that indicates whether the stylus position corresponds to hit test results, which take element compositing into account. This is a dependency property. (Inherited from [UIElement](#).)



[IsStylusOver](#)

Gets a value indicating whether the stylus cursor is located over this element (including visual child elements). This is a dependency

property.
(Inherited from [UIElement](#).)



[IsVisible](#)

Gets a value indicating whether this element is visible in the user interface (UI). This is a dependency property.
(Inherited from [UIElement](#).)



[Language](#)

Gets or sets localization/globalization language information that applies to an element.
(Inherited from [FrameworkElement](#).)



[LayoutCreated](#)

(Inherited from [PGraphicalElement](#).)



[LayoutTransform](#)

Gets or sets a graphic transformation that should apply to this element when layout is performed.
(Inherited from [FrameworkElement](#).)



[LogicalChildren](#)

Gets an enumerator that can iterate the logical child elements of this [Panel](#) element.
(Inherited from [Panel](#).)



[LogicalOrientation](#)

The [Orientation](#) of the

panel, if the panel supports layout in only single dimension.
(Inherited from [Panel](#).)



[LogicalOrientationPublic](#)

The [Orientation](#) of the panel, if the panel supports layout in only single dimension.
(Inherited from [Panel](#).)



[Margin](#)

Gets or sets the outer margin of an element.
(Inherited from [FrameworkElement](#).)



[MaxHeight](#)

Gets or sets the maximum height constraint of the element.
(Inherited from [FrameworkElement](#).)



[MaxWidth](#)

Gets or sets the maximum width constraint of the element.
(Inherited from [FrameworkElement](#).)



[MinHeight](#)

Gets or sets the minimum height constraint of the element.
(Inherited from [FrameworkElement](#).)



[MinWidth](#)

Gets or sets the

minimum width constraint of the element.
(Inherited from [FrameworkElement](#).)

	MirrowAllowed	(Inherited from PGraphicalElement .)
---	----------------------	--

	Name	(Inherited from PGraphicalElement .)
---	-------------	--

	Opacity	Gets or sets the opacity factor applied to the entire UIElement when it is rendered in the user interface (UI). This is a dependency property. (Inherited from UIElement .)
---	----------------	--

	OpacityMask	Gets or sets an opacity mask, as a Brush implementation that is applied to any alpha-channel masking for the rendered content of the element. This is a dependency property. (Inherited from UIElement .)
---	--------------------	--

	OriginalSize	(Inherited from PGraphicalElement .)
---	---------------------	--

	OverridesDefaultStyle	Gets or sets a value that indicates whether this element
---	------------------------------	--

incorporates style properties from theme styles.
(Inherited from [FrameworkElement](#).)

	Parent	Gets the logical parent element of this element. (Inherited from FrameworkElement .)
	PersistId	Obsolete. Gets a value that uniquely identifies this element. (Inherited from UIElement .)
	Properties	(Inherited from PGraphicalElement .)
	RenderSize	Gets (or sets, but see Remarks) the final render size of this element. (Inherited from UIElement .)
	RenderTransform	Gets or sets transform information that affect the rendering position this element. This is a dependency property. (Inherited from UIElement .)
	RenderTransformOrigin	Gets or sets the center point of any possible

render transform declared by [RenderTransform](#), relative to the bounds the element. This is a dependency property. (Inherited from [UIElement](#).)

 Resources	Gets or sets the locally defined resource dictionary. (Inherited from FrameworkElement .)
 RotationAllowed	(Inherited from PGraphicalElement .)
 ScaleMode	(Inherited from PGraphicalElement .)
 Screen	(Inherited from PGraphicalElement .)
 SnapsToDevicePixels	Gets or sets a value that determines whether rendering for this element should use device-specific pixel settings during rendering. This is a dependency property. (Inherited from UIElement .)
 StaticEffects	(Inherited from PGraphicalElement .)

	Style	Gets or sets the style used by this element when it is rendered. (Inherited from FrameworkElement .)
	StylusPlugins	Gets a collection of all stylus plug-in (customization) objects associated with this element. (Inherited from UIElement .)
	SuggestedDesignerSize	(Inherited from PGraphicalElement .)
	SuggestedDesignerSizeNeverSet	(Inherited from PGraphicalElement .)
	SupportsBackground	(Inherited from PGraphicalElement .)
	SupportsBorder	(Inherited from PGraphicalElement .)
	SupportsCaption	(Inherited from PGraphicalElement .)
	SupportsClick	(Inherited from PGraphicalElement .)
	SupportsFocus	(Inherited from PGraphicalElement .)
	SupportsLayoutResize	(Inherited from PGraphicalElement .)

	Tag	Gets or sets an arbitrary object value that can be used to store custom information about this element. (Inherited from FrameworkElement .)
	TemplatedParent	Gets a reference to the template parent of this element. This property is not relevant if the element was not created through a template. (Inherited from FrameworkElement .)
	ToolTip	Gets or sets the tool-tip object that is displayed for this element in the user interface (UI). (Inherited from FrameworkElement .)
	TouchesCaptured	Gets all touch devices that are captured to this element. (Inherited from UIElement .)
	TouchesCapturedWithin	Gets all touch devices that are captured to this element or any child elements in its visual tree. (Inherited from UIElement .)

	TouchesDirectlyOver	Gets all touch devices that are over this element. (Inherited from UIElement .)
	TouchesOver	Gets all touch devices that are over this element or any child elements in its visual tree. (Inherited from UIElement .)
	Triggers	Gets the collection of triggers established directly on this element or in child elements. (Inherited from FrameworkElement .)
	Uid	Gets or sets the unique identifier (for localization) for this element. This is a dependency property. (Inherited from UIElement .)
	UseLayoutRounding	Gets or sets a value that indicates whether layout rounding should be applied to this element's size and position during layout. (Inherited from FrameworkElement .)

	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. (Inherited from FrameworkElement .)
	Visibility	Gets or sets the user interface (UI) visibility of this element. This is a dependency property. (Inherited from UIElement .)
	VisualBitmapEffect	Obsolete. Gets or sets the BitmapEffect value for the Visual . (Inherited from Visual .)
	VisualBitmapEffectInput	Obsolete. Gets or sets the BitmapEffectInput value for the Visual . (Inherited from Visual .)
	VisualBitmapScalingMode	Gets or sets the BitmapScalingMode for the Visual . (Inherited from Visual .)
	VisualCacheMode	Gets or sets a cached representation of the Visual .

(Inherited from [Visual](#).)

	VisualChildrenCount	Gets the number of child Visual objects in this instance of Panel . (Inherited from Panel .)
	VisualClearTypeHint	Gets or sets the ClearTypeHint that determines how ClearType is rendered in the Visual . (Inherited from Visual .)
	VisualClip	Gets or sets the clip region of the Visual as Geometry value. (Inherited from Visual .)
	VisualEdgeMode	Gets or sets the edge mode of the Visual as an EdgeMode value. (Inherited from Visual .)
	VisualEffect	Gets or sets the bitmap effect to apply to the Visual . (Inherited from Visual .)
	VisualOffset	Gets or sets the offset value of the visual object. (Inherited from Visual .)
	VisualOpacity	Gets or sets the opacity of the Visual . (Inherited from Visual .)

	VisualOpacityMask	Gets or sets the Brush value that represents the opacity mask of the Visual . (Inherited from Visual .)
	VisualParent	Gets the visual tree parent of the visual object. (Inherited from Visual .)
	VisualScrollableAreaClip	Gets or sets a clipped scrollable area for the Visual . (Inherited from Visual .)
	VisualTextHintingMode	Gets or sets the TextHintingMode of the Visual . (Inherited from Visual .)
	VisualTextRenderingMode	Gets or sets the TextRenderingMode of the Visual . (Inherited from Visual .)
	VisualTransform	Gets or sets the Transform value for the Visual . (Inherited from Visual .)
	VisualXSnappingGuidelines	Gets or sets the x-coordinate (vertical) guideline collection. (Inherited from Visual .)
	VisualYSnappingGuidelines	Gets or sets the y-coordinate (horizontal)

guideline collection.
(Inherited from [Visual](#).)



Width

Gets or sets the width
the element.
(Inherited from
[FrameworkElement](#).)

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Methods

Name
≡ AddHandler(RoutedEvent, Delegate)
≡ AddHandler(RoutedEvent, Delegate, Boolean)
≡ AddLogicalChild
≡ AddToEventRoute
≡ AddVisualChild
≡ ApplyAnimationClock(DependencyProperty, AnimationClock)

≡♪ ApplyAnimationClock(DependencyProperty, AnimationClock, HandoffBehavior)

≡♪ ApplyTemplate

≡♪ Arrange

≡♪ ArrangeCore

≡♪ ArrangeOverride

≡♪ BeginAnimation(DependencyProperty, AnimationTimeline)

≡♪ BeginAnimation(DependencyProperty, AnimationTimeline, HandoffBehavior)

≡♪ BeginInit

-
- ≡ [BeginStoryboard\(Storyboard\)](#)
 - ≡ [BeginStoryboard\(Storyboard, HandoffBehavior\)](#)
 - ≡ [BeginStoryboard\(Storyboard, HandoffBehavior, Boolean\)](#)
-
- 💡 **BindSpecificInstance**
-
- ≡ [BringIntoView](#)
-
- ≡ [BringIntoView\(Rect\)](#)
-
- ≡ [CaptureMouse](#)
-
- ≡ [CaptureStylus](#)
-
- ≡ [CaptureTouch](#)
-
- ≡ [ClearValue\(DependencyProperty\)](#)



[ClearValue\(DependencyPropertyKey\)](#)



[CoerceValue](#)



[CreateLayout](#)



[CreateUIElementCollection](#)



[EndInit](#)



[Equals](#)



[Finalize](#)



[FindCommonVisualAncestor](#)



[FindName](#)



[FindResource](#)



Focus



GetAnimationBaseValue



GetBindingExpression



GetHashCode



GetLayoutClip



GetLocalValueEnumerator



GetTemplateChild



GetType



GetUIParentCore



GetValue



[GetVisualChild](#)



[HitTestCore\(PointHitTestParameters\)](#)



[HitTestCore\(GeometryHitTestParameters\)](#)



[InputHitTest](#)



[InvalidateArrange](#)



[InvalidateMeasure](#)



[InvalidateProperty](#)



[InvalidateVisual](#)



IsAncestorOf

≡♪ IsDescendantOf

≡♪ ListItemPropertyChanged_DataSources

≡♪ ListItemPropertyChanged_EffectIds

≡♪ ListItemPropertyChanged_Properties

≡♪ Measure

≡♪ MeasureCore

≡♪ MeasureOverride

≡♪ MemberwiseClone

≡♪ MoveFocus

≡♪ OnAccessKey

≡♪ OnApplyTemplate

💡 OnChildDesiredSizeChanged

💡 OnContextMenuClosing

💡 OnContextMenuOpening

💡 OnCreateAutomationPeer

💡 OnDragEnter

💡 OnDragLeave

💡 OnDragOver



OnDrop



OnGiveFeedback



OnGotFocus



OnGotKeyboardFocus



OnGotMouseCapture



OnGotStylusCapture



OnGotTouchCapture



OnInitialized



OnIsItemsHostChanged



OnIsKeyboardFocusedChanged



OnIsKeyboardFocusWithinChanged



OnIsMouseCapturedChanged



OnIsMouseCaptureWithinChanged



OnIsMouseDirectlyOverChanged



OnIsStylusCapturedChanged



OnIsStylusCaptureWithinChanged



OnIsStylusDirectlyOverChanged



OnKeyDown



OnKeyUp



OnLostFocus



OnLostKeyboardFocus



OnLostMouseCapture



OnLostStylusCapture



OnLostTouchCapture

💡 [OnManipulationBoundaryFeedback](#)

💡 [OnManipulationCompleted](#)

💡 [OnManipulationDelta](#)

💡 [OnManipulationInertiaStarting](#)

💡 [OnManipulationStarted](#)

💡 [OnManipulationStarting](#)

💡 [OnMouseDown](#)

💡 [OnMouseEnter](#)

💡 [OnMouseLeave](#)

💡 [OnMouseLeftButtonDown](#)



OnMouseLeftButtonUp



OnMouseMove



OnMouseRightButtonDown



OnMouseRightButtonUp



OnMouseUp



OnMouseWheel



OnPreviewDragEnter



OnPreviewDragLeave



OnPreviewDragOver



OnPreviewDrop



OnPreviewGiveFeedback



OnPreviewGotKeyboardFocus



OnPreviewKeyDown



OnPreviewKeyUp



OnPreviewLostKeyboardFocus



OnPreviewMouseDown



OnPreviewMouseLeftButtonDown



OnPreviewMouseLeftButtonUp



OnPreviewMouseMove



OnPreviewMouseRightButtonDown



OnPreviewMouseRightButtonUp



OnPreviewMouseUp



OnPreviewMouseWheel



OnPreviewQueryContinueDrag



OnPreviewStylusButtonDown



OnPreviewStylusButtonUp



OnPreviewStylusDown



OnPreviewStylusInAirMove



OnPreviewStylusInRange



OnPreviewStylusMove



OnPreviewStylusOutOfRange



OnPreviewStylusSystemGesture



OnPreviewStylusUp



OnPreviewTextInput



OnPreviewMouseDown



OnPreviewMouseMove



OnPreviewMouseUp



OnPropertyChanged(PropertyChangedEventArgs)



OnPropertyChanged(DependencyPropertyChangedEventArgs)



OnQueryContinueDrag



OnQueryCursor



OnRender



OnRenderSizeChanged

💡 OnStyleChanged

💡 OnStylusButtonDown

💡 OnStylusButtonUp

💡 OnStylusDown

💡 OnStylusEnter

💡 OnStylusInAirMove

💡 OnStylusInRange



OnStylusLeave



OnStylusMove



OnStylusOutOfRange



OnStylusSystemGesture



OnStylusUp



OnTextInput



OnToolTipClosing



OnToolTipOpening



OnTouchDown



OnTouchEnter



OnTouchLeave



OnTouchMove



OnTouchUp



OnVisualChildrenChanged



OnVisualParentChanged



ParentLayoutInvalidated

≡ PointFromScreen

≡ PointToScreen

≡ PredictFocus

≡ RaiseEvent

≡ ReadLocalValue

≡ RegisterName

≡ ReleaseAllTouchCaptures

≡ ReleaseMouseCapture

≡ ReleaseStylusCapture



[ReleaseTouchCapture](#)



[RemoveHandler](#)



[RemoveLogicalChild](#)



[RemoveVisualChild](#)



[SetBinding\(DependencyProperty, BindingBase\)](#)



[SetBinding\(DependencyProperty, String\)](#)



[SetCurrentValue](#)



[SetResourceReference](#)



[SetValue\(DependencyProperty, Object\)](#)



[SetValue\(DependencyPropertyKey, Object\)](#)



[ShouldSerializeProperty](#)



ToString



[TransformToAncestor\(Visual\)](#)



[TransformToAncestor\(Visual3D\)](#)



[TransformToDescendant](#)



[TransformToVisual](#)



[TranslatePoint](#)



[TryFindResource](#)



[UnregisterName](#)



[UpdateDefaultStyle](#)



[UpdateLayout](#)

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Events

Name	Description
ContextMenuClosing	Occurs just before any context menu on the element is closed. (Inherited from FrameworkElement .)
ContextMenuOpening	Occurs when any context menu on the element is opened. (Inherited from FrameworkElement .)
DataContextChanged	Occurs when the data context for this element changes. (Inherited from FrameworkElement .)
DragEnter	Occurs when the input system reports an underlying drag operation with this element as the target. (Inherited from UIElement .)
DragLeave	Occurs when the input system reports an underlying drag operation with this element as the origin.

(Inherited from [UIElement](#))

 DragOver	Occurs when the input reports an underlying with this element as the drop target. (Inherited from UIElement)
 Drop	Occurs when the input reports an underlying with this element as the target. (Inherited from UIElement)
 FocusableChanged	Occurs when the value of the Focusable property changes. (Inherited from UIElement)
 GiveFeedback	Occurs when the input reports an underlying drop event that involves this element. (Inherited from UIElement)
 GotFocus	Occurs when this element has logical focus. (Inherited from UIElement)
 GotKeyboardFocus	Occurs when the keyboard focused on this element. (Inherited from UIElement)
 GotMouseCapture	Occurs when this element captures the mouse. (Inherited from UIElement)
 GotStylusCapture	Occurs when this element captures the stylus.

(Inherited from [UIElement](#))

⚡	GotTouchCapture	Occurs when a touch to this element. (Inherited from UIElement)
⚡	Initialized	Occurs when this FrameworkElement is initialized. This event coincides with the value of the IsInitialized property changing from false (or undefined) to true. (Inherited from FrameworkElement .)
⚡	IsEnabledChanged	Occurs when the value of the IsEnabled property on this element changes. (Inherited from UIElement)
⚡	IsHitTestVisibleChanged	Occurs when the value of the IsHitTestVisible dependency property changes on this element. (Inherited from UIElement)
⚡	IsKeyboardFocusedChanged	Occurs when the value of the IsKeyboardFocused dependency property changes on this element. (Inherited from UIElement)
⚡	IsKeyboardFocusWithinChanged	Occurs when the value of the IsKeyboardFocusWithin dependency property changes on this element. (Inherited from UIElement)
⚡	IsMouseCapturedChanged	Occurs when the value of the IsMouseCaptured dependency property changes on this element.

[IsMouseCaptured](#) property changes on this element.
(Inherited from [UIElement](#))

 [IsMouseCaptureWithinChanged](#) Occurs when the value of the [IsMouseCaptureWithin](#) property changes on this element.
(Inherited from [UIElement](#))

 [IsMouseDirectlyOverChanged](#) Occurs when the value of the [IsMouseDirectlyOver](#) property changes on this element.
(Inherited from [UIElement](#))

 [IsStylusCapturedChanged](#) Occurs when the value of the [IsStylusCaptured](#) property changes on this element.
(Inherited from [UIElement](#))

 [IsStylusCaptureWithinChanged](#) Occurs when the value of the [IsStylusCaptureWithin](#) property changes on this element.
(Inherited from [UIElement](#))

 [IsStylusDirectlyOverChanged](#) Occurs when the value of the [IsStylusDirectlyOver](#) property changes on this element.
(Inherited from [UIElement](#))

 [IsVisibleChanged](#) Occurs when the value of the [IsVisible](#) property changes on this element.
(Inherited from [UIElement](#))

 [KeyDown](#) Occurs when a key is pressed while focus is on this element.
(Inherited from [UIElement](#))



	KeyUp	Occurs when a key is pressed while focus is on this element. (Inherited from UIElement)
⚡	LayoutUpdated	Occurs when the layout of various visual elements associated with the current Dispatcher changes. (Inherited from UIElement)
⚡	Loaded	Occurs when the element is loaded, rendered, and ready for interaction. (Inherited from FrameworkElement .)
⚡	LostFocus	Occurs when this element loses logical focus. (Inherited from UIElement)
⚡	LostKeyboardFocus	Occurs when the keyboard is no longer focused on this element. (Inherited from UIElement)
⚡	LostMouseCapture	Occurs when this element loses mouse capture. (Inherited from UIElement)
⚡	LostStylusCapture	Occurs when this element loses stylus capture. (Inherited from UIElement)
⚡	LostTouchCapture	Occurs when this element loses touch capture. (Inherited from UIElement)
⚡	ManipulationBoundaryFeedback	Occurs when the manipulation encounters a boundary.

(Inherited from [UIElement](#))

⚡	ManipulationCompleted	Occurs when a manipulation inertia on the UIElement is complete. (Inherited from UIElement)
⚡	ManipulationDelta	Occurs when the input changes position during a manipulation. (Inherited from UIElement)
⚡	ManipulationInertiaStarting	Occurs when the input loses contact with the object during a manipulation inertia begins. (Inherited from UIElement)
⚡	ManipulationStarted	Occurs when an input begins a manipulation UIElement object. (Inherited from UIElement)
⚡	ManipulationStarting	Occurs when the manipulation processor is first created. (Inherited from UIElement)
⚡	MouseDown	Occurs when any mouse button is pressed while the pointer is over this element. (Inherited from UIElement)
⚡	MouseEnter	Occurs when the mouse enters the bounds of this element. (Inherited from UIElement)
⚡	MouseLeave	Occurs when the mouse leaves the bounds of this element.

leaves the bounds of the element.
(Inherited from [UIElement](#))

	MouseLeftButtonDown	Occurs when the left mouse button is pressed while the mouse pointer is over the element. (Inherited from UIElement)
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	MouseLeftButtonUp	Occurs when the left mouse button is released while the mouse pointer is over the element. (Inherited from UIElement)
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	MouseMove	Occurs when the mouse moves while over this element. (Inherited from UIElement)
---	---------------------------	---

	MouseRightButtonDown	Occurs when the right mouse button is pressed while the mouse pointer is over the element. (Inherited from UIElement)
---	--------------------------------------	---

	MouseRightButtonUp	Occurs when the right mouse button is released while the mouse pointer is over the element. (Inherited from UIElement)
---	------------------------------------	--

	MouseUp	Occurs when any mouse button is released over this element. (Inherited from UIElement)
---	-------------------------	--

	MouseWheel	Occurs when the user scrolls the mouse wheel while holding down the mouse button.
---	----------------------------	---

mouse pointer is over element.
(Inherited from [UIElement](#))

⚡	PreviewDragEnter	Occurs when the input reports an underlying with this element as the target. (Inherited from UIElement)
---	----------------------------------	---

⚡	PreviewDragLeave	Occurs when the input reports an underlying with this element as the origin. (Inherited from UIElement)
---	----------------------------------	---

⚡	PreviewDragOver	Occurs when the input reports an underlying with this element as the drop target. (Inherited from UIElement)
---	---------------------------------	--

⚡	PreviewDrop	Occurs when the input reports an underlying with this element as the target. (Inherited from UIElement)
---	-----------------------------	---

⚡	PreviewGiveFeedback	Occurs when a drag-and-drop operation is started. (Inherited from UIElement)
---	-------------------------------------	--

⚡	PreviewGotKeyboardFocus	Occurs when the keyboard focused on this element. (Inherited from UIElement)
---	---	--

⚡	PreviewKeyDown	Occurs when a key is pressed while focus is on this element. (Inherited from UIElement)
---	--------------------------------	---

(Inherited from [UIElement](#))

 PreviewKeyUp	Occurs when a key is pressed while focus is on this element. (Inherited from UIElement)
 PreviewLostKeyboardFocus	Occurs when the keyboard focus is no longer focused on this element. (Inherited from UIElement)
 PreviewMouseDown	Occurs when any mouse button is pressed while the pointer is over this element. (Inherited from UIElement)
 PreviewMouseLeftButtonDown	Occurs when the left mouse button is pressed while the mouse pointer is over this element. (Inherited from UIElement)
 PreviewMouseLeftButtonUp	Occurs when the left mouse button is released while the mouse pointer is over this element. (Inherited from UIElement)
 PreviewMouseMove	Occurs when the mouse moves while the mouse pointer is over this element. (Inherited from UIElement)
 PreviewMouseRightButtonDown	Occurs when the right mouse button is pressed while the mouse pointer is over this element. (Inherited from UIElement)

	PreviewMouseRightButtonUp	Occurs when the right button is released while the mouse pointer is over this element. (Inherited from UIElement)
⚡	PreviewMouseUp	Occurs when any mouse button is released while the mouse pointer is over this element. (Inherited from UIElement)
⚡	PreviewMouseWheel	Occurs when the user moves the mouse wheel while the mouse pointer is over this element. (Inherited from UIElement)
⚡	PreviewQueryContinueDrag	Occurs when there is input in the keyboard or mouse state during a drag-and-drop operation. (Inherited from UIElement)
⚡	PreviewStylusButtonDown	Occurs when the stylus is pressed while the pointer is over this element. (Inherited from UIElement)
⚡	PreviewStylusButtonUp	Occurs when the stylus is released while the pointer is over this element. (Inherited from UIElement)
⚡	PreviewStylusDown	Occurs when the stylus is moved by the digitizer while it is over this element. (Inherited from UIElement)

⚡	PreviewStylusInAirMove	Occurs when the stylus moves over an element without touching the digitizer. (Inherited from UIElement)
⚡	PreviewStylusInRange	Occurs when the stylus moves enough to the digitizer to be detected, while over the element. (Inherited from UIElement)
⚡	PreviewStylusMove	Occurs when the stylus moves while over the element. The stylus must move while being detected by the digitizer for this event, otherwise, PreviewStylusInAirMove is raised instead. (Inherited from UIElement)
⚡	PreviewStylusOutOfRange	Occurs when the stylus moves from the digitizer to be outside its range. (Inherited from UIElement)
⚡	PreviewStylusSystemGesture	Occurs when a user performs one of several stylus system gestures. (Inherited from UIElement)
⚡	PreviewStylusUp	Occurs when the user lifts the stylus off the digitizer while the stylus is over this element. (Inherited from UIElement)
⚡	PreviewTextInput	Occurs when this element receives text input in a device-independent manner. (Inherited from UIElement)



PreviewMouseDown

Occurs when a finger touches the screen while the finger is over this element.
(Inherited from [UIElement](#))



PreviewMouseMove

Occurs when a finger moves the screen while the finger is over this element.
(Inherited from [UIElement](#))



PreviewMouseUp

Occurs when a finger is released off of the screen while the finger is over this element.
(Inherited from [UIElement](#))



PropertyChanged

(Inherited from [PGraphicalElement](#).)



QueryContinueDrag

Occurs when there is input in the keyboard or mouse state during a drag-and-drop operation.
(Inherited from [UIElement](#))



QueryCursor

Occurs when the cursor is requested to display. This is raised on an element at the time that the mouse pointer moves to a new location, which means the cursor object needs to be changed to its new position.
(Inherited from [UIElement](#))



RequestBringIntoView

Occurs when [BringIntoView\(Rect\)](#) is called on this element.
(Inherited from [UIElement](#))

[FrameworkElement.\)](#)

⚡	SizeChanged	Occurs when either the ActualHeight or the ActualWidth properties change value for this element. (Inherited from FrameworkElement .)
⚡	SourceUpdated	Occurs when the source changes for any existing property binding on this element. (Inherited from FrameworkElement .)
⚡	StylusButtonDown	Occurs when the stylus is pressed while the pointer is over this element. (Inherited from UIElement .)
⚡	StylusButtonUp	Occurs when the stylus is released while the pointer is over this element. (Inherited from UIElement .)
⚡	StylusDown	Occurs when the stylus is placed on the digitizer while the pointer is over this element. (Inherited from UIElement .)
⚡	StylusEnter	Occurs when the stylus enters the bounds of this element. (Inherited from UIElement .)
⚡	StylusInAirMove	Occurs when the stylus moves over an element without touching the digitizer. (Inherited from UIElement .)

⚡	StylusInRange	Occurs when the stylus is close enough to the digitizer to be detected, while over this element. (Inherited from UIElement)
⚡	StylusLeave	Occurs when the stylus leaves the bounds of the element. (Inherited from UIElement)
⚡	StylusMove	Occurs when the stylus moves over this element. The stylus must move while on the digitizer to raise this event. Otherwise, StylusInAirMove is raised instead. (Inherited from UIElement)
⚡	StylusOutOfRange	Occurs when the stylus moves away from the digitizer to be detected while over this element. (Inherited from UIElement)
⚡	StylusSystemGesture	Occurs when a user performs a system gesture using one of several styluses. (Inherited from UIElement)
⚡	StylusUp	Occurs when the user lifts the stylus off the digitizer while over this element. (Inherited from UIElement)
⚡	SuggestedDesignerSizeChanged	(Inherited from PGraphicalElement .)
⚡	TargetUpdated	Occurs when the target changes for any property.

on this element.
(Inherited from [FrameworkElement](#).)

 TextInput	Occurs when this element receives text input in a device-independent manner. (Inherited from UIElement .)
 ToolTipClosing	Occurs just before any tool tip associated with the element is closed. (Inherited from FrameworkElement .)
 ToolTipOpening	Occurs when any tool tip associated with the element is opened. (Inherited from FrameworkElement .)
 TouchDown	Occurs when a finger touches the screen while the finger is over this element. (Inherited from UIElement .)
 TouchEnter	Occurs when a touch moves from outside to inside the bounds of this element. (Inherited from UIElement .)
 TouchLeave	Occurs when a touch moves from inside to outside the bounds of this element. (Inherited from UIElement .)
 TouchMove	Occurs when a finger touches the screen while the finger is over this element. (Inherited from UIElement .)

	TouchUp	Occurs when a finger off of the screen while is over this element. (Inherited from UIElement)
	Unloaded	Occurs when the element removed from within a tree of loaded elements. (Inherited from FrameworkElement .)

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Fields

	Name	Description
 	GUID_Test	Guid für Property: TestProperty Für jede Property, die im Prozessbilddesigner belegt werden soll, muss es eine eindeutige Guid geben. Kann zB in Visual Studio über Tools => Create GUID erzeugt werden.
 	GUID_TestKategorie	
 	s_InitialisationData	Hülle zum Übergeben an Plant iT
 	SystemFragmentGuid	Guid für die Integration ins Plant iT. Diese muss von Plant iT erstellt und hier eingetragen werden Zu

finden im neu erstellten Item als Identification in Form einer Guid, zb
67097F30-6F9D-4B00-AAEE-32A72922F205

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▪ Explicit Interface Implementations

Name
└─   IAddChildAddChild
└─   System#Windows#Media#Composition#DUCE#IResour
└─   IAddChildAddText
└─   PlantiT#Visu#Core#IPFrameworkElementParent#Delete
└─   System#Windows#Media#Composition#DUCE#IResour
└─   System#Windows#Media#Composition#DUCE#IResour
└─   System#Windows#Media#Composition#DUCE#IResour
└─   System#Windows#Media#Composition#DUCE#IResour

- PlantiT#Visu#Core#IPFrameworkElementParent#GetParent
 - PlantiT#Visu#Core#IPFrameworkElementParent#HasReparented
 - IQueryAmbientIsAmbientPropertyAvailable
-
- PlantiT#Visu#Core#IPDrawingContentElementInternals#GetDrawingContent
 - PlantiT#Visu#Core#IPDrawingContentElementInternals#GetDrawingContent
 - PlantiT#Visu#Core#IPDrawingContentElementInternals#GetDrawingContent
-
- PlantiT#Visu#Core#IPFrameworkElementParent#OnScreen
-
- System#Windows#Media#Composition#DUCE#IResourceProvider
 - System#Windows#Media#Composition#DUCE#IResourceProvider
 - System#Windows#Markup#IHaveResources#Resources
-
- PlantiT#Visu#Core#IPFrameworkElementParent#SetResources

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▲ See Also

Reference

[PlantiT.User.CustomControlTemplate Namespace](#)

A Sandcastle Documented Class Library



PCustomControlTemplateIntegration Constructor

Standardkonstruktor

Namespace: [PlantiT.User.CustomControlTemplate](#)

Assembly: PlantiT.User.CustomControlTemplate (in
PlantiT.User.CustomControlTemplate.dll) Version: 1.0.0.0 (1.0.0.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public PCustomControlTemplateIntegration()
```

► See Also

[Reference](#)

[PCustomControlTemplateIntegration Class](#)

[PlantiT.User.CustomControlTemplate Namespace](#)

A Sandcastle Documented Class Library



PCustomControlTemplateIntegration Constructor

Der statische Konstruktor stellt die Interface Logik zur Verfügung.

Namespace: [PlantiT.User.CustomControlTemplate](#)

Assembly: PlantiT.User.CustomControlTemplate (in
PlantiT.User.CustomControlTemplate.dll) Version: 1.0.0.0 (1.0.0.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
static PCustomControlTemplateIntegration()
```

► See Also

[Reference](#)

[PCustomControlTemplateIntegration Class](#)

[PlantiT.User.CustomControlTemplate Namespace](#)

A Sandcastle Documented Class Library



PCustomControlTemplateIntegration Properties

The [PCustomControlTemplateIntegration](#) type exposes the following members.

Properties

Name	Description
 ActualHeight	Gets the rendered height of this element. (Inherited from FrameworkElement .)
 ActualWidth	Gets the rendered width of this element. (Inherited from FrameworkElement .)
 AllowDrop	Gets or sets a value indicating whether this element can be used as the target of a drag-and-drop operation. This is a dependency property. (Inherited from UIElement .)
 AreAnyTouchesCaptured	Gets a value that indicates whether at least one touch is captured to this element.

(Inherited from
[UIElement](#).)



[AreAnyTouchesCapturedWithin](#)

Gets a value that indicates whether at least one touch is captured to this element or to any child elements in its visual tree.
(Inherited from [UIElement](#).)



[AreAnyTouchesDirectlyOver](#)

Gets a value that indicates whether at least one touch is pressed over this element.
(Inherited from [UIElement](#).)



[AreAnyTouchesOver](#)

Gets a value that indicates whether at least one touch is pressed over this element or any child elements in its visual tree.
(Inherited from [UIElement](#).)



AutosizeMode

(Inherited from [PGraphicalElement](#).)



[Background](#)

Gets or sets a [Brush](#) that is used to fill the area between the borders of a [Panel](#).
(Inherited from [Panel](#).)

	BindingGroup	Gets or sets the BindingGroup that is used for the element. (Inherited from FrameworkElement .)
	BitmapEffect	Obsolete. Gets or sets a bitmap effect that applies directly to the rendered content for this element. This is a dependency property. (Inherited from UIElement .)
	BitmapEffectInput	Obsolete. Gets or sets an input source for the bitmap effect that applies directly to the rendered content for this element. This is a dependency property. (Inherited from UIElement .)
	CacheMode	Gets or sets a cached representation of the UIElement . (Inherited from UIElement .)
	Children	Gets a UIElementCollection containing the child elements of this Panel .

(Inherited from [Panel](#).)



[Clip](#)

Gets or sets the geometry used to define the outline of the contents of an element. This is a dependency property.
(Inherited from [UIElement](#).)



[ClipToBounds](#)

Gets or sets a value indicating whether to clip the content of this element (or content coming from the child elements of this element) to fit into the size of the containing element. This is a dependency property.
(Inherited from [UIElement](#).)



[CommandBindings](#)

Gets a collection of [CommandBinding](#) objects associated with this element. A [CommandBinding](#) enables command handling for this element, and declares the linkage between a command, its events, and the handlers attached by this element.

		(Inherited from UIElement .)
	ConnectionPoints	(Inherited from PGraphicalElement .)
	ContextMenu	Gets or sets the context menu element that should appear whenever the context menu is requested through user interface (UI) from within this element. (Inherited from FrameworkElement .)
	Cursor	Gets or sets the cursor that displays when the mouse pointer is over this element. (Inherited from FrameworkElement .)
	DataContext	Gets or sets the data context for an element when it participates in data binding. (Inherited from FrameworkElement .)
	DataSources	(Inherited from PGraphicalElement .)
	DefaultStyleKey	Gets or sets the key to use to reference the style for this control, when theme styles are

used or defined.
(Inherited from
[FrameworkElement](#).)

	DependencyObjectType	Gets the DependencyObjectType that wraps the CLR type of this instance. (Inherited from DependencyObject .)
	Designation	(Inherited from PGraphicalElement .)
	DesiredSize	Gets the size that this element computed during the measure pass of the layout process. (Inherited from UIElement .)
	Dispatcher	Gets the Dispatcher that the DispatcherObject is associated with. (Inherited from DispatcherObject .)
	Effect	Gets or sets the bitmap effect to apply to the UIElement . This is a dependency property. (Inherited from UIElement .)
	EffectIdent	(Inherited from PGraphicalElement .)

	FlowDirection	Gets or sets the direction that text and other user interface (UI) elements flow within any parent element that controls their layout. (Inherited from FrameworkElement .)
	Focusable	Gets or sets a value that indicates whether the element can receive focus. This is a dependency property. (Inherited from UIElement .)
	FocusVisualStyle	Gets or sets a property that enables customization of appearance, effects, and other style characteristics that will apply to this element when it captures keyboard focus. (Inherited from FrameworkElement .)
	ForceCursor	Gets or sets a value that indicates whether this FrameworkElement should force the user interface (UI) to render the cursor as declared by the Cursor property. (Inherited from DependencyObject .)

[FrameworkElement.\)](#)

 GUID	(Inherited from PGraphicalElement.)
 HandlesBackground	(Inherited from PGraphicalElement.)
 HandlesBorder	(Inherited from PGraphicalElement.)
 HandlesCaption	(Inherited from PGraphicalElement.)
 HandlesClick	(Inherited from PGraphicalElement.)
 HasAnimatedProperties	Gets a value indicating whether this element has any animated properties. (Inherited from UIElement.)
 HasEffectiveKeyboardFocus	Gets a value that indicates whether the UIElement has focus. (Inherited from UIElement.)
 HasLogicalOrientation	Gets a value that indicates whether this Panel arranges its descendants in a single dimension. (Inherited from Panel.)
 HasLogicalOrientationPublic	Gets a value that

indicates whether this [Panel](#) arranges its descendants in a single dimension.
(Inherited from [Panel](#).)



[Height](#)

Gets or sets the suggested height of the element.
(Inherited from [FrameworkElement](#).)



[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.
(Inherited from [FrameworkElement](#).)



[InheritanceBehavior](#)

Gets or sets the scope limits for property value inheritance, resource key lookup, and [RelativeSource](#) [FindAncestor](#) lookup.
(Inherited from [FrameworkElement](#).)



[InitialisationData](#)

(Inherited from [PGraphicalElement](#).)



[InputBindings](#)

Gets the collection of input bindings associated with this element.

(Inherited from [UIElement](#).)



[InputScope](#)

Gets or sets the context for input used by this [FrameworkElement](#).
(Inherited from [FrameworkElement](#).)



[InternalChildren](#)

Gets a [UIElementCollection](#) containing child elements.
(Inherited from [Panel](#).)



[IsArrangeValid](#)

Gets a value indicating whether the computed size and position of child elements in this element's layout are valid.
(Inherited from [UIElement](#).)



[.IsEnabled](#)

Gets or sets a value indicating whether this element is enabled in the user interface (UI). This is a dependency property.
(Inherited from [UIElement](#).)



[.IsEnabledCore](#)

Gets a value that becomes the return value of [.IsEnabled](#) in derived classes.
(Inherited from [UIElement](#).)

	IsFocused	Gets a value that determines whether this element has logical focus. This is a dependency property. (Inherited from UIElement .)
	IsHitTestVisible	Gets or sets a value that declares whether this element can possibly be returned as a hit test result from some portion of its rendered content. This is a dependency property. (Inherited from UIElement .)
	IsInitialized	Gets a value that indicates whether this element has been initialized, either during processing by a XAML processor, or by explicitly having its EndInit method called (Inherited from FrameworkElement .)
	IsInputMethodEnabled	Gets a value indicating whether an input method system, such as an Input Method Editor (IME), is enabled for processing the input to

this element.
(Inherited from [UIElement](#).)



[IsItemsHost](#)

Gets or sets a value that indicates that this [Panel](#) is a container for user interface (UI) items that are generated by an [ItemsControl](#).
(Inherited from [Panel](#).)



[IsKeyboardFocused](#)

Gets a value indicating whether this element has keyboard focus. This is a dependency property.
(Inherited from [UIElement](#).)



[IsKeyboardFocusWithin](#)

Gets a value indicating whether keyboard focus is anywhere within the element or its visual tree child elements. This is a dependency property.
(Inherited from [UIElement](#).)



[IsLoaded](#)

Gets a value that indicates whether this element has been loaded for presentation.
(Inherited from [FrameworkElement](#).)



[IsManipulationEnabled](#)

Gets or sets a value

that indicates whether manipulation events are enabled on this [UIElement](#).
(Inherited from [UIElement](#).)

	IsMeasureValid	Gets a value indicating whether the current size returned by layout measure is valid. (Inherited from UIElement .)
	IsMouseCaptured	Gets a value indicating whether the mouse is captured to this element. This is a dependency property. (Inherited from UIElement .)
	IsMouseCaptureWithin	Gets a value that determines whether mouse capture is held by this element or by child elements in its visual tree. This is a dependency property. (Inherited from UIElement .)
	IsMouseDirectlyOver	Gets a value that indicates whether the position of the mouse pointer corresponds to hit test results, which take element

compositing into account. This is a dependency property. (Inherited from [UIElement](#).)



[IsMouseOver](#)

Gets a value indicating whether the mouse pointer is located over this element (including child elements in the visual tree). This is a dependency property. (Inherited from [UIElement](#).)



[IsSealed](#)

Gets a value that indicates whether this instance is currently sealed (read-only). (Inherited from [DependencyObject](#).)



[IsStylusCaptured](#)

Gets a value indicating whether the stylus is captured by this element. This is a dependency property. (Inherited from [UIElement](#).)



[IsStylusCaptureWithin](#)

Gets a value that determines whether stylus capture is held this element, or an element within the element bounds and its visual tree. This is a

dependency property.
(Inherited from
[UIElement](#).)



[IsStylusDirectlyOver](#)

Gets a value that indicates whether the stylus position corresponds to hit test results, which take element compositing into account. This is a dependency property.
(Inherited from
[UIElement](#).)



[IsStylusOver](#)

Gets a value indicating whether the stylus cursor is located over this element (including visual child elements). This is a dependency property.
(Inherited from
[UIElement](#).)



[IsVisible](#)

Gets a value indicating whether this element is visible in the user interface (UI). This is a dependency property.
(Inherited from
[UIElement](#).)



[Language](#)

Gets or sets localization/globalization information that applies to an element.

		(Inherited from FrameworkElement .)
	LayoutCreated	(Inherited from PGraphicalElement .)
	LayoutTransform	Gets or sets a graphic transformation that should apply to this element when layout is performed. (Inherited from FrameworkElement .)
	LogicalChildren	Gets an enumerator that can iterate the logical child elements of this Panel element. (Inherited from Panel .)
	LogicalOrientation	The Orientation of the panel, if the panel supports layout in only single dimension. (Inherited from Panel .)
	LogicalOrientationPublic	The Orientation of the panel, if the panel supports layout in only single dimension. (Inherited from Panel .)
	Margin	Gets or sets the outer margin of an element. (Inherited from FrameworkElement .)
	MaxHeight	Gets or sets the

maximum height constraint of the element.
(Inherited from [FrameworkElement](#).)

	MaxWidth	Gets or sets the maximum width constraint of the element. (Inherited from FrameworkElement .)
---	--------------------------	--

	MinHeight	Gets or sets the minimum height constraint of the element. (Inherited from FrameworkElement .)
---	---------------------------	---

	MinWidth	Gets or sets the minimum width constraint of the element. (Inherited from FrameworkElement .)
---	--------------------------	--

	MirrowAllowed	(Inherited from PGraphicalElement .)
---	-------------------------------	--

	Name	(Inherited from PGraphicalElement .)
---	----------------------	--

	Opacity	Gets or sets the opacity factor applied to the entire UIElement when it is rendered in the user interface (UI). This is a
---	-------------------------	---

dependency property.
(Inherited from
[UIElement](#).)



[OpacityMask](#)

Gets or sets an opacity mask, as a [Brush](#) implementation that is applied to any alpha-channel masking for the rendered content of the element. This is a dependency property.
(Inherited from
[UIElement](#).)



[OriginalSize](#)

(Inherited from
[PGraphicalElement](#).)



[OverridesDefaultStyle](#)

Gets or sets a value that indicates whether this element incorporates style properties from theme styles.
(Inherited from
[FrameworkElement](#).)



[Parent](#)

Gets the logical parent element of this element.
(Inherited from
[FrameworkElement](#).)



[PersistId](#)

Obsolete.
Gets a value that uniquely identifies this element.
(Inherited from
[UIElement](#).)

	Properties	(Inherited from PGraphicalElement .)
	RenderSize	Gets (or sets, but see Remarks) the final render size of this element. (Inherited from UIElement .)
	RenderTransform	Gets or sets transform information that affect the rendering position this element. This is a dependency property. (Inherited from UIElement .)
	RenderTransformOrigin	Gets or sets the center point of any possible render transform declared by RenderTransform , relative to the bounds the element. This is a dependency property. (Inherited from UIElement .)
	Resources	Gets or sets the local defined resource dictionary. (Inherited from FrameworkElement .)
	RotationAllowed	(Inherited from PGraphicalElement .)

	ScaleMode	(Inherited from PGraphicalElement .)
	Screen	(Inherited from PGraphicalElement .)
	SnapsToDevicePixels	Gets or sets a value that determines whether rendering for this element should use device-specific pixel settings during rendering. This is a dependency property. (Inherited from UIElement .)
	StaticEffects	(Inherited from PGraphicalElement .)
	Style	Gets or sets the style used by this element when it is rendered. (Inherited from FrameworkElement .)
	StylusPlugIns	Gets a collection of all stylus plug-in (customization) objects associated with this element. (Inherited from UIElement .)
	SuggestedDesignerSize	(Inherited from PGraphicalElement .)

	SuggestedDesignerSizeNeverSet	(Inherited from PGraphicalElement .)
	SupportsBackground	(Inherited from PGraphicalElement .)
	SupportsBorder	(Inherited from PGraphicalElement .)
	SupportsCaption	(Inherited from PGraphicalElement .)
	SupportsClick	(Inherited from PGraphicalElement .)
	SupportsFocus	(Inherited from PGraphicalElement .)
	SupportsLayoutResize	(Inherited from PGraphicalElement .)
	Tag	Gets or sets an arbitrary object value that can be used to store custom information about this element. (Inherited from FrameworkElement .)
	TemplatedParent	Gets a reference to the template parent of this element. This property is not relevant if the element was not created through a template. (Inherited from FrameworkElement .)

	ToolTip	Gets or sets the tool-t object that is displayed for this element in the user interface (UI). (Inherited from FrameworkElement .)
	TouchesCaptured	Gets all touch devices that are captured to this element. (Inherited from UIElement .)
	TouchesCapturedWithin	Gets all touch devices that are captured to this element or any child elements in its visual tree. (Inherited from UIElement .)
	TouchesDirectlyOver	Gets all touch devices that are over this element. (Inherited from UIElement .)
	TouchesOver	Gets all touch devices that are over this element or any child elements in its visual tree. (Inherited from UIElement .)
	Triggers	Gets the collection of triggers established

directly on this element or in child elements.
(Inherited from [FrameworkElement](#).)



[Uid](#)

Gets or sets the unique identifier (for localization) for this element. This is a dependency property.
(Inherited from [UIElement](#).)



[UseLayoutRounding](#)

Gets or sets a value that indicates whether layout rounding should be applied to this element's size and position during layout.
(Inherited from [FrameworkElement](#).)



[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.
(Inherited from [FrameworkElement](#).)



[Visibility](#)

Gets or sets the user interface (UI) visibility of this element. This is a dependency property.
(Inherited from [UIElement](#).)

	VisualBitmapEffect	Obsolete. Gets or sets the BitmapEffect value for the Visual . (Inherited from Visual .)
	VisualBitmapEffectInput	Obsolete. Gets or sets the BitmapEffectInput value for the Visual . (Inherited from Visual .)
	VisualBitmapScalingMode	Gets or sets the BitmapScalingMode for the Visual . (Inherited from Visual .)
	VisualCacheMode	Gets or sets a cached representation of the Visual . (Inherited from Visual .)
	VisualChildrenCount	Gets the number of child Visual objects in this instance of Panel . (Inherited from Panel .)
	VisualClearTypeHint	Gets or sets the ClearTypeHint that determines how ClearType is rendered in the Visual . (Inherited from Visual .)
	VisualClip	Gets or sets the clip region of the Visual as Geometry value.

(Inherited from [Visual](#).)

	VisualEdgeMode	Gets or sets the edge mode of the Visual as an EdgeMode value. (Inherited from Visual .)
	VisualEffect	Gets or sets the bitmap effect to apply to the Visual . (Inherited from Visual .)
	VisualOffset	Gets or sets the offset value of the visual object. (Inherited from Visual .)
	VisualOpacity	Gets or sets the opacity of the Visual . (Inherited from Visual .)
	VisualOpacityMask	Gets or sets the Brush value that represents the opacity mask of the Visual . (Inherited from Visual .)
	VisualParent	Gets the visual tree parent of the visual object. (Inherited from Visual .)
	VisualScrollableAreaClip	Gets or sets a clipped scrollable area for the Visual . (Inherited from Visual .)
	VisualTextHintingMode	Gets or sets the

`TextHintingMode` of the `Visual`.
(Inherited from [Visual](#))

	VisualTextRenderingMode	Gets or sets the <code>TextRenderingMode</code> of the <code>Visual</code> . (Inherited from Visual)
---	---	--

	VisualTransform	Gets or sets the <code>Transform</code> value for the <code>Visual</code> . (Inherited from Visual)
---	---------------------------------	---

	VisualXSnappingGuidelines	Gets or sets the x-coordinate (vertical) guideline collection. (Inherited from Visual)
---	---	--

	VisualYSnappingGuidelines	Gets or sets the y-coordinate (horizontal) guideline collection. (Inherited from Visual)
---	---	--

	Width	Gets or sets the width of the element. (Inherited from FrameworkElement .)
---	-----------------------	---

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Explicit Interface Implementations

Name
 System#Windows#Markup#IHaveResources#Resource

[Top](#)

◀ See Also

Reference

[PCustomControlTemplateIntegration Class](#)
[PlantiT.User.CustomControlTemplate Namespace](#)

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PCustomControlTemplateIntegration Methods

The [PCustomControlTemplateIntegration](#) type exposes the following members.

▲ Methods

Name
≡ AddHandler(RoutedEvent, Delegate)
≡ AddHandler(RoutedEvent, Delegate, Boolean)
≡ AddLogicalChild
≡ AddToEventRoute
≡ AddVisualChild
≡ ApplyAnimationClock(DependencyProperty, AnimationClock)

≡♪ ApplyAnimationClock(DependencyProperty, AnimationClock, HandoffBehavior)

≡♪ ApplyTemplate

≡♪ Arrange

≡♪ ArrangeCore

≡♪ ArrangeOverride

≡♪ BeginAnimation(DependencyProperty, AnimationTimeline)

≡♪ BeginAnimation(DependencyProperty, AnimationTimeline, HandoffBehavior)

≡♪ BeginInit

-
- ≡ [BeginStoryboard\(Storyboard\)](#)
 - ≡ [BeginStoryboard\(Storyboard, HandoffBehavior\)](#)
 - ≡ [BeginStoryboard\(Storyboard, HandoffBehavior, Boolean\)](#)
-
- 💡 **BindSpecificInstance**
-
- ≡ [BringIntoView](#)
-
- ≡ [BringIntoView\(Rect\)](#)
-
- ≡ [CaptureMouse](#)
-
- ≡ [CaptureStylus](#)
-
- ≡ [CaptureTouch](#)
-
- ≡ [ClearValue\(DependencyProperty\)](#)



[ClearValue\(DependencyPropertyKey\)](#)



[CoerceValue](#)



[CreateLayout](#)



[CreateUIElementCollection](#)



[EndInit](#)



[Equals](#)



[Finalize](#)



[FindCommonVisualAncestor](#)



[FindName](#)



[FindResource](#)



Focus



GetAnimationBaseValue



GetBindingExpression



GetHashCode



GetLayoutClip



GetLocalValueEnumerator



GetTemplateChild



GetType



GetUIParentCore



GetValue



[GetVisualChild](#)



[HitTestCore\(PointHitTestParameters\)](#)



[HitTestCore\(GeometryHitTestParameters\)](#)



[InputHitTest](#)



[InvalidateArrange](#)



[InvalidateMeasure](#)



[InvalidateProperty](#)



[InvalidateVisual](#)



[IsAncestorOf](#)

≡ ♡ [IsDescendantOf](#)

≡ ♡ **ListItemPropertyChanged_Datasources**

≡ ♡ **ListItemPropertyChanged_EffectIds**

≡ ♡ **ListItemPropertyChanged_Properties**

≡ ♡ [Measure](#)

≡ ♡ [MeasureCore](#)

≡ ♡ [MeasureOverride](#)

≡ ♡ [MemberwiseClone](#)

≡ ♡ [MoveFocus](#)

≡ ♡ [OnAccessKey](#)

≡♪ OnApplyTemplate

💡 OnChildDesiredSizeChanged

💡 OnContextMenuClosing

💡 OnContextMenuOpening

💡 OnCreateAutomationPeer

💡 OnDragEnter

💡 OnDragLeave

💡 OnDragOver



OnDrop



OnGiveFeedback



OnGotFocus



OnGotKeyboardFocus



OnGotMouseCapture



OnGotStylusCapture



OnGotTouchCapture



OnInitialized



OnIsItemsHostChanged



OnIsKeyboardFocusedChanged



OnIsKeyboardFocusWithinChanged



OnIsMouseCapturedChanged



OnIsMouseCaptureWithinChanged



OnIsMouseDirectlyOverChanged



OnIsStylusCapturedChanged



OnIsStylusCaptureWithinChanged



OnIsStylusDirectlyOverChanged



OnKeyDown



OnKeyUp



OnLostFocus



OnLostKeyboardFocus



OnLostMouseCapture



OnLostStylusCapture



OnLostTouchCapture

💡 [OnManipulationBoundaryFeedback](#)

💡 [OnManipulationCompleted](#)

💡 [OnManipulationDelta](#)

💡 [OnManipulationInertiaStarting](#)

💡 [OnManipulationStarted](#)

💡 [OnManipulationStarting](#)

💡 [OnMouseDown](#)

💡 [OnMouseEnter](#)

💡 [OnMouseLeave](#)

💡 [OnMouseLeftButtonDown](#)



OnMouseLeftButtonUp



OnMouseMove



OnMouseRightButtonDown



OnMouseRightButtonUp



OnMouseUp



OnMouseWheel



OnPreviewDragEnter



OnPreviewDragLeave



OnPreviewDragOver



OnPreviewDrop



OnPreviewGiveFeedback



OnPreviewGotKeyboardFocus



OnPreviewKeyDown



OnPreviewKeyUp



OnPreviewLostKeyboardFocus



OnPreviewMouseDown



OnPreviewMouseLeftButtonDown



OnPreviewMouseLeftButtonUp



OnPreviewMouseMove



OnPreviewMouseRightButtonDown



OnPreviewMouseRightButtonUp



OnPreviewMouseUp



OnPreviewMouseWheel



OnPreviewQueryContinueDrag



OnPreviewStylusButtonDown



OnPreviewStylusButtonUp



OnPreviewStylusDown



OnPreviewStylusInAirMove



OnPreviewStylusInRange



OnPreviewStylusMove



OnPreviewStylusOutOfRange



OnPreviewStylusSystemGesture



OnPreviewStylusUp



OnPreviewTextInput



OnPreviewMouseDown



OnPreviewMouseMove



OnPreviewMouseUp



OnPropertyChanged(PropertyChangedEventArgs)



OnPropertyChanged(DependencyPropertyChangedEventArgs)



OnQueryContinueDrag



OnQueryCursor



OnRender



OnRenderSizeChanged

💡 OnStyleChanged

💡 OnStylusButtonDown

💡 OnStylusButtonUp

💡 OnStylusDown

💡 OnStylusEnter

💡 OnStylusInAirMove

💡 OnStylusInRange



OnStylusLeave



OnStylusMove



OnStylusOutOfRange



OnStylusSystemGesture



OnStylusUp



OnTextInput



OnToolTipClosing



OnToolTipOpening



OnTouchDown



OnTouchEnter



OnTouchLeave



OnTouchMove



OnTouchUp



OnVisualChildrenChanged



OnVisualParentChanged



ParentLayoutInvalidated

≡ PointFromScreen

≡ PointToScreen

≡ PredictFocus

≡ RaiseEvent

≡ ReadLocalValue

≡ RegisterName

≡ ReleaseAllTouchCaptures

≡ ReleaseMouseCapture

≡ ReleaseStylusCapture



[ReleaseTouchCapture](#)



[RemoveHandler](#)



[RemoveLogicalChild](#)



[RemoveVisualChild](#)



[SetBinding\(DependencyProperty, BindingBase\)](#)



[SetBinding\(DependencyProperty, String\)](#)



[SetCurrentValue](#)



[SetResourceReference](#)



[SetValue\(DependencyProperty, Object\)](#)



[SetValue\(DependencyPropertyKey, Object\)](#)



[ShouldSerializeProperty](#)



ToString



[TransformToAncestor\(Visual\)](#)



[TransformToAncestor\(Visual3D\)](#)



[TransformToDescendant](#)



[TransformToVisual](#)



[TranslatePoint](#)



[TryFindResource](#)



[UnregisterName](#)

≡ ↪ UpdateDefaultStyle

≡ ↪ UpdateLayout

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Explicit Interface Implementations

Name

↪ ↪ ↪ IAddChildAddChild

↪ ↪ ↪ System#Windows#Media#Composition#DUCE#IResour

↪ ↪ ↪ IAddChildAddText

↪ ↪ ↪ PlantiT#Visu#Core#IPFrameworkElementParent#Delete

↪ ↪ ↪ System#Windows#Media#Composition#DUCE#IResour

↪ ↪ ↪ System#Windows#Media#Composition#DUCE#IResour

↪ ↪ ↪ System#Windows#Media#Composition#DUCE#IResour

 **System#Windows#Media#Composition#DUCE#IResource**

 **PlantiT#Visu#Core#IPFrameworkElementParent#GetPa**

 **PlantiT#Visu#Core#IPFrameworkElementParent#HasRe**

 **IQueryAmbientIsAmbientPropertyAvailable**

 **PlantiT#Visu#Core#IPDrawingContentElementInternals**

 **PlantiT#Visu#Core#IPDrawingContentElementInternals**

 **PlantiT#Visu#Core#IPDrawingContentElementInternals**

 **PlantiT#Visu#Core#IPFrameworkElementParent#OnScr**

 **System#Windows#Media#Composition#DUCE#IResource**

 **System#Windows#Media#Composition#DUCE#IResource**

 **PlantiT#Visu#Core#IPFrameworkElementParent#SetRes**

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▪ See Also

Reference

[PCustomControlTemplateIntegration Class](#)
[PlantiT.User.CustomControlTemplate Namespace](#)

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PCustomControlTemplateIntegration Method

Methode zur Erstellung des Controls: Hier passiert die Verbindung zwischen Prozessbild(designer) und Custom Control. Bindings sorgen für den Datenfluss. (Properties müssen gebunden werden)

Namespace: [PlantiT.User.CustomControlTemplate](#)

Assembly: PlantiT.User.CustomControlTemplate (in
PlantiT.User.CustomControlTemplate.dll) Version: 1.0.0.0 (1.0.0.0)

► Syntax

C# VB C++ F#

Copy

```
private UIElement CreateLayout()
```

Return Value

Type: [UIElement](#)

[Missing <returns> documentation for
"M:PlantiT.User.CustomControlTemplate.PCustomControlTemplateIntegration.CreateLa

► See Also

Reference

[PCustomControlTemplateIntegration Class](#)

[PlantiT.User.CustomControlTemplate Namespace](#)

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PCustomControlTemplateIntegration Events

The [PCustomControlTemplateIntegration](#) type exposes the following members.

Events

Name	Description
ContextMenuClosing	Occurs just before any menu on the element (Inherited from FrameworkElement .)
ContextMenuOpening	Occurs when any context menu on the element is opened (Inherited from FrameworkElement .)
DataContextChanged	Occurs when the data for this element changes (Inherited from FrameworkElement .)
DragEnter	Occurs when the input reports an underlying drag operation with this element as the target. (Inherited from UIElement .)
DragLeave	Occurs when the input reports an underlying drag operation with this element as the target.

origin.
(Inherited from [UIElement](#))

 DragOver	Occurs when the input reports an underlying with this element as the drop target. (Inherited from UIElement)
--	--

 Drop	Occurs when the input reports an underlying with this element as the target. (Inherited from UIElement)
--	---

 FocusableChanged	Occurs when the value of the Focusable property changes. (Inherited from UIElement)
--	---

 GiveFeedback	Occurs when the input reports an underlying drop event that involves this element. (Inherited from UIElement)
--	---

 GotFocus	Occurs when this element receives logical focus. (Inherited from UIElement)
--	---

 GotKeyboardFocus	Occurs when the keyboard focuses on this element. (Inherited from UIElement)
--	--

 GotMouseCapture	Occurs when this element captures the mouse. (Inherited from UIElement)
---	---

 GotStylusCapture	Occurs when this element captures the stylus.
--	---

captures the stylus.
(Inherited from [UIElement](#))

⚡ GotTouchCapture

Occurs when a touch
to this element.
(Inherited from [UIElement](#))

⚡ Initialized

Occurs when this
[FrameworkElement](#) is
This event coincides v
where the value of the
[IsInitialized](#) property c
from false (or undefined)
(Inherited from
[FrameworkElement](#).)

⚡ IsEnabledChanged

Occurs when the val
[IsEnabled](#) property on
element changes.
(Inherited from [UIElement](#))

⚡ IsHitTestVisibleChanged

Occurs when the val
[IsHitTestVisible](#) depe
property changes on t
element.
(Inherited from [UIElement](#))

⚡ IsKeyboardFocusedChanged

Occurs when the val
[IsKeyboardFocused](#) p
changes on this elem
(Inherited from [UIElement](#))

⚡ IsKeyboardFocusWithinChanged

Occurs when the val
[IsKeyboardFocusWith](#)
property changes on t
element.
(Inherited from [UIElement](#))

⚡	IsMouseCapturedChanged	Occurs when the value of the IsMouseCaptured property changes on this element. (Inherited from UIElement)
⚡	IsMouseCaptureWithinChanged	Occurs when the value of the IsMouseCaptureWithin property changes on this element. (Inherited from UIElement)
⚡	IsMouseDirectlyOverChanged	Occurs when the value of the IsMouseDirectlyOver property changes on this element. (Inherited from UIElement)
⚡	IsStylusCapturedChanged	Occurs when the value of the IsStylusCaptured property changes on this element. (Inherited from UIElement)
⚡	IsStylusCaptureWithinChanged	Occurs when the value of the IsStylusCaptureWithin property changes on this element. (Inherited from UIElement)
⚡	IsStylusDirectlyOverChanged	Occurs when the value of the IsStylusDirectlyOver property changes on this element. (Inherited from UIElement)
⚡	IsVisibleChanged	Occurs when the value of the IsVisible property changes on this element. (Inherited from UIElement)
⚡	KeyDown	Occurs when a key is pressed while focus is on this element. (Inherited from UIElement)

⚡	KeyUp	Occurs when a key is pressed while focus is on this element. (Inherited from UIElement)
⚡	LayoutUpdated	Occurs when the layout of various visual elements associated with the current Dispatcher changes. (Inherited from UIElement)
⚡	Loaded	Occurs when the element is loaded, rendered, and ready for interaction. (Inherited from FrameworkElement .)
⚡	LostFocus	Occurs when this element loses logical focus. (Inherited from UIElement)
⚡	LostKeyboardFocus	Occurs when the keyboard is no longer focused on this element. (Inherited from UIElement)
⚡	LostMouseCapture	Occurs when this element loses mouse capture. (Inherited from UIElement)
⚡	LostStylusCapture	Occurs when this element loses stylus capture. (Inherited from UIElement)
⚡	LostTouchCapture	Occurs when this element loses a touch capture. (Inherited from UIElement)
⚡	ManipulationBoundaryFeedback	Occurs when the manipulation encounters a boundary.

(Inherited from [UIElement](#))

⚡	ManipulationCompleted	Occurs when a manipulation inertia on the UIElement is complete. (Inherited from UIElement)
⚡	ManipulationDelta	Occurs when the input changes position during a manipulation. (Inherited from UIElement)
⚡	ManipulationInertiaStarting	Occurs when the input loses contact with the object during a manipulation inertia begins. (Inherited from UIElement)
⚡	ManipulationStarted	Occurs when an input begins a manipulation UIElement object. (Inherited from UIElement)
⚡	ManipulationStarting	Occurs when the manipulation processor is first created. (Inherited from UIElement)
⚡	MouseDown	Occurs when any mouse button is pressed while the pointer is over this element. (Inherited from UIElement)
⚡	MouseEnter	Occurs when the mouse enters the bounds of this element. (Inherited from UIElement)
⚡	MouseLeave	Occurs when the mouse leaves the bounds of this element.

leaves the bounds of the element.
(Inherited from [UIElement](#))

	MouseLeftButtonDown	Occurs when the left mouse button is pressed while the mouse pointer is over the element. (Inherited from UIElement)
---	-------------------------------------	--

	MouseLeftButtonUp	Occurs when the left mouse button is released while the mouse pointer is over the element. (Inherited from UIElement)
---	-----------------------------------	---

	MouseMove	Occurs when the mouse moves while over this element. (Inherited from UIElement)
---	---------------------------	---

	MouseRightButtonDown	Occurs when the right mouse button is pressed while the mouse pointer is over the element. (Inherited from UIElement)
---	--------------------------------------	---

	MouseRightButtonUp	Occurs when the right mouse button is released while the mouse pointer is over the element. (Inherited from UIElement)
---	------------------------------------	--

	MouseUp	Occurs when any mouse button is released over this element. (Inherited from UIElement)
---	-------------------------	--

	MouseWheel	Occurs when the user scrolls the mouse wheel while the mouse is over the element. (Inherited from UIElement)
---	----------------------------	--

mouse pointer is over element.
(Inherited from [UIElement](#))

⚡ [PreviewDragEnter](#) Occurs when the input reports an underlying with this element as the target.
(Inherited from [UIElement](#))

⚡ [PreviewDragLeave](#) Occurs when the input reports an underlying with this element as the origin.
(Inherited from [UIElement](#))

⚡ [PreviewDragOver](#) Occurs when the input reports an underlying with this element as the drop target.
(Inherited from [UIElement](#))

⚡ [PreviewDrop](#) Occurs when the input reports an underlying with this element as the target.
(Inherited from [UIElement](#))

⚡ [PreviewGiveFeedback](#) Occurs when a drag-and-drop operation is started.
(Inherited from [UIElement](#))

⚡ [PreviewGotKeyboardFocus](#) Occurs when the keyboard focused on this element.
(Inherited from [UIElement](#))

⚡ [PreviewKeyDown](#) Occurs when a key is pressed while focus is on this element.
(Inherited from [UIElement](#))

(Inherited from [UIElement](#))

 PreviewKeyUp	Occurs when a key is pressed while focus is on this element. (Inherited from UIElement)
 PreviewLostKeyboardFocus	Occurs when the keyboard focus is no longer focused on this element. (Inherited from UIElement)
 PreviewMouseDown	Occurs when any mouse button is pressed while the pointer is over this element. (Inherited from UIElement)
 PreviewMouseLeftButtonDown	Occurs when the left mouse button is pressed while the mouse pointer is over this element. (Inherited from UIElement)
 PreviewMouseLeftButtonUp	Occurs when the left mouse button is released while the mouse pointer is over this element. (Inherited from UIElement)
 PreviewMouseMove	Occurs when the mouse moves while the mouse pointer is over this element. (Inherited from UIElement)
 PreviewMouseRightButtonDown	Occurs when the right mouse button is pressed while the mouse pointer is over this element. (Inherited from UIElement)

	PreviewMouseRightButtonUp	Occurs when the right button is released while the mouse pointer is over this element. (Inherited from UIElement)
⚡	PreviewMouseUp	Occurs when any mouse button is released while the mouse pointer is over this element. (Inherited from UIElement)
⚡	PreviewMouseWheel	Occurs when the user moves the mouse wheel while the mouse pointer is over this element. (Inherited from UIElement)
⚡	PreviewQueryContinueDrag	Occurs when there is input in the keyboard or mouse state during a drag-and-drop operation. (Inherited from UIElement)
⚡	PreviewStylusButtonDown	Occurs when the stylus is pressed while the pointer is over this element. (Inherited from UIElement)
⚡	PreviewStylusButtonUp	Occurs when the stylus is released while the pointer is over this element. (Inherited from UIElement)
⚡	PreviewStylusDown	Occurs when the stylus is moved by the digitizer while it is over this element. (Inherited from UIElement)



[PreviewStylusInAirMove](#)

Occurs when the stylus moves over an element without touching the digitizer.
(Inherited from [UIElement](#))



[PreviewStylusInRange](#)

Occurs when the stylus moves enough to the digitizer to be detected, while over the element.
(Inherited from [UIElement](#))



[PreviewStylusMove](#)

Occurs when the stylus moves while over the element. The stylus must move while being detected by the digitizer for this event, otherwise, [PreviewStylusInAirMove](#) is raised instead.
(Inherited from [UIElement](#))



[PreviewStylusOutOfRange](#)

Occurs when the stylus moves from the digitizer to be outside its range.
(Inherited from [UIElement](#))



[PreviewStylusSystemGesture](#)

Occurs when a user performs one of several stylus system gestures.
(Inherited from [UIElement](#))



[PreviewStylusUp](#)

Occurs when the user lifts the stylus off the digitizer while the stylus is over this element.
(Inherited from [UIElement](#))



[PreviewTextInput](#)

Occurs when this element receives text input in a device-independent manner.
(Inherited from [UIElement](#))



PreviewMouseDown

Occurs when a finger touches the screen while the finger is over this element.
(Inherited from [UIElement](#))



PreviewMouseMove

Occurs when a finger moves the screen while the finger is over this element.
(Inherited from [UIElement](#))



PreviewMouseUp

Occurs when a finger leaves the screen while the finger is over this element.
(Inherited from [UIElement](#))



PropertyChanged

(Inherited from [PGraphicalElement](#).)



QueryContinueDrag

Occurs when there is input in the keyboard or mouse state during a drag-and-drop operation.
(Inherited from [UIElement](#))



QueryCursor

Occurs when the cursor is requested to display. This is raised on an element at the time that the mouse pointer moves to a new location, which means the cursor object needs to be changed to its new position.
(Inherited from [UIElement](#))



RequestBringIntoView

Occurs when [BringIntoView\(Rect\)](#) is called on this element.
(Inherited from [UIElement](#))

[FrameworkElement.\)](#)

⚡	SizeChanged	Occurs when either the ActualHeight or the ActualWidth properties change value for this element. (Inherited from FrameworkElement .)
⚡	SourceUpdated	Occurs when the source changes for any existing property binding on this element. (Inherited from FrameworkElement .)
⚡	StylusButtonDown	Occurs when the stylus is pressed while the pointer is over this element. (Inherited from UIElement .)
⚡	StylusButtonUp	Occurs when the stylus is released while the pointer is over this element. (Inherited from UIElement .)
⚡	StylusDown	Occurs when the stylus is placed on the digitizer while the pointer is over this element. (Inherited from UIElement .)
⚡	StylusEnter	Occurs when the stylus enters the bounds of this element. (Inherited from UIElement .)
⚡	StylusInAirMove	Occurs when the stylus moves over an element without touching the digitizer. (Inherited from UIElement .)

⚡	StylusInRange	Occurs when the stylus is close enough to the digitizer to be detected, while over this element. (Inherited from UIElement)
⚡	StylusLeave	Occurs when the stylus leaves the bounds of the element. (Inherited from UIElement)
⚡	StylusMove	Occurs when the stylus moves over this element. The stylus must move while on the digitizer to raise this event. Otherwise, StylusInAirMove is raised instead. (Inherited from UIElement)
⚡	StylusOutOfRange	Occurs when the stylus is too far from the digitizer to be detected, while over this element. (Inherited from UIElement)
⚡	StylusSystemGesture	Occurs when a user performs a system gesture using one of several styluses connected to the digitizer. (Inherited from UIElement)
⚡	StylusUp	Occurs when the user lifts the stylus off the digitizer while over this element. (Inherited from UIElement)
⚡	SuggestedDesignerSizeChanged	(Inherited from PGraphicalElement .)
⚡	TargetUpdated	Occurs when the target changes for any property.

on this element.
(Inherited from [FrameworkElement](#).)

⚡	TextInput	Occurs when this element receives text input in a device-independent manner. (Inherited from UIElement .)
⚡	ToolTipClosing	Occurs just before any tool tip associated with this element is closed. (Inherited from FrameworkElement .)
⚡	ToolTipOpening	Occurs when any tool tip associated with this element is opened. (Inherited from FrameworkElement .)
⚡	TouchDown	Occurs when a finger touches the screen while the finger is over this element. (Inherited from UIElement .)
⚡	TouchEnter	Occurs when a touch moves from outside to inside the bounds of this element. (Inherited from UIElement .)
⚡	TouchLeave	Occurs when a touch moves from inside to outside the bounds of this element. (Inherited from UIElement .)
⚡	TouchMove	Occurs when a finger moves the screen while the finger is over this element. (Inherited from UIElement .)



TouchUp

Occurs when a finger off of the screen while is over this element.
(Inherited from [UIElement](#))



Unloaded

Occurs when the element removed from within a tree of loaded elements.
(Inherited from [FrameworkElement](#).)

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See Also

Reference

[PCustomControlTemplateIntegration Class](#)
[PlantiT.User.CustomControlTemplate Namespace](#)

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PCustomControlTemplateIntegration Fields

The [PCustomControlTemplateIntegration](#) type exposes the following members.

Fields

	Name	Description
 	GUID_Test	Guid für Property: Test Property Für jede Property, die im Prozessbilddesigner belegt werden soll, muss es eine eindeutige Guid geben. Kann zb in Visual Studio über Tools => Create GUID erzeugt werden.
 	GUID_TestKategorie	
 	s_InitialisationData	Hülle zum Übergeben an Plant iT
 	SystemFragmentGuid	Guid für die Integration ins Plant iT. Diese muss von Plant iT erstellt und hier eingetragen werden Zu finden im neu erstellten Item als Identification in Form einer Guid, zb 67097F30-6F9D-4B00-

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► See Also

Reference

[PCustomControlTemplateIntegration Class](#)
[PlantiT.User.CustomControlTemplate Namespace](#)

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PCustomControlTemplateIntegration Field

Guid für Property: Test Property Für jede Property, die im Prozessbilddesigner belegt werden soll, muss es eine eindeutige Guid geben. Kann zB in Visual Studio über Tools => Create GUID erzeugt werden.

Namespace: [PlantiT.User.CustomControlTemplate](#)

Assembly: PlantiT.User.CustomControlTemplate (in PlantiT.User.CustomControlTemplate.dll) Version: 1.0.0.0 (1.0.0.0)

► Syntax

C# VB C++ F#

Copy

```
private static readonly Guid GUID_Test
```

Field Value

Type: [Guid](#)

► See Also

Reference

[PCustomControlTemplateIntegration Class](#)

[PlantiT.User.CustomControlTemplate Namespace](#)

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PCustomControlTemplateIntegration Field

[Missing <summary> documentation for
"F:PlantiT.User.CustomControlTemplate.PCustomControlTemplateIntegration.GUID_TestK

Namespace: [PlantiT.User.CustomControlTemplate](#)

Assembly: PlantiT.User.CustomControlTemplate (in
PlantiT.User.CustomControlTemplate.dll) Version: 1.0.0.0 (1.0.0.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
private static readonly Guid GUID_TestKategorie
```

Field Value

Type: [Guid](#)

► See Also

[Reference](#)

[PCustomControlTemplateIntegration Class](#)

[PlantiT.User.CustomControlTemplate Namespace](#)

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PCustomControlTemplateIntegrationField

Hülle zum Übergeben an Plant iT

Namespace: [PlantiT.User.CustomControlTemplate](#)

Assembly: PlantiT.User.CustomControlTemplate (in
PlantiT.User.CustomControlTemplate.dll) Version: 1.0.0.0 (1.0.0.0)

► Syntax

C# VB C++ F#

[Copy](#)

```
private static readonly PGraphicalElementInitiali
```

Field Value

Type: [PGraphicalElementInitialisationData](#)

► See Also

Reference

[PCustomControlTemplateIntegration Class](#)

[PlantiT.User.CustomControlTemplate Namespace](#)

A Sandcastle Documented Class Library



PCustomControlTemplateIntegrationField

Guid für die Integration ins Plant iT. Diese muss von Plant iT erstellt und hier eingetragen werden Zu finden im neu erstellten Item als Identification in Form einer Guid, zb 67097F30-6F9D-4B00-AAEE-32A72922F205

Namespace: [PlantiT.User.CustomControlTemplate](#)

Assembly: PlantiT.User.CustomControlTemplate (in PlantiT.User.CustomControlTemplate.dll) Version: 1.0.0.0 (1.0.0.0)

► Syntax

[C#](#) [VB](#) [C++](#) [F#](#)

[Copy](#)

```
public static readonly Guid SystemFragmentGuid
```

Field Value

Type: [Guid](#)

► See Also

Reference

[PCustomControlTemplateIntegration Class](#)

[PlantiT.User.CustomControlTemplate Namespace](#)