Welcome

WPF Docking is a docking library to integrate undo/redo-able tabbed docking, floating and auto hide window management into your application in minutes. Designed and developed by Weifen Luo, the author of the most widely used open source Windows Forms based DockPanel Suite, we understand your needs and we do much more than just implement the features.

Product Highlights

This section contains the following subsections:

- Fully featured docking window management mimics Microsoft Visual Studio
- Undo/redo the docking window layout changes
- XBAP compatible
- Clean implementation and fully customizable
- A set of common controls/components for free!

Fully featured docking window management mimics Microsoft Visual Studio

Forget about the window layout and let WPF Docking to manage your application windows just like Microsoft Visual Studio: window can be docked to the sides of main window or other window, floated above the main window, or tabbed; when docked to the sides of main window, window can auto hide to preserve the screen. End user can drag and drop to rearrange the layout, or switch between windows using the keyboard. The whole window layout, including the sequence of activation, can be saved, persisted, and loaded at a later time.

Undo/redo the docking window layout changes

Make your application more user friendly to allow the end user to undo/redo the window layout change! One of the pieces of functionality that users expect to see but is often overlooked, perhaps because it is hard to implement, is undo/redo. Our layout engine takes this burden off your shoulder easily.
XBAP compatible
Our product is written in 100% managed code, and can gracefully degrade itself to run under partial trust, without loosing any functionality. The only restrictions are: the floating windows are confined to the bounds of the browser window, and to invoke window switching you must use Ctrl-1 instead of Ctrl-Tab because WPF cannot detect Ctrl-Tab in a browser hosted application (The hot key can easily be customized).

Clean implementation and fully customizable
Our API is well designed as simple and easy to use. You can write simple and intuitive XAML code; or you only need to remember one overloaded method, DockItem.Show, to achieve any window layout in your code behind. Our layout engine (the docking logic) is completely seperated from the presentation (the UI). The layout engine implementation has absolutely no idea about the presentation implementation - no PART_xxxx magic! This makes our product more robust and fully customizable.

A set of common controls/components for free!
Including a WPF SplitContainer, draggable WindowControl hosted in WindowPanel, and more. These controls/components are used in WPF docking styling extensively. You can use them in your own application, commercial or non-commercial, without purchasing WPF Docking license.

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QuickStart and DockSample

Select the installed **Samples** start menu item, copy the unzipped **Samples** folder to your local drive. Find the docking samples under **Docking** subfolder, in VB.Net or C#.

**Note**

Make sure to copy the **Assemblies** folder together with the samples, without changing the relative path. The samples reference the assemblies in this folder.

This topic contains the following sections:

- QuickStart Sample
- WindowDockSample and BrowserDockSample

QuickStart Sample

The QuickStart sample is a very simple application to demonstrate WPF Docking. To re-create the QuickStart sample in Visual Studio:

1. Create a new **WPF Application** project in Visual Studio.
2. Reference the two assemblies in the installation folder: **DevZest.WpfDocking.dll** and **DevZest.Licensing.dll**.
3. Enter the following XAML code in Window1.xaml:

```
<Window
    xmlns="http://schemas.microsoft.com/winfx/
    xmlns:x="http://schemas.microsoft.com/win/
    xmlns:dz="http://schemas.devzest.com/pres/
    Title="DockControl Sample"
    WindowState="Maximized">
<dz:DockControl>
  <dz:DockItem TabText="Welcome" Title=
    <FlowDocumentScrollViewer>
```
4. Press F5 to run the application.

**WindowDockSample and BrowserDockSample**

The **WindowDockSample** demonstrates the full feature of WPF Docking. Run this application and read the Welcome page, then refer to the source code to get the idea how things work.

The **BrowserDockSample** has the same functionality, except it is a XBAP application hosted in a browser.
End User Experience

The end user can arrange the window layout by using the following built-in features:

**Mouse and Keyboard**
- Drag window caption or tab and drop following the docking guides and preview. Press ESC to cancel the drag and drop, hold down CTRL key for floating only drag and drop, or hold down SHIFT key to dock to full edge of DockControl.
- Drag and drop the splitter to resize the window. Double click the splitter to auto-size the window.
- Double click the window caption to toggle window between floating and docked, or maximize/restore the window, depends on the current theme.
- SHIFT+Click the dock tree splitter to send the dock tree to back of Z-order, taking the full edge.
- Click the tab or window caption to activate the window. Press CTRL-TAB (or CTRL-1 in XBAP application) to show the window switcher.
- Press CTRL-U to undo window layout change, CTRL-R to redo.
- Click the "pin" button to show window as auto-hide or docked.
- Click the "X" button or press CTRL-F4 to close/hide window.

**Context Menu**
- Right click the window caption or tab, or click the drop down button of tool window caption, to show the context menu specified by the TabContextMenu property of dockable item currently active.
- Click the drop down button of document window
to show list of active files.

- Right click the auto-hide strip to show list of auto-hide windows.

Be familiar with all these features through **WindowDockSample** or **BrowserDockSample**.

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Programming WPF Docking

This page contains links to information of programming WPF Docking.

In This Section

Programming Model
Saving and Loading Window Layout
Implementing Undo Redo
Detailed Window Hierarchy and Customization
Known Issues

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Programming Model

Although WPF Docking is a very sophisticated UI library, it has a very simple programming model. In most cases, you, as a programmer, only need to deal with two classes: DockControl and DockItem.

This topic contains the following sections:

- Implement Your DockItem Objects
- Place a DockControl in Your Application Main Form/Window
- Show DockItem by XAML or Code
- See Also

Implement Your DockItem Objects

Implement your individual window as DockItem object, which derives from ContentControl class. Set the Content property to organize the UI. For example, the following XAML code defines a simple dockable window displays a welcome message:

```
<dz:DockItem xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
xmlns:dz="http://schemas.devzest.com/presentation/docking"
TabText="Welcome" Title="Welcome">
  <FlowDocumentScrollViewer>
      <FlowDocument FontFamily="Calibri"
        <Paragraph FontSize="22" Font>
      </FlowDocument>
  </FlowDocumentScrollViewer>
</dz:DockItem>
```

Note
You may define the DockItem object as the root element of the XAML element tree, and add a x:Class attribute to join the code-behind partial class.

Place a DockControl in Your Application Main Form/Window

DockControl is the core of docking window layout. You need to place a DockControl in your application main form/window. For example:

```xml
<Window
    xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
    xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
    xmlns:dz="http://schemas.devzest.com/presentation/docking"
    Title="DockControl Sample"
    WindowState="Maximized">
  ...  
</dz:DockControl>
</Window>
```

Show DockItem by XAML or Code

Show DockItem by XAML

To show DockItem by XAML, add DockItem objects to DockItems collection, with its ShowAction set:

```xml
<Window
    xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
    xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
    xmlns:dz="http://schemas.devzest.com/presentation/docking"
    Title="DockControl Sample"
    WindowState="Maximized">
```

XAML
### List of ShowAction Objects

<table>
<thead>
<tr>
<th>ShowAction</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ShowAsDockPositionAction</td>
<td>Show DockItem as specified dock position.</td>
</tr>
<tr>
<td>ShowAsFloatingAction</td>
<td>Show DockItem as floating window.</td>
</tr>
<tr>
<td>ShowAsSidePaneAction</td>
<td>Show DockItem as side by side DockPane.</td>
</tr>
</tbody>
</table>
Show DockItem by Code
To show DockItem by code is extremely easy: simply call one of the overloaded Show methods. The following code snippet is equivalent of the previous XAML code:

```csharp
welcome.Show(dockControl, DockPosition.Document);
savedState.Show(dockControl, DockPosition.Bottom);
output.Show(dockControl, DockPosition.Bottom);
solutionExplorer.Show(dockControl, DockPosition.Right);
properties.Show(dockControl, DockPosition.Right);
```

Calling Show method will implicitly add this DockItem into DockItems collection, you don't need to add it to the collection explicitly.

See Also

- Reference
- DockControl
- DockItem
Saving and Loading Window Layout

You can save the window layout as DockLayout object, then load the layout at a later time.

This topic contains the following sections:

- Saving Window Layout as DockLayout Object
- Loading Window Layout from DockLayout Object

Saving Window Layout as DockLayout Object

Simply call DockControl.Save method to save the current window layout as a DockLayout object. This DockLayout object, can be further persisted as XAML string:

```csharp
DockLayout layout = dockControl.Save();
XmlWriterSettings settings = new XmlWriterSettings();
settings.Indent = true;
settings.IndentChars = new string(' ', 4);
StringBuilder strbuild = new StringBuilder();
XmlWriter xmlWriter = XmlWriter.Create(strbuild, settings);
XamlWriter.Save(layout, xmlWriter);
Console.WriteLine(strbuild.ToString());
```

Note

The XamlWriter.Save method requires full trust. If you want to save the XAML in partial trust, you must implement your own XAML writer, as demonstrated in DockSample.
A sample of persisted XAML string:

```xml
<DockLayout xmlns="http://schemas.devzest.com/presentation/docking"
            xmlns:ns2="ns">
  <DockLayout.DockItems>
    <DockItemReference>DevZest.DockSample.Output</DockItemReference>
    <DockItemReference>DevZest.DockSample.SavedState</DockItemReference>
    <DockItemReference>DevZest.DockSample.PropertiesWindow</DockItemReference>
    <DockItemReference>DevZest.DockSample.SolutionExplorer</DockItemReference>
    <DockItemReference>DevZest.DockSample.Welcome</DockItemReference>
    <ns2:Document DocumentId="1" />
    <DockItemReference>
      <ns2:Document DocumentId="2" />
    </DockItemReference>
  </DockLayout.DockItems>
  <DockLayout.ShowActions>
    <ShowAsDockPositionAction DockPosition="Right"/>
    <ShowAsSidePaneAction Side="Left" Size="*
    <ShowAsDockPositionAction DockPosition="BottomAutoHide">
    <ShowAsTabbedAction Target="2" Source="3">
    <ShowAsDockPositionAction DockPosition="Document">
    <ShowAsTabbedAction Target="4" Source="5">
    <ShowAsTabbedAction Target="4" Source="6">
  </DockLayout.ShowActions>
</DockLayout>
```

### Important

When saving the window layout, an instance of `DockItemReference` is created for each `DockItem`, with its `Target` property set to the object instance returned by `DockItemSave` method. By default `DockItemSave` method returns the string of the type when `HideOnPerformClose` property is true, otherwise returns this `DockItem` itself. You may override `DockItemSave` to provide your own implementation.
When loading the window layout, you need to provide a callback delegate to convert this saved object back into a DockItem.

### Loading Window Layout from DockLayout Object

You can call `DockControlLoad` method to load the previous saved window layout. This method, takes two parameters, one is the previously saved `DockLayout`, the other is a callback delegate to convert the object instance as `DockItemReferenceTarget` to `DockItem`:

```csharp
private void LoadLayout_Click(object sender, RoutedEventArgs e)
{
    ...
    CloseAll();
    dockControl.Load(layout, LoadDockItem);
    ...
}
```

```vbnet
Private Sub LoadLayout_Click(sender As Object, e As RoutedEventArgs)
    ...
    CloseAll()
    dockControl.Load(layout, LoadDockItem)
    ...
End Sub
```

```csharp
private void CloseAll()
{
    for (int i = dockControl.DockItems.Count - 1; i >= 0; i--)
    {
        DockItem item = dockControl.DockItems[i];
        item.Close();
    }
}
```

```vbnet
Private Sub CloseAll()
    For i = dockControl.DockItems.Count - 1 To 0 Step -1
        dockControl.DockItems(i).Close()
    Next
End Sub
```

```csharp
private DockItem LoadDockItem(object obj)
{
    if (welcome.GetType().ToString().Equals(obj))
    {
        return welcome;
    }
    else if (savedLayout.GetType().ToString().Equals(obj))
    {
        return savedLayout;
    }
    else if (output.GetType().ToString().Equals(obj))
    {
        return output;
    }
    return null;
}
```

```vbnet
Private Function LoadDockItem(obj As Object) As DockItem
    If welcome.GetType().ToString().Equals(obj) Then
        Return welcome
    ElseIf savedLayout.GetType().ToString().Equals(obj) Then
        Return savedLayout
    ElseIf output.GetType().ToString().Equals(obj) Then
        Return output
    End If
    Return Nothing
End Function
```
```csharp
return output;
else if (solutionExplorer.GetType().ToString().Equals(obj))
    return solutionExplorer;
else if (propertiesWindow.GetType().ToString().Equals(obj))
    return propertiesWindow;
else
    return obj as DockItem;
```
Implementing Undo Redo

Undo/Redo is one of the pieces of functionality that users expect to see but is often overlooked, perhaps because it is hard to implement. WPF Docking makes your application more user friendly to allow the end user to undo/redo the window layout change easily.

Undo Unit and Undo/Redo Stack

Undo/redo is performed based on undo unit, which consists of one or more window layout change(s). By default, one single window layout change forms a undo unit automatically, however you can call BeginUndoUnit and EndUndoUnit to group multiple window layout changes together as one single undo unit.

WPF Docking maintains two stacks of undo units for undo and redo respectively:

- Window layout change pushes undo unit into undo stack and clears the redo stack;
- Undo the window layout by calling Undo will pop the last undo unit from undo stack, perform the undo, and push this undo unit into redo stack;
- Redo the window layout by calling Redo will pop the last undo unit from redo stack, perform the redo, and push this undo unit back into undo stack.

The MaxUndoLevel property controls the size of undo/redo stack.

Since the content of DockItem may intercept the system undo/redo command, WPF Docking implements its own Undo command with key gesture of CTRL-U and Redo command with key gesture of CTRL-R.

DockItem Undo/Redo Reference

To undo closing of DockItem, an instance of DockItem object needs to be retrieved. Instead of always holding DockItem object directly in the undo stack and keep it from being garbage collected, an instance of IDockItemUndoRedoReference returned by
UndoRedoReference property is stored, or both undo and redo stack are cleared if UndoRedoReference property returns null. The default implementation of UndoRedoReference property returns this DockItem itself or null depending on the HideOnPerformClose property:

<table>
<thead>
<tr>
<th>HideOnPerformClose Value</th>
<th>Returns</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>True</td>
<td>This DockItem</td>
<td>HideOnPerformClose property is true suggests this is a singleton DockItem. It's okay to hold this DockItem object directly in the undo stack and keep it from being garbage collected.</td>
</tr>
<tr>
<td>False</td>
<td>Null</td>
<td>When closing the DockItem, both undo and redo stack are cleared.</td>
</tr>
</tbody>
</table>

You may override UndoRedoReference property to provide your own implementation, such as returning a custom IDockItemUndoRedoReference object holding a weak reference of the DockItem and recreate it when necessary, as demonstrated by DockSample's Document class.

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Detailed Window Hierarchy and Customization

Although rarely used directly, the objects described in this topic can help you to further understand the window layout and how WPF Docking can be customized.

DockTree to DockPane

DockControl contains N+5 DockTree, where N is the number of floating windows (accessible through FloatingWindows collection), plus LeftDockTree, TopDockTree, RightDockTree, BottomDockTree and DocumentDockTree, which docked to left, top, right, bottom and fill respectively.

For floating windows, the Z-order is determined by the order of window being activated, reflected by FloatingWindows collection.

For docked DockTree, the Z-order is determined by the DockTreeZOrder property.

The RootNode property of DockTree represents a binary tree of DockPaneNode objects: DockPaneSplit as non-leaf nodes, and DockPane as leaf nodes.

Auto-hide DockPane is reflected in AutoHidePanes collection of containing DockTree and the ChildrenVisibility property of its parent DockPaneSplit (if any).

DockPane to DockItem

DockPane contains a collection of DockItem objects, shown as tabbed, through its Items property. A DockItem can have two parent DockPane: FirstPane and SecondPane, one for floating and one for non-floating. It is always invisible in the SecondPane, reflected by the VisibleItems property.

Customization
WPF Docking is fully customizable through styling and templating. The best practice is to take the Themes project in the installed Samples as a base to start.
Known Issues

This page contains information of known issues when programming WPF Docking.

Windows Forms Interop (WindowsFormsHost)

By design, the WindowsFormsHost is not supported by WPF Docking, due to the restriction of the Framework.

You will receive the error message: "Set focus to DockItem "ItemA" failed. This normally indicates the DockControl is not properly styled." This is because the keyboard focus is set to another HWND (WindowsFormsHost), therefore the IsKeyboardWithin property of the DockItem is false, as explained in the MSDN documentation: "While the HwndHost has keyboard focus, your application will not receive WPF keyboard events and the value of the WPF property IsKeyboardFocusWithin will be false."

Another most significant impact is layout: "HwndHost will appear on top of other WPF elements in the same top-level window." That means the auto-hide window will always draw beneath the WindowsFormsHost.

The design decision is to implement WPF Docking in a pure WPF way, as its name suggested. Otherwise we have to implement DockItem as top level Win32 window, and this will lose many of the WPF benefits and cause endless trouble. If you don't really have the option of not using the WindowsFormsHost, you can use Windows Forms solution DockPanel Suite.

DockControl Must Be Loaded Before Showing DockItem

The DockControl is a window manager, it must be loaded before showing any DockItem, mainly for the following reasons:

- Set keyboard focus correctly;
To show a floating window, the main window (owner window) needs to be retrieved.

If you attempt to show DockItem before DockControl is loaded (DockControl.IsLoaded="False"), an InvalidOperationException will throw. To avoid the exception, you could:

- Call DockControl.UpdateLayout before calling DockItem.Show;
- Set DockItem.ShowAction and add it to DockControl.Items collection. The DockControl wires Loaded event and do the DockItem.Show for you automatically.

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DevZest WPF Docking

Common Components

WPF Docking contains a set of common components under \texttt{DevZest.Windows} namespace. These components are used for styling and templating of WPF Docking extensively. You can use these component in your own application, commercial or non-commercial, free of charge (a Free Feature license may required).

You can find samples for these common components under \texttt{Common} folder of installed \texttt{Samples} zipped folder, in both VB.Net and C#:

<table>
<thead>
<tr>
<th>Component</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>\texttt{AdornerManager}</td>
<td>Provides attached properties to get or set a \texttt{UIElement} or \texttt{DataTemplate} as adorner of \texttt{FrameworkElement}. You can use this class to declare adorner of \texttt{FrameworkElement} in XAML.</td>
</tr>
<tr>
<td>\texttt{DropDownButton}</td>
<td>Represents a button that drops down a context menu.</td>
</tr>
<tr>
<td>\texttt{ReverseCollectionViewSource}</td>
<td>Represents the Extensible Application Markup Language (XAML) proxy of the \texttt{CollectionView} class, in a reversed order.</td>
</tr>
<tr>
<td>\texttt{SplitContainer}</td>
<td>Represents a control consisting of two resizable \texttt{UIElement} objects (Free Feature License required).</td>
</tr>
<tr>
<td>\texttt{WindowPanel} and \texttt{WindowControl}</td>
<td>Represents a collection of movable and resizable windows.</td>
</tr>
</tbody>
</table>
## DevZest WPF Docking

## Class Library

### Namespaces

<table>
<thead>
<tr>
<th>Namespace</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DevZest.Windows</td>
<td>Provides general purpose classes and controls.</td>
</tr>
<tr>
<td>DevZest.Windows.Docking</td>
<td>Provides classes and controls for WPF docking logic.</td>
</tr>
<tr>
<td>DevZest.Windows.Docking.Primitives</td>
<td>Contains base classes and controls that are intended to be used as WPF docking user interface.</td>
</tr>
</tbody>
</table>

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## DevZest.WPF Docking

### DevZest.Windows Namespace

Provides general purpose classes and controls.

### Classes

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AdornerManager</td>
<td>Provides attached properties to get or set a <a href="#">UIElement</a> or <strong>DataTemplate</strong> as the adorner of <strong>FrameworkElement</strong>.</td>
</tr>
<tr>
<td>ConditionalUriExtension</td>
<td>Provides conditional <strong>Uri</strong> in XAML markup.</td>
</tr>
<tr>
<td>DropDownButton</td>
<td>Represents a button that drops down a context menu.</td>
</tr>
<tr>
<td>MapConverter</td>
<td>An implementation of <strong>IValueConverter</strong> that converts from one set of values to another based on the contents of the <strong>Mappings</strong> collection.</td>
</tr>
<tr>
<td>Mapping</td>
<td>Represents a mapping <strong>From</strong> one</td>
</tr>
</tbody>
</table>

[UIElement](#): A UIElement is a control that is part of the user interface and can be rendered in the WPF application.
<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ReverseCollectionViewSource</td>
<td>Represents the Extensible Application Markup Language (XAML) proxy of theCollectionView class, in a reversed order.</td>
</tr>
<tr>
<td>ScrollButtonVisibilityConverter</td>
<td>Converts the offset, extent and viewport values of ScrollViewer to a Visibility value indicates whether the scroll button should be displayed.</td>
</tr>
<tr>
<td>SplitContainer</td>
<td>Represents a control consisting of two resizable UIElement objects.</td>
</tr>
<tr>
<td>SplitterDistanceConverter</td>
<td>Converts instances of other types to and from SplitterDistance instances.</td>
</tr>
<tr>
<td>StyleManager</td>
<td>Manages style of elements.</td>
</tr>
<tr>
<td>WindowControl</td>
<td>Represents a movable and resizable window</td>
</tr>
</tbody>
</table>
hosted in WindowPanel.

窗Panel

Defines an area where you can position child WindowControl elements.

## Structures

<table>
<thead>
<tr>
<th>Structure</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SplitterDistance</td>
<td>Represents the size of SplitContainer resizable areas.</td>
</tr>
</tbody>
</table>

## Enumerations

<table>
<thead>
<tr>
<th>Enumeration</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FallbackBehavior</td>
<td>Defines possible fallback behaviors for the MapConverter.</td>
</tr>
<tr>
<td>SplitterUnitType</td>
<td>Describes the kind of value that a SplitterDistance object is holding.</td>
</tr>
<tr>
<td>WindowHotspot</td>
<td>Specifies values for Hotspot attached property.</td>
</tr>
</tbody>
</table>

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AdornerManager Class

Provides attached properties to get or set a UIElement or DataTemplate as the adorner of FrameworkElement.

Inheritance Hierarchy

SystemObject  DevZest.WindowsAdornerManager

Namespace: DevZest.Windows
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>public static class AdornerManager</td>
<td></td>
</tr>
</tbody>
</table>

The AdornerManager type exposes the following members.

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetAdorner</td>
<td>Gets the value of Adorner attached property from a given FrameworkElement.</td>
</tr>
<tr>
<td>GetAdornerTemplate</td>
<td>Gets the value of AdornerTemplate attached property from a given FrameworkElement.</td>
</tr>
<tr>
<td>SetAdorner</td>
<td>Sets the value of Adorner</td>
</tr>
</tbody>
</table>
SetAdornerTemplate

Sets the value of AdornerTemplate attached property to a given FrameworkElement.

**Fields**

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AdornerProperty</td>
<td>Identifies the Adorner attached property.</td>
</tr>
<tr>
<td>AdornerTemplateProperty</td>
<td>Identifies the AdornerTemplate attached property.</td>
</tr>
</tbody>
</table>

**Attached Properties**

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Adorner</td>
<td>Gets or sets the adorner UIElement.</td>
</tr>
<tr>
<td>AdornerTemplate</td>
<td>Gets or sets the adorner DataTemplate.</td>
</tr>
</tbody>
</table>

**Remarks**

AdornerManager provides two attached properties: Adorner to get or
set UIElement as adorner of FrameworkElement; and AdornerTemplate to get or set DataTemplate as adorner of FrameworkElement. You can use these attached properties to declare adorner of FrameworkElement in XAML.

AdornerTemplate provides similar functionality as Adorner, however it can be used in style setters because direct UI child is not allowed. Both way the provided adorner inherits DataContext as adorned element.

Setting adorner for specified FrameworkElement will clear the adorner previously set, no matter using Adorner or AdornerTemplate attached properties.

### Examples

The following example demonstrates the usage of Adorner and AdornerTemplate attached property:

```xml
<Window
    xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
    xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
    xmlns:dz="http://schemas.devzest.com/presentation">
  <Grid>
    <Grid.RowDefinitions>
      <RowDefinition Height="*" />
      <RowDefinition Height="*" />
    </Grid.RowDefinitions>
    <Button Content="Button" Grid.Row="0">
      <dz:AdornerManager.AdornerTemplate>
        <DataTemplate>
          <Grid Opacity="0.5">
            <Grid.ColumnDefinitions>
              <ColumnDefinition />
              <ColumnDefinition />
            </Grid.ColumnDefinitions>
            <Rectangle Fill="Blue"/>   
            <TextBlock VerticalAlignment="Center"/>
          </Grid>
        </DataTemplate>
      </dz:AdornerManager.AdornerTemplate>
    </Button>
  </Grid>
</Window>
```
See Also

Reference
DevZest.Windows Namespace

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AdornerManager Methods

The AdornerManager type exposes the following members.

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetAdorner</td>
<td>Gets the value of Adorner attached property from a given FrameworkElement.</td>
</tr>
<tr>
<td>GetAdornerTemplate</td>
<td>Gets the value of AdornerTemplate attached property from a given FrameworkElement.</td>
</tr>
<tr>
<td>SetAdorner</td>
<td>Sets the value of Adorner attached property to a given FrameworkElement.</td>
</tr>
<tr>
<td>SetAdornerTemplate</td>
<td>Sets the value of AdornerTemplate attached property to a given FrameworkElement.</td>
</tr>
</tbody>
</table>

See Also

Reference
AdornerManager Class
DevZest.Windows Namespace
AdornerManager.GetAdorner Method

Gets the value of Adorner attached property from a given FrameworkElement.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static UIElement GetAdorner(
    FrameworkElement element
)
```

### Parameters

- **element**  
  Type: `System.Windows.FrameworkElement`  
  The element from which to read the property value.

### Return Value

- Type: `UIElement`  
  The value of Adorner attached property.

### See Also

**Reference**  
- AdornerManager Class  
- DevZest.Windows Namespace
AdornerManager.GetAdornerTemplate Method

Gets the value of AdornerTemplate attached property from a given FrameworkElement.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static DataTemplate GetAdornerTemplate(
    FrameworkElement element
)
```

Parameters

**element**  
Type: System.Windows.FrameworkElement  
The element from which to read the property value.

Return Value

Type: DataTemplate  
The value of AdornerTemplate attached property.

### See Also

Reference  
AdornerManager Class  
DevZest.Windows Namespace
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AdornerManager.SetAdorner Method

Sets the value of Adorner attached property to a given FrameworkElement.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static void SetAdorner(
    FrameworkElement element,
    UIElement value
)
```

### Parameters

- **element**  
  Type: `System.Windows.FrameworkElement`  
  The element on which to set the property value.

- **value**  
  Type: `System.Windows.UIElement`  
  The value of Adorner attached property.

### See Also

- Reference  
  - AdornerManager Class  
  - DevZest.Windows Namespace
AdornerManager.SetAdornerTemplate Method

Sets the value of AdornerTemplate attached property to a given FrameworkElement.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```
public static void SetAdornerTemplate(
    FrameworkElement element,  
    DataTemplate value
)
```

### Parameters

- **element**
  - Type: System.Windows.FrameworkElement
  - The element on which to set the property value.

- **value**
  - Type: System.Windows.DataTemplate
  - The value of AdornerTemplate attached property.

### See Also

Reference
- AdornerManager Class  
- DevZest.Windows Namespace
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AdornerManager Fields

The AdornerManager type exposes the following members.

Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>AdornerProperty</strong></td>
<td>Identifies the Adorner attached property.</td>
</tr>
<tr>
<td><strong>AdornerTemplateProperty</strong></td>
<td>Identifies the AdornerTemplate attached property.</td>
</tr>
</tbody>
</table>

See Also

Reference
- AdornerManager Class
- DevZest.Windows Namespace

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AdornerManagerAdornerProperty Field

Identifies the Adorner attached property.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
</table>
| ```
public static readonly DependencyProperty Adorner
``` |

**Field Value**

Type: DependencyProperty

### See Also

- Reference
  - AdornerManager Class
  - DevZest.Windows Namespace
AdornerManager.AdornerTemplateProperty Field

Identifies the `AdornerTemplate` attached property.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public static readonly DependencyProperty AdornerTemplateProperty</code></td>
<td></td>
</tr>
</tbody>
</table>

**Field Value**  
**Type:** DependencyProperty

### See Also

- **Reference**  
  - AdornerManager Class  
  - DevZest.Windows Namespace

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AdornerManager Attached Properties

The AdornerManager type exposes the following members.

### Attached Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Adorner</td>
<td>Gets or sets the adorner UIElement.</td>
</tr>
<tr>
<td>AdornerTemplate</td>
<td>Gets or sets the adorner DataTemplate.</td>
</tr>
</tbody>
</table>

See Also

Reference
- AdornerManager Class
- DevZest.Windows Namespace

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AdornerManager.Adorner Attached Property

Gets or sets the adorner UIElement.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>See GetAdorner, SetAdorner</td>
<td></td>
</tr>
</tbody>
</table>

**Property Value**

Type: UIElement  
The adorner UIElement.

### See Also

- Reference
  - AdornerManager Class
  - DevZest.Windows Namespace

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AdornerManagerAdornerTemplate
Attached Property

Gets or sets the adorner DataTemplate.

**Namespace:** DevZest.Windows
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>See GetAdornerTemplate, SetAdornerTemplate</td>
<td></td>
</tr>
</tbody>
</table>

**Property Value**
Type: DataTemplate
The adorner DataTemplate.

**See Also**

Reference
AdornerManager Class
DevZest.Windows Namespace
ConditionalUriExtension Class

Provides conditional Uri in XAML markup.

▲ Inheritance Hierarchy

- System
  - System.Object
    - System.Windows.Markup
      - MarkupExtension
        - DevZest.Windows
          - ConditionalUriExtension

Namespace: DevZest.Windows
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

▲ Syntax

```csharp
[MarkupExtensionReturnTypeAttribute(typeof(Uri))]
public class ConditionalUriExtension : MarkupExtension
```

VB

```
<MarkupExtensionReturnTypeAttribute(TypeOf(Uri))>
Public Class ConditionalUriExtension
    Inherits MarkupExtension
End Class
```

The ConditionalUriExtension type exposes the following members.

▲ Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>ConditionalUriExtension</code></td>
<td>Initializes a new instance of the ConditionalUriExtension class</td>
</tr>
</tbody>
</table>

▲ Properties
### Name | Description
--- | ---
Condition | Gets the condition to select the Uri.
False | Gets the Uri when Condition is .
True | Gets the Uri when Condition is .

**Remarks**

Use this markup extension to avoid `SecurityException` when providing resource dictionary for both full trust and partial trust (XBAP, for example) applications.

**Examples**

The following example shows how to avoid the `SecurityException` in XBAP application because `NativeFloatingWindow` requires `UIPermission`:

```xml
<Application>
    <ResourceDictionary>
        <ResourceDictionary.Source>
            <dz:ConditionalUriExtension Condition="{x:Static dz:FloatingWindow.CanBeNative}"
                True="NativeFloatingWindow.xaml"
                False="Empty.xaml" />
        </ResourceDictionary.Source>
    </ResourceDictionary>
</Application>
```

**See Also**

Reference

`DevZest.Windows Namespace`
ConditionalUriExtension Constructor

Initializes a new instance of the ConditionalUriExtension class

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public ConditionalUriExtension()
```

### See Also

- Reference  
  ConditionalUriExtension Class  
  DevZest.Windows Namespace

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ConditionalUriExtension Properties

The `ConditionalUriExtension` type exposes the following members.

### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Condition</td>
<td>Gets the condition to select the <a href="#">Uri</a>.</td>
</tr>
<tr>
<td>False</td>
<td>Gets the <a href="#">Uri</a> when <code>Condition</code> is .</td>
</tr>
<tr>
<td>True</td>
<td>Gets the <a href="#">Uri</a> when <code>Condition</code> is .</td>
</tr>
</tbody>
</table>

**See Also**

Reference
- `ConditionalUriExtension Class`
- `DevZest.Windows Namespace`

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ConditionalUriExtensionCondition Property

Gets the condition to select the Uri.

Namespace: DevZest.Windows
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public bool Condition { get; set; }
```

Property Value
Type: Boolean
The condition to select the Uri.

See Also

Reference
ConditionalUriExtension Class
DevZest.Windows Namespace
ConditionalUriExtensionFalse

Property

Gets the Uri when Condition is.

Namespace: DevZest.Windows
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

C# VB

```csharp
public Uri False { get; set; }
```

Property Value

Type: Uri

The see cref="Uri"/> when Condition is.

See Also

Reference

ConditionalUriExtension Class
DevZest.Windows Namespace
ConditionalUriExtensionTrue Property

Gets the Uri when Condition is.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

**Syntax**

```csharp
public Uri True { get; set; }
```

**Property Value**

Type: Uri

The see cref="Uri"/> when Condition is.

**See Also**

Reference

- ConditionalUriExtension Class
- DevZest.Windows Namespace
DropDownButton Class

Represents a button that drops down a context menu.

Inheritance Hierarchy

- SystemObject
- System.Windows.Threading.DispatcherObject
- System.Windows.DependencyObject
- System.Windows.UIElement
- System.Windows.FrameworkElement
- System.Windows.Controls.Control
- System.Windows.Controls.ContentControl
- DevZest.Windows.DropDownButton

Namespace: DevZest.Windows
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public class DropDownButton : Button
```

The DropDownButton type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DropDownButton</td>
<td>Initializes a new instance of the DropDownButton class</td>
</tr>
</tbody>
</table>
Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DropDown</td>
<td>Gets or sets the drop down ContextMenu. This is a dependency property.</td>
</tr>
<tr>
<td>IsDropDownOpen</td>
<td>Gets a value that indicates whether the drop down ContextMenu is visible. This is a dependency property.</td>
</tr>
</tbody>
</table>

Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DropDownProperty</td>
<td>Identifies the DropDown dependency property.</td>
</tr>
<tr>
<td>IsDropDownOpenProperty</td>
<td>Identifies the IsDropDownOpen dependency property.</td>
</tr>
</tbody>
</table>

Remarks

DropDown property defines the ContextMenu to drop down. IsDropDownOpen property determines if the drop down ContextMenu is open.
Examples

XAML

```xml
<Window
    xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
    xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
    xmlns:dz="http://schemas.devzest.com/presentation"
    SizeToContent="WidthAndHeight">
    <dz:DropDownButton Content="Click">
        <dz:DropDownButton.DropDown>
            <ContextMenu>
                <MenuItem Header="MenuItem 1" />
                <MenuItem Header="MenuItem 2" />
            </ContextMenu>
        </dz:DropDownButton.DropDown>
    </dz:DropDownButton>
</Window>
```

See Also

Reference

DevZest.Windows Namespace

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DropDownButton Constructor

Initializes a new instance of the DropDownButton class

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

C#  
```csharp
public DropDownButton()
```

VB
```vbnet
Public Sub New()
```

### See Also

Reference
- DropDownButton Class
- DevZest.Windows Namespace

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DropDownButton Properties

The **DropDownButton** type exposes the following members.

### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DropDown</td>
<td>Gets or sets the drop down <strong>ContextMenu</strong>. This is a dependency property.</td>
</tr>
<tr>
<td>IsDropDownOpen</td>
<td>Gets a value that indicates whether the drop down <strong>ContextMenu</strong> is visible.</td>
</tr>
</tbody>
</table>

### See Also

**Reference**

- **DropDownButton Class**
- **DevZest.Windows Namespace**

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DropDownButton.DropDown Property

Gets or sets the drop down ContextMenu. This is a dependency property.

**Namespace:** DevZest.Windows

**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

```
public ContextMenu DropDown { get; set; }
```

**Property Value**

Type: ContextMenu

The ContextMenu to drop down. The default value is .

**See Also**

Reference
- DropDownListButton Class
- DevZest.Windows Namespace
DropDownButtonIsDropDownOpen Property

Gets a value that indicates whether the drop down ContextMenu is visible. This is a dependency property.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>public bool IsDropDownOpen { get; }</td>
<td></td>
</tr>
</tbody>
</table>

**Property Value**

Type: **Boolean**  
if the ContextMenu is visible; otherwise, .

### See Also

**Reference**

- DropDownButton Class
- DevZest.Windows Namespace

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DropDownButton Fields

The `DropDownButton` type exposes the following members.

### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>s</code> DropDownProperty</td>
<td>Identifies the <code>DropDown</code> dependency property.</td>
</tr>
<tr>
<td><code>s</code> IsDropDownOpenProperty</td>
<td>Identifies the <code>IsDropDownOpen</code> dependency property.</td>
</tr>
</tbody>
</table>

### See Also

Reference
- `DropDownButton Class`
- `DevZest.Windows Namespace`

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DropDownButtonDropDownProperty Field

Identifies the DropDown dependency property.

Namespace: DevZest.Windows
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public static readonly DependencyProperty DropDov</code></td>
<td></td>
</tr>
</tbody>
</table>

Field Value
Type: DependencyProperty

See Also

Reference
DropDownButton Class
DevZest.Windows Namespace

Copyright © DevZest, All rights reserved.
DropDownButton.IsDropDownOpenField

Identifies the `IsDropDownOpen` dependency property.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static readonly DependencyProperty IsDropDownOpenProperty
```

Field Value  
Type: `DependencyProperty`

### See Also

Reference  
- DropDownButton Class  
- DevZest.Windows Namespace

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FallbackBehavior Enumeration

Defines possible fallback behaviors for the MapConverter.

Namespace: DevZest.Windows
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public enum FallbackBehavior
```

Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ReturnUnsetValue</td>
<td>0</td>
<td>Specifies that UnsetValue should be returned when falling back.</td>
</tr>
<tr>
<td>ReturnOriginalValue</td>
<td>1</td>
<td>Specifies that the value being converted should be returned when falling back.</td>
</tr>
</tbody>
</table>

See Also

Reference
DevZest.Windows Namespace
MapConverter Class

An implementation of `IValueConverter` that converts from one set of values to another based on the contents of the `Mappings` collection.

Inheritance Hierarchy

```
              System.Windows.DependencyObject
                  DevZest.Windows.MapConverter
```

Namespace: DevZest.Windows
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
[ContentPropertyAttribute("Mappings")]
[ValueConversionAttribute(typeof(Object), typeof(Object))]
public class MapConverter : DependencyObject, IValueConverter
```

The `MapConverter` type exposes the following members.

Constructors

```
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MapConverter</td>
<td>Initializes a new instance of the <code>MapConverter</code> class</td>
</tr>
</tbody>
</table>
```

Top
### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FallbackBehavior</td>
<td>Gets or sets the fallback behavior for this MapConverter. This is a dependency property.</td>
</tr>
<tr>
<td>Mappings</td>
<td>Gets the collection of Mapping objects configured for this MapConverter.</td>
</tr>
</tbody>
</table>

### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Convert</td>
<td>Converts source value to target value.</td>
</tr>
<tr>
<td>ConvertBack</td>
<td>Converts target value to source value.</td>
</tr>
</tbody>
</table>

### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FallbackBehaviorProperty</td>
<td>Identifies the FallbackBehavior dependency property.</td>
</tr>
</tbody>
</table>
Remarks

The MapConverter converts from one set of values to another. The source and destination values are stored in instances of Mapping inside the Mappings collection.

If this converter is asked to convert a value for which it has no knowledge, it will use the FallbackBehavior to determine how to deal with the situation.

Examples

The following example shows a MapConverter being used to control the visibility of a Label based on a CheckBox:

```xml
<CheckBox x:Name="_checkBox"/>
<Label Content="Here is the label.">
  <Label.Visibility>
    <Binding Path="IsChecked" ElementName="_checkBox">
      <Binding.Converter>
        <MapConverter>
          <Mapping To="{x:Static Visibility.Visible}" From="True"/>
        </MapConverter>
      </Binding.Converter>
    </Binding>
  </Label.Visibility>
</Label>
```

Examples

The following example shows how a MapConverter can be used to convert between values of the UriFormat enumeration and human-
readable strings. Notice how not all possible values are present in the mappings. The fallback behavior is set to \texttt{ReturnOriginalValue} to ensure that any conversion failures result in the original value being returned:

```xml
<Label>
  <Label.Content>
    <Binding Path="UriFormat">
      <Binding.Converter>
        <MapConverter FallbackBehavior="ReturnOriginalValue">
          <Mapping From="{x:Static sys:UriFormat.SafeUnescaped}"
          <Mapping From="{x:Static sys:UriFormat.UriEscaped}"
        </MapConverter>
      </Binding.Converter>
    </Binding>
  </Label.Content>
</Label>
```

See Also

Reference
DevZest.Windows Namespace

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MapConverter Constructor

Initializes a new instance of the MapConverter class

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

#### C#  
```csharp
public MapConverter()
```

#### VB
```vbnet
Public Sub New()
```

### See Also

**Reference**  
MapConverter Class  
DevZest.Windows Namespace

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MapConverter Properties

The MapConverter type exposes the following members.

Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FallbackBehavior</td>
<td>Gets or sets the fallback behavior for this MapConverter. This is a dependency property.</td>
</tr>
<tr>
<td>Mappings</td>
<td>Gets the collection of Mapping objects configured for this MapConverter.</td>
</tr>
</tbody>
</table>

See Also

Reference

MapConverter Class
DevZest.Windows Namespace

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MapConverterFallbackBehavior Property

Gets or sets the fallback behavior for this MapConverter. This is a dependency property.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

## Syntax

```
C#   VB

public FallbackBehavior FallbackBehavior {
    get; set;
}
```

## Property Value

**Type:** FallbackBehavior  
The fallback behavior of this MapConverter.

## Remarks

The fallback behavior determines how this MapConverter treats failed conversions. `ReturnUnsetValue` (the default) specifies that any failed conversions should return `UnsetValue`, which can be used in combination with `Binding.FallbackValue` to default bindings to a specific value.

Alternatively, `FallbackBehavior.ReturnOriginalValue` can be specified so that failed conversions result in the original value being returned. This is useful where mappings are only necessary for a subset of the total possible values. Mappings can be specified where necessary and other values can be returned as is by the MapConverter by setting the fallback behavior to `ReturnOriginalValue`. 
See Also

Reference
MapConverter Class
DevZest.Windows Namespace

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MapConverter.Mappings Property

Gets the collection of Mapping objects configured for this MapConverter.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

C#  
```csharp
public Collection<Mapping> Mappings { get; }
```

VB  
```vbnet
Public Collection(Of Mapping) Mappings Get
```

### Property Value

Type: CollectionMapping  
The collection of Mapping objects configured for this MapConverter.

### Remarks

Each Mapping defines a relationship between a source object (see From) and a destination (see To). The MapConverter uses these mappings whilst attempting to convert values.

### See Also

Reference  
MapConverter Class  
DevZest.Windows Namespace

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MapConverter Methods

The MapConverter type exposes the following members.

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Convert</td>
<td>Converts source value to target value.</td>
</tr>
<tr>
<td>ConvertBack</td>
<td>Converts target value to source value.</td>
</tr>
</tbody>
</table>

See Also

Reference

- MapConverter Class
- DevZest.Windows Namespace

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MapConverter

Converts source value to target value.

**Namespace:** DevZest.Windows

**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

```csharp
public Object Convert(
    Object value,
    Type targetType,
    Object parameter,
    CultureInfo culture
)
```

**Parameters**

- **value**
  - Type: SystemObject
  - The source value to be compared with From.

- **targetType**
  - Type: SystemType
  - This parameter is not used.

- **parameter**
  - Type: SystemObject
  - This parameter is not used.

- **culture**
  - Type: System.Globalization.CultureInfo
  - This parameter is not used.

**Return Value**
Type: Object
The value of To if source value equals From; otherwise returns UnsetValue or original value depends on FallbackBehavior.

Implements
IValueConverter Convert(Object, Type, Object, CultureInfo)

See Also

Reference
MapConverter Class
DevZest.Windows Namespace

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MapConverterConvertBack Method

Converts target value to source value.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public Object ConvertBack(
    Object value,
    Type targetType,
    Object parameter,
    CultureInfo culture
)
```

### Parameters

- **value**
  - Type: `SystemObject`
  - The target value to be compared with `To`.

- **targetType**
  - Type: `SystemType`
  - This parameter is not used.

- **parameter**
  - Type: `SystemObject`
  - This parameter is not used.

- **culture**
  - Type: `System.Globalization.CultureInfo`
Return Value
Type: Object
The value of From if target value equals To; otherwise returns UnsetValue or original value depends on FallbackBehavior.

Implements
IValueConverterConvertBack(Object, Type, Object, CultureInfo)

See Also

Reference
MapConverter Class
DevZest.Windows Namespace

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MapConverter Fields

The MapConverter type exposes the following members.

## Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>s FallbackBehaviorProperty</code></td>
<td>Identifies the <code>FallbackBehavior</code> dependency property.</td>
</tr>
</tbody>
</table>

## See Also

Reference
- MapConverter Class
- DevZest.Windows Namespace

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MapConverter.FallbackBehaviorProperty Field

Identifies the FallbackBehavior dependency property.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
public static readonly DependencyProperty FallbackBehaviorProperty
```

**VB**

```vbnet
Public Shared ReadOnly Property FallbackBehaviorProperty As DependencyProperty
```

Field Value

Type: DependencyProperty

### See Also

Reference

- MapConverter Class
- DevZest.Windows Namespace

---

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Mapping Class

Represents a mapping From one value To another.

Inheritance Hierarchy

  System.Windows.DependencyObject
  DevZest.WindowsMapping

Namespace: DevZest.Windows
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

C#     VB

```csharp
public class Mapping : DependencyObject
```

The Mapping type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mapping</td>
<td>Constructs a default instance of Mapping.</td>
</tr>
<tr>
<td>Mapping(Object, Object)</td>
<td>Constructs an instance of Mapping with the specified from and to values.</td>
</tr>
</tbody>
</table>

Top
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>From</td>
<td>Gets or sets the source object for the mapping. This is a dependency property.</td>
</tr>
<tr>
<td>To</td>
<td>Gets or sets the destination object for the mapping. This is a dependency property.</td>
</tr>
</tbody>
</table>

## Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FromProperty</td>
<td>Identifies the From dependency property.</td>
</tr>
<tr>
<td>ToProperty</td>
<td>Identifies the To dependency property.</td>
</tr>
</tbody>
</table>

## Remarks

The MapConverter uses instances of this class to define mappings between one set of values and another.

## See Also

Reference
DevZest.Windows Namespace
Mapping Constructor

Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mapping</td>
<td>Constructs a default instance of Mapping.</td>
</tr>
<tr>
<td>Mapping(Object, Object)</td>
<td>Constructs an instance of Mapping with the specified from and to values.</td>
</tr>
</tbody>
</table>

See Also

Reference
- Mapping Class
- DevZest.Windows Namespace

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Mapping Constructor

Constructs a default instance of Mapping.

Namespace: DevZest.Windows
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public Mapping()
```

See Also

Reference
 Mapping Class
 Mapping Overload
 DevZest.Windows Namespace

Copyright © DevZest, All rights reserved.
Mapping Constructor (Object, Object)

Constructs an instance of Mapping with the specified from and to values.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
public Mapping(
    Object from,
    Object to
)
```

**VB**

```vbnet
Public Function Mapping(
    from As Object,
    to As Object
)
```

### Parameters

from  
Type: SystemObject  
The value for the source in the mapping (see From).

to  
Type: SystemObject  
The value for the destination in the mapping (see To).

### See Also

Reference  
Mapping Class  
Mapping Overload  
DevZest.Windows Namespace
# Mapping Properties

The **Mapping** type exposes the following members.

## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>From</td>
<td>Gets or sets the source object for the mapping. This is a dependency property.</td>
</tr>
<tr>
<td>To</td>
<td>Gets or sets the destination object for the mapping. This is a dependency property.</td>
</tr>
</tbody>
</table>

## See Also

**Reference**

- **Mapping Class**
- **DevZest.Windows Namespace**

---

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MappingFrom Property

Gets or sets the source object for the mapping. This is a dependency property.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public Object From { get; set; }
```

### Property Value

Type: `Object`  
The source object for the mapping.

### See Also

- Reference
  - Mapping Class
  - DevZest.Windows Namespace

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MappingTo Property

Gets or sets the destination object for the mapping. This is a dependency property.

**Namespace**: DevZest.Windows  
**Assembly**: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public Object To { get; set; }
```

**Property Value**

Type: `Object`  
The destination object for the mapping.

### See Also

**Reference**

- Mapping Class  
- DevZest.Windows Namespace

---

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Mapping Fields

The `Mapping` type exposes the following members.

## Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>s</code> FromProperty</td>
<td>Identifies the <code>From</code> dependency property.</td>
</tr>
<tr>
<td><code>s</code> ToProperty</td>
<td>Identifies the <code>To</code> dependency property.</td>
</tr>
</tbody>
</table>

See Also

Reference
- `Mapping Class`
- `DevZest.Windows Namespace`
Mapping FromProperty Field

Identifies the From dependency property.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>public static readonly DependencyProperty FromProperty</td>
<td></td>
</tr>
</tbody>
</table>

Field Value  
Type: DependencyProperty

### See Also

Reference  
Mapping Class  
DevZest.Windows Namespace

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MappingToProperty Field

Identifies the To dependency property.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static readonly DependencyProperty ToProperty
```

### Field Value

Type: DependencyProperty

### See Also

Reference

Mapping Class  
DevZest.Windows Namespace
ReverseCollectionViewSource Class

 Represents the Extensible Application Markup Language (XAML) proxy of the CollectionView class, in a reversed order.

 Inheritance Hierarchy

 System\Object  System.Windows.Threading.DispatcherObject
            System.Windows.DependencyObject
            DevZest.Windows.ReverseCollectionViewSource

 Namespace: DevZest.Windows  
 Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
 Version: 2.5.0.0 (2.5.5912.0)

 Syntax

 C#  

 ```csharp
 public class ReverseCollectionViewSource : CollectionViewSource
 ```

 VB

 ```vb
 Public Class ReverseCollectionViewSource
     Inherits CollectionViewSource
 ```

 The ReverseCollectionViewSource type exposes the following members.

 Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ReverseCollectionViewSource</td>
<td>Initializes a new instance of the ReverseCollectionViewSource class</td>
</tr>
</tbody>
</table>
class

Remarks

The ReverseCollectionViewSource class only works when View is ListCollectionView (Source is IList). Otherwise, it works as base class CollectionViewSource.

Examples

```
<Window
    xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
    xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
    xmlns:sys="clr-name-space:System;assembly=mscorlib"
    xmlns:dz="http://schemas.devzest.com/presentation"
>
    <Window.Resources>
        <x:Array x:Key="SourceData" Type="sys:String">
            <sys:String>Item1</sys:String>
            <sys:String>Item2</sys:String>
            <sys:String>Item3</sys:String>
            <sys:String>Item4</sys:String>
        </x:Array>
        <CollectionViewSource x:Key="CollectionView"
            Source="{StaticResource SourceData}"
        />
        <dz:ReverseCollectionViewSource x:Key="ReverseCollectionView"
            Source="{StaticResource SourceData}"
        />
    </Window.Resources>

    <Grid>
        <Grid.ColumnDefinitions>
            <ColumnDefinition/>
            <ColumnDefinition/>
        </Grid.ColumnDefinitions>
        <ListBox ItemsSource="{Binding Source={StaticResource CollectionView}}"/>
        <ListBox Grid.Column="1" ItemsSource="{Binding Source={StaticResource ReverseCollectionView}}"/>
    </Grid>
</Window>
```
See Also

Reference
DevZest.Windows Namespace

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ReverseCollectionViewSource Constructor

Initializes a new instance of the ReverseCollectionViewSource class

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

## Syntax

C#  
```csharp
public ReverseCollectionViewSource()
```

## See Also

Reference  
ReverseCollectionViewSource Class  
DevZest.Windows Namespace

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ScrollPaneVisibilityConverter Class

Converts the offset, extent and viewport values of ScrollViewer to a Visibility value indicates whether the scroll button should be displayed.

Inheritance Hierarchy

- System
- Object
- DevZest.Windows.ScrollButtonVisibilityConverter

Namespace: DevZest.Windows
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public class ScrollButtonVisibilityConverter : IMultiValueConverter
```

The ScrollButtonVisibilityConverter type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ScrollButtonVisibilityConverter</td>
<td>Initializes a new instance of the ScrollButtonVisibilityConverter class</td>
</tr>
</tbody>
</table>
Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Convert</td>
<td>Converts the offset, extent and viewport values of ScrollViewer to a Visibility value indicates the display state of scroll button.</td>
</tr>
</tbody>
</table>

See Also

Reference

DevZest.Windows Namespace

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ScrollButtonVisibilityConverter Constructor

Initializes a new instance of the ScrollButtonVisibilityConverter class

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

**Syntax**

```csharp
public ScrollButtonVisibilityConverter()
```

**See Also**

Reference  
ScrollButtonVisibilityConverter Class  
DevZest.Windows Namespace

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ScrollViewVisibilityConverter Methods

The ScrollViewVisibilityConverter type exposes the following members.

## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Convert</td>
<td>Converts the offset, extent and viewport values of ScrollViewer to a Visibility value indicates the display state of scroll button.</td>
</tr>
</tbody>
</table>

See Also

Reference
- ScrollViewVisibilityConverter Class
- DevZest.Windows Namespace

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ScrollButtonVisibilityConverter

Method

Converts the offset, extent and viewport values of ScrollViewer to a Visibility value indicates the display state of scroll button.

Namespace: DevZest.Windows
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public Object Convert(
    Object[] values,
    Type targetType,
    Object parameter,
    CultureInfo culture
)
```

Parameters

values
- Type: SystemObject
- The offset, extent and viewport values of ScrollViewer:
  - VerticalOffset, ExtentHeight and ViewportHeight.
  - HorizontalOffset, ExtentWidth and ViewportWidth.

targetType
- Type: SystemType
- The type of the binding target property.

parameter
- Type: SystemObject
The converter parameter to use. Must be string value of "first" or "last".

culture
  Type: System.Globalization.CultureInfo
  The culture to use in the converter.

Return Value
Type: Object
The Visibility value indicates whether the scroll button should be displayed.

Implements
IMultiValueConverter
Convert(Object, Type, Object, CultureInfo)

See Also

Reference
ScrollButtonVisibilityConverter Class
DevZest.Windows Namespace

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SplitContainer Class

Represents a control consisting of two resizable UIElement objects.

Inheritance Hierarchy

- SystemObject
- System.Windows.Threading.DispatcherObject
- System.Windows.DependencyObject
- System.Windows.UIElement
- System.Windows.FrameworkElement
- DevZest.Windows.SplitContainer

Namespace: DevZest.Windows
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public class SplitContainer : FrameworkElement
```

The SplitContainer type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SplitContainer</td>
<td>Initializes a new instance of the SplitContainer class.</td>
</tr>
</tbody>
</table>
### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Background</strong></td>
<td>Gets or sets the Brush used to fill the background. This is a dependency property.</td>
</tr>
<tr>
<td><strong>Child1</strong></td>
<td>Gets or sets the left or top child of the <code>SplitContainer</code>, depending on <code>Orientation</code>. This is a dependency property.</td>
</tr>
<tr>
<td><strong>Child1MinSize</strong></td>
<td>Gets or sets the minimum distance, in device-independent units (1/96th inch per unit), of the splitter from the left or top edge of <code>SplitContainer</code>. This is a dependency property.</td>
</tr>
<tr>
<td><strong>Child2</strong></td>
<td>Gets or sets the right or bottom child of the <code>SplitContainer</code>, depending on <code>Orientation</code>. This is a dependency property.</td>
</tr>
<tr>
<td><strong>Child2MinSize</strong></td>
<td>Gets or sets the minimum distance, in device-independent units (1/96th inch per unit), of the splitter from the right or bottom edge of <code>SplitContainer</code>. This is a dependency property.</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>------------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>DragIncrement</td>
<td>Gets or sets the minimum distance that a user must use the mouse to drag the splitter. This is a dependency property.</td>
</tr>
<tr>
<td>IsPreviewVisible</td>
<td>Gets the value indicates whether the preview is visible. This is a dependency property.</td>
</tr>
<tr>
<td>IsSplitterTopLeft</td>
<td>Gets or sets a value indicating whether the SplitterDistance property specifies the size of Child1 or Child2. This is a dependency property.</td>
</tr>
<tr>
<td>KeyboardIncrement</td>
<td>Gets or sets the distance that each press of an arrow key moves the splitter. This is a dependency property.</td>
</tr>
<tr>
<td>Orientation</td>
<td>Gets or sets a value indicating the horizontal or vertical orientation of the SplitContainer children. This is a dependency property.</td>
</tr>
<tr>
<td>PreviewOffsetX</td>
<td>Gets the X-axis value of the drag preview offset. This is a dependency property.</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>PreviewOffsetY</td>
<td>Gets the Y-axis value of the drag preview offset. This is a dependency property.</td>
</tr>
<tr>
<td>PreviewTemplate</td>
<td>Gets or sets the <strong>DataTemplate</strong> of the dragging preview.</td>
</tr>
<tr>
<td>ShowsPreview</td>
<td>Gets or sets a value that indicates whether the <strong>SplitContainer</strong> updates <strong>SplitterDistance</strong> as the user drags the splitter. This is a dependency property.</td>
</tr>
<tr>
<td>SplitterDistance</td>
<td>Gets or sets a value indicating the size of <strong>Child1</strong> or <strong>Child2</strong>, depending on the value of <strong>IsSplitterTopLeft</strong>. This is a dependency property.</td>
</tr>
<tr>
<td>SplitterPresenter</td>
<td>Gets the <strong>ContentPresenter</strong> of the splitter. This is a dependency property.</td>
</tr>
<tr>
<td>SplitterPresenterStyle</td>
<td>Gets or sets the splitter <strong>ContentPresenter</strong>. This is a dependency property.</td>
</tr>
<tr>
<td>SplitterTemplate</td>
<td>Gets or sets the data template of the splitter (movable bar). This is a dependency property.</td>
</tr>
</tbody>
</table>
**SplitterWidth**  
Gets or sets the width of the splitter, in device-independent units (1/96th inch per unit). This is a dependency property.

## Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>BackgroundProperty</strong></td>
<td>Identifies the <strong>Background</strong> dependency property.</td>
</tr>
<tr>
<td><strong>Child1MinSizeProperty</strong></td>
<td>Identifies the <strong>Child1MinSize</strong> dependency property.</td>
</tr>
<tr>
<td><strong>Child1Property</strong></td>
<td>Identifies the <strong>Child1</strong> dependency property.</td>
</tr>
<tr>
<td><strong>Child2MinSizeProperty</strong></td>
<td>Identifies the <strong>Child2MinSize</strong> dependency property.</td>
</tr>
<tr>
<td><strong>Child2Property</strong></td>
<td>Identifies the <strong>Child2</strong> dependency property.</td>
</tr>
<tr>
<td><strong>DragIncrementProperty</strong></td>
<td>Identifies the <strong>DragIncrement</strong> dependency property.</td>
</tr>
<tr>
<td><strong>IsPreviewVisibleProperty</strong></td>
<td>Identifies the <strong>IsPreviewVisible</strong> dependency property.</td>
</tr>
</tbody>
</table>

The top section provides a brief description of the **SplitterWidth** property. The subsequent table lists various fields, each accompanied by a brief description indicating the purpose or role of each property.
<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>IsSplitterTopLeftProperty</code></td>
<td>Identifies the <code>IsSplitterTopLeft</code> dependency property.</td>
</tr>
<tr>
<td><code>KeyboardIncrementProperty</code></td>
<td>Identifies the <code>KeyboardIncrement</code> dependency property.</td>
</tr>
<tr>
<td><code>OrientationProperty</code></td>
<td>Identifies the <code>Orientation</code> dependency property.</td>
</tr>
<tr>
<td><code>PreviewOffsetXProperty</code></td>
<td>Identifies the <code>PreviewOffsetX</code> dependency property.</td>
</tr>
<tr>
<td><code>PreviewOffsetYProperty</code></td>
<td>Identifies the <code>PreviewOffsetY</code> dependency property.</td>
</tr>
<tr>
<td><code>PreviewTemplateProperty</code></td>
<td>Identifies the <code>PreviewTemplate</code> dependency property.</td>
</tr>
<tr>
<td><code>ShowsPreviewProperty</code></td>
<td>Identifies the <code>ShowsPreview</code> dependency property.</td>
</tr>
<tr>
<td><code>SplitterDistanceProperty</code></td>
<td>Identifies the <code>SplitterDistance</code> dependency property.</td>
</tr>
<tr>
<td><code>SplitterPresenterProperty</code></td>
<td>Identifies the <code>SplitterPresenter</code> dependency property.</td>
</tr>
<tr>
<td><code>SplitterPresenterStyleProperty</code></td>
<td>Identifies the <code>SplitterPresenterStyle</code> dependency property.</td>
</tr>
</tbody>
</table>
### Remarks

You can add two `UIElement` children to the two resizable areas, and you can add other `SplitContainer` controls to existing `SplitContainer` to create many resizable display areas.

Use the `SplitContainer` control to divide the display area of a container (such as a `Window`) and allow the user to resize UI elements that are added to the `SplitContainer` panels. When the user passes the mouse pointer over the splitter, the cursor changes to indicate that the controls inside the `SplitContainer` control can be resized.

Use `Child1` and `Child2` to specify two resizable children. Use `Orientation` to specify horizontal orientation. The default orientation of the `SplitContainer` is vertical.

Use `SplitterDistance` and `IsSplitterTopLeft` to specify where the splitter starts. Double click the splitter auto sizes `Child1` or `Child2`, depending on the value of `IsSplitterTopLeft`. Use `ShowsPreview` to indicate whether `SplitterDistance` updated as the user drags the splitter. Use `DragIncrement` and `KeyboardIncrement` to specify how far the splitter moves at a time. The default for `DragIncrement` is 1 and `KeyboardIncrement` is 10.

Use `Child1MinSize` and `Child2MinSize` to specify how close the splitter bar can be moved to the outside edge of a `SplitContainer`. The default value is 20.

Use `SplitterWidth`, `SplitterPresenterStyle`, `SplitterTemplate`, `PreviewTemplate`, `IsPreviewVisible`, `PreviewOffsetX` and `PreviewOffsetY` properties to customize the splitter and drag preview.
Examples

The following example shows a sample use of SplitContainer.

```xaml
<Window
    xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
    xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
    xmlns:sys="clr-namespace:System;assembly=mscorlib"
    xmlns:dz="http://schemas.devzest.com/presentation"
    Width="300" Height="300">
  <dz:SplitContainer>
    <dz:SplitContainer.Child1>
      <Button Content="Button1"/>
    </dz:SplitContainer.Child1>
    <dz:SplitContainer.Child2>
      <dz:SplitContainer Orientation="Horizontal">
        <dz:SplitContainer.Child1>
          <Button Content="Button2"/>
        </dz:SplitContainer.Child1>
        <dz:SplitContainer.Child2>
          <Button Content="Button3"/>
        </dz:SplitContainer.Child2>
      </dz:SplitContainer>
    </dz:SplitContainer.Child2>
  </dz:SplitContainer>
</Window>
```

See Also

Reference
DevZest.Windows Namespace

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SplitContainer Constructor

Initializes a new instance of the SplitContainer class.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>public SplitContainer()</td>
<td></td>
</tr>
</tbody>
</table>

### See Also

Reference

- SplitContainer Class
- DevZest.Windows Namespace

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The **SplitContainer** type exposes the following members.

### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Background</td>
<td>Gets or sets the Brush used to fill the background. This is a dependency property.</td>
</tr>
<tr>
<td>Child1</td>
<td>Gets or sets the left or top child of the <strong>SplitContainer</strong>, depending on <strong>Orientation</strong>. This is a dependency property.</td>
</tr>
<tr>
<td>Child1MinSize</td>
<td>Gets or sets the minimum distance, in device-independent units (1/96th inch per unit), of the splitter from the left or top edge of <strong>SplitContainer</strong>. This is a dependency property.</td>
</tr>
<tr>
<td>Child2</td>
<td>Gets or sets the right or bottom child of the <strong>SplitContainer</strong>, depending on <strong>Orientation</strong>. This is a dependency property.</td>
</tr>
<tr>
<td><strong>Property</strong></td>
<td>Description</td>
</tr>
<tr>
<td>---------------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>Child2MinSize</strong></td>
<td>Gets or sets the minimum distance, in device-independent units (1/96th inch per unit), of the splitter from the right or bottom edge of <strong>SplitContainer</strong>. This is a dependency property.</td>
</tr>
<tr>
<td><strong>DragIncrement</strong></td>
<td>Gets or sets the minimum distance that a user must use the mouse to drag the splitter. This is a dependency property.</td>
</tr>
<tr>
<td><strong>IsPreviewVisible</strong></td>
<td>Gets the value indicates whether the preview is visible. This is a dependency property.</td>
</tr>
<tr>
<td><strong>IsSplitterTopLeft</strong></td>
<td>Gets or sets a value indicating whether the <strong>SplitterDistance</strong> property specifies the size of <strong>Child1</strong> or <strong>Child2</strong>. This is a dependency property.</td>
</tr>
<tr>
<td><strong>KeyboardIncrement</strong></td>
<td>Gets or sets the distance that each press of an arrow key moves the splitter. This is a dependency property.</td>
</tr>
<tr>
<td><strong>Orientation</strong></td>
<td>Gets or sets a value indicating the horizontal or vertical orientation of the <strong>SplitContainer</strong> children. This is a dependency property.</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>PreviewOffsetX</td>
<td>Gets the X-axis value of the drag preview offset. This is a dependency property.</td>
</tr>
<tr>
<td>PreviewOffsetY</td>
<td>Gets the Y-axis value of the drag preview offset. This is a dependency property.</td>
</tr>
<tr>
<td>PreviewTemplate</td>
<td>Gets or sets the DataTemplate of the dragging preview.</td>
</tr>
<tr>
<td>ShowsPreview</td>
<td>Gets or sets a value that indicates whether the SplitContainer updates SplitterDistance as the user drags the splitter. This is a dependency property.</td>
</tr>
<tr>
<td>SplitterDistance</td>
<td>Gets or sets a value indicating the size of Child1 or Child2, depending on the value of IsSplitterTopLeft. This is a dependency property.</td>
</tr>
<tr>
<td>SplitterPresenter</td>
<td>Gets the ContentPresenter of the splitter. This is a dependency property.</td>
</tr>
<tr>
<td>SplitterPresenterStyle</td>
<td>Gets or sets the splitter ContentPresenter. This is a dependency property.</td>
</tr>
<tr>
<td>Field</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>SplitterTemplate</strong></td>
<td>Gets or sets the data template of the splitter (movable bar). This is a dependency property.</td>
</tr>
<tr>
<td><strong>SplitterWidth</strong></td>
<td>Gets or sets the width of the splitter, in device-independent units (1/96th inch per unit). This is a dependency property.</td>
</tr>
</tbody>
</table>

**See Also**

- **Reference**
  - SplitContainer Class
  - DevZest.Windows Namespace

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SplitContainerBackground Property

Gets or sets the Brush used to fill the background. This is a dependency property.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>public Brush Background { get; set; }</td>
<td></td>
</tr>
</tbody>
</table>

### Property Value

**Type:** Brush  
The brush used to fill the background, or to not use a background brush. The default is .

### See Also

Reference  
SplitContainer Class  
DevZest.Windows Namespace
**SplitContainerChild1 Property**

Gets or sets the left or top child of the SplitContainer, depending on Orientation. This is a dependency property.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
Version: 2.5.0.0 (2.5.5912.0)

## Syntax

```csharp
public UIElement Child1 { get; set; }
```

### Property Value

**Type:** UIElement  
If Orientation is Vertical, the top child of the SplitContainer. If Orientation is Horizontal, the left child of the SplitContainer.

## See Also

- Reference  
  SplitContainer Class  
  DevZest.Windows Namespace

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SplitContainerChild1MinSize Property

Gets or sets the minimum distance, in device-independent units (1/96th inch per unit), of the splitter from the left or top edge of SplitContainer. This is a dependency property.

Namespace: DevZest.Windows
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public double Child1MinSize { get; set; }
```

Remarks

Use the Child1MinSize property to prevent the splitter from moving too close to the left or top edge of the container. For example, you might want to prevent some of the display area of a TreeView from being covered.

If the Orientation property is Vertical (the default), Child1MinSize returns the minimum distance of the splitter from the top edge of SplitContainer. If the Orientation property is Horizontal, Child1MinSize returns the minimum distance of the splitter from the left edge of SplitContainer.
See Also

Reference
SplitContainer Class
DevZest.Windows Namespace

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SplitContainerChild2 Property

Gets or sets the right or bottom child of the SplitContainer, depending on Orientation. This is a dependency property.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

[C#]
```csharp
public UIElement Child2 { get; set; }
```

[VB]
```vbnet
Public Property Child2() As UIElement
End Property
```

**Property Value**

Type: UIElement  
If Orientation is Vertical, the bottom child of the SplitContainer. If Orientation is Horizontal, the right child of the SplitContainer.

### See Also

**Reference**

SplitContainer Class  
DevZest.Windows Namespace

---

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SplitContainerChild2MinSize Property

Gets or sets the minimum distance, in device-independent units (1/96th inch per unit), of the splitter from the right or bottom edge of SplitContainer. This is a dependency property.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

```
public double Child2MinSize { get; set; }
```

**Property Value**

Type: `Double`  
Representing the minimum distance, in device-independent units (1/96th inch per unit), of the splitter from the right or bottom edge of SplitContainer. The default value is 20, regardless of Orientation.

**Remarks**

Use the Child2MinSize property to prevent the splitter from moving too close to the right or bottom edge of the container. For example, you might want to prevent some of the display area of a TreeView from being covered.

If the Orientation property is Vertical (the default), Child2MinSize returns the minimum distance of the splitter from the bottom edge of SplitContainer. If the Orientation property is Horizontal, Child2MinSize returns the minimum distance of the splitter from the right edge of SplitContainer.
See Also

Reference
SplitContainer Class
DevZest.Windows Namespace

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SplitContainerDragIncrement Property

Gets or sets the minimum distance that a user must use the mouse to drag the splitter. This is a dependency property.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```
public double DragIncrement { get; set; }
```

### Property Value

**Type:** Double  
A value that represents the minimum distance that a user must use the mouse to drag the splitter. The default is 1.

### See Also

Reference  
SplitContainer Class  
DevZest.Windows Namespace
SplitContainer.IsPreviewVisible Property

Gets the value indicates whether the preview is visible. This is a dependency property.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

```
public bool IsPreviewVisible { get; }
```

**Property Value**

Type: Boolean  
if drag preview is visible, otherwise, .

**Remarks**

Use SplitterTemplate, IsPreviewVisible, PreviewOffsetX and PreviewOffsetY properties to customize the splitter and drag preview. Refer to example of SplitContainer class.

**See Also**

Reference  
SplitContainer Class  
DevZest.Windows Namespace
SplitContainer.IsSplitterTopLeft Property

Gets or sets a value indicating whether the SplitterDistance property specifies the size of Child1 or Child2. This is a dependency property.

**Namespace:** DevZest.Windows
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

C#  
```csharp
public bool IsSplitterTopLeft { get; set; }
```

### Property Value

Type: **Boolean**

- If SplitterDistance specifies the size of Child1; if SplitterDistance specifies the size of Child2. The default value is .

### See Also

- Reference
  - SplitContainer Class
  - DevZest.Windows Namespace

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SplitContainerKeyboardIncrement Property

Gets or sets the distance that each press of an arrow key moves the splitter. This is a dependency property.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>

```csharp
public double KeyboardIncrement { get; set; }
```

### Property Value

**Type:** Double  
The distance that the splitter moves for each press of an arrow key.  
The default is 10.

### See Also

**Reference**  
SplitContainer Class  
DevZest.Windows Namespace
SplitContainerOrientation Property

Gets or sets a value indicating the horizontal or vertical orientation of the SplitContainer children. This is a dependency property.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public Orientation Orientation { get; set; }
```

### Property Value

Type: **Orientation**  
One of the **Orientation** values. The default is **Vertical**.

### Remarks

Use the **Orientation** property to change the **SplitContainer** from vertical to horizontal or from horizontal to vertical.

### See Also

- Reference: **SplitContainer Class**  
- **DevZest.Windows Namespace**

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SplitContainerPreviewOffsetX Property

Gets the X-axis value of the drag preview offset. This is a dependency property.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>public double PreviewOffsetX { get; }</td>
<td></td>
</tr>
</tbody>
</table>

**Property Value**

Type: **Double**
The X-axis value of the drag preview offset.

### Remarks

Use **SplitterTemplate**, **IsPreviewVisible**, **PreviewOffsetX** and **PreviewOffsetY** properties to customize the splitter and drag preview. Refer to example of **SplitContainer** class.

### See Also

- **Reference**
  - SplitContainer Class
  - DevZest.Windows Namespace
SplitContainerPreviewOffsetY Property

Gets the Y-axis value of the drag preview offset. This is a dependency property.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

C#  
```csharp
public double PreviewOffsetY { get; }
```

### Property Value

**Type:** Double  
The Y-axis value of the drag preview offset.

### Remarks

Use **SplitTemplate**, **IsPreviewVisible**, **PreviewOffsetX** and **PreviewOffsetY** properties to customize the splitter and drag preview. Refer to example of SplitContainer class.

### See Also

Reference  
SplitContainer Class  
DevZest.Windows Namespace
SplitContainerPreviewTemplate Property

Gets or sets the DataTemplate of the dragging preview.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
</table>
| ```csharp
public DataTemplate PreviewTemplate { get; set; }
``` | ```vbnet
Public DataTemplate PreviewTemplate { Get; Set; }
``` |

Property Value

Type: [DataTemplate](#)  
The [DataTemplate](#) of the dragging preview.

### See Also

**Reference**

- SplitContainer Class  
- DevZest.Windows Namespace

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SplitContainerShowsPreview Property

Gets or sets a value that indicates whether the SplitContainer updates SplitterDistance as the user drags the splitter. This is a dependency property.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
</table>
| ```
public bool ShowsPreview { get; set; }
``` |

Property Value

Type: Boolean

if a splitter preview is displayed; otherwise, . The default is .

### See Also

Reference

SplitContainer Class  
DevZest.Windows Namespace
SplitContainer.SplitterDistance Property

Gets or sets a value indicating the size of Child1 or Child2, depending on the value of IsSplitterTopLeft. This is a dependency property.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

**Syntax**

```
public SplitterDistance SplitterDistance { get; set; }
```

**Property Value**

Type: `SplitterDistance`

If IsSplitterTopLeft is , size of Child1; otherwise, size of Child2. The default value is "*" (50% of the total available size).

**See Also**

Reference
- SplitContainer Class
- DevZest.Windows Namespace

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SplitContainerSplitterPresenter Property

Gets the ContentPresenter of the splitter. This is a dependency property.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
</table>
| ```
public ContentPresenter SplitterPresenter { get; }
``` |  |

**Property Value**

Type: ContentPresenter  
The ContentPresenter of the splitter.

### See Also

**Reference**

- SplitContainer Class
- DevZest.Windows Namespace
SplitContainerSplitterPresenterStyle Property

Gets or sets the splitter `ContentPresenter`. This is a dependency property.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

## Syntax

```csharp
public Style SplitterPresenterStyle { get; set; }
```

### Property Value

**Type:** Style

The splitter `ContentPresenter`.

## See Also

- Reference
  - `SplitContainer` Class
  - DevZest.Windows Namespace

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SplitContainer.SplitterTemplate Property

Gets or sets the data template of the splitter (movable bar). This is a dependency property.

Namespace: DevZest.Windows
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public DataTemplate SplitterTemplate { get; set; }
```

Remarks

Use `SplitterTemplate`, `IsPreviewVisible`, `PreviewOffsetX` and `PreviewOffsetY` properties to customize the splitter and drag preview. Refer to example of `SplitContainer` class.

See Also

Reference
    - `SplitContainer` Class
    - `DevZest.Windows` Namespace

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SplitContainer.SplitterWidth Property

Gets or sets the width of the splitter, in device-independent units (1/96th inch per unit). This is a dependency property.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

## Syntax

**C#**

```csharp
public double SplitterWidth { get; set; }
```

**VB**

```vbnet
Public Property SplitterWidth As Double
```

## Property Value

Type: **Double**  
Representing the width of the splitter, in device-independent units (1/96th inch per unit). The default is 4.

## Remarks

Use the `SplitterWidth` property to change the width of the splitter itself, not the `SplitContainer`.

## See Also

Reference  
SplitContainer Class  
DevZest.Windows Namespace

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## SplitContainer Fields

The `SplitContainer` type exposes the following members.

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>BackgroundProperty</code></td>
<td>Identifies the <strong>Background</strong> dependency property.</td>
</tr>
<tr>
<td><code>Child1MinSizeProperty</code></td>
<td>Identifies the <strong>Child1MinSize</strong> dependency property.</td>
</tr>
<tr>
<td><code>Child1Property</code></td>
<td>Identifies the <strong>Child1</strong> dependency property.</td>
</tr>
<tr>
<td><code>Child2MinSizeProperty</code></td>
<td>Identifies the <strong>Child2MinSize</strong> dependency property.</td>
</tr>
<tr>
<td><code>Child2Property</code></td>
<td>Identifies the <strong>Child2</strong> dependency property.</td>
</tr>
<tr>
<td><code>DragIncrementProperty</code></td>
<td>Identifies the <strong>DragIncrement</strong> dependency property.</td>
</tr>
<tr>
<td><code>IsPreviewVisibleProperty</code></td>
<td>Identifies the <strong>IsPreviewVisible</strong> dependency property.</td>
</tr>
<tr>
<td><code>IsSplitterTopLeftProperty</code></td>
<td>Identifies the <strong>IsSplitterTopLeft</strong> dependency property.</td>
</tr>
<tr>
<td><strong>dependency property</strong></td>
<td>Identifies the <strong>property</strong></td>
</tr>
<tr>
<td>--------------------------------------</td>
<td>-----------------------------------------------</td>
</tr>
<tr>
<td>KeyboardIncrementProperty</td>
<td>KeyboardIncrement</td>
</tr>
<tr>
<td>OrientationProperty</td>
<td>Orientation</td>
</tr>
<tr>
<td>PreviewOffsetXProperty</td>
<td>PreviewOffsetX</td>
</tr>
<tr>
<td>PreviewOffsetYProperty</td>
<td>PreviewOffsetY</td>
</tr>
<tr>
<td>PreviewTemplateProperty</td>
<td>PreviewTemplate</td>
</tr>
<tr>
<td>ShowsPreviewProperty</td>
<td>ShowsPreview</td>
</tr>
<tr>
<td>SplitterDistanceProperty</td>
<td>SplitterDistance</td>
</tr>
<tr>
<td>SplitterPresenterProperty</td>
<td>SplitterPresenter</td>
</tr>
<tr>
<td>SplitterPresenterStyleProperty</td>
<td>SplitterPresenterStyle</td>
</tr>
<tr>
<td>IsSplitterTopLeft</td>
<td>IsSplitterTopLeft</td>
</tr>
</tbody>
</table>
### See Also

<table>
<thead>
<tr>
<th>Reference</th>
<th>DevZest.Windows Namespace</th>
</tr>
</thead>
<tbody>
<tr>
<td>SplitContainer</td>
<td></td>
</tr>
<tr>
<td>Class</td>
<td></td>
</tr>
</tbody>
</table>

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SplitContainerBackgroundProperty

Field

 Identifies the Background dependency property.

Namespace: DevZest.Windows
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```
C#   VB

public static readonly DependencyProperty BackgroundProperty;
```

Field Value
Type: DependencyProperty

See Also

Reference
SplitContainer Class
DevZest.Windows Namespace
SplitContainerChild1MinSizeProperty

Field

Identifies the Child1MinSize dependency property.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
public static readonly DependencyProperty Child1MinSizeProperty
```

**VB**

```vbnet
Public Shared ReadOnly Property Child1MinSizeProperty As DependencyProperty
```

### Field Value

Type: DependencyProperty

### See Also

Reference

SplitContainer Class  
DevZest.Windows Namespace
SplitContainerChild1Property Field

Identifies the Child1 dependency property.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

**Syntax**

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public static readonly DependencyProperty Child1F</code></td>
<td><code>Copy</code></td>
</tr>
</tbody>
</table>

**Field Value**

Type: `DependencyProperty`

**See Also**

Reference
- SplitContainer Class
- DevZest.Windows Namespace

Copyright © DevZest, All rights reserved.
SplitContainerChild2MinSizeProperty

Field

Identifies the Child2MinSize dependency property.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static readonly DependencyProperty Child2MinSizeProperty
```

Field Value

**Type:** DependencyProperty

### See Also

Reference

- SplitContainer Class
- DevZest.Windows Namespace

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SplitContainerChild2Property Field

Identifies the Child2 dependency property.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
public static readonly DependencyProperty Child2F
```

**VB**

```vbnet
Public Shared ReadOnly Property Child2F() As DependencyProperty
```

### Field Value

Type: DependencyProperty

### See Also

- Reference  
  - SplitContainer Class  
  - DevZest.Windows Namespace

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SplitContainerDragIncrementProperty Field

Identifies the DragIncrement dependency property.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>public static readonly DependencyProperty DragIncrementProperty</td>
<td></td>
</tr>
</tbody>
</table>

**Field Value**

Type: DependencyProperty

### See Also

**Reference**
- SplitContainer Class
- DevZest.Windows Namespace

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SplitContainer.IsPreviewVisibleProperty Field

Identifies the IsPreviewVisible dependency property.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static readonly DependencyProperty IsPreviewVisibleProperty
```

**Field Value**

Type: DependencyProperty

### See Also

**Reference**

SplitContainer Class  
DevZest.Windows Namespace
SplitContainer.IsSplitterTopLeft Property

Identifies the IsSplitterTopLeft dependency property.

**Namespace**: DevZest.Windows
**Assembly**: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

```csharp
public static readonly DependencyProperty IsSplitterTopLeftProperty;
```

Field Value
Type: DependencyProperty

**See Also**

Reference
SplitContainer Class
DevZest.Windows Namespace

Copyright © DevZest, All rights reserved.
SplitContainerKeyboardIncrementProperty Field

Identifies the KeyboardIncrement dependency property.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

```csharp
public static readonly DependencyProperty KeyboardIncrementProperty
```

Field Value

Type: DependencyProperty

**See Also**

Reference

- SplitContainer Class
- DevZest.Windows Namespace

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SplitContainerOrientationProperty Field

Identifies the Orientation dependency property.

Namespace: DevZest.Windows
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

C#

```csharp
public static readonly DependencyProperty OrientationProperty;
```

See Also

Reference
- SplitContainer Class
- DevZest.Windows Namespace

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SplitContainerPreviewOffsetXProperty Field

Identifies the PreviewOffsetX dependency property.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
</table>
| ```
public static readonly DependencyProperty PreviewOffsetXProperty = DependencyProperty.Register("PreviewOffsetX", typeof(double), typeof(SplitContainer), new PropertyMetadata(0.0));
``` | ```
public static readonly DependencyProperty PreviewOffsetXProperty = DependencyProperty.Register("PreviewOffsetX", typeof(double), typeof(SplitContainer), new PropertyMetadata(0.0));
``` |

**Field Value**  
Type: DependencyProperty

### See Also

Reference  
SplitContainer Class  
DevZest.Windows Namespace
SplitContainerPreviewOffsetYProperty Field

Identifies the PreviewOffsetY dependency property.

Namespace: DevZest.Windows
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

C#

```csharp
public static readonly DependencyProperty PreviewOffsetYProperty
```

VB

```vbnet
Public Const PreviewOffsetYProperty As DependencyProperty
```

Field Value
Type: DependencyProperty

See Also

Reference
SplitContainer Class
DevZest.Windows Namespace

Copyright © DevZest, All rights reserved.
SplitContainerPreviewTemplateProp Field

Identifies the `PreviewTemplate` dependency property.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
</table>
| ```
  public static readonly DependencyProperty PreviewTemplateProperty = (DependencyProperty)typeof(SplitContainer).GetTypeInfo().GetProperty("PreviewTemplate", BindingFlags.GetProperty | BindingFlags.Public | BindingFlags.Static).GetValue(null, null);
``` | ```
  Public Shared ReadOnly Property PreviewTemplateProperty As DependencyProperty
  Get
  End Property
``` |

Field Value  
Type: `DependencyProperty`

### See Also

Reference  
-SplitContainer Class  
-DevZest.Windows Namespace

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SplitContainerShowsPreviewProperty Field

Identifies the ShowsPreview dependency property.

**Namespace**: DevZest.Windows  
**Assembly**: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

## Syntax

```
public static readonly DependencyProperty ShowsPreviewProperty;
```

### Field Value

Type: DependencyProperty

### See Also

Reference

- SplitContainer Class
- DevZest.Windows Namespace

---

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SplitContainer.SplitterDistanceProperty Field

Identifies the SplitterDistance dependency property.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>

```csharp
public static readonly DependencyProperty SplitterDistanceProperty;
```

Field Value  
**Type:** DependencyProperty

### See Also

Reference  
SplitContainer Class  
DevZest.Windows Namespace

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SplitContainer.SplitterPresenterProperty Field

Identifies the `SplitterPresenter` dependency property.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
</table>
| ```csharp
    public static readonly DependencyProperty SplitterPresenterProperty = DependencyProperty.Register("SplitterPresenter", typeof(SplitterPresenter), typeof(SplitContainer), new PropertyMetadata(DefaultValue));
``` |
| ```vbnet
    Public Shared ReadOnly Property SplitterPresenterProperty As DependencyProperty
        Get
            Return DependencyProperty.Register("SplitterPresenter", GetType(SplitterPresenter), Type GetType(SplitContainer), New PropertyMetadata(DefaultValue))
        End Get
    End Property
``` |

**Field Value**  
Type: `DependencyProperty`

### See Also

- Reference  
  - SplitContainer Class  
  - DevZest.Windows Namespace

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SplitContainer.SplitterPresenterStyle Field

Identifies the `SplitterPresenterStyle` dependency property.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

#### C#  
```csharp
public static readonly DependencyProperty SplitterPresenterStyleProperty;
```

## Field Value

Type: `DependencyProperty`

### See Also

Reference  
SplitContainer Class  
DevZest.Windows Namespace

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SplitContainer.SplitterTemplateProperty Field

Identifies the SplitterTemplate dependency property.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

**Syntax**

C#  
```csharp
public static readonly DependencyProperty SplitterTemplateProperty
```

VB  
```vbnet
Public Shared ReadOnly Property SplitterTemplateProperty As DependencyProperty
```

**Field Value**
Type: DependencyProperty

**See Also**

Reference  
SplitContainer Class  
DevZest.Windows Namespace

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SplitContainerSplitterWidthProperty Field

Identifies the SplitterWidth dependency property.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static readonly DependencyProperty SplitterWidthProperty
```

**Field Value**  
Type: DependencyProperty

### See Also

**Reference**  
SplitContainer Class  
DevZest.Windows Namespace

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DevZest WPF Docking

SplitterDistance Structure

Represents the size of SplitContainer resizable areas.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

---

### Syntax

```csharp
[TypeConverterAttribute(typeof(SplitterDistanceConverter))]
public struct SplitterDistance : IEquatable<SplitterDistance>
```

The **SplitterDistance** type exposes the following members.

---

### Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>SplitterDistance(Double)</code></td>
<td>Initializes a new instance of the <strong>SplitterDistance</strong> class.</td>
</tr>
<tr>
<td><code>SplitterDistance(Double, SplitterUnitType)</code></td>
<td>Initializes a new instance of the <strong>SplitterDistance</strong> class.</td>
</tr>
</tbody>
</table>

---

### Properties

---

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AutoPixel</td>
<td>Gets an instance of <em>SplitterDistance</em> that holds a value whose size is determined by the size of the content object, and expressed in pixels.</td>
</tr>
<tr>
<td>-------------</td>
<td>----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>AutoStar</td>
<td>Gets an instance of <em>SplitterDistance</em> that holds a value whose size is determined by the size of the content object, and expressed as a weighted proportion of available space.</td>
</tr>
<tr>
<td>IsAbsolute</td>
<td>Gets a value that indicates whether the <em>SplitterDistance</em> holds a value that is expressed in pixels.</td>
</tr>
<tr>
<td>IsAuto</td>
<td>Gets a value that indicates whether the <em>SplitterDistance</em> holds a value whose size is determined by the size properties of the content object.</td>
</tr>
<tr>
<td>IsAutoPixel</td>
<td>Gets a value that indicates whether the <em>SplitterDistance</em> holds a value whose size is determined by the size properties of the content object, and expressed in pixels.</td>
</tr>
<tr>
<td>IsAutoStar</td>
<td>Gets a value that indicates whether the <em>SplitterDistance</em> holds a value whose size is determined by the desired size of the content object, and expressed as a weighted proportion of available space.</td>
</tr>
<tr>
<td>IsStar</td>
<td>Gets a value that indicates whether the <em>SplitterDistance</em> holds a value that is expressed as a weighted proportion of available space.</td>
</tr>
</tbody>
</table>
### Remarks

When `Value` property is **NaN**, it represents auto sizing: the actual size will be determined by the content's desired size. When `UnitType` property is **Star**, the size will be calculated based on weighted proportion of available space.

The `SplitterDistance` value can have following values in **XAML** ("?" represents a double value):

- "**Auto**": Auto size in pixel. The subsequent resizing by mouse drag or arrow key will result in a **Pixel** type value.
- "**Auto**": Auto size in weighted proportion. The subsequent resizing by mouse drag or arrow key will result in a **Star** type value.
- "**": Equals "**1**".
- "?": Weighted proportion: `resultSize = totalAvailableSize * ? / (? + 1)`.
- "?": Equals "?px".
- "?px": ? device-independent units (1/96th inch per unit).
- "?in": ? inch; 1in==96px.
- "?cm": ? centimeters; 1cm==(96/2.54)px.
- "?pt": ? points; 1pt==(96/72)px.

### See Also

Reference

**DevZest.Windows Namespace**

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# SplitterDistance Constructor

## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>SplitterDistance(Double)</code></td>
<td>Initializes a new instance of the <code>SplitterDistance</code> class.</td>
</tr>
<tr>
<td><code>SplitterDistance(Double, SplitterUnitType)</code></td>
<td>Initializes a new instance of the <code>SplitterDistance</code> class.</td>
</tr>
</tbody>
</table>

## See Also

**Reference**
- `SplitterDistance` Structure
- `DevZest.Windows` Namespace

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**SplitterDistance Constructor (Double)**

Initializes a new instance of the `SplitterDistance` class.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**
```
public SplitterDistance(
    double pixels
)
```

**VB**
```
Public Sub New(ByVal pixels As Double)
```

### Parameters

*pixels*  
Type: `System.Double`  
The number of device-independent pixels (96 pixels-per-inch).

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ArgumentException</td>
<td><code>pixels</code> is negative, or equal to <code>NegativeInfinity</code> or <code>PositiveInfinity</code>.</td>
</tr>
</tbody>
</table>

### See Also

**Reference**  
SplitterDistance Structure
Copyright © DevZest, All rights reserved.
SplitterDistance Constructor (Double, SplitterUnitType)

Initializes a new instance of the SplitterDistance class.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
public SplitterDistance(
    double value,
    SplitterUnitType unitType
)
```

**VB**

```vbnet
Public Sub New(value As Double, unitType As SplitterUnitType)
End Sub
```

### Parameters

**value**

- Type: System.Double
- The initial value of this instance of SplitterDistance.

**unitType**

- Type: DevZest.Windows.SplitterUnitType
- The SplitterUnitType held by this instance of SplitterDistance.

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ArgumentException</td>
<td><code>value</code> is negative, or equal to NegativeInfinity or PositiveInfinity.</td>
</tr>
</tbody>
</table>
See Also

Reference

SplitterDistance Structure
SplitterDistance Overload
DevZest.Windows Namespace

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### SplitterDistance Properties

The `SplitterDistance` type exposes the following members.

#### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AutoPixel</td>
<td>Gets an instance of <code>SplitterDistance</code> that holds a value whose size is determined by the size of the content object, and expressed in pixels.</td>
</tr>
<tr>
<td>AutoStar</td>
<td>Gets an instance of <code>SplitterDistance</code> that holds a value whose size is determined by the size of the content object, and expressed as a weighted proportion of available space.</td>
</tr>
<tr>
<td>IsAbsolute</td>
<td>Gets a value that indicates whether the <code>SplitterDistance</code> holds a value that is expressed in pixels.</td>
</tr>
<tr>
<td>IsAuto</td>
<td>Gets a value that indicates whether the <code>SplitterDistance</code> holds a value whose size is determined by the size properties of the content object.</td>
</tr>
<tr>
<td>IsAutoPixel</td>
<td>Gets a value that indicates whether the <code>SplitterDistance</code> holds a value whose size is determined by the size properties of the content object, and expressed in pixels.</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>----------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td><code>IsAutoStar</code></td>
<td>Gets a value that indicates whether the <code>SplitterDistance</code> holds a value</td>
</tr>
<tr>
<td></td>
<td>whose size is determined by the desired size of the content object,</td>
</tr>
<tr>
<td></td>
<td>and expressed as a weighted proportion of available space.</td>
</tr>
<tr>
<td><code>IsStar</code></td>
<td>Gets a value that indicates whether the <code>SplitterDistance</code> holds a value</td>
</tr>
<tr>
<td></td>
<td>that is expressed as a weighted proportion of available space.</td>
</tr>
<tr>
<td><code>UnitType</code></td>
<td>Gets the associated <code>SplitterUnitType</code> for the <code>SplitterDistance</code>.</td>
</tr>
<tr>
<td><code>Value</code></td>
<td>Gets a <code>Double</code> that represents the value of the <code>SplitterDistance</code>.</td>
</tr>
</tbody>
</table>

### See Also

**Reference**

- [SplitterDistance Structure](#)
- [DevZest.Windows Namespace](#)
SplitterDistanceAutoPixel Property

Gets an instance of `SplitterDistance` that holds a value whose size is determined by the size of the content object, and expressed in pixels.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

```csharp
public static SplitterDistance AutoPixel { get; }
```

**Property Value**

Type: `SplitterDistance`  
A instance of `SplitterDistance` whose `Value` property is set to `NaN` and `UnitType` property is set to `Pixel`.

**See Also**

Reference  
`SplitterDistance Structure`  
DevZest.Windows Namespace

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SplitterDistanceAutoStar Property

Gets an instance of `SplitterDistance` that holds a value whose size is determined by the size of the content object, and expressed as a weighted proportion of available space.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static SplitterDistance AutoStar { get; }
```

**Property Value**  
Type: `SplitterDistance`  
A instance of `SplitterDistance` whose `Value` property is set `NaN` and `UnitType` property is set to `Star`.

### See Also

Reference  
`SplitterDistance Structure`  
`DevZest.Windows Namespace`

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SplitterDistance.IsAbsolute Property

Gets a value that indicates whether the SplitterDistance holds a value that is expressed in pixels.

Namespace: DevZest.Windows
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public bool IsAbsolute {
    get;
}
```

Property Value

Type: Boolean
if the UnitType property is Pixel; otherwise, .

See Also

Reference
SplitterDistance Structure
DevZest.Windows Namespace
SplitterDistance.IsAuto Property

Gets a value that indicates whether the `SplitterDistance` holds a value whose size is determined by the size properties of the content object.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public bool IsAuto { get; }
```

### Property Value

Type: `Boolean`

- if the `Value` property is `NaN`; otherwise, 

### See Also

**Reference**
- `SplitterDistance Structure`
- `DevZest.Windows Namespace`

---

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SplitterDistance.IsAutoPixel Property

Gets a value that indicates whether the SplitterDistance holds a value whose size is determined by the size properties of the content object, and expressed in pixels.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

```csharp
public bool IsAutoPixel { get; }
```

**Property Value**
Type: Boolean  
if the Value property is NaN and UnitType property is Pixel; otherwise, .

**See Also**

Reference  
SplitterDistance Structure  
DevZest.Windows Namespace

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**SplitterDistance.IsAutoStar Property**

Gets a value that indicates whether the `SplitterDistance` holds a value whose size is determined by the desired size of the content object, and expressed as a weighted proportion of available space.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

**Syntax**

```csharp
public bool IsAutoStar { get; }
```

**Property Value**

Type: `Boolean`  
if the `Value` property is `NaN` and `UnitType` property is `Star`; otherwise, .

**See Also**

Reference  
SplitterDistance Structure  
DevZest.Windows Namespace

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SplitterDistance.IsStar Property

Gets a value that indicates whether the SplitterDistance holds a value that is expressed as a weighted proportion of available space.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

```csharp
public bool IsStar { get; }
```

**Property Value**

Type: Boolean  
if the UnitType property is Star; otherwise,.

**See Also**

Reference  
SplitterDistance Structure  
DevZest.Windows Namespace

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**SplitterDistanceUnitType Property**

Gets the associated `SplitterUnitType` for the `SplitterDistance`.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public SplitterUnitType UnitType { get; }
```

### Property Value

Type: `SplitterUnitType`  
One of the `SplitterUnitType` values.

### See Also

- **Reference**  
  - `SplitterDistance Structure`  
  - `DevZest.Windows Namespace`
SplitterDistanceValue Property

Gets a Double that represents the value of the SplitterDistance.

Namespace: DevZest.Windows
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

C#     VB

```plaintext
public double Value { get; }
```

Property Value

Type: Double

A Double that represents the value of the current instance. NaN indicates size is determined by the desired size of the content object.

See Also

Reference

SplitterDistance Structure
DevZest.Windows Namespace

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SplitterDistanceConverter Class

Converts instances of other types to and from SplitterDistance instances.

Inheritance Hierarchy

System\Object System.ComponentModel.TypeConverter DevZest.Windows.SplitterDistanceConverter

Namespace: DevZest.Windows
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

C# | VB
---|---

```csharp
public class SplitterDistanceConverter : TypeConverter
```

The SplitterDistanceConverter type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SplitterDistanceConverter</td>
<td>Initializes a new instance of the SplitterDistanceConverter class</td>
</tr>
</tbody>
</table>

Remarks
**SplitterDistanceConverter** supports conversion to and from the following types: String, Decimal, Single, Double, Int16, Int32, Int64, UInt16, UInt32, UInt64.

**See Also**

Reference

*DevZest.Windows Namespace*
SplittedDistanceConverter

Constructor

Initializes a new instance of the SplittedDistanceConverter class

**Namespace:** DevZest.Windows

**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

## Syntax

**C#**

```csharp
public SplittedDistanceConverter()
```

**VB**

```vbnet
Public Sub New()
```

## See Also

Reference

SplittedDistanceConverter Class

DevZest.Windows Namespace
SplitterUnitType Enumeration

Describes the kind of value that a `SplitterDistance` object is holding.

**Namespace:** DevZest.Windows
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**
```csharp
public enum SplitterUnitType
```

### Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pixel</td>
<td>0</td>
<td>The value is expressed as a pixel.</td>
</tr>
<tr>
<td>Star</td>
<td>1</td>
<td>The value is expressed as a weighted proportion of available space.</td>
</tr>
</tbody>
</table>

### Remarks

`Star` sizing is used to distribute available space by weighted proportions: ```sizeInPixel = availableSizeInPixel * weightedProportion / (weightedProportion + 1).```  

### See Also
StyleManager Class

Manages style of elements.

▲ Inheritance Hierarchy

SystemObject  DevZest.WindowsStyleManager

Namespace: DevZest.Windows
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

▲ Syntax

C#  VB

```csharp
public static class StyleManager
```

The StyleManager type exposes the following members.

▲ Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetIsAutoMerge</td>
<td>Gets the value of IsAutoMerge attached property from a given DependencyObject.</td>
</tr>
<tr>
<td>SetIsAutoMerge</td>
<td>Sets the value of IsAutoMerge attached property to a given DependencyObject.</td>
</tr>
</tbody>
</table>

Top
### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>IsAutoMergeProperty</td>
<td>Identifies the IsAutoMerge attached property.</td>
</tr>
</tbody>
</table>

### Attached Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>IsAutoMerge</td>
<td>Gets or sets the value that indicates whether merge the default style change automatically.</td>
</tr>
</tbody>
</table>

### Remarks

This class provides IsAutoMerge attached property to automatically merge the default style change. The following XAML defines a style based on the dynamic default style:

```
<XAML>
<Style TargetType=x:TypeMenuItem>
  ...
  <Setter Property="StyleManager.IsAutoMerge" Value="true"/>
  ...
</Style>
</XAML>
```

This is equivalent to the following unsupported XAML (only static resource is allowed on Style.BasedOn):

```
<XAML>
<Style TargetType=x:TypeMenuItem>
  ...
  <Setter Property="StyleManager.IsAutoMerge" Value="true"/>
  ...
</Style>
</XAML>
```
<Style BasedOn="{DynamicResource {x:Type MenuItem}
... 
</Style>

See Also

Reference
DevZest.Windows Namespace

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StyleManager Methods

The `StyleManager` type exposes the following members.

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetIsAutoMerge</td>
<td>Gets the value of <code>IsAutoMerge</code> attached property from a given <code>DependencyObject</code>.</td>
</tr>
<tr>
<td>SetIsAutoMerge</td>
<td>Sets the value of <code>IsAutoMerge</code> attached property to a given <code>DependencyObject</code>.</td>
</tr>
</tbody>
</table>

See Also

Reference

- `StyleManager Class`
- `DevZest.Windows Namespace`

Copyright © DevZest, All rights reserved.
StyleManager.GetIsAutoMerge Method

Gets the value of IsAutoMerge attached property from a given DependencyObject.

Namespace: DevZest.Windows
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

C#    VB
---    ---

public static bool GetIsAutoMerge(
    DependencyObject d
)  

Parameters

d
    Type: System.Windows.DependencyObject
    The DependencyObject from which to read the property value.

Return Value

Type: Boolean
The value of IsAutoMerge attached property.

See Also

Reference
StyleManager Class
DevZest.Windows Namespace
StyleManager.SetIsAutoMerge Method

Sets the value of `IsAutoMerge` attached property to a given `DependencyObject`.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
public static void SetIsAutoMerge(
    DependencyObject d,
    bool value
)
```

**VB**

```vbnet
Public Shared Sub SetIsAutoMerge(d As DependencyObject, value As Boolean)
```

#### Parameters

**d**  
Type: `System.Windows.DependencyObject`  
The `DependencyObject` on which to set the property value.

**value**  
Type: `System.Boolean`  
The value of `IsAutoMerge` attached property.

### See Also

Reference  
StyleManager Class  
DevZest.Windows Namespace
# StyleManager Fields

The `StyleManager` type exposes the following members.

## Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>IsAutoMergeProperty</code></td>
<td>Identifies the <code>IsAutoMerge</code> attached property.</td>
</tr>
</tbody>
</table>

## See Also

Reference
- `StyleManager Class`
- `DevZest.Windows Namespace`

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StyleManager.IsAutoMergeProperty Field

Identifies the `IsAutoMerge` attached property.

**Namespace**: DevZest.Windows
**Assembly**: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static readonly DependencyProperty IsAutoMergeProperty
```

Field Value
Type: DependencyProperty

### See Also

Reference
- StyleManager Class
- DevZest.Windows Namespace

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StyleManager Attached Properties

The StyleManager type exposes the following members.

### Attached Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>IsAutoMerge</td>
<td>Gets or sets the value that indicates whether merge the default style change automatically.</td>
</tr>
</tbody>
</table>

See Also

Reference

StyleManager Class

DevZest.Windows Namespace

Copyright © DevZest, All rights reserved.
StyleManager.IsAutoMerge
Attached Property

Gets or sets the value that indicates whether merge the default style change automatically.

**Namespace:** DevZest.Windows
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>See GetIsAutoMerge, SetIsAutoMerge</td>
<td></td>
</tr>
</tbody>
</table>

#### Property Value

Type: **Boolean**

If automatically merge the default style change, otherwise.

### Remarks

You can use **IsAutoMerge** attached property to automatically merge the default style change. The following XAML defines a style based on the dynamic default style:

```xml
<Style TargetType=x:Type=MenuItem>
    ...
    <Setter Property="StyleManager.IsAutoMerge" Value="true"/>
    ...
</Style>
```
This is equivalent to the following unsupported XAML (only static resource is allowed on `Style.BasedOn`):

```xml
<Style BasedOn="{DynamicResource {x:Type MenuItem}"
    ...
</Style>
```

See Also

Reference

- `StyleManager Class`
- `DevZest.Windows Namespace`

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WindowControl Class

Represents a movable and resizable window hosted in WindowPanel.

Inheritance Hierarchy

- SystemObject
- System.Windows.Threading.DispatcherObject
- System.Windows.DependencyObject
- System.Windows.UIElement
- System.Windows/FrameworkElement
- System.Windows.Controls.Control
- System.Windows.Controls.ContentControl
- DevZest.Windows.WindowControl

Namespace: DevZest.Windows
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public class WindowControl : ContentControl
```

The WindowControl type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>WindowControl</td>
<td>Initializes a new instance of the WindowControl class</td>
</tr>
</tbody>
</table>
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ActualLeft</td>
<td>Gets the actual left position of this WindowControl.</td>
</tr>
<tr>
<td>ActualTop</td>
<td>Gets the actual top position of this WindowControl.</td>
</tr>
<tr>
<td>Left</td>
<td>Gets or sets a value that represents the distance between the left side of WindowControl and the left side of its parent WindowPanel. This is a dependency property.</td>
</tr>
<tr>
<td>Top</td>
<td>Gets or sets a value that represents the distance between the top side of WindowControl and the top side of its parent WindowPanel. This is a dependency property.</td>
</tr>
</tbody>
</table>

## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EnsureVisibleLocation</td>
<td>Gets the adjusted location to ensure the window is visible in its container.</td>
</tr>
<tr>
<td>GetHotspot</td>
<td>Gets the value of Hotspot attached property for a given DependencyObject.</td>
</tr>
</tbody>
</table>
SetHotspot | Sets the value of Hotspot attached property for a given dependency object.
---|---

### Top

#### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ActualLeftProperty</td>
<td>Identifies the ActualLeft dependency property.</td>
</tr>
<tr>
<td>ActualTopProperty</td>
<td>Identifies the ActualTop dependency property.</td>
</tr>
<tr>
<td>HotspotProperty</td>
<td>Identifies the Hotspot attached property.</td>
</tr>
<tr>
<td>LeftProperty</td>
<td>Identifies the Left dependency property.</td>
</tr>
<tr>
<td>TopProperty</td>
<td>Identifies the Top dependency property.</td>
</tr>
</tbody>
</table>

### Attached Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hotspot</td>
<td>Gets or sets the the WindowHotspot value.</td>
</tr>
</tbody>
</table>

### Remarks
Use **Left** and **Top** to specify the location of the window. **NaN** value results in auto location - the location will be decided by its containing **WindowPanel**. The containing **WindowPanel** sets the window's **ActualLeft** and **ActualTop** properties.

Use **Hotspot** attached property to specify the **WindowHotspot** mouse dragging value for elements in the control template. By default, **WindowControl** inherits **ContentControl**'s control template which provides no movable or resizable user interface.

## Examples

This example demostrates use of **WindowPanel** and **WindowControl** (reference to assembly PresentationFramework.Classic.dll required):

```xaml
<Window
    xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
    xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
    xmlns:sys="clr-namepase:System;assembly=mscorlib"
    xmlns:dz="http://schemas.devzest.com/presentation"
    xmlns:mwt="clr-namepase:Microsoft.Windows.Them"n:
    WindowState="Maximized">
  <Window.Resources>
    <ControlTemplate x:Key="WindowControlTemplate">
      <ControlTemplate.Resources>
        <LinearGradientBrush x:Key="ActiveCaptionBrush">
          <GradientStop Offset="0" Color=""></GradientStop>
          <GradientStop Offset="1" Color=""></GradientStop>
        </LinearGradientBrush>
        <LinearGradientBrush x:Key="InactiveCaptionBrush">
          <GradientStop Offset="0" Color=""></GradientStop>
          <GradientStop Offset="1" Color=""></GradientStop>
        </LinearGradientBrush>
      </ControlTemplate.Resources>
      <Grid Background="{DynamicResource {}}"
        <mwt:ClassicBorderDecorator Grid.>
        <Grid>
          <Grid.RowDefinitions>
            <RowDefinition Height=""></RowDefinition>
          </Grid.RowDefinitions>
        </Grid>
      </mwt:ClassicBorderDecorator>
    </ControlTemplate>
  </Window.Resources>
</Window>
```
<RowDefinition Height="*" />
</Grid.RowDefinitions>
<Grid.ColumnDefinitions>
    <ColumnDefinition Width='4' />
    <ColumnDefinition Width='16' />
    <ColumnDefinition Width='1*' />
    <ColumnDefinition Width='16' />
    <ColumnDefinition Width='4' />
</Grid.ColumnDefinitions>
<Rectangle
    x:Name="CaptionRectar"
    Grid.ColumnSpan="2"
    Height="{x:Static SystemParameters.CaptionHeight}"
    dz:WindowControl.Hotspot="ResizeLeftTop"
    <ContentPresenter Grid.Row="0" />
</Grid>
</mwt:ClassicBorderDecorator>
<Grid FlowDirection="LeftToRight">
    <Grid.RowDefinitions>
        <RowDefinition Height="4' />
        <RowDefinition Height="1" />
        <RowDefinition Height="1' />
        <RowDefinition Height="1' />
        <RowDefinition Height="4' />
    </Grid.RowDefinitions>
    <Grid.ColumnDefinitions>
        <ColumnDefinition Width='1' />
        <ColumnDefinition Width='1' />
        <ColumnDefinition Width='1' />
        <ColumnDefinition Width='1' />
        <ColumnDefinition Width='1' />
    </Grid.ColumnDefinitions>
    <Label
        Background="Transparent"
        Cursor="SizeNWSE"
        Grid.Column="0"
        Grid.ColumnSpan="2"
        dz:WindowControl.Hotspot="ResizeLeftTop"
        <Label
            Background="Transparent"
            Cursor="SizeNS"
            Grid.Column="2"
<Label
    Background="Transparent"
    Cursor="SizeNESW"
    Grid.Column="3"
    Grid.ColumnSpan="2"
    dz:WindowControl.Hotspot=
</Label>

<Label
    Background="Transparent"
    Cursor="SizeNESW"
    Grid.Row="4"
    Grid.Column="0"
    Grid.ColumnSpan="2"
    dz:WindowControl.Hotspot=
</Label>

<Label
    Background="Transparent"
    Cursor="SizeNS"
    Grid.Row="4"
    Grid.Column="2"
    dz:WindowControl.Hotspot=
</Label>

<Label
    Background="Transparent"
    Cursor="SizeNWSE"
    Grid.Row="4"
    Grid.Column="3"
    Grid.ColumnSpan="2"
    dz:WindowControl.Hotspot=
</Label>

<Label
    Background="Transparent"
    Cursor="SizeNWSE"
    Grid.Row="1"
    dz:WindowControl.Hotspot=
</Label>

<Label
    Background="Transparent"
    Cursor="SizeWE"
    Grid.Row="2"
    dz:WindowControl.Hotspot=
</Label>

<Label
    Background="Transparent"
</Label>
Cursor="SizeNESW"
Grid.Row="3"
dz:WindowControl.Hotspot="ResizeLeftBottom"
</Label>
Background="Transparent"
Cursor="SizeNESW"
Grid.Row="1"
Grid.Column="4"
dz:WindowControl.Hotspot="ResizeRightTop"
</Label>
Background="Transparent"
Cursor="SizeWE"
Grid.Row="2"
Grid.Column="4"
dz:WindowControl.Hotspot="ResizeRight"
</Label>
Background="Transparent"
Cursor="SizeNWSE"
Grid.Row="3"
Grid.Column="4"
dz:WindowControl.Hotspot="ResizeRightBottom"
</Grid>
</Grid>
<ControlTemplate.Triggers>
<Trigger Property="IsKeyboardFocusWithin"
<Setter Property="Fill" TargetName="WindowControl"
</Trigger>
<Trigger Property="IsKeyboardFocusWithin"
<Setter Property="Fill" TargetName="WindowControl"
</Trigger>
</ControlTemplate.Triggers>
</ControlTemplate>
<Style TargetType="{x:Type dz:WindowControl}"
<Setter Property="Template" Value="{StaticResource WindowControlTemplate}"
</Style>
</Window.Resources>
<dz:WindowPanel>
<dz:WindowControl Width="300" Height="200"
<TextBox Text="Window1" />>
See Also

Reference
DevZest.Windows Namespace

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WindowControl Constructor

Initializes a new instance of the WindowControl class

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>public WindowControl()</td>
<td></td>
</tr>
</tbody>
</table>

### See Also

**Reference**  
[WindowControl Class](#)  
[DevZest.Windows Namespace](#)
The `WindowControl` type exposes the following members.

## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ActualLeft</td>
<td>Gets the actual left position of this <code>WindowControl</code>.</td>
</tr>
<tr>
<td>ActualTop</td>
<td>Gets the actual top position of this <code>WindowControl</code>.</td>
</tr>
<tr>
<td>Left</td>
<td>Gets or sets a value that represents the distance between the left side of <code>WindowControl</code> and the left side of its parent <code>WindowPanel</code>. This is a dependency property.</td>
</tr>
<tr>
<td>Top</td>
<td>Gets or sets a value that represents the distance between the top side of <code>WindowControl</code> and the top side of its parent <code>WindowPanel</code>. This is a dependency property.</td>
</tr>
</tbody>
</table>

## See Also

- `WindowControl Class`
- `DevZest.Windows Namespace`
WindowControlActualLeft Property

Gets the actual left position of this WindowControl.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

C#  
```
public double ActualLeft { get; }
```

VB  
```
Public Function ActualLeft() As Double
End Function
```

**Property Value**

Type: **Double**

The WindowControl's left position, as a value in device-independent units (1/96th inch per unit).

**See Also**

Reference  
WindowControl Class  
DevZest.Windows Namespace

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WindowControlActualTop Property

Gets the actual top position of this WindowControl.

Namespace: DevZest.Windows  
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
Version: 2.5.0.0 (2.5.5912.0)

Syntax

**C#**

```csharp
public double ActualTop { get; }
```

**VB**

```vbnet
Public Function ActualTop() As Double
```

Property Value
Type: Double
The WindowControl's top position, as a value in device-independent units (1/96th inch per unit).

See Also

Reference
WindowControl Class
DevZest.Windows Namespace
WindowControl.Left Property

Gets or sets a value that represents the distance between the left side of WindowControl and the left side of its parent WindowPanel. This is a dependency property.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

**Syntax**

```csharp
public double Left { get; set; }
```

**Property Value**

Type: `Double`  
A `Double` that represents the offset position from the left side of a parent WindowPanel. The default value is `NaN`.

**See Also**

Reference  
WindowControl Class  
DevZest.Windows Namespace
WindowControlTop Property

Gets or sets a value that represents the distance between the top side of `WindowControl` and the top side of its parent `WindowPanel`. This is a dependency property.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public double Top { get; set; }</code></td>
<td></td>
</tr>
</tbody>
</table>

**Property Value**

Type: `Double`

A `Double` that represents the offset position from the top side of a parent `WindowPanel`. The default value is `NaN`.

### See Also

**Reference**

- `WindowControl Class`
- `DevZest.Windows Namespace`
WindowControl Methods

The WindowControl type exposes the following members.

## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EnsureVisibleLocation</td>
<td>Gets the adjusted location to ensure the window is visible in its container.</td>
</tr>
<tr>
<td>GetHotspot</td>
<td>Gets the value of Hotspot attached property for a given DependencyProperty.</td>
</tr>
<tr>
<td>SetHotspot</td>
<td>Sets the value of Hotspot attached property for a given dependency object.</td>
</tr>
</tbody>
</table>

## See Also

Reference
- WindowControl Class
- DevZest.Windows Namespace

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WindowControlEnsureVisibleLocation Method

Gets the adjusted location to ensure the window is visible in its container.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

▲ Syntax

```csharp
protected virtual Point EnsureVisibleLocation(
    Size containerSize,
    Rect windowBounds
)
```

Parameters

- **containerSize**  
  Type: System.Windows.Size  
  The size of its container.

- **windowBounds**  
  Type: System.Windows.Rect  
  The window bounds.

Return Value

- Type: Point  
  The adjusted location.

▲ See Also
Reference

WindowControl Class
DevZest.Windows Namespace

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WindowControl.GetHotspot Method

Gets the value of Hotspot attached property for a given DependencyObject.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

```csharp
public static WindowHotspot GetHotspot(
    DependencyObject element
)
```

**Parameters**

*element*
- Type: System.Windows.DependencyObject  
  The element from which the property value is read.

**Return Value**
- Type: WindowHotspot  
  The value of Hotspot attached property.

**See Also**

Reference  
WindowControl Class  
DevZest.Windows Namespace
Copyright © DevZest, All rights reserved.
### WindowControl.SetHotspot Method

Sets the value of Hotspot attached property for a given dependency object.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

#### Syntax

```csharp
public static void SetHotspot(
    DependencyObject element,
    WindowHotspot value
)
```

#### Parameters

* element  
  Type: System.WindowsDependencyObject  
  The element to which the property value is written.

* value  
  Type: DevZest.WindowsWindowHotspot  
  The value of Hotspot attached property.

#### See Also

Reference

WindowControl Class  
DevZest.Windows Namespace
WindowControl Fields

The WindowControl type exposes the following members.

## Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ActualLeftProperty</td>
<td>Identifies the ActualLeft dependency property.</td>
</tr>
<tr>
<td>ActualTopProperty</td>
<td>Identifies the ActualTop dependency property.</td>
</tr>
<tr>
<td>HotspotProperty</td>
<td>Identifies the Hotspot attached property.</td>
</tr>
<tr>
<td>LeftProperty</td>
<td>Identifies the Left dependency property.</td>
</tr>
<tr>
<td>TopProperty</td>
<td>Identifies the Top dependency property.</td>
</tr>
</tbody>
</table>

Top

## See Also

Reference
- WindowControl Class
- DevZest.Windows Namespace

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WindowControlActualLeftProperty Field

Identifies the ActualLeft dependency property.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

**Syntax**

```
public static readonly DependencyProperty ActualLeft
```

**Field Value**  
Type: DependencyProperty

**See Also**

Reference  
WindowControl Class  
DevZest.Windows Namespace
WindowControlActualTopProperty

Field

Identifies the ActualTop dependency property.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public static readonly DependencyProperty ActualTopProperty</code></td>
<td></td>
</tr>
</tbody>
</table>

**Field Value**

**Type:** DependencyProperty

### See Also

**Reference**

WindowControl Class  
DevZest.Windows Namespace

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WindowControlHotspotProperty Field

Identifies the Hotspot attached property.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public static readonly DependencyProperty Hotspot
```

Field Value  
Type: DependencyProperty

See Also

Reference  
WindowControl Class  
DevZest.Windows Namespace

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WindowControlLeftProperty Field

Identifies the Left dependency property.

**Namespace:** DevZest.Windows

**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public static readonly DependencyProperty LeftProperty</code></td>
<td><code>Public Shared Readonly DependencyProperty LeftProperty</code></td>
</tr>
</tbody>
</table>

**Field Value**

Type: DependencyProperty

### See Also

**Reference**

WindowControl Class

DevZest.Windows Namespace

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WindowControlTopProperty Field

Identifies the **Top** dependency property.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public static readonly DependencyProperty TopProperty</code></td>
<td></td>
</tr>
</tbody>
</table>

Field Value  
Type: **DependencyProperty**

### See Also

**Reference**  
- WindowControl Class  
- DevZest.Windows Namespace

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WindowControl Attached Properties

The `WindowControl` type exposes the following members.

- **Attached Properties**

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hotspot</td>
<td>Gets or sets the <code>WindowHotspot</code> value.</td>
</tr>
</tbody>
</table>

See Also

Reference
- `WindowControl Class`
- `DevZest.Windows Namespace`

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WindowControlHotspot Attached Property

Gets or sets the the `WindowHotspot` value.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
See GetHotspot, SetHotspot
```

### Property Value

**Type:** `WindowHotspot`

One of the `WindowHotspot` values. The default value is `None`.

### See Also

- Reference
  - WindowControl Class
  - DevZest.Windows Namespace

---

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WindowHotspot Enumeration

Specifies values for Hotspot attached property.

Namespace: DevZest.Windows
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

C#     VB

```csharp
public enum WindowHotspot
```

Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>None</td>
<td>0</td>
<td>The given dependency object is not a hotspot.</td>
</tr>
<tr>
<td>Move</td>
<td>1</td>
<td>The given dependency object is hotspot to move the window.</td>
</tr>
<tr>
<td>ResizeTop</td>
<td>2</td>
<td>The given dependency object is hotspot to resize the top edge of the window.</td>
</tr>
<tr>
<td>ResizeBottom</td>
<td>3</td>
<td>The given dependency object is not a hotspot.</td>
</tr>
<tr>
<td>Hotspot</td>
<td>Value</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------------</td>
<td>-------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>ResizeLeft</td>
<td>4</td>
<td>The given dependency object is hotspot to resize the left edge of the window.</td>
</tr>
<tr>
<td>ResizeRight</td>
<td>5</td>
<td>The given dependency object is hotspot to resize the right edge of the window.</td>
</tr>
<tr>
<td>ResizeLeftTop</td>
<td>6</td>
<td>The given dependency object is hotspot to resize the left top edge of the window.</td>
</tr>
<tr>
<td>ResizeRightTop</td>
<td>7</td>
<td>The given dependency object is hotspot to resize the right top edge of the window.</td>
</tr>
<tr>
<td>ResizeLeftBottom</td>
<td>8</td>
<td>The given dependency object is hotspot to resize the left bottom edge of the window.</td>
</tr>
<tr>
<td>ResizeRightBottom</td>
<td>9</td>
<td>The given dependency object is hotspot to resize the right bottom edge of the window.</td>
</tr>
</tbody>
</table>
is hotspot to resize the right bottom edge of the window.

See Also

Reference

DevZest.Windows Namespace

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WindowPanel Class

Defines an area where you can position child WindowControl elements.

Inheritance Hierarchy

```
                  System.Windows.DependencyObject
                  System.Windows.UIElement
                  System.Windows.FrameworkElement
                  System.Windows.Controls.Panel
                  DevZest.Windows.WindowPanel
```

Namespace: DevZest.Windows
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public class WindowPanel : Panel
```

The `WindowPanel` type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>WindowPanel</td>
<td>Initializes a new instance of the WindowPanel class</td>
</tr>
</tbody>
</table>
Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetDefaultLocation</td>
<td>Gets the default location for specified WindowControl.</td>
</tr>
</tbody>
</table>

Examples

This example demonstrates use of WindowPanel and WindowControl (reference to assembly PresentationFramework.Classic.dll required):

```
<Window
    xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
    xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
    xmlns:sys="clr-namespace:System;assembly=mscorlib"
    xmlns:dz="http://schemas.devzest.com/presentation"
    WindowState="Maximized">
    <Window.Resources>
        <ControlTemplate x:Key="WindowControlTemplate">
            <ControlTemplate.Resources>
                <LinearGradientBrush x:Key="ActiveCaptionBrush">
                    <GradientStop Offset="0" Color explains code
                    <GradientStop Offset="1" Color explains code
                </LinearGradientBrush>
                <LinearGradientBrush x:Key="InactiveCaptionBrush">
                    <GradientStop Offset="0" Color explains code
                    <GradientStop Offset="1" Color explains code
                </LinearGradientBrush>
            </ControlTemplate.Resources>
            <Grid Background="{DynamicResource {}}">
                <mwt:ClassicBorderDecorator Grid explains code
            </Grid>
        </ControlTemplate>
    </Window.Resources>
</Window>
```
<Grid.RowDefinitions>
    <RowDefinition Height="Auto" />
    <RowDefinition Height="*" />
</Grid.RowDefinitions>
<Grid.ColumnDefinitions>
    <ColumnDefinition Width="4" />
    <ColumnDefinition Width="16" />
    <ColumnDefinition Width="1*" />
    <ColumnDefinition Width="16" />
    <ColumnDefinition Width="4" />
</Grid.ColumnDefinitions>
<Rectangle x:Name="CaptionRectangle" Grid.ColumnSpan="2" Height="{x:Static SystemParameters.CaptionHeight}" dz:WindowControl.Hotspot="ResizeLeftTop" />
<ContentPresenter Grid.Row="2" />
</Grid>
</mwt:ClassicBorderDecorator>
<Grid FlowDirection="LeftToRight" Grid.RowDefinitions>
    <RowDefinition Height="4" />
    <RowDefinition Height="16" />
    <RowDefinition Height="1*" />
    <RowDefinition Height="16" />
    <RowDefinition Height="4" />
</Grid.RowDefinitions>
<Grid.ColumnDefinitions>
    <ColumnDefinition Width="4" />
    <ColumnDefinition Width="16" />
    <ColumnDefinition Width="1*" />
    <ColumnDefinition Width="16" />
    <ColumnDefinition Width="4" />
</Grid.ColumnDefinitions>
<Label Background="Transparent" Cursor="SizeNWSE" Grid.Column="0" Grid.ColumnSpan="2" dz:WindowControl.Hotspot="ResizeLeftTop" />
<Label Background="Transparent" />

Cursor="SizeNS"
Grid.Column="2"
dz:WindowControl.Hotspot=
<Label
  Background="Transparent"
  Cursor="SizeNESW"
  Grid.Row="4"
  Grid.Column="0"
  Grid.ColumnSpan="2"
  dz:WindowControl.Hotspot=
<Label
  Background="Transparent"
  Cursor="SizeNESW"
  Grid.Row="4"
  Grid.Column="2"
  Grid.ColumnSpan="2"
  dz:WindowControl.Hotspot=
<Label
  Background="Transparent"
  Cursor="SizeNS"
  Grid.Row="4"
  Grid.Column="2"
  Grid.ColumnSpan="2"
  dz:WindowControl.Hotspot=
<Label
  Background="Transparent"
  Cursor="SizeNWSE"
  Grid.Row="4"
  Grid.Column="3"
  Grid.ColumnSpan="2"
  dz:WindowControl.Hotspot=
<Label
  Background="Transparent"
  Cursor="SizeNWSE"
  Grid.Row="1"
  dz:WindowControl.Hotspot=
<Label
  Background="Transparent"
  Cursor="SizeWE"
  Grid.Row="2"
  dz:WindowControl.Hotspot=
<Label Background="Transparent" Cursor="SizeNESW"
    Grid.Row="3"
    dz:WindowControl.Hotspot=
    <Label Background="Transparent" Cursor="SizeNESW"
        Grid.Row="1"
        Grid.Column="4"
        dz:WindowControl.Hotspot=
        <Label Background="Transparent" Cursor="SizeWE"
            Grid.Row="2"
            Grid.Column="4"
            dz:WindowControl.Hotspot=
            <Label Background="Transparent" Cursor="SizeNWSE"
                Grid.Row="3"
                Grid.Column="4"
                dz:WindowControl.Hotspot=
            </Label>
        </Label>
    </Label>
</Grid>
</Grid>
<ControlTemplate.Triggers>
    <Trigger Property="IsKeyboardFocusWithin"
        <Setter Property="Fill" Target=""/>
    </Trigger>
    <Trigger Property="IsKeyboardFocusWithin"
        <Setter Property="Fill" Target=""/>
    </Trigger>
</ControlTemplate.Triggers>
</ControlTemplate>
<Style TargetType="{x:Type dz:WindowControl}">
    <Setter Property="Template" Value="{"/>
</Style>
</Window.Resources>
<dz:WindowPanel>
<dz:WindowControl Width="300" Height="200">
    <TextBox Text="Window1" />
</dz:WindowControl>
<dz:WindowControl Width="300" Height="200">
    <TextBox Text="Window2" />
</dz:WindowControl>
</dz:WindowPanel>
</Window>

See Also

Reference
DevZest.Windows Namespace

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WindowPanel Constructor

Initializes a new instance of the WindowPanel class

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
public WindowPanel()
```

**VB**

```vbnet
Public WindowPanel()
```

### See Also

Reference

- WindowPanel Class
- DevZest.Windows Namespace
WindowPanel Methods

The **WindowPanel** type exposes the following members.

### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>🌼 <strong>GetDefaultLocation</strong></td>
<td>Gets the default location for specified <strong>WindowControl</strong>.</td>
</tr>
</tbody>
</table>

### See Also

Reference

- **WindowPanel Class**
- **DevZest.Windows Namespace**

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**WindowPanel.GetDefaultLocation Method**

Gets the default location for specified WindowControl.

**Namespace:** DevZest.Windows  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

```
protected virtual Point GetDefaultLocation(
    Size availableSize,
    WindowControl window
)
```

**Parameters**

- **availableSize**
  - Type: System.Windows.Size
  - The size of the WindowControl container.

- **window**
  - Type: DevZest.WindowsWindowControl
  - The specified WindowControl.

**Return Value**

- Type: Point
  - The default location.

**Remarks**

The default implementation returns a random location.
See Also

Reference
WindowPanel Class
DevZest.Windows Namespace

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DevZest WPF Docking

DevZest.Windows.Docking Namespace

Provides classes and controls for WPF docking logic.

## Classes

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DockCommands</td>
<td>Provides a standard set of docking related commands.</td>
</tr>
<tr>
<td>DockControl</td>
<td>Represents a control that contains multiple dockable items.</td>
</tr>
<tr>
<td>DockItem</td>
<td>Represents a dockable item hosted by a DockControl.</td>
</tr>
<tr>
<td>DockItemCollection</td>
<td>Represents a collection of DockItem objects.</td>
</tr>
<tr>
<td>DockItemReference</td>
<td>Represents a reference of DockItem instance.</td>
</tr>
<tr>
<td>DockItemStateEventArgs</td>
<td>Provides data for DockItem state change events.</td>
</tr>
<tr>
<td>Class</td>
<td>Description</td>
</tr>
<tr>
<td>----------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>DockLayout</td>
<td>Represents the window layout of DockControl.</td>
</tr>
<tr>
<td>DockPane</td>
<td>Represents a container for a collection of DockItem objects.</td>
</tr>
<tr>
<td>DockPaneCollection</td>
<td>Represents a collection of DockPane objects.</td>
</tr>
<tr>
<td>DockPaneNode</td>
<td>Represents a node in DockTree.</td>
</tr>
<tr>
<td>DockPaneSplit</td>
<td>Represents a container consisting of two resizable DockPaneNode objects.</td>
</tr>
<tr>
<td>DockTree</td>
<td>Represents a tree of DockPaneNode objects.</td>
</tr>
<tr>
<td>DockTreeZOrderConverter</td>
<td>Converts instances of String type to and from DockTreeZOrder instances.</td>
</tr>
<tr>
<td>FloatingWindow</td>
<td>Represents a floating window which contains a DockTree.</td>
</tr>
<tr>
<td>FloatingWindowCollection</td>
<td>Represents a collection of FloatingWindow objects.</td>
</tr>
<tr>
<td>--------------------------</td>
<td>--------------------------------------------------</td>
</tr>
<tr>
<td>ShowAction</td>
<td>Represents base class for the action to show a DockItem.</td>
</tr>
<tr>
<td>ShowAsDockPositionAction</td>
<td>Represents the action to show source DockItem as specified dock position.</td>
</tr>
<tr>
<td>ShowAsFloatingAction</td>
<td>Represents the action to show source DockItem as floating window.</td>
</tr>
<tr>
<td>ShowAsSidePaneAction</td>
<td>Represents the action to show source DockItem as DockPane, side by side of target DockPaneNode.</td>
</tr>
<tr>
<td>ShowAsTabbedAction</td>
<td>Represents the action to show source DockItem as tabbed in target DockPane.</td>
</tr>
<tr>
<td>ShowInDockTreeAction</td>
<td>Represents the action to show DockItem in target DockTree.</td>
</tr>
</tbody>
</table>
## Structures

<table>
<thead>
<tr>
<th>Structure</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DockTreeZOrder</td>
<td>Describes the z-order of left, right, top and bottom DockTree objects for DockControl.</td>
</tr>
</tbody>
</table>

## Interfaces

<table>
<thead>
<tr>
<th>Interface</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>IDockItemUndoRedoReference</td>
<td>Provides property to reference a DockItem instance for undo/redo.</td>
</tr>
</tbody>
</table>

## Enumerations

<table>
<thead>
<tr>
<th>Enumeration</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AllowedDockTreePositions</td>
<td>Specifies the allowed dock tree positions for DockItem.</td>
</tr>
<tr>
<td>DockControlItemTreePosition</td>
<td>Specifies the position of DockTree objects inside DockControl.</td>
</tr>
<tr>
<td>DockItemShowMethod</td>
<td>Specifies the methods to show</td>
</tr>
<tr>
<td>DockItemStateChangeMethod</td>
<td>Specifies the methods to change DockItem state.</td>
</tr>
<tr>
<td>--------------------------</td>
<td>--------------------------------------------------</td>
</tr>
<tr>
<td>DockPosition</td>
<td>Specifies the dock position.</td>
</tr>
<tr>
<td>DockTreePosition</td>
<td>Specifies the dock tree positions.</td>
</tr>
<tr>
<td>SplitChildrenVisibility</td>
<td>Specifies the children visibility of DockPaneSplit.</td>
</tr>
</tbody>
</table>
AllowedDockTreePositions Enumeration

Specifies the allowed dock tree positions for DockItem.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
[SerializableAttribute]
[FlagsAttribute]
public enum AllowedDockTreePositions
```

### Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Floating</td>
<td>1</td>
<td>Floating above DockControl allowed.</td>
</tr>
<tr>
<td>Left</td>
<td>2</td>
<td>Dock to left side of DockControl allowed.</td>
</tr>
<tr>
<td>Right</td>
<td>4</td>
<td>Dock to right side of DockControl allowed.</td>
</tr>
<tr>
<td>Top</td>
<td>8</td>
<td>Docked to top side of DockControl allowed.</td>
</tr>
</tbody>
</table>
### Remarks

This enumeration has a `FlagsAttribute` attribute that allows a bitwise combination of its member values.

### See Also

Reference

- `DevZest.Windows.Docking Namespace`
- `DockItem.AllowedDockTreePositions`
DockCommands Class

Provides a standard set of docking related commands.

Inheritance Hierarchy

System
  Object
  DevZest.Windows.Docking
  DockCommands

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

C# | VB
---|---
```
public static class DockCommands
```  

The **DockCommands** type exposes the following members.

Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>![s] MakeFloating</td>
<td>Gets the value that represents the Make Floating command.</td>
</tr>
<tr>
<td>![s] PerformClose</td>
<td>Gets the value that represents the Perform Close command.</td>
</tr>
<tr>
<td>![s] Redo</td>
<td>Gets the value that represents the Redo command.</td>
</tr>
<tr>
<td>Command</td>
<td>Description</td>
</tr>
<tr>
<td>--------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Show</td>
<td>Gets the value that represents the Show command.</td>
</tr>
<tr>
<td>ToggleAutoHide</td>
<td>Gets the value that represents the Toggle Auto Hide command.</td>
</tr>
<tr>
<td>ToggleFloating</td>
<td>Gets the value that represents the Toggle Floating command.</td>
</tr>
<tr>
<td>ToggleWindowState</td>
<td>Gets the value that represents the Toggle Window State command.</td>
</tr>
<tr>
<td>Undo</td>
<td>Gets the value that represents the Undo command.</td>
</tr>
</tbody>
</table>

See Also

Reference
DevZest.Windows.Docking Namespace
DockCommands Properties

The `DockCommands` type exposes the following members.

## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>MakeFloating</code></td>
<td>Gets the value that represents the Make Floating command.</td>
</tr>
<tr>
<td><code>PerformClose</code></td>
<td>Gets the value that represents the Perform Close command.</td>
</tr>
<tr>
<td><code>Redo</code></td>
<td>Gets the value that represents the Redo command.</td>
</tr>
<tr>
<td><code>Show</code></td>
<td>Gets the value that represents the Show command.</td>
</tr>
<tr>
<td><code>ToggleAutoHide</code></td>
<td>Gets the value that represents the Toggle Auto Hide command.</td>
</tr>
<tr>
<td><code>ToggleFloating</code></td>
<td>Gets the value that represents the Toggle Floating command.</td>
</tr>
<tr>
<td><code>ToggleWindowState</code></td>
<td>Gets the value that represents the Toggle Window State command.</td>
</tr>
</tbody>
</table>
Undo

Gets the value that represents the Undo command.

See Also

Reference
DockCommands Class
DevZest.Windows.Docking Namespace

Copyright © DevZest, All rights reserved.
Dock Commands MakeFloating Property

Gets the value that represents the Make Floating command.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static RoutedCommand MakeFloating { get; }
```

**Property Value**  
Type: `RoutedCommand`  
The command.

### See Also

- Reference  
  - DockCommands Class  
  - DevZest.Windows.Docking Namespace

Copyright © DevZest, All rights reserved.
DockCommandsPerformClose Property

Gets the value that represents the Perform Close command.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static RoutedCommand PerformClose { get; }
```

### Property Value

**Type:** RoutedCommand  
The command.

### Default Values

<table>
<thead>
<tr>
<th>Key Gesture</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>CTRL+F4</td>
<td></td>
</tr>
</tbody>
</table>

### See Also

**Reference**
- DockCommands Class
- DevZest.Windows.Docking Namespace

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DockCommands

DockCommands.Redo Property

Gets the value that represents the Redo command.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static RoutedCommand Redo { get; }
```

### Property Value

Type: `RoutedCommand`

The command.

### Default Values

<table>
<thead>
<tr>
<th>Key Gesture</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>CTRL+R</td>
<td></td>
</tr>
</tbody>
</table>

### See Also

Reference  
DockCommands Class  
DevZest.Windows.Docking Namespace

Copyright © DevZest, All rights reserved.
DockCommands.Show Property

Gets the value that represents the Show command.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

## Syntax

### C#  

```csharp
public static RoutedCommand Show { get; }
```

### VB

```vbnet
Public Shared ReadOnly Property Show As RoutedCommand
```

## Property Value

Type: **RoutedCommand**  
The command.

## See Also

Reference  
DockCommands Class  
DevZest.Windows.Docking Namespace

---

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DockCommands.ToggleAutoHide Property

Gets the value that represents the Toggle Auto Hide command.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static RoutedCommand ToggleAutoHide { get; }
```

### Property Value

Type: `RoutedCommand`  
The command.

### See Also

Reference

DockCommands Class  
DevZest.Windows.Docking Namespace
DockCommands.ToggleFloating Property

Gets the value that represents the Toggle Floating command.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static RoutedCommand ToggleFloating { get; }
```

### Property Value

Type: `RoutedCommand`  
The command.

### See Also

Reference  
DockCommands Class  
DevZest.Windows.Docking Namespace
DockCommands.ToggleWindowState Property

Gets the value that represents the Toggle Window State command.

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```
public static RoutedCommand ToggleWindowState {
    get

    Property Value
    Type: RoutedCommand
    The command.

    See Also

    Reference
    DockCommands Class
    DevZest.Windows.Docking Namespace
```
DockCommandsUndo Property

GETS the value that represents the Undo command.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

## Syntax

```csharp
public static RoutedCommand Undo { get; }
```

### Property Value

**Type:** RoutedCommand  
The command.

### Default Values

<table>
<thead>
<tr>
<th>Key Gesture</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>CTRL+U</td>
<td></td>
</tr>
</tbody>
</table>

## See Also

Reference
- DockCommands Class
- DevZest.Windows.Docking Namespace

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DockControl Class

Represents a control that contains multiple dockable items.

Inheritance Hierarchy

System.Windows.DependencyObject
System.Windows.UIElement
System.Windows.FrameworkElement
System.Windows.Controls.Control
DevZest.Windows.Docking.DockControl

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

C#  VB

```csharp
[ContentPropertyAttribute("DockItems")]
public class DockControl : Control
```

The DockControl type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DockControl</td>
<td>Initializes a new instance of the DockControl class.</td>
</tr>
</tbody>
</table>

Top
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>ActiveDocument</strong></td>
<td>Gets a value indicates currently active document <strong>DockItem</strong>. This is a dependency property.</td>
</tr>
<tr>
<td><strong>ActiveItem</strong></td>
<td>Gets a value indicates currently active <strong>DockItem</strong>. This is a dependency property.</td>
</tr>
<tr>
<td><strong>BottomDockTree</strong></td>
<td>Gets a value indicates the bottom <strong>DockTree</strong>. This is a dependency property.</td>
</tr>
<tr>
<td><strong>BottomDockTreeHeight</strong></td>
<td>Gets or sets the height of bottom <strong>DockTree</strong>. This is a dependency property.</td>
</tr>
<tr>
<td><strong>CanRedo</strong></td>
<td>Gets a value that indicates whether the most recent action can be redone. This is a dependency property.</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>----------------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>CanUndo</td>
<td>Gets a value that indicates whether the most recent action can be undone. This is a dependency property.</td>
</tr>
<tr>
<td>DefaultFloatingWindowSize</td>
<td>Gets or sets the default size of FloatingWindow.</td>
</tr>
<tr>
<td>DockItems</td>
<td>Gets a collection of DockItem objects currently associated with this DockControl.</td>
</tr>
<tr>
<td>DockTreeZOrder</td>
<td>Gets or sets the z-order of DockTree objects. This is a dependency property.</td>
</tr>
<tr>
<td>DocumentDockTree</td>
<td>Gets a value indicates the document DockTree. This is a dependency property.</td>
</tr>
<tr>
<td>Documents</td>
<td>Gets a collection of DockItem objects currently displayed as document.</td>
</tr>
<tr>
<td>FloatingWindows</td>
<td>Gets a collection of</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------------</td>
<td>-----------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>FloatingWindow</td>
<td>Indicates the number of DockWindow objects currently created.</td>
</tr>
<tr>
<td>FocusedItem</td>
<td>Gets a value indicating DockItem currently has keyboard focus. This is a dependency property.</td>
</tr>
<tr>
<td>LeftDockTree</td>
<td>Gets a value indicating the left DockTree. This is a dependency property.</td>
</tr>
<tr>
<td>LeftDockTreeWidth</td>
<td>Gets or sets the width of left DockTree. This is a dependency property.</td>
</tr>
<tr>
<td>MaxUndoLevel</td>
<td>Gets or sets the maximum number of undo/redo actions. This is a dependency property.</td>
</tr>
<tr>
<td>Panes</td>
<td>Gets a collection of DockPane objects currently created.</td>
</tr>
<tr>
<td>RightDockTree</td>
<td>Gets a value indicating the right DockTree. This is a dependency property.</td>
</tr>
</tbody>
</table>
RightDockTreeWidth  
Gets or sets the width of right DockTree. This is a dependency property.

SelectedAutoHideItem  
Gets a value indicates currently selected auto hide DockItem. This is a dependency property.

TopDockTree  
Gets a value indicates the top DockTree. This is a dependency property.

TopDockTreeHeight  
Gets or sets the height of top DockTree. This is a dependency property.

UndoUnitLevel  
Gets a value indicates the undo unit level.

## Top

### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>------------------------</td>
<td>--------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>BeginUndoUnit</td>
<td>Marks the beginning of a reversible unit of work.</td>
</tr>
<tr>
<td>ClearUndo</td>
<td>Clears all information from the undo redo buffer.</td>
</tr>
<tr>
<td>EndUndoUnit</td>
<td>Marks the end of a reversible unit of work.</td>
</tr>
<tr>
<td>Load</td>
<td>Loads the window layout.</td>
</tr>
<tr>
<td>OnActiveDocumentChanged</td>
<td>Raises the <code>ActiveDocumentChanged</code> event.</td>
</tr>
<tr>
<td>OnActiveItemChanged</td>
<td>Raises the <code>ActiveItemChanged</code> event.</td>
</tr>
<tr>
<td>OnDockItemStateChanged</td>
<td>Raises the <code>DockItemStateChanged</code> event.</td>
</tr>
<tr>
<td>OnDockItemStateChanging</td>
<td>Raises the <code>DockItemStateChanging</code> event.</td>
</tr>
<tr>
<td>OnFocusedItemChanged</td>
<td>Raises the <code>FocusedItemChanged</code> event.</td>
</tr>
<tr>
<td>OnSelectedAutoHideItemChanged</td>
<td>Raises the <code>SelectedAutoHideItemChanged</code> event.</td>
</tr>
<tr>
<td>Redo</td>
<td>Undoes the most recent undo command. In other words, redoes the most recent undo unit on the undo stack.</td>
</tr>
<tr>
<td>Save</td>
<td>Saves the current window layout.</td>
</tr>
</tbody>
</table>
Undo

Undoes the most recent undo command. In other words, undoes the most recent unit on the undo stack.

## Events

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ActiveDocumentChanged</td>
<td>Occurs when the value of ActiveDocument property has changed.</td>
</tr>
<tr>
<td>ActiveItemChanged</td>
<td>Occurs when the value of ActiveItem property has changed.</td>
</tr>
<tr>
<td>DockItemStateChanged</td>
<td>Occurs when the state of DockItem is changed.</td>
</tr>
<tr>
<td>DockItemStateChanging</td>
<td>Occurs when the state of DockItem is changing.</td>
</tr>
<tr>
<td>FocusedItemChanged</td>
<td>Occurs when the value of FocusedItem property has changed.</td>
</tr>
<tr>
<td>SelectedAutoHideItemChanged</td>
<td>Occurs when the value of SelectedAutoHideItemChanged property has changed.</td>
</tr>
</tbody>
</table>

## Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>----------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>ActiveDocumentProperty</td>
<td>Identifies the ActiveDocument dependency property</td>
</tr>
<tr>
<td>ActiveItemProperty</td>
<td>Identifies the ActiveItem dependency property</td>
</tr>
<tr>
<td>BottomDockTreeHeightProperty</td>
<td>Identifies the BottomDockTreeHeight dependency property</td>
</tr>
<tr>
<td>BottomDockTreeProperty</td>
<td>Identifies the BottomDockTree dependency property</td>
</tr>
<tr>
<td>CanRedoProperty</td>
<td>Identifies the CanRedo dependency property</td>
</tr>
<tr>
<td>Can_undoProperty</td>
<td>Identifies the CanUndo dependency property</td>
</tr>
<tr>
<td>DefaultFloatingWindowSizeProperty</td>
<td>Identifies the DefaultFloatingWindowSize dependency property</td>
</tr>
<tr>
<td>DockTreeZOrderProperty</td>
<td>Identifies the DockTreeZOrder dependency property</td>
</tr>
<tr>
<td>DocumentDockTreeProperty</td>
<td>Identifies the DocumentDockTree dependency property</td>
</tr>
<tr>
<td>FocusedItemProperty</td>
<td>Identifies the FocusedItem dependency property</td>
</tr>
<tr>
<td>LeftDockTreeProperty</td>
<td>Identifies the LeftDockTree dependency property</td>
</tr>
</tbody>
</table>
DockControl is the center of WPF docking library. It provides the following key services:

<table>
<thead>
<tr>
<th>Service</th>
<th>Properties and Methods</th>
</tr>
</thead>
<tbody>
<tr>
<td>DockItem Management</td>
<td>DockItems, Documents, FocusedItem, ActiveItem, ActiveDocument,</td>
</tr>
<tr>
<td>Service</td>
<td>Attached Properties</td>
</tr>
<tr>
<td>------------------</td>
<td>----------------------------------------------------------</td>
</tr>
<tr>
<td>AutoHide</td>
<td>Animation, AnimationDuration.</td>
</tr>
<tr>
<td>DockManager</td>
<td>DefaultFloatingPreviewSize, FloatingWindowStrategy.</td>
</tr>
<tr>
<td>DocumentTab</td>
<td>ShowsIcon.</td>
</tr>
<tr>
<td>WindowSwitcher</td>
<td>Hotkey</td>
</tr>
</tbody>
</table>

**Examples**

```xml
<Window xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
```
<Window x="http://schemas.microsoft.com/winfx/2006/xaml"
xmlns:dz="http://schemas.devzest.com/presentation/docking"
Title="DockControl Sample"
WindowState="Maximized">
    <DockControl>
        <DockItem TabText="Welcome" Title="Welcome">
            <FlowDocumentScrollViewer>
                    <FlowDocument FontFamily="Calibri"
                        <Paragraph FontSize="22">
                    </FlowDocument>
            </FlowDocumentScrollViewer>
        </DockItem>
        <DockItem TabText="Saved State" Title="Saved State">
            <TextBox />
        </DockItem>
        <DockItem TabText="Output" Title="Output">
            <TextBox />
        </DockItem>
        <DockItem TabText="Solution Explorer" Title="Solution Explorer">
            <TextBox />
        </DockItem>
        <DockItem TabText="Properties" Title="Properties">
            <TextBox />
        </DockItem>
    </DockControl>
</Window>

See Also

Reference
DevZest.Windows.Docking Namespace

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DockControl Constructor

Initializes a new instance of the `DockControl` class.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public DockControl()
```

### See Also

- Reference
  - DockControl Class
  - DevZest.Windows.Docking Namespace

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DockControl Properties

The `DockControl` type exposes the following members.

## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ActiveDocument</td>
<td>Gets a value indicates currently active document <code>DockItem</code>. This is a dependency property.</td>
</tr>
<tr>
<td>ActiveItem</td>
<td>Gets a value indicates currently active <code>DockItem</code>. This is a dependency property.</td>
</tr>
<tr>
<td>BottomDockTree</td>
<td>Gets a value indicates the bottom <code>DockTree</code>. This is a dependency property.</td>
</tr>
<tr>
<td>BottomDockTreeHeight</td>
<td>Gets or sets the height of bottom <code>DockTree</code>. This is a dependency property.</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------</td>
<td>-----------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>CanRedo</strong></td>
<td>Gets a value that indicates whether the most recent action can be redone. This is a dependency property.</td>
</tr>
<tr>
<td><strong>CanUndo</strong></td>
<td>Gets a value that indicates whether the most recent action can be undone. This is a dependency property.</td>
</tr>
<tr>
<td><strong>DefaultFloatingWindowSize</strong></td>
<td>Gets or sets the default size of FloatingWindow.</td>
</tr>
<tr>
<td><strong>DockItems</strong></td>
<td>Gets a collection of DockItem objects currently associated with this DockControl.</td>
</tr>
<tr>
<td><strong>DockTreeZOrder</strong></td>
<td>Gets or sets the z-order of DockTree objects. This is a dependency property.</td>
</tr>
<tr>
<td><strong>DocumentDockTree</strong></td>
<td>Gets a value indicates the document DockTree. This is a dependency property.</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>----------------------</td>
<td>------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Documents</td>
<td>Gets a collection of DockItem objects currently displayed as document.</td>
</tr>
<tr>
<td>FloatingWindows</td>
<td>Gets a collection of FloatingWindow objects currently created.</td>
</tr>
<tr>
<td>FocusedItem</td>
<td>Gets a value indicates DockItem currently has keyboard focus. This is a dependency property.</td>
</tr>
<tr>
<td>LeftDockTree</td>
<td>Gets a value indicates the left DockTree. This is a dependency property.</td>
</tr>
<tr>
<td>LeftDockTreeWidth</td>
<td>Gets or sets the width of left DockTree. This is a dependency property.</td>
</tr>
<tr>
<td>MaxUndoLevel</td>
<td>Gets or sets the maximum number of undo/redo actions. This is a dependency property.</td>
</tr>
<tr>
<td>Panes</td>
<td>Gets a collection of</td>
</tr>
</tbody>
</table>
DockPane objects currently created.

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>RightDockTree</td>
<td>Gets a value indicates the right DockTree. This is a dependency property.</td>
</tr>
<tr>
<td>RightDockTreeWidth</td>
<td>Gets or sets the width of right DockTree. This is a dependency property.</td>
</tr>
<tr>
<td>SelectedAutoHideItem</td>
<td>Gets a value indicates currently selected auto hide DockItem. This is a dependency property.</td>
</tr>
<tr>
<td>TopDockTree</td>
<td>Gets a value indicates the top DockTree. This is a dependency property.</td>
</tr>
<tr>
<td>TopDockTreeHeight</td>
<td>Gets or sets the height of top DockTree. This is a dependency property.</td>
</tr>
<tr>
<td>UndoUnitLevel</td>
<td>Gets a value indicates the undo unit level.</td>
</tr>
</tbody>
</table>
See Also

Reference
DockControl Class
DevZest.Windows.Docking Namespace
DockControlActiveDocument Property

Gets a value indicates currently active document DockItem. This is a dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public DockItem ActiveDocument { get; }</code></td>
<td></td>
</tr>
</tbody>
</table>

**Property Value**

Type: DockItem  
The currently active document DockItem.

### See Also

Reference
DockControl Class  
DevZest.Windows.Docking Namespace
DockControlItem ActiveItem Property

Gets a value indicates currently active DockItem. This is a dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public DockItem ActiveItem { get; }
```

### Property Value

Type: DockItem  
The currently active DockItem.

### Remarks

When FocusedItem changed to as a result of clicking focusable controls outside DockControl, ActiveItem remains unchanged. This is useful to get currently active DockItem when the keyboard focus is not within DockControl, such as when a MenuItem is clicked.

### See Also

Reference  
DockControlItem Class  
DevZest.Windows.Docking Namespace
DockControlBottomDockTree Property

Gets a value indicates the bottom DockTree. This is a dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public DockTree BottomDockTree { get; }
```

### Property Value

Type: DockTree  
The bottom DockTree.

### See Also

- Reference
  - DockControl Class
  - DevZest.Windows.Docking Namespace
DockControl.BottomDockTreeHeight Property

Gets or sets the height of bottom DockTree. This is a dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```
public SplitterDistance BottomDockTreeHeight { get; }
```

**Property Value**

Type: SplitterDistance  
The bottom DockTree height, can be either auto pixel, auto star, pixel or star values.

### See Also

Reference  
DockControl Class  
DevZest.Windows.Docking Namespace

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DockControlCanRedo Property

Gets a value that indicates whether the most recent action can be redone. This is a dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

```csharp
public bool CanRedo { get; }
```

**Property Value**

Type: **Boolean**

if the most recent action can be redone; otherwise, . This property has no default value.

**See Also**

Reference  
DockControl Class  
DevZest.Windows.Docking Namespace

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DockControlCanUndo Property

Gets a value that indicates whether the most recent action can be undone. This is a dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

C# | VB
---|---

```csharp
public bool CanUndo { get; }
```

### Property Value

Type: `Boolean`  
if the most recent action can be undone; otherwise, `. This property has no default value.

### See Also

Reference  
DockControl Class  
DevZest.Windows.Docking Namespace
DockControlDefaultFloatingWindow::

Property

Gets or sets the default size of FloatingWindow.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
</table>
| ```
public Size DefaultFloatingWindowSize {
    get;
    set;
}
``` |

#### Property Value

- **Type:** Size
- The default size of FloatingWindow. The default value is (300,300).

### See Also

- Reference
- DockControl Class
- DevZest.Windows.Docking Namespace

---

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DockControl.DockItems Property

Gets a collection of `DockItem` objects currently associated with this `DockControl`.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
public DockItemCollection DockItems { get; }
```

**VB**

```vbnet
Public DockItemCollection DockItems(ReadOnly) As DockItemCollection
```

### Property Value

Type: `DockItemCollection`

A collection of `DockItem` objects, in order of first association with this `DockControl`.

### Remarks

A `DockItem` is associated with `DockControl` when adding this `DockItem` in the collection. `DockItem.DockControl` also reflects this association.

Calling `DockItem.Close` removes the `DockItem` from the collection.

Calling `Show Overload` implicitly adds `DockItem` in the collection if it's not yet associated.

### See Also

Reference
- DockControl Class
- DevZest.Windows.Docking Namespace
DockControlDockTreeZOrder Property

Gets or sets the z-order of DockTree objects. This is a dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>Copy</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

public DockTreeZOrder DockTreeZOrder { get; set; }

**Property Value**

Type: DockTreeZOrder  
The z-order of left, right, top and bottom DockTree objects. The document DockTree is always on top of the Z-order.

### See Also

Reference  
DockControl Class  
DevZest.Windows.Docking Namespace
DockControlDocumentDockTree Property

Gets a value indicates the document DockTree. This is a dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public DockTree DocumentDockTree { get; }
```

### Property Value

Type: DockTree  
The document DockTree.

### See Also

Reference

DockControl Class  
DevZest.Windows.Docking Namespace

Copyright © DevZest, All rights reserved.
DockControl.Documents Property

Gets a collection of DockItem objects currently displayed as document.

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>public DockItemCollection Documents { get; }</td>
<td></td>
</tr>
</tbody>
</table>

Property Value

Type: DockItemCollection
A collection of DockItem objects currently displayed as document, in order of DockPane activation, then DockItem activation (last active last).

See Also

Reference
DockControl Class
DevZest.Windows.Docking Namespace
DockControl.FloatingWindows Property

Gets a collection of FloatingWindow objects currently created.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```
public FloatingWindowCollection FloatingWindows {
    get
}
```

### Property Value

**Type:** FloatingWindowCollection  
A collection of FloatingWindow objects currently created, in order of activation (last active last).

### See Also

- Reference
  - DockControl Class
  - DevZest.Windows.Docking Namespace

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DockControl.FocusedItem Property

Gets a value indicates DockItem currently has keyboard focus. This is a dependency property.

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

C#       VB
---   ---
public DockItem FocusedItem { get; }

Property Value
Type: DockItem
The DockItem currently has keyboard focus.

See Also

Reference
DockControl Class
DevZest.Windows.Docking Namespace
DockControl.LeftDockTree Property

Gets a value indicates the left DockTree. This is a dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>public DockTree LeftDockTree { get; }</td>
<td></td>
</tr>
</tbody>
</table>

**Property Value**

Type: DockTree  
The left DockTree.

### See Also

Reference

DockControl Class  
DevZest.Windows.Docking Namespace
DockControl.LeftDockTreeWidth Property

Gets or sets the width of left DockTree. This is a dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public SplitterDistance LeftDockTreeWidth { get; }
```

### Property Value

Type: `SplitterDistance`  
The left DockTree width, can be either auto pixel, auto star, pixel or star values.

### See Also

Reference  
DockControl Class  
DevZest.Windows.Docking Namespace

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DockControlMaxUndoLevel Property

Gets or sets the maximum number of undo/redo actions. This is a dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

C#  
```csharp
public int MaxUndoLevel { get; set; }
```

VB.NET
```vbnet
Public Property MaxUndoLevel As Integer
Get
End Property
Set(value As Integer)
End Property
```

**Property Value**

Type: **Int32**  
The maximum number of undo/redo actions. The default value is **MaxValue**.

**See Also**

Reference  
DockControl Class  
DevZest.Windows.Docking Namespace

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DockControlPanes Property

Gets a collection of DockPane objects currently created.

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public DockPaneCollection Panes { get; }
```

```vbnet
Public DockPaneCollection Panes { Get; }
```

Property Value

Type: DockPaneCollection
A collection of DockPane objects currently created, in order of activation (last active last).

See Also

Reference
DockControl Class
DevZest.Windows.Docking Namespace

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DockControlRightDockTree Property

Gets a value indicates the right DockTree. This is a dependency property.

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

C#  VB

```csharp
public DockTree RightDockTree { get; }
```

Property Value

Type: DockTree
The right DockTree.

See Also

Reference
DockControl Class
DevZest.Windows.Docking Namespace

Copyright © DevZest, All rights reserved.
DockControlRightDockTreeWidth Property

Gets or sets the width of right DockTree. This is a dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public SplitterDistance RightDockTreeWidth { get; }</code></td>
<td></td>
</tr>
</tbody>
</table>

**Property Value**  
Type: `SplitterDistance`  
The right DockTree width, can be either auto pixel, auto star, pixel or star values.

### See Also

**Reference**  
DockControl Class  
DevZest.Windows.Docking Namespace

Copyright © DevZest, All rights reserved.
DockControlSelectedAutoHideItem Property

Gets a value indicates currently selected auto hide DockItem. This is a dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public DockItem SelectedAutoHideItem { get; }
```

### Property Value

Type: DockItem  
The currently selected auto hide document DockItem.

### See Also

Reference  
DockControl Class  
DevZest.Windows.Docking Namespace
DockControl.TopDockTree Property

Gets a value indicates the top DockTree. This is a dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public DockTree TopDockTree { get; }
```

### Property Value

**Type:** DockTree  
The top DockTree.

### See Also

**Reference**  
DockControl Class  
DevZest.Windows.Docking Namespace
DockControl.TopDockTreeHeight Property

Gets or sets the height of top DockTree. This is a dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

C#  
```csharp
public SplitterDistance TopDockTreeHeight { get; }
```

### Property Value

Type: `SplitterDistance`  
The top `DockTree` height, can be either auto pixel, auto star, pixel or star values.

### See Also

Reference  
DockControl Class  
DevZest.Windows.Docking Namespace

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DockControlUndoUnitLevel Property

Gets a value indicates the undo unit level.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

C#  
```csharp
public int UndoUnitLevel { get; }
```

Remarks

Calling `BeginUndoUnit` increases `UndoUnitLevel` by 1, and calling `EndUndoUnit` decreases `UndoUnitLevel` by 1. When `UndoUnitLevel` greater than 0, all undoable operations are considered as one single reversible unit of work.

**See Also**

Reference  
DockControl Class  
DevZest.Windows.Docking Namespace
DockControl Methods

The `DockControl` type exposes the following members.

### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BeginUndoUnit</td>
<td>Marks the beginning of a reversible unit of work.</td>
</tr>
<tr>
<td>ClearUndo</td>
<td>Clears all information from the undo redo buffer.</td>
</tr>
<tr>
<td>EndUndoUnit</td>
<td>Marks the end of a reversible unit of work.</td>
</tr>
<tr>
<td>Load</td>
<td>Loads the window layout.</td>
</tr>
<tr>
<td>OnActiveDocumentChanged</td>
<td>Raises the <code>ActiveDocumentChanged</code> event.</td>
</tr>
<tr>
<td>OnActiveItemChanged</td>
<td>Raises the <code>ActiveItemChanged</code> event.</td>
</tr>
<tr>
<td>OnDockItemStateChanged</td>
<td>Raises the <code>DockItemStateChanged</code> event.</td>
</tr>
<tr>
<td>OnDockItemStateChanging</td>
<td>Raises the <code>DockItemStateChanging</code> event.</td>
</tr>
<tr>
<td>OnFocusedItemChanged</td>
<td>Raises the <code>FocusedItemChanged</code> event.</td>
</tr>
</tbody>
</table>
OnSelectedAutoHideItemChanged

Raises the SelectedAutoHideItemChanged event.

Redo

Undoes the most recent undo command. In other words, redoes the most recent unit on the undo stack.

Save

Saves the current window layout.

Undo

Undoes the most recent undo command. In other words, undoes the most recent unit on the undo stack.

See Also

Reference
DockControl Class
DevZest.Windows.Docking Namespace

Copyright © DevZest, All rights reserved.
DockControlBeginUndoUnit Method

Marks the beginning of a reversible unit of work.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public void BeginUndoUnit()</code></td>
<td></td>
</tr>
</tbody>
</table>

### Remarks

Use `BeginUndoUnit` and `EndUndoUnit` in tandem. Calling `BeginUndoUnit` increases `UndoUnitLevel` by 1, and calling `EndUndoUnit` decreases `UndoUnitLevel` by 1. When `UndoUnitLevel` is greater than 0, all undoable operations are considered as one single reversible unit of work.

### See Also

- Reference
  - DockControl Class
  - DevZest.Windows.Docking Namespace

Copyright © DevZest, All rights reserved.
DockControl.ClearUndo Method

Clears all information from the undo redo buffer.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

C#  
```csharp
public void ClearUndo()
```

### See Also

Reference  
- DockControl Class  
- DevZest.Windows.Docking Namespace

Copyright © DevZest, All rights reserved.
DockControl.EndUndoUnit Method

Marks the end of a reversible unit of work.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public void EndUndoUnit()
```

### Remarks

Use `BeginUndoUnit` and `EndUndoUnit` in tandem. Calling `BeginUndoUnit` increases `UndoUnitLevel` by 1, and calling `EndUndoUnit` decreases `UndoUnitLevel` by 1. When `UndoUnitLevel` is greater than 0, all undoable operations are considered as one single reversible unit of work.

### See Also

- Reference
  - DockControl Class
  - DevZest.Windows.Docking Namespace

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DockControlLoad Method

Loads the window layout.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

## Syntax

```csharp
public void Load(DockLayout layout, Func<Object, DockItem> loadDockItemCallback)
```

### Parameters

- **layout**
  - Type: DevZest.Windows.Docking.DockLayout
  - The specified DockLayout instance.

- **loadDockItemCallback**
  - Type: System.Func<Object, DockItem>
  - Callback to load DockItem. This callback takes an Object returned by DockItem.Save method, returns an DockItem instance.

## Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ArgumentNullException</td>
<td>layout is .</td>
</tr>
<tr>
<td>InvalidOperationException</td>
<td>The DockItems collection is not</td>
</tr>
</tbody>
</table>
empty. Close all DockItem before calling Load(DockLayout, FuncObject, DockItem).

Remarks
Calling this method will clear all undo stack.

See Also
Reference
DockControl Class
DevZest.Windows.Docking Namespace

Copyright © DevZest, All rights reserved.
DockControlOnActiveDocumentChanged Method

Raises the ActiveDocumentChanged event.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
protected virtual void OnActiveDocumentChanged(
    EventArgs e
)
```

**VB**

```vbnet
Protected Overridable Sub OnActiveDocumentChanged(e As EventArgs)
```

### Parameters

- **e**
  
  Type: `SystemEventArgs`  
  An `EventArgs` that contains the event data.

### Remarks

This method allows derived classes to handle the event without attaching a delegate. This is the preferred technique for handling the event in a derived class.

When overriding in a derived class, be sure to call the base class's method so that registered delegates receive the event.

### See Also

Reference
DockControl Class
DevZest.Windows.Docking Namespace

Copyright © DevZest, All rights reserved.
DockControlOnActiveItemChanged Method

Raises the ActiveItemChanged event.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
protected virtual void OnActiveItemChanged(
    EventArgs e
)
```

### Parameters

**e**

Type: `SystemEventArgs`  
An `EventArgs` that contains the event data.

### Remarks

This method allows derived classes to handle the event without attaching a delegate. This is the preferred technique for handling the event in a derived class.

When overriding in a derived class, be sure to call the base class's method so that registered delegates receive the event.

### See Also

Reference
DockControl Class
DevZest.Windows.Docking Namespace

Copyright © DevZest, All rights reserved.
DockControlOnDockItemStateChanged Method

 Raises the DockItemStateChanged event.

 **Namespace:** DevZest.Windows.Docking  
 **Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

```
C#  VB
protected virtual void OnDockItemStateChanged(
    DockItemStateChangedEventArgs e
)
```

**Parameters**

`e`

Type: DevZest.Windows.DockingDockItemStateChangedEventArgs

A DockItemStateChangedEventArgs that contains the event data.

**Remarks**

This method allows derived classes to handle the event without attaching a delegate. This is the preferred technique for handling the event in a derived class.

When overriding in a derived class, be sure to call the base class's method so that registered delegates receive the event.

**See Also**

Reference
DockControl Class
DevZest.Windows.Docking Namespace

Copyright © DevZest, All rights reserved.
DockControlOnDockItemStateChanging Method

 Raises the DockItemStateChanging event.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
protected virtual void OnDockItemStateChanging(
    DockItemStateEventArgs e
)
```

### Parameters

- **e**  
  Type: DevZest.Windows.DockingDockItemStateEventArgs  
  A DockItemStateEventArgs that contains the event data.

### Remarks

This method allows derived classes to handle the event without attaching a delegate. This is the preferred technique for handling the event in a derived class.

When overriding in a derived class, be sure to call the base class's method so that registered delegates receive the event.

### See Also

Reference
DockControl Class
DevZest.Windows.Docking Namespace

Copyright © DevZest, All rights reserved.
DockControlOnFocusedItemChange Method

Raises the FocusedItemChanged event.

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
protected virtual void OnFocusedItemChanged(EventArgs e)
```

Parameters

- `e` 
  Type: System.EventArgs
  An EventArgs that contains the event data.

Remarks

This method allows derived classes to handle the event without attaching a delegate. This is the preferred technique for handling the event in a derived class.

When overriding in a derived class, be sure to call the base class's method so that registered delegates receive the event.

See Also

Reference
DockControl Class
DevZest.Windows.Docking Namespace

Copyright © DevZest, All rights reserved.
DockControlOnSelectedAutoHideItemChanged Method

Raises the SelectedAutoHideItemChanged event.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
protected virtual void OnSelectedAutoHideItemChanged(EventArgs e)
```

**Parameters**

- `e`  
  Type: `System.EventArgs`  
  An `EventArgs` that contains the event data.

### Remarks

This method allows derived classes to handle the event without attaching a delegate. This is the preferred technique for handling the event in a derived class.

When overriding in a derived class, be sure to call the base class's method so that registered delegates receive the event.

### See Also
Reference

DockControl Class
DevZest.Windows.Docking Namespace

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DockControlRedo Method

Undoes the most recent undo command. In other words, redoes the most recent undo unit on the undo stack.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public bool Redo()
```

### Return Value

**Type:** Boolean

If the redo operation was successful; otherwise, . This method returns if the undo stack is empty.

### See Also

- DockControl Class
- DevZest.Windows.Docking Namespace
DockControlSave Method

Saves the current window layout.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>

```csharp
public DockLayout Save()
```

Return Value

Type: DockLayout

The saved DockLayout.

### See Also

Reference

DockControl Class  
DevZest.Windows.Docking Namespace
DockControlUndo Method

Undoes the most recent undo command. In other words, undoes the most recent undo unit on the undo stack.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

C#  
```csharp
public bool Undo()
```

### Return Value

Type: Boolean  
if the undo operation was successful; otherwise, . This method returns if the undo stack is empty.

### See Also

Reference  
DockControl Class  
DevZest.Windows.Docking Namespace
# DockControl Events

The DockControl type exposes the following members.

## Events

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ActiveDocumentChanged</td>
<td>Occurs when the value of ActiveDocument property has changed.</td>
</tr>
<tr>
<td>ActiveItemChanged</td>
<td>Occurs when the value of ActiveItem property has changed.</td>
</tr>
<tr>
<td>DockItemStateChanged</td>
<td>Occurs when the state of DockItem is changed.</td>
</tr>
<tr>
<td>DockItemStateChanging</td>
<td>Occurs when the state of DockItem is changing.</td>
</tr>
<tr>
<td>FocusedItemChanged</td>
<td>Occurs when the value of FocusedItem property has changed.</td>
</tr>
<tr>
<td>SelectedAutoHideItemChanged</td>
<td>Occurs when the value of SelectedAutoHideItem property has changed.</td>
</tr>
</tbody>
</table>
DockControl Class
DevZest.Windows.Docking Namespace

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DockControlActiveDocumentChange Event

Occurs when the value of the ActiveDocument property has changed.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public event EventHandler<EventArgs> ActiveDocumentChanged;
```

Value
- **Type:** SystemEventHandlerEventArgs

### See Also

- Reference
  - DockControl Class
  - DevZest.Windows.Docking Namespace

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DockControlActiveItemChangedEventArgs Event

Occurs when the value of the ActiveItem property has changed.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
Version: 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
public event EventHandler<EventArgs> ActiveItemChanged;
```

**VB**

```vbnet
Public AddHandler ActiveItemChanged As System.EventHandler(Of System.EventArgs)
```

### Value

Type: `System.EventHandler<EventArgs>`

### See Also

Reference  
DockControl Class  
DevZest.Windows.Docking Namespace

---

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DockControlItemStateChanged Event

Occurs when the state of DockItem is changed.

**Namespace:** DevZest.Windows.Docking
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

#### C#

```csharp
public event EventHandler<DockItemStateChangedEventArgs> DockItemStateChanged;
```

#### VB

```vbnet
Public Add_handler DockItemStateChanged As EventHandler(Of DockItemStateChangedEventArgs)
Public Remove_handler DockItemStateChanged As EventHandler(Of DockItemStateChangedEventArgs)
```

**Value Type:** System.EventHandlerDockItemStateChangedEventArgs

### See Also

- **Reference**
  - DockControl Class
  - DevZest.Windows.Docking Namespace

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DockControlItemStateChanging Event

Occurs when the state of DockItem is changing.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
Version: 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
public event EventHandler<DockControlItemStateEventArgs> DockItemStateChanging;
```

**Value**

Type: SystemEventHandlerDockControlItemStateEventArgs

### See Also

Reference

- DockControl Class
- DevZest.Windows.Docking Namespace

---

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DockControlFocusedItemChanged Event

Occurs when the value of the FocusedItem property has changed.

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

C# |
---|
public event EventHandler<EventArgs> FocusedItemChanged

Value
Type: System.EventHandler<EventArgs>

See Also

- DockControl Class
- DevZest.Windows.Docking Namespace
DockControlSelectedAutoHideItemChanged Event

Occurs when the value of the SelectedAutoHideItemChanged property has changed.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public event EventHandler<EventArgs> SelectedAutoHideItemChanged
```

### Value

**Type:** SystemEventHandlerEventArgs

### See Also

- **Reference**
  - DockControl Class
  - DevZest.Windows.Docking Namespace

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DockControl Fields

The **DockControl** type exposes the following members.

## Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ActiveDocumentProperty</td>
<td>Identifies the <strong>ActiveDocument</strong> dependency property</td>
</tr>
<tr>
<td>ActiveItemProperty</td>
<td>Identifies the <strong>ActiveItem</strong> dependency property</td>
</tr>
<tr>
<td>BottomDockTreeHeightProperty</td>
<td>Identifies the <strong>BottomDockTreeHeight</strong> dependency property</td>
</tr>
<tr>
<td>BottomDockTreeProperty</td>
<td>Identifies the <strong>BottomDockTree</strong> dependency property</td>
</tr>
<tr>
<td>CanRedoProperty</td>
<td>Identifies the <strong>CanRedo</strong> dependency property</td>
</tr>
<tr>
<td>CanUndoProperty</td>
<td>Identifies the <strong>CanUndo</strong> dependency property</td>
</tr>
<tr>
<td>DefaultFloatingWindowSizeProperty</td>
<td>Identifies the <strong>DefaultFloatingWindowSize</strong> dependency property</td>
</tr>
<tr>
<td>DockTreeZOrderProperty</td>
<td>Identifies the <strong>DockTreeZOrder</strong> property</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>----------------------------------</td>
<td>---------------------------------------</td>
</tr>
<tr>
<td>DocumentDockTreeProperty</td>
<td>Identifies the DocumentDockTree dependency property</td>
</tr>
<tr>
<td>FocusedItemProperty</td>
<td>Identifies the FocusedItem dependency property</td>
</tr>
<tr>
<td>LeftDockTreeProperty</td>
<td>Identifies the LeftDockTree dependency property</td>
</tr>
<tr>
<td>LeftDockTreeWidthProperty</td>
<td>Identifies the LeftDockTreeWidth dependency property</td>
</tr>
<tr>
<td>MaxUndoLevelProperty</td>
<td>Identifies the MaxUndoLevel dependency property</td>
</tr>
<tr>
<td>RightDockTreeProperty</td>
<td>Identifies the RightDockTree dependency property</td>
</tr>
<tr>
<td>RightDockTreeWidthProperty</td>
<td>Identifies the RightDockTreeWidth dependency property</td>
</tr>
<tr>
<td>SelectedAutoHideItemProperty</td>
<td>Identifies the SelectedAutoHideItem dependency property</td>
</tr>
<tr>
<td>TopDockTreeHeightProperty</td>
<td>Identifies the TopDockTreeHeight dependency property</td>
</tr>
<tr>
<td>TopDockTreeProperty</td>
<td>Identifies the TopDockTree dependency property</td>
</tr>
</tbody>
</table>
See Also

Reference
DockControl Class
DevZest.Windows.Docking Namespace

Copyright © DevZest, All rights reserved.
DockControlActiveDocumentProperty Field

Identifies the ActiveDocument dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

```
public static readonly DependencyProperty ActiveDocumentProperty
```

**Field Value**  
Type: DependencyProperty

**See Also**

Reference  
DockControl Class  
DevZest.Windows.Docking Namespace

Copyright © DevZest, All rights reserved.
DockControlActiveItemProperty Field

Identifies the ActiveItem dependency property.

**Namespace**: DevZest.Windows.Docking  
**Assembly**: DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version**: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>public static readonly DependencyProperty ActiveItem</td>
<td></td>
</tr>
</tbody>
</table>

**Field Value**  
Type: DependencyProperty

### See Also

**Reference**  
DockControl Class  
DevZest.Windows.Docking Namespace
DockControl.BottomDockTreeHeight Property

Identifies the **BottomDockTreeHeight** dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

#### C#  
```csharp
public static readonly DependencyProperty BottomDockTreeHeightProperty
```

#### VB
```vbnet
Public Shared ReadOnly Property BottomDockTreeHeightProperty As DependencyProperty
```

### Field Value

Type: **DependencyProperty**

### See Also

Reference  
DockControl Class  
DevZest.Windows.Docking Namespace

---

**Copyright © DevZest, All rights reserved.**
DockControl.BottomDockTreeProperty Field

Identifies the BottomDockTree dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```
public static readonly DependencyProperty BottomDockTreeProperty
```

**Field Value**  
Type: DependencyProperty

### See Also

Reference  
DockControl Class  
DevZest.Windows.Docking Namespace

Copyright © DevZest, All rights reserved.
DockControlCanRedoProperty Field

Identifies the CanRedo dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

```csharp
public static readonly DependencyProperty CanRedo;
```

Field Value
Type: DependencyProperty

**See Also**

Reference  
DockControl Class  
DevZest.Windows.Docking Namespace

Copyright © DevZest, All rights reserved.
DockControlCanUndoProperty Field

Identifies the CanUndo dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public static readonly DependencyProperty CanUndo</code></td>
<td><code>Public Shared ReadOnly DependencyProperty CanUndo</code></td>
</tr>
</tbody>
</table>

#### Field Value

Type: `DependencyProperty`

### See Also

- Reference
- DockControl Class
- DevZest.Windows.Docking Namespace
DockControlDefaultFloatingWindowSize Field

Identifies the `DefaultFloatingWindowSize` dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public static readonly DependencyProperty Default...</code></td>
<td><code>Public Const Default...</code></td>
</tr>
</tbody>
</table>

**Field Value**

Type: `DependencyProperty`

### See Also

- Reference  
  DockControl Class  
  DevZest.Windows.Docking Namespace

Copyright © DevZest, All rights reserved.
DockControlDockTreeZOrderProperty Field

Identifies the DockTreeZOrder dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

**Syntax**

```csharp
public static readonly DependencyProperty DockTreeZOrderProperty
```

**Field Value**

Type: DependencyProperty

**See Also**

Reference  
DockControl Class  
DevZest.Windows.Docking Namespace

Copyright © DevZest, All rights reserved.
DockControlDocumentDockTreeProperty Field

Identifies the DocumentDockTree dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static readonly DependencyProperty DocumentDockTreeProperty
```

Field Value  
Type: DependencyProperty

### See Also

**Reference**  
DockControl Class  
DevZest.Windows.Docking Namespace

Copyright © DevZest, All rights reserved.
DockControlFocusedItemProperty Field

Identifies the FocusedItem dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static readonly DependencyProperty FocusedItemProperty;
```

### Field Value

Type: DependencyProperty

### See Also

Reference

DockControl Class  
DevZest.Windows.Docking Namespace
DockControlLeftDockTreeProperty Field

Identifies the LeftDockTree dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public static readonly DependencyProperty LeftDockTreeProperty</code></td>
<td><code>Public Const ReadOnly DependencyProperty LeftDockTreeProperty As DependencyProperty</code></td>
</tr>
</tbody>
</table>

**Field Value**

Type: DependencyProperty

### See Also

Reference  
DockControl Class  
DevZest.Windows.Docking Namespace
DockControl.LeftDockTreeWidthProperty Field

Identifies the LeftDockTreeWidth dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static readonly DependencyProperty LeftDockTreeWidthProperty
```

### Field Value

**Type:** DependencyProperty

### See Also

- Reference
  DockControl Class
  DevZest.Windows.Docking Namespace
DockControlMaxUndoLevelProperty Field

Identifies the MaxUndoLevel dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static readonly DependencyProperty MaxUndoLevelProperty
```

**Field Value**

Type: DependencyProperty

### See Also

**Reference**

DockControl Class  
DevZest.Windows.Docking Namespace
DockControlRightDockTreeProperty Field

Identifies the RightDockTree dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

**Syntax**

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>public static readonly DependencyProperty RightDockTreeProperty</td>
<td></td>
</tr>
</tbody>
</table>

**Field Value**

Type: DependencyProperty

**See Also**

Reference
DockControl Class  
DevZest.Windows.Docking Namespace

Copyright © DevZest, All rights reserved.
DockControlRightDockTreeWidthProperty

Field

Identifies the RightDockTreeWidth dependency property.

**Namespace:** DevZest.Windows.Docking

**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static readonly DependencyProperty RightDockTreeWidthProperty
```

### Field Value

Type: DependencyProperty

### See Also

- Reference
  DockControl Class
  DevZest.Windows.Docking Namespace

Copyright © DevZest, All rights reserved.
DockControl_SelectedAutoHideItemProperty Field

Identifies the SelectedAutoHideItem dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

C#  
```csharp
public static readonly DependencyProperty SelectedAutoHideItemProperty
```

### Field Value

**Type:** DependencyProperty

### See Also

Reference  
DockControl Class  
DevZest.Windows.Docking Namespace

Copyright © DevZest, All rights reserved.
DockControlTopDockTreeHeightProperty

Field

Identifies the TopDockTreeHeight dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

#### C#  
```csharp
public static readonly DependencyProperty TopDockTreeHeightProperty
```

#### VB
```vbnet
Public Shared ReadOnly Property TopDockTreeHeightProperty() As DependencyProperty
```

---

**Field Value**

Type: DependencyProperty

---

**See Also**

Reference
DockControl Class  
DevZest.Windows.Docking Namespace
DockControlTopDockTreeProperty Field

Identifies the TopDockTree dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public static readonly DependencyProperty TopDockTreeProperty</code></td>
<td></td>
</tr>
</tbody>
</table>

**Field Value**

Type: DependencyProperty

### See Also

Reference  
DockControl Class  
DevZest.Windows.Docking Namespace

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DockControlTreePosition Enumeration

Specifies the position of DockTree objects inside DockControl.

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public enum DockControlTreePosition
```

Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Left</td>
<td>0</td>
<td>The DockTree is positioned on the left side of DockControl.</td>
</tr>
<tr>
<td>Right</td>
<td>1</td>
<td>The DockTree is positioned on the right side of DockControl.</td>
</tr>
<tr>
<td>Top</td>
<td>2</td>
<td>The DockTree is positioned at the top of DockControl.</td>
</tr>
<tr>
<td>Bottom</td>
<td>3</td>
<td>The DockTree is positioned at the bottom of DockControl.</td>
</tr>
</tbody>
</table>
The DockTree takes all the rest available area of DockControl.

See Also

Reference
DevZest.Windows.Docking Namespace

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DockItem Class

Represents a dockable item hosted by a DockControl.

Inheritance Hierarchy

  System.Windows.DependencyObject
  System.Windows.UIElement
  System.Windows.FrameworkElement
  System.Windows.Controls.Control
  System.Windows.Controls.ContentControl
  DevZest.Windows.Docking.DockItem

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

C#  

```csharp
public class DockItem : ContentControl, IDockItem
```

VB  

```vbnet
Public Class DockItem
Inherits ContentControl, IDockItem
```

The DockItem type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="DockItem" /></td>
<td>Initializes a new instance of the DockItem class</td>
</tr>
</tbody>
</table>
### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>AllowedDockTreePositions</strong></td>
<td>Gets or sets the allowed dock tree positions for this DockItem. This is a dependency property.</td>
</tr>
<tr>
<td><strong>AutoHideSize</strong></td>
<td>Gets or sets the size of this DockItem when in auto hide mode. This is a dependency property.</td>
</tr>
<tr>
<td><strong>CanToggleAutoHide</strong></td>
<td>Gets a value indicates whether the auto hide mode of this DockItem can be toggled.</td>
</tr>
<tr>
<td><strong>CanToggleFloating</strong></td>
<td>Gets a value indicates whether the floating mode of this DockItem can be toggled.</td>
</tr>
<tr>
<td><strong>DefaultDockPosition</strong></td>
<td>Gets or sets the default DockPosition for this DockItem. This is a dependency property.</td>
</tr>
<tr>
<td><strong>Description</strong></td>
<td>Gets or sets the description of this</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>DockItem</td>
<td>This is a dependency property.</td>
</tr>
<tr>
<td>DockControl</td>
<td>Gets the DockControl object associated with this DockItem. This is a dependency property.</td>
</tr>
<tr>
<td>DockPosition</td>
<td>Gets the dock position of this DockItem. This is a dependency property.</td>
</tr>
<tr>
<td>DockTreePosition</td>
<td>Gets the dock tree position of this DockItem.</td>
</tr>
<tr>
<td>FirstPane</td>
<td>Gets the first DockPane that this DockItem associated with. This is a dependency property.</td>
</tr>
<tr>
<td>HideOnPerformClose</td>
<td>Gets or sets the value indicates whether hides or closes this DockItem when calling PerformClose.</td>
</tr>
<tr>
<td>Icon</td>
<td>Gets or sets the DockItem object's icon. This is a dependency property.</td>
</tr>
<tr>
<td>IsActiveDocument</td>
<td>Gets a value</td>
</tr>
</tbody>
</table>
indicates whether this **DockItem** is active document. This is a dependency property.

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>IsActiveItem</strong></td>
<td>Gets a value indicates whether this <strong>DockItem</strong> is active.</td>
</tr>
<tr>
<td><strong>IsAutoHide</strong></td>
<td>Gets a value indicates whether the <strong>DockItem</strong> is in auto hide mode.</td>
</tr>
<tr>
<td><strong>IsHidden</strong></td>
<td>Gets a value indicates whether the <strong>DockItem</strong> is invisible.</td>
</tr>
<tr>
<td><strong>IsSelected</strong></td>
<td>Gets a value indicates whether this <strong>DockItem</strong> is selected.</td>
</tr>
<tr>
<td><strong>SecondPane</strong></td>
<td>Gets the second <strong>DockPane</strong> that this <strong>DockItem</strong> associated with.</td>
</tr>
<tr>
<td><strong>ShowAction</strong></td>
<td>Gets or sets the show action in XAML initialization.</td>
</tr>
</tbody>
</table>
## TabContextMenu
Gets or sets the DockItem object's context menu to display for the tab. This is a dependency property.

## TabText
Gets or sets the DockItem object's text when shown as tabbed. This is a dependency property.

## Title
Gets or sets the DockItem object's title. This is a dependency property.

## UndoRedoReference
Gets a value provides a DockItem reference for undo/redo.

### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Activate</strong></td>
<td>Activates the DockItem and gives it focus</td>
</tr>
<tr>
<td><strong>Close</strong></td>
<td>Closes the DockItem</td>
</tr>
<tr>
<td><strong>Hide</strong></td>
<td>Makes the DockItem invisible.</td>
</tr>
<tr>
<td><strong>OnClosing</strong></td>
<td>Raises the Closing event.</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------------</td>
<td>----------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>OnStateChanged</strong></td>
<td>Raises the <a href="#">StateChanged</a> event.</td>
</tr>
<tr>
<td><strong>OnStateChanging</strong></td>
<td>Raises the <a href="#">StateChanging</a> event.</td>
</tr>
<tr>
<td><strong>PerformClose</strong></td>
<td>Hides or closes the <a href="#">DockItem</a>, depending on the value of the <code>HideOnPerformClose</code> property.</td>
</tr>
<tr>
<td><strong>Save</strong></td>
<td>Saves the DockItem.</td>
</tr>
<tr>
<td><strong>Show(DockControl)</strong></td>
<td>Shows the DockItem, targeting specified DockControl, as activated.</td>
</tr>
<tr>
<td><strong>Show(DockItemShowMethod)</strong></td>
<td>Shows the DockItem, using specified DockItemShowMethod.</td>
</tr>
<tr>
<td><strong>Show(DockControl, DockItemShowMethod)</strong></td>
<td>Shows the DockItem, targeting specified DockControl, using specified DockItemShowMethod.</td>
</tr>
<tr>
<td><strong>Show(DockControl, DockPosition)</strong></td>
<td>Shows the DockItem, specified dock position, as activated.</td>
</tr>
<tr>
<td><strong>Show(DockControl, Rect)</strong></td>
<td>Shows the DockItem, as activated floating window.</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
</tr>
<tr>
<td>----------</td>
<td>-------------</td>
</tr>
<tr>
<td>Show(DockItem, DockItemShowMethod)</td>
<td>Shows the DockItem as tabbed, using specified show method.</td>
</tr>
<tr>
<td>Show(DockPane, Int32)</td>
<td>Shows the DockItem as activated and tabbed.</td>
</tr>
<tr>
<td>Show(DockControl, DockPosition, DockItemShowMethod)</td>
<td>Shows the DockItem specified dock position, using specified show method.</td>
</tr>
<tr>
<td>Show(DockControl, Rect, DockItemShowMethod)</td>
<td>Shows the DockItem as floating window, using specified show method.</td>
</tr>
<tr>
<td>Show(DockPane, Int32, DockItemShowMethod)</td>
<td>Shows the DockItem as tabbed, using specified show method.</td>
</tr>
<tr>
<td>Show(DockPaneNode, Dock, SplitterDistance)</td>
<td>Shows the DockItem as activated non-auto hide DockPane, side by side of target DockPaneNode.</td>
</tr>
<tr>
<td>Show(DockControl, Dock, Boolean, DockItemShowMethod)</td>
<td>Shows the DockItem at the edge of DockControl, brings the respective dock tree to front or sends it to back, using specified show method.</td>
</tr>
</tbody>
</table>
**Show(DockPaneNode, Boolean, Dock, SplitterDistance, Boolean, DockItemShowMethod)**

Shows the DockItem as DockPane, side by side of target DockPane, using specified auto hide state, size for target setting and show method.

**ToggleAutoHide**

Toggles the auto hide state of the DockItem object's FirstPane using default DockItemShowMethod for this DockItem.

**ToggleAutoHide(DockItemShowMethod)**

Toggles the auto hide state of the DockItem object's FirstPane using specified DockItemShowMethod for this DockItem.

**ToggleFloating**

Toggles the floating state of the DockItem as activated.

**ToggleFloating(DockItemShowMethod)**

Toggles the floating state of the DockItem using specified show method.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Closing</td>
<td>Occurs when the DockItem is closing.</td>
</tr>
<tr>
<td>StateChanged</td>
<td>Occurs when the state of DockItem is changed.</td>
</tr>
<tr>
<td>StateChanging</td>
<td>Occurs when the state of DockItem is changing.</td>
</tr>
</tbody>
</table>

**Fields**

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AllowedDockTreePositionsProperty</td>
<td>Identifies the AllowedDockTreePositions dependency property.</td>
</tr>
<tr>
<td>AutoHideSizeProperty</td>
<td>Identifies the AutoHideSize dependency property.</td>
</tr>
<tr>
<td>DefaultDockPositionProperty</td>
<td>Identifies the DefaultDockPosition dependency property.</td>
</tr>
<tr>
<td>DescriptionProperty</td>
<td>Identifies the Description dependency property.</td>
</tr>
<tr>
<td>DockControlProperty</td>
<td>Identifies the DockControl dependency property.</td>
</tr>
<tr>
<td>DockPositionProperty</td>
<td>Identifies the DockPosition dependency property.</td>
</tr>
<tr>
<td>FirstPaneProperty</td>
<td>Identifies the FirstPane dependency property.</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------------------</td>
<td>----------------------------------------------</td>
</tr>
<tr>
<td>HideOnPerformCloseProperty</td>
<td>Identifies the HideOnPerformClose dependency property.</td>
</tr>
<tr>
<td>IconProperty</td>
<td>Identifies the Icon dependency property.</td>
</tr>
<tr>
<td>IsActiveDocumentProperty</td>
<td>Identifies the IsActiveDocument dependency property.</td>
</tr>
<tr>
<td>IsActiveItemProperty</td>
<td>Identifies the IsActiveItem dependency property.</td>
</tr>
<tr>
<td>IsHiddenProperty</td>
<td>Identifies the IsHidden dependency property.</td>
</tr>
<tr>
<td>IsSelectedProperty</td>
<td>Identifies the IsSelected dependency property.</td>
</tr>
<tr>
<td>SecondPaneProperty</td>
<td>Identifies the SecondPane dependency property.</td>
</tr>
<tr>
<td>TabContextMenuProperty</td>
<td>Identifies the TabContextMenu dependency property.</td>
</tr>
<tr>
<td>TabTextProperty</td>
<td>Identifies the TabText dependency property.</td>
</tr>
<tr>
<td>TitleProperty</td>
<td>Identifies the Title dependency property.</td>
</tr>
</tbody>
</table>

**Remarks**
Content Model: **DockItem** derives from **ContentControl** class, set the **Content** property to organize the UI of the dockable item.

Use **AllowedDockTreePositions**, **AutoHideSize**, **DefaultDockPosition**, **Description**, **Icon**, **TabContextMenu**, **TabText** and **Title** properties to customize the DockItem.

Call **Show** method to show the DockItem; call **Activate** method to activate the DockItem; call **Close** method to close the DockItem (disconnect the DockItem from DockControl); call **PerformClose** method to close or hide the DockItem, depending on the value of **HideOnPerformClose** property. You may intercept the **Closing** event to cancel the DockItem closing.

The **DockItem** has the following state reflected by its **DockPosition** and other properties:

<table>
<thead>
<tr>
<th>State</th>
<th>DockPosition</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Disconnected</td>
<td>Unknown</td>
<td>The DockItem is not connected to any DockControl. The values of its DockControl, FirstPane and SecondPane properties are all .</td>
</tr>
<tr>
<td>Hidden</td>
<td>Hidden</td>
<td>The DockItem is hidden with its IsHidden property set to .</td>
</tr>
<tr>
<td>Visible</td>
<td>other values</td>
<td>The DockItem is visible with its IsHidden property set to , plus the following properties to reflect the state:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- The <strong>IsSelected</strong> property indicates whether this DockItem is selected (DockControl.SelectedAutoHideItem or its FirstPane's SelectedItem returns this DockItem).</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- The <strong>IsActiveItem</strong> property indicates whether this DockItem is active (DockControl.ActiveItem returns this DockItem).</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- The <strong>IsActiveDocument</strong> property indicates whether this DockItem is active document</td>
</tr>
</tbody>
</table>
(DockControl.ActiveDocument returns this DockItem).

- The IsAutoHide property indicates whether this DockItem is in auto-hide mode.

Call ToggleAutoHide method to toggle the auto hide state of the DockItem’s FirstPane; call ToggleFloating method to toggle the floating state of the DockItem.

You may intercept the StateChanging or StateChanged event, which occurs before or after the state of DockItem changed.

Derived class may override the Save method to return a object instance represents this DockItem for saving/loading the window layout, or override the UndoRedoReference property to return a DockItem reference for undo/redo.

**See Also**

Reference
DevZest.Windows.Docking Namespace
DockItem Constructor

Initializes a new instance of the DockItem class

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

C#     VB

public DockItem()  

See Also
Reference
DockItem Class
DevZest.Windows.Docking Namespace
DockItem Properties

The DockItem type exposes the following members.

### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AllowedDockTreePositions</td>
<td>Gets or sets the allowed dock tree positions for this DockItem. This is a dependency property.</td>
</tr>
<tr>
<td>AutoHideSize</td>
<td>Gets or sets the size of this DockItem when in auto hide mode. This is a dependency property.</td>
</tr>
<tr>
<td>CanToggleAutoHide</td>
<td>Gets a value indicates whether the auto hide mode of this DockItem can be toggled.</td>
</tr>
<tr>
<td>CanToggleFloating</td>
<td>Gets a value indicates whether the floating mode of this DockItem can be toggled.</td>
</tr>
<tr>
<td>DefaultDockPosition</td>
<td>Gets or sets the default DockPosition</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>------------------------</td>
<td>-------------</td>
</tr>
<tr>
<td>Description</td>
<td>Gets or sets the description of this DockItem. This is a dependency property.</td>
</tr>
<tr>
<td>DockControl</td>
<td>Gets the DockControl object associated with this DockItem. This is a dependency property.</td>
</tr>
<tr>
<td>DockPosition</td>
<td>Gets the dock position of this DockItem. This is a dependency property.</td>
</tr>
<tr>
<td>DockTreePosition</td>
<td>Gets the dock tree position of this DockItem.</td>
</tr>
<tr>
<td>FirstPane</td>
<td>Gets the first DockPane that this DockItem associated with. This is a dependency property.</td>
</tr>
<tr>
<td>HideOnPerformClose</td>
<td>Gets or sets the value indicates whether hides or closes this DockItem when calling PerformClose.</td>
</tr>
<tr>
<td>Icon</td>
<td>Gets or sets the</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>DockItem icon</td>
<td>DockItem object's icon. This is a dependency property.</td>
</tr>
<tr>
<td>IsActiveDocument</td>
<td>Gets a value indicates whether this DockItem is active document. This is a dependency property.</td>
</tr>
<tr>
<td>IsActiveItem</td>
<td>Gets a value indicates whether this DockItem is active. This is a dependency property.</td>
</tr>
<tr>
<td>IsAutoHide</td>
<td>Gets a value indicates whether the DockItem is in auto hide mode.</td>
</tr>
<tr>
<td>IsHidden</td>
<td>Gets a value indicates whether the DockItem is invisible. This is a dependency property.</td>
</tr>
<tr>
<td>IsSelected</td>
<td>Gets a value indicates whether this DockItem is selected. This is a dependency property.</td>
</tr>
<tr>
<td>SecondPane</td>
<td>Gets the second DockPane that this DockItem associated with. This is a</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------</td>
<td>----------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>ShowAction</strong></td>
<td>Gets or sets the show action in XAML initialization.</td>
</tr>
<tr>
<td><strong>TabContextMenu</strong></td>
<td>Gets or sets the DockItem object's context menu to display for the tab. This is a dependency property.</td>
</tr>
<tr>
<td><strong>TabText</strong></td>
<td>Gets or sets the DockItem object's text when shown as tabbed. This is a dependency property.</td>
</tr>
<tr>
<td><strong>Title</strong></td>
<td>Gets or sets the DockItem object's title. This is a dependency property.</td>
</tr>
<tr>
<td><strong>UndoRedoReference</strong></td>
<td>Gets a value provides a DockItem reference for undo/redo.</td>
</tr>
</tbody>
</table>

**See Also**

Reference

DockItem Class

DevZest.Windows.Docking Namespace
DockItemAllowedDockTreePositions Property

Gets or sets the allowed dock tree positions for this DockItem. This is a dependency property.

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public AllowedDockTreePositions AllowedDockTreePositions
```

Property Value

Type: AllowedDockTreePositions
The allowed docktree positions for this DockItem. The default value is All.

See Also

Reference
DockItem Class
DevZest.Windows.Docking Namespace

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DockItemAutoHideSize Property

Gets or sets the size of this DockItem when in auto hide mode. This is a dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public SplitterDistance AutoHideSize { get; set; }
```

Property Value

*Type: SplitterDistance*

The size of this DockItem when in auto hide mode.

### See Also

Reference

DockItem Class  
DevZest.Windows.Docking Namespace

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DockItemCanToggleAutoHide Property

Gets a value indicates whether the auto hide mode of this DockItem can be toggled.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>public bool CanToggleAutoHide { get; }</td>
<td></td>
</tr>
</tbody>
</table>

**Property Value**

Type: **Boolean**
if the auto hide mode of this DockItem can be toggled, otherwise .

### See Also

**Reference**
DockItem Class  
DevZest.Windows.Docking Namespace
DockItemCanToggleFloating Property

Gets a value indicates whether the floating mode of this DockItem can be toggled.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public bool CanToggleFloating { get; }
```

### Property Value

Type: **Boolean**  
if the floating mode of this DockItem can be toggled, otherwise .

### See Also

- Reference  
  DockItem Class  
  DevZest.Windows.Docking Namespace

---

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DockItemDefaultDockPosition Property

Gets or sets the default DockPosition for this DockItem. This is a dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public DockPosition DefaultDockPosition {
    get;
    set;
}
```

### Property Value

**Type:** DockPosition

The default DockPosition for this DockItem.

### See Also

**Reference**

- DockItem Class
- DevZest.Windows.Docking Namespace

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DockItemDescription Property

Gets or sets the description of this DockItem. This is a dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

C#  
```csharp
public string Description { get; set; }
```

VB
```
Public Property Description As String
```

Property Value

Type: String  
The description of this DockItem.

### See Also

**Reference**  
DockItem Class  
DevZest.Windows.Docking Namespace
DockItemDockControl Property

Gets the DockControl object associated with this DockItem. This is a dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
public DockControl DockControl { get; }
```

**VB**

```vbnet
Public DockControl As DockControl
```

**Property Value**

Type: DockControl  
The DockControl object associated with this DockItem.

### See Also

**Reference**

DockItem Class  
DevZest.Windows.Docking Namespace

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DockItemDockPosition Property

Gets the dock position of this DockItem. This is a dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

C#    VB

```
public DockPosition DockPosition { get; }
```

Property Value
Type: DockPosition
The dock position of this DockItem.

**See Also**

Reference
DockItem Class  
DevZest.Windows.Docking Namespace

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DockItemDockTreePosition Property

Gets the dock tree position of this DockItem.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
public Nullable<DockTreePosition> DockTreePosition
```

**VB**

```vbnet
Public Nullable(Of DockTreePosition) DockTreePosition
```

### Property Value

Type: NullableDockTreePosition  
The dock tree position of this DockItem.

### See Also

- Reference
  - DockItem Class
  - DevZest.Windows.Docking Namespace

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DockItem.FirstPane Property

Gets the first DockPane that this DockItem associated with. This is a dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public DockPane FirstPane { get; }
```

### Property Value

Type: DockPane

The first DockPane that this DockItem associated with.

### Remarks

A DockItem object can contained by two DockPane objects, one for floating mode and one for non floating mode. The FirstPane property always returns the DockPane that the DockItem last shown. Calling ToggleFloating swaps FirstPane and SecondPane if they both exist.

### See Also

Reference  
DockItem Class  
DevZest.Windows.Docking Namespace

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DockItemHideOnPerformClose Property

Gets or sets the value indicates whether hides or closes this DockItem when calling PerformClose.

**Namespace:** DevZest.Windows.Docking

**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public bool HideOnPerformClose { get; set; }
```

### Property Value

Type: **Boolean**

to hide the DockItem when calling PerformClose, otherwise to close the DockItem.

### See Also

Reference

DockItem Class

DevZest.Windows.Docking Namespace

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DockItemIcon Property

Gets or sets the DockItem object's icon. This is a dependency property.

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>public ImageSource Icon { get; set; }</td>
<td></td>
</tr>
</tbody>
</table>

Property Value

Type: ImageSource
An ImageSource object that represents the icon.

See Also

Reference
DockItem Class
DevZest.Windows.Docking Namespace
DockItemIsActiveDocument Property

Gets a value indicates whether this DockItem is active document. This is a dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```
C#    VB

public bool IsActiveDocument { get; }
```

**Property Value**

Type: Boolean
if this DockItem is active document (DockControl.ActiveDocument returns this DockItem), otherwise.

### See Also

**Reference**
DockItem Class  
DevZest.Windows.Docking Namespace

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DockItemIsActiveItem Property

Gets a value indicates whether this DockItem is active. This is a dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

C#  
```csharp
public bool IsActiveItem { get; }
```

VB  
```vbnet
Public Function IsActiveItem() As Boolean
End Function
```

**Property Value**

Type: Boolean  
if this DockItem is active (DockControl.IsActiveItem returns this DockItem), otherwise .

**See Also**

Reference  
DockItem Class  
DevZest.Windows.Docking Namespace
DockItem.IsAutoHide Property

Gets a value indicates whether the DockItem is in auto hide mode.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
public bool IsAutoHide { get; }
```

**VB**

```vbnet
Public Function IsAutoHide() As Boolean
```

**Property Value**

Type: `Boolean`
if `DockItem` is in auto hide mode, otherwise .

### See Also

**Reference**

- DockItem Class
- DevZest.Windows.Docking Namespace
DockItem.IsHidden Property

Gets a value indicates whether the DockItem is invisible. This is a dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
public bool IsHidden { get; }
```

**VB**

```vbnet
Public Property IsHidden As Boolean
```

Property Value

Type: Boolean  
if DockItem is invisible, otherwise.

### See Also

Reference

DockItem Class  
DevZest.Windows.Docking Namespace

---

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DockItemIsSelected Property

Gets a value indicates whether this DockItem is selected. This is a dependency property.

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public bool IsSelected { get; }
```

Property Value

Type: Boolean
if this DockItem is selected (DockControl.SelectedAutoHideItem or its FirstPane's SelectedItem returns this DockItem), otherwise .

See Also

Reference
DockItem Class
DevZest.Windows.Docking Namespace

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DockItemSecondPane Property

Gets the second DockPane that this DockItem associated with. This is a dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public DockPane SecondPane { get; }
```

### Remarks

A DockItem object can contained by two DockPane objects, one for floating mode and one for non floating mode. The FirstPane property always returns the DockPane that the DockItem last shown. Calling ToggleFloating swaps FirstPane and SecondPane if they both exist.

### See Also

Reference  
DockItem Class  
DevZest.Windows.Docking Namespace

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DockItemShowAction Property

Gets or sets the show action in XAML initialization.

**Namespace:**  DevZest.Windows.Docking  
**Assembly:**  DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:**  2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public ShowAction ShowAction { get; set; }
```

### Property Value

**Type:**  ShowAction  
The show action in XAML initialization.

### Remarks

Set this property in XAML only. After XAML initialization, this property will be set to `null`, and subsequent setting value has no effect.

### See Also

**Reference**  
DockItem Class  
DevZest.Windows.Docking Namespace

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DockItemTabContextMenu Property

Gets or sets the DockItem object's context menu to display for the tab. This is a dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>public ContextMenu TabContextMenu { get; set; }</td>
<td></td>
</tr>
</tbody>
</table>

### Property Value

Type: ContextMenu  
An ContextMenu object that represents the context menu to display for the tab.

### Remarks

When setting TabContextMenu property, the ContextMenu object's DataContext property is set to the owner DockItem. This is useful when you want data binding to the owner DockItem or its properties from the ContextMenu or its descendant elements.

### See Also

Reference  
DockItem Class  
DevZest.Windows.Docking Namespace
DockItemTabText Property

Gets or sets the DockItem object's text when shown as tabbed. This is a dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

**Syntax**

```csharp
public string TabText { get; set; }
```

**Property Value**

*Type:* String  
An **String** that represents the text when shown as tabbed.

**See Also**

Reference  
DockItem Class  
DevZest.Windows.Docking Namespace

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DockItemTitle Property

Gets or sets the DockItem object's title. This is a dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>public string Title { get; set; }</td>
<td></td>
</tr>
</tbody>
</table>

**Property Value**

Type: **String**  
An **String** that represents the title.

### See Also

**Reference**

DockItem Class  
DevZest.Windows.Docking Namespace

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DockItemUndoRedoReference Property

Gets a value provides a DockItem reference for undo/redo.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

```csharp
protected virtual IDockItemUndoRedoReference UndoRedoReference
```

**Property Value**

Type: IDockItemUndoRedoReference  
The IDockItemUndoRedoReference to provide a DockItem reference for undo/redo. The default implementation returns current DockItem when HideOnPerformClose is, otherwise returns . Derived class can override to provide its own implementation.

**Remarks**

When undo/redo an operation that previously removes a DockItem from DockControl.DockItems, such as closing a DockItem, a instance of DockItem needs to be retrieved and added back to DockControl.DockItems. Instead of holding this DockItem instance in the undo stack and preventing it from garbage collected, a instance of IDockItemUndoRedoReference instance is kept in the undo stack. This provides flexibility to optimize memory usage.

DockItem implements IDockItemUndoRedoReference, which returns itself. Returns DockItem itself keeps this DockItem in undo stack and prevents it from garbage collected. Returns a breaks the undo/redo chain and clears the undo/redo stack.
See Also

Reference
DockItem Class
DevZest.Windows.Docking Namespace

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DockItem Methods

The **DockItem** type exposes the following members.

## Methods

<table>
<thead>
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<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
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<td>Activates the DockItem and gives it focus.</td>
</tr>
<tr>
<td>Close</td>
<td>Closes the DockItem.</td>
</tr>
<tr>
<td>Hide</td>
<td>Makes the DockItem invisible.</td>
</tr>
<tr>
<td>OnClosing</td>
<td>Raises the Closing event.</td>
</tr>
<tr>
<td>OnStateChanged</td>
<td>Raises the StateChanged event.</td>
</tr>
<tr>
<td>OnStateChanging</td>
<td>Raises the StateChanging event.</td>
</tr>
<tr>
<td>PerformClose</td>
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</tr>
<tr>
<td>Save</td>
<td>Saves the DockItem.</td>
</tr>
<tr>
<td>Show(DockControl)</td>
<td>Shows the DockItem targeting specified.</td>
</tr>
<tr>
<td>Show Method</td>
<td>Description</td>
</tr>
<tr>
<td>-------------</td>
<td>-------------</td>
</tr>
<tr>
<td>Show(DockControl, DockItemShowMethod)</td>
<td>Shows the DockItem using specified DockItemShowMethod</td>
</tr>
<tr>
<td>Show(DockControl, DockPosition)</td>
<td>Shows the DockItem targeting specified DockControl, using specified DockItemShowMethod</td>
</tr>
<tr>
<td>Show(DockControl, Rect)</td>
<td>Shows the DockItem as activated floating window</td>
</tr>
<tr>
<td>Show(DockItem, DockItemShowMethod)</td>
<td>Shows the DockItem as tabbed, using specified show method</td>
</tr>
<tr>
<td>Show(DockPane, Int32)</td>
<td>Shows the DockItem as activated and tabbed</td>
</tr>
<tr>
<td>Show(DockControl, DockPosition, DockItemShowMethod)</td>
<td>Shows the DockItem as activated floating window using specified show method</td>
</tr>
<tr>
<td>Show(DockControl, Rect, DockItemShowMethod)</td>
<td>Shows the DockItem as floating window using specified show method</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>--------</td>
<td>-------------</td>
</tr>
<tr>
<td>Show(DockPane, Int32, DockItemShowMethod)</td>
<td>Shows the DockItem as tabbed, using specified show method.</td>
</tr>
<tr>
<td>Show(DockPaneNode, Dock, SplitterDistance)</td>
<td>Shows the DockItem as activated non-hide DockPane, side by side of target DockPaneNode.</td>
</tr>
<tr>
<td>Show(DockControl, Dock, Boolean, DockItemShowMethod)</td>
<td>Shows the DockItem at the edge of DockControl, brings the respective dock tree to front or sends it to back, using specified show method.</td>
</tr>
<tr>
<td>Show(DockPaneNode, Boolean, Dock, SplitterDistance, Boolean, DockItemShowMethod)</td>
<td>Shows the DockItem as DockPane, side by side of target DockPane, using specified auto hide state, size for target setting and show method.</td>
</tr>
<tr>
<td>ToggleAutoHide</td>
<td>Toggles the auto hide state of the DockItem object's FirstPane using default DockItemShowMethod for this DockItem.</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------------------------------</td>
<td>-----------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>ToggleAutoHide(DockItemShowMethod)</strong></td>
<td>Toggles the auto hide state of the DockItem object's FirstPane using specified DockItemShowMethod for this DockItem.</td>
</tr>
<tr>
<td><strong>ToggleFloating</strong></td>
<td>Toggles the floating state of the DockItem as activated.</td>
</tr>
<tr>
<td><strong>ToggleFloating(DockItemShowMethod)</strong></td>
<td>Toggles the floating state of the DockItem using specified show method.</td>
</tr>
</tbody>
</table>

See Also

Reference
DockItem Class
DevZest.Windows.Docking Namespace
DockItemActivate Method

Activates the DockItem and gives it focus.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```
public void Activate()
```

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>InvalidOperationException</td>
<td>The DockPosition is Unknown.</td>
</tr>
</tbody>
</table>

### See Also

**Reference**  
DockItem Class  
DevZest.Windows.Docking Namespace
DockItemClose Method

Closes the DockItem.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public bool Close()</code></td>
<td></td>
</tr>
</tbody>
</table>

**Return Value**

Type: Boolean

- if DockItem successfully closed, otherwise, 

### Remarks

When a DockItem is closed, it is removed from DockItems collection of its DockControl. You can prevent the closing of a DockItem at run time by handling the Closing event and setting the Cancel property of the CancelEventArgs passed as a parameter to your event handler.

### See Also

Reference

- DockItem Class
- DevZest.Windows.Docking Namespace

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DockItemHide Method

Makes the DockItem invisible.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
public void Hide()
```

**VB**

```vbnet
Public Sub Hide()
```

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>InvalidOperationException</td>
<td>DockPosition is Unknown.</td>
</tr>
</tbody>
</table>

### Remarks

When the DockItem is hidden, the IsHidden property is set to and it is removed from VisibleItems collection of its FirstPane.

### See Also

Reference
DockItem Class  
DevZest.Windows.Docking Namespace
DockItemOnClosing Method

Raises the Closing event.

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

C#:

```csharp
protected virtual void OnClosing(
    CancelEventArgs e
)
```

VB:

```vbnet
Protected Overridable Sub OnClosing(
    ByVal e As CancelEventArgs)
```

Parameters

- `e`  
  
  Type: `System.ComponentModel.CancelEventArgs`  
  
  An `CancelEventArgs` that contains the event data.

Remarks

This method allows derived classes to handle the event without attaching a delegate. This is the preferred technique for handling the event in a derived class.

When overriding in a derived class, be sure to call the base class's method so that registered delegates receive the event.

See Also

Reference

DockItem Class  
DevZest.Windows.Docking Namespace
DockItemOnStateChanged Method

Raises the StateChanged event.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
protected virtual void OnStateChanged(
    DockItemStateChangedEventArgs e
)
```

### Parameters

`e`

Type: DevZest.Windows.DockingDockItemStateChangedEventArgs  
An DockItemStateChangedEventArgs that contains the event data.

### Remarks

This method allows derived classes to handle the event without attaching a delegate. This is the preferred technique for handling the event in a derived class.

When overriding in a derived class, be sure to call the base class's method so that registered delegates receive the event.

### See Also

Reference
DockItem Class
DevZest.Windows.Docking Namespace

Copyright © DevZest, All rights reserved.
DockItemOnStateChanging Method

Raises the StateChanging event.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
protected virtual void OnStateChanging(
    DockItemStateEventArgs e
)
```

### Parameters

- **e**
  - Type: DevZest.Windows.DockingDockItemStateEventArgs
  - An DockItemStateEventArgs that contains the event data.

### Remarks

This method allows derived classes to handle the event without attaching a delegate. This is the preferred technique for handling the event in a derived class.

When overriding in a derived class, be sure to call the base class's method so that registered delegates receive the event.

### See Also

Reference
| DockItem Class | DevZest.Windows.Docking Namespace |

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DockItemPerformClose Method

Hides or closes the DockItem, depending on the value of HideOnPerformClose property.

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public bool PerformClose()
```

Return Value
Type: Boolean
if DockItem is hidden or closed successfully, otherwise, .

See Also
Reference
DockItem Class
DevZest.Windows.Docking Namespace

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DockItemSave Method

Saves the DockItem.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
protected virtual Object Save()
```

**VB**

```vbnet
Protected Overridable Function Save() As Object
```

### Return Value

Type: **Object**  
The saved object instance represents this DockItem. The default implementation returns string of the type when HideOnPerformClose is , otherwise returns the DockItem itself. The derived class can override this method to provide its own implementation.

### Remarks

When saving state of DockControl by calling DockControl.Save, the returned object instance is set as Target property of DockItemReference. This provides the flexibility that any object instance can be saved for the DockItem.

### See Also

Reference
DockItem Class
DevZest.Windows.Docking Namespace
DockItemShow Method

Shows the DockItem.

### Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Show(DockControl)</td>
<td>Shows the DockItem targeting specified DockControl, as activated.</td>
</tr>
<tr>
<td>Show(DockItemShowMethod)</td>
<td>Shows the DockItem, using specified DockItemShowMethod.</td>
</tr>
<tr>
<td>Show(DockControl, DockItemShowMethod)</td>
<td>Shows the DockItem targeting specified DockControl, using specified DockItemShowMethod.</td>
</tr>
<tr>
<td>Show(DockControl, DockPosition)</td>
<td>Shows the DockItem to specified dock position, as activated.</td>
</tr>
<tr>
<td>Show(DockControl, Rect)</td>
<td>Shows the DockItem as activated floating window.</td>
</tr>
<tr>
<td>Show(DockItem, DockItemShowMethod)</td>
<td>Shows the DockItem as tabeed, using specified show method.</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>--------</td>
<td>-------------</td>
</tr>
<tr>
<td>Show(DockPane, Int32)</td>
<td>Shows the DockItem as activated and tabbed.</td>
</tr>
<tr>
<td>Show(DockControl, DockPosition, DockItemShowMethod)</td>
<td>Shows the DockItem to specified dock position, using specified show method.</td>
</tr>
<tr>
<td>Show(DockControl, Rect, DockItemShowMethod)</td>
<td>Shows the DockItem as floating window, using specified show method.</td>
</tr>
<tr>
<td>Show(DockPane, Int32, DockItemShowMethod)</td>
<td>Shows the DockItem as tabbed, using specified show method.</td>
</tr>
<tr>
<td>Show(DockPaneNode, Dock, SplitterDistance)</td>
<td>Shows the DockItem as activated non auto hide DockPane, side by side of target DockPaneNode.</td>
</tr>
<tr>
<td>Show(DockControl, Dock, Boolean, DockItemShowMethod)</td>
<td>Shows the DockItem to the edge of DockControl, brings the respective dock tree to front or sends it to back, using specified show method.</td>
</tr>
<tr>
<td>Show(DockPaneNode, Boolean, Dock, SplitterDistance, Boolean, ...)</td>
<td>Shows the DockItem as DockPane, side by side of target</td>
</tr>
</tbody>
</table>
DockItemShowMethod) DockPane, using specified auto hide state, size for target setting and show method.

See Also

Reference
DockItem Class
DevZest.Windows.Docking Namespace
DockItemShow Method (DockControl)

Shows the DockItem targeting specified DockControl, as activated.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

```csharp
public void Show(
    DockControl dockControl
)
```

**Parameters**

- `dockControl`  
  - Type: DevZest.Windows.DockingDockControl
  - The DockControl to show this DockItem.

**Remarks**

This method is a wrapper for Show(DockControl, DockItemShowMethod) method.

**See Also**

- Reference
- DockItem Class
- Show Overload
- DevZest.Windows.Docking Namespace
DockItemShow Method (DockItemShowMethod)

Shows the DockItem, using specified DockItemShowMethod.

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public void Show(
    DockItemShowMethod showMethod
)
```

Parameters

`showMethod`
- Type: DevZest.Windows.DockingDockItemShowMethod
- The specified the show method.

Field Value
- Type:
- Calling this method activates, selects, deselects or hides the DockItem, depending on the value of `showMethod`.

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>InvalidOperationException</td>
<td>DockPosition is Unknown.</td>
</tr>
</tbody>
</table>
See Also

Reference
DockItem Class
Show Overload
DevZest.Windows.Docking Namespace

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DockItemShow Method (DockControl, DockItemShowMethod)

Shows the DockItem targeting specified DockControl, using specified DockItemShowMethod.

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public void Show(
    DockControl dockControl,
    DockItemShowMethod showMethod
)
```

Parameters

dockControl
Type: DevZest.Windows.DockingDockControl
The targeting DockControl.

showMethod
Type: DevZest.Windows.DockingDockItemShowMethod
The specified show method.

Remarks

When FirstPane is not , this method calls Show(DockItemShowMethod); otherwise, this method calls
Show(DockControl, DockPosition, DockItemShowMethod) with DefaultDockPosition.

See Also

Reference
DockItem Class
Show Overload
DevZest.Windows.Docking Namespace

Copyright © DevZest, All rights reserved.
DockItemShow Method (DockControl, DockPosition)

Shows the DockItem to specified dock position, as activated.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

**Syntax**

```csharp
public void Show(
    DockControl dockControl,
    DockPosition dockPosition
)
```

**Parameters**

- **dockControl**
  - Type: DevZest.Windows.DockingDockControl
  - The targeting DockControl.

- **dockPosition**
  - Type: DevZest.Windows.DockingDockPosition
  - The specified dock position.

**Remarks**

This method is wrapper of `Show(DockControl, DockPosition, DockItemShowMethod)` using Activate value.

**See Also**
Reference
DockItem Class
Show Overload
DevZest.Windows.Docking Namespace

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DockItemShow Method (DockControl, Rect)

Shows the DockItem as activated floating window.

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public void Show(
    DockControl dockControl,
    Rect floatingWindowBounds
)
```

Parameters

- **dockControl**
  - Type: DevZest.Windows.DockingDockControl
  - The target DockControl.
- **floatingWindowBounds**
  - Type: System.Windows.Rect
  - The size and position of the floating window.

Remarks

The method is wrapper of Show(DockControl, Rect, DockItemShowMethod) using Activate value.

See Also
Reference

DockItem Class
Show Overload
DevZest.Windows.Docking Namespace

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DockItemShow Method (DockItem, DockItemShowMethod)

Shows the DockItem as tabbed, using specified show method.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

## Syntax

```csharp
public void Show(
    DockItem dockItem,
    DockItemShowMethod showMethod
)
```

### Parameters

- **dockItem**
  - Type: DevZest.Windows.DockingDockItem
  - The position at which this DockItem is inserted before.

- **showMethod**
  - Type: DevZest.Windows.DockingDockItemShowMethod
  - The specified show method.

## See Also

**Reference**
DockItem Class  
Show Overload
DockItemShow Method (DockPane, Int32)

Shows the DockItem as activated and tabbed.

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

C#   VB

```
public void Show(
    DockPane pane,
    int index
)
```

Parameters

- **pane**
  - Type: DevZest.Windows.DockingDockPane
  - The target DockPane.

- **index**
  - Type: System.Int32
  - The position within target DockPane.Items at which this DockItem is inserted before.

See Also

Reference
DockItem Class
Show Overload
DevZest.Windows.Docking Namespace
Copyright © DevZest, All rights reserved.
DockItemShow Method (DockControl, DockPosition, DockItemShowMethod)

Shows the DockItem to specified dock position, using specified show method.

**Namespace**: DevZest.Windows.Docking  
**Assembly**: DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version**: 2.5.0.0 (2.5.5912.0)

**Syntax**

```csharp
public void Show(
    DockControl dockControl,
    DockPosition dockPosition,
    DockItemShowMethod showMethod
)
```

**Parameters**

- **dockControl**  
  Type: DevZest.Windows.DockingDockControl  
  The targeting DockControl.

- **dockPosition**  
  Type: DevZest.Windows.DockingDockPosition  
  The specified dock position.

- **showMethod**  
  Type: DevZest.Windows.DockingDockItemShowMethod  
  The specified show method.
See Also

Reference
- DockItem Class
- Show Overload
- DevZest.Windows.Docking Namespace

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DockItemShow Method (DockControl, Rect, DockItemShowMethod)

Shows the DockItem as floating window, using specified show method.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public void Show(
    DockControl dockControl,
    Rect floatingWindowBounds,
    DockItemShowMethod showMethod
)
```

### Parameters

- **dockControl**
  - Type: DevZest.Windows.DockingDockControl
  - The target DockControl.

- **floatingWindowBounds**
  - Type: System.Windows.Rect
  - The size and position of the floating window.

- **showMethod**
  - Type: DevZest.Windows.DockingDockItemShowMethod
  - The specified show method.
See Also

Reference
DockItem Class
Show Overload
DevZest.Windows.Docking Namespace

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DockItemShow Method
(DockPane, Int32,
DockItemShowMethod)

Shows the DockItem as tabbed, using specified show method.

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```
public void Show(
            DockPane pane,
            int index,
            DockItemShowMethod showMethod
        )
```

Parameters

pane
  Type: DevZest.Windows.DockingDockPane
  The target DockPane.

index
  Type: System.Int32
  The position within target DockPane.Items at which this DockItem is inserted before.

showMethod
  Type: DevZest.Windows.DockingDockItemShowMethod
  The specified show method.
See Also

Reference
DockItem Class
Show Overload
DevZest.Windows.Docking Namespace

Copyright © DevZest, All rights reserved.
DockItemShow Method
(DockPaneNode, Dock, SplitterDistance)

Shows the DockItem as activated non auto hide DockPane, side by side of target DockPaneNode.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public void Show(
    DockPaneNode paneNode,
    Dock side,
    SplitterDistance size
)
```

### Parameters

**paneNode**
- Type: DevZest.Windows.DockingDockPaneNode
- The target DockPaneNode.

**side**
- Type: System.Windows.ControlsDock
- Indicates the DockItem shows on which side of target DockPaneNode.

**size**
- Type: DevZest.Windows.SplitterDistance
- The size of to be created DockPane.
Remarks

This method is wrapper of Show(DockPaneNode, Boolean, Dock, SplitterDistance, Boolean, DockItemShowMethod) method.

See Also

Reference
DockItem Class
Show Overload
DevZest.Windows.Docking Namespace

Copyright © DevZest, All rights reserved.
DockItemShow Method
(DockControl, Dock, Boolean, DockItemShowMethod)

Shows the DockItem to the edge of DockControl, brings the respective dock tree to front or sends it to back, using specified show method.

**Namespace:** DevZest.Windows.Docking
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public void Show(
    DockControl dockControl,
    Dock dock,
    bool sendToBack,
    DockItemShowMethod showMethod
)
```

### Parameters

- **dockControl**
  - Type: DevZest.Windows.DockingDockControl
  - The target DockControl.

- **dock**
  - Type: System.Windows.ControlsDock
  - Indicates which edge of DockControl to show.

- **sendToBack**
  - Type: SystemBoolean
  - if send the respective dock tree to back, to bring the respective
dock tree to front.

*showMethod*

Type: `DevZest.Windows.DockingDockItemShowMethod`

The specified show method.

See Also

Reference

- DockItem Class
- Show Overload
- DevZest.Windows.Docking Namespace
DockItemShow Method
(DockPaneNode, Boolean, Dock, SplitterDistance, Boolean, DockItemShowMethod)

Shows the DockItem as DockPane, side by side of target DockPane, using specified auto hide state, size for target setting and show method.

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public void Show(
    DockPaneNode paneNode,
    bool isAutoHide,
    Dock side,
    SplitterDistance size,
    bool isSizeForTarget,
    DockItemShowMethod showMethod
)
```

Parameters

**paneNode**

Type: DevZest.Windows.DockingDockPaneNode
The target DockPaneNode.

**isAutoHide**
Type: System.Boolean
Indicates whether to be created DockPane is auto hide.

side
Type: System.Windows.Controls.Dock
Indicates the DockItem shows on which side of target DockPaneNode.

size
Type: DevZest.Windows.SplitterDistance
The size of to be created DockPane or target DockPaneNode, depending on the value of isSizeForTarget.

isSizeForTarget
Type: System.Boolean
Indicates whether size is for to be created DockPane or target DockPaneNode.

showMethod
Type: DevZest.Windows.DockingDockItemShowMethod
The specified show method.

See Also

Reference
DockItem Class
Show Overload
DevZest.Windows.Docking Namespace

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DockItemToggleAutoHide Method

Toggles the auto hide state of the DockItem object's FirstPane.

Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ToggleAutoHide</td>
<td>Toggles the auto state of the DockItem object's FirstPane using default DockItemShowMethod for this DockItem.</td>
</tr>
<tr>
<td>ToggleAutoHide(DockItemShowMethod)</td>
<td>Toggles the auto state of the DockItem object's FirstPane using specified DockItemShowMethod for this DockItem.</td>
</tr>
</tbody>
</table>

See Also

Reference
DockItem Class
DevZest.Windows.Docking Namespace

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DockItemToggleAutoHide Method

Toggles the auto hide state of the DockItem object's FirstPane, using default DockItemShowMethod for this DockItem.

**Namespace:** DevZest.Windows.Docking
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
public bool ToggleAutoHide()
```

**VB**

```vbnet
Public Function ToggleAutoHide() As Boolean
```

### Return Value

Type: **Boolean**
if operation performed successfully, otherwise.

### Remarks

This method is wrapper of ToggleAutoHide(DockItemShowMethod) method. It uses Activate from auto hide to non auto hide, uses Select from non auto hide to auto hide.

### See Also

**Reference**
DockItem Class
ToggleAutoHide Overload
DevZest.Windows.Docking Namespace

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DockItemToggleAutoHide Method (DockItemShowMethod)

Toggles the auto hide state of the DockItem object's FirstPane, using specified DockItemShowMethod for this DockItem.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public bool ToggleAutoHide(</code></td>
<td><code>Public Function ToggleAutoHide(</code></td>
</tr>
<tr>
<td><code>DockItemShowMethod showMethod</code></td>
<td><code>DockItemShowMethod showMethod</code></td>
</tr>
<tr>
<td><code>)</code></td>
<td><code>)</code></td>
</tr>
</tbody>
</table>

#### Parameters

**showMethod**  
Type: DevZest.Windows.DockingDockItemShowMethod  
The specified show method.

#### Return Value

Type: Boolean  
if operation performed successfully, otherwise.

### See Also

Reference  
DockItem Class  
ToggleAutoHide Overload  
DevZest.Windows.Docking Namespace
DockItemToggleFloating Method

Toggles the floating state of the DockItem.

## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="https://example.com/bullet.png" alt="Bullet" /> ToggleFloating</td>
<td>Toggles the floating state of the DockItem, as activated.</td>
</tr>
<tr>
<td><img src="https://example.com/bullet.png" alt="Bullet" /> ToggleFloating(DockItemShowMethod)</td>
<td>Toggles the floating state of the DockItem, using specified show method.</td>
</tr>
</tbody>
</table>

### See Also

- Reference
  - DockItem Class
  - DevZest.Windows.Docking Namespace

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DockItemToggleFloating Method

Toggles the floating state of the DockItem, as activated.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) 
Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
</table>
| ```csharp
public bool ToggleFloating()
``` |

**Return Value**

Type: **Boolean**

if operation performed successfully, otherwise .

### Remarks

A DockItem object can contained by two DockPane objects, one for floating mode and one for non floating mode. The FirstPane property always returns the DockPane that the DockItem last shown. Calling ToggleFloating swaps FirstPane and SecondPane if they both exist.

This method is a wrapper of ToggleFloating(DockItemShowMethod) method using Activate value.

### See Also

Reference

DockItem Class  
ToggleFloating Overload  
DevZest.Windows.Docking Namespace
DockItemToggleFloating Method (DockItemShowMethod)

Toggles the floating state of the DockItem, using specified show method.

**Namespace:** DevZest.Windows.Docking

**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```
public bool ToggleFloating(
    DockItemShowMethod showMethod
)
```

**VB**

```
Public Function ToggleFloating(showMethod As DockItemShowMethod) As Boolean
```

### Parameters

**showMethod**

Type: DevZest.Windows.DockingDockItemShowMethod

The specified show method.

### Return Value

Type: Boolean

if operation performed successfully, otherwise .

### Remarks

A DockItem object can contained by two DockPane objects, one for floating mode and one for non floating mode. The FirstPane property always returns the DockPane that the DockItem last shown. Calling ToggleFloating swaps FirstPane and SecondPane if they both exist.
See Also

Reference
DockItem Class
ToggleFloating Overload
DevZest.Windows.Docking Namespace

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DockItem Events

The DockItem type exposes the following members.

Events

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Closing</td>
<td>Occurs when the DockItem is closing.</td>
</tr>
<tr>
<td>StateChanged</td>
<td>Occurs when the state of DockItem is changed.</td>
</tr>
<tr>
<td>StateChanging</td>
<td>Occurs when the state of DockItem is changing.</td>
</tr>
</tbody>
</table>

See Also

Reference
DockItem Class
DevZest.Windows.Docking Namespace

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DockItemClosing Event

Occurs when the DockItem is closing.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public</code> event CancelEventHandler Closing</td>
<td></td>
</tr>
</tbody>
</table>

**Value**  
Type: `System.ComponentModel.CancelEventHandler`

### Remarks

To cancel the closure of a DockItem, set the Cancel property of the CancelEventArgs passed to your event handler to.

### See Also

**Reference**  
DockItem Class  
DevZest.Windows.Docking Namespace

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DockItemStateChanged Event

Occurs when the state of DockItem is changed.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

C#  
```csharp
public event EventHandler<DockItemStateChangedEventArgs> StateChanged
```

VB  
```vbnet
Public Event StateChanged(Handler As System.EventHandler(Of DockItemStateChangedEventArgs))
```

### Value

Type: System.EventHandlerDockItemStateChangedEventArgs

### See Also

Reference  
- DockItem Class  
- DevZest.Windows.Docking Namespace

---

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DockItemStateChanging Event

Occurs when the state of DockItem is changing.

Namespace: DevZest.Windows.Docking  
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

C#  

```csharp
public event EventHandler<DockItemStateEventArgs> StateChanging;
```

Value

Type: `SystemEventHandlerDockItemStateEventArgs`

See Also

Reference

DockItem Class  
DevZest.Windows.Docking Namespace

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DockItem Fields

The `DockItem` type exposes the following members.

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>AllowedDockTreePositionsProperty</code></td>
<td>Identifies the <code>AllowedDockTreePositions</code> property.</td>
</tr>
<tr>
<td><code>AutoHideSizeProperty</code></td>
<td>Identifies the <code>AutoHideSize</code> property.</td>
</tr>
<tr>
<td><code>DefaultDockPositionProperty</code></td>
<td>Identifies the <code>DefaultDockPosition</code> property.</td>
</tr>
<tr>
<td><code>DescriptionProperty</code></td>
<td>Identifies the <code>Description</code> property.</td>
</tr>
<tr>
<td><code>DockControlProperty</code></td>
<td>Identifies the <code>DockControl</code> property.</td>
</tr>
<tr>
<td><code>DockPositionProperty</code></td>
<td>Identifies the <code>DockPosition</code> dependency property.</td>
</tr>
<tr>
<td><code>FirstPaneProperty</code></td>
<td>Identifies the <code>FirstPane</code> property.</td>
</tr>
<tr>
<td><code>HideOnPerformCloseProperty</code></td>
<td>Identifies the <code>HideOnPerformClose</code> property.</td>
</tr>
<tr>
<td>IconProperty</td>
<td>Identifies the Icon dependency property.</td>
</tr>
<tr>
<td>----------------------</td>
<td>------------------------------------------</td>
</tr>
<tr>
<td>IsActiveDocumentProperty</td>
<td>Identifies the IsActiveDocument dependency property.</td>
</tr>
<tr>
<td>IsActiveItemProperty</td>
<td>Identifies the IsActiveItem dependency property.</td>
</tr>
<tr>
<td>IsHiddenProperty</td>
<td>Identifies the IsHidden dependency property.</td>
</tr>
<tr>
<td>IsSelectedProperty</td>
<td>Identifies the IsSelected dependency property.</td>
</tr>
<tr>
<td>SecondPaneProperty</td>
<td>Identifies the SecondPane dependency property.</td>
</tr>
<tr>
<td>TabContextMenuProperty</td>
<td>Identifies the TabContextMenu dependency property.</td>
</tr>
<tr>
<td>TabTextProperty</td>
<td>Identifies the TabText dependency property.</td>
</tr>
<tr>
<td>TitleProperty</td>
<td>Identifies the Title dependency property.</td>
</tr>
</tbody>
</table>

See Also

Reference
DockItem Class
DevZest.Windows.Docking Namespace
DockItemAllowedDockTreePositions Field

Identifies the AllowedDockTreePositions dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```
public static readonly DependencyProperty AllowedDockTreePositionsProperty
```

**Field Value**

Type: DependencyProperty

### See Also

Reference

DockItem Class  
DevZest.Windows.Docking Namespace
DockItem.AutoHideSizeProperty Field

Identifies the AutoHideSize dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>public static readonly DependencyProperty AutoHideSizeProperty</td>
<td>AutoHideSizeProperty</td>
</tr>
</tbody>
</table>

**Field Value**  
Type: DependencyProperty

### See Also

Reference  
DockItem Class  
DevZest.Windows.Docking Namespace

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DockItemDefaultDockPositionProperty Field

Identifies the DefaultDockPosition dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**
```
public static readonly DependencyProperty Default
```

**VB**
```
Public Shared ReadOnly Property Default
```

### Field Value

Type: DependencyProperty

### See Also

Reference  
DockItem Class  
DevZest.Windows.Docking Namespace

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DockItemDescriptionProperty Field

Identifies the Description dependency property.

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public static readonly DependencyProperty Description;</code></td>
<td></td>
</tr>
</tbody>
</table>

Field Value
Type: DependencyProperty

See Also

Reference
DockItem Class
DevZest.Windows.Docking Namespace

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DockItemDockControlProperty Field

Identifies the DockControl dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public static readonly DependencyProperty DockControlProperty = DockControlProperty</code></td>
<td></td>
</tr>
</tbody>
</table>

**Field Value**

Type: DependencyProperty

### See Also

Reference  
DockItem Class  
DevZest.Windows.Docking Namespace

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DockItemDockPositionProperty Field

Identifies the DockPosition dependency property.

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

C#  VB

```csharp
public static readonly DependencyProperty DockPositionProperty;  
```  

Field Value

Type: DependencyProperty

See Also

Reference
DockItem Class
DevZest.Windows.Docking Namespace

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DockItemFirstPaneProperty Field

Identifies the FirstPane dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public static readonly DependencyProperty FirstPaneProperty</code></td>
<td></td>
</tr>
</tbody>
</table>

Field Value  
Type: `DependencyProperty`

### See Also

- Reference  
  DockItem Class  
  DevZest.Windows.Docking Namespace

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DockItemHideOnPerformCloseProperty Field

Identifies the HideOnPerformClose dependency property.

**Namespace**: DevZest.Windows.Docking  
**Assembly**: DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version**: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static readonly DependencyProperty HideOnPerformCloseProperty
```

### Field Value

**Type**: DependencyProperty

### See Also

- Reference
  - DockItem Class
  - DevZest.Windows.Docking Namespace
DockItemIconProperty Field

Identifies the Icon dependency property.

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

C#

```csharp
public static readonly DependencyProperty IconProperty
```

VB

```vbnet
Public Const IconProperty As DependencyProperty
```

Field Value
Type: DependencyProperty

See Also

Reference
DockItem Class
DevZest.Windows.Docking Namespace

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DockItemIsActiveDocumentProperty Field

Identifies the IsActiveDocument dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**
```csharp
public static readonly DependencyProperty IsActiveDocumentProperty;
```

**VB**
```vbnet
Public Const IsActiveDocumentProperty As DependencyProperty
```

### Field Value

Type: DependencyProperty

### See Also

Reference

- DockItem Class
- DevZest.Windows.Docking Namespace

---

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DockItemIsActiveItemProperty Field

Identifies the IsActiveItem dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

**C#**
```
public static readonly DependencyProperty IsActiveItemProperty
```

**VB**
```
Public Shared ReadOnly Property IsActiveItemProperty() As DependencyProperty
```

**Field Value**

Type: DependencyProperty

**See Also**

Reference
- DockItem Class
- DevZest.Windows.Docking Namespace

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DockItemIsHiddenProperty Field

Identifies the IsHidden dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public static readonly DependencyProperty IsHidden;</code></td>
<td></td>
</tr>
</tbody>
</table>

**Field Value**  
Type: DependencyProperty

### See Also

- Reference  
  DockItem Class  
  DevZest.Windows.Docking Namespace

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DockItemIsSelectedProperty Field

Identifies the IsSelected dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static readonly DependencyProperty IsSelectedProperty
```

Field Value  
Type: `DependencyProperty`

### See Also

Reference  
DockItem Class  
DevZest.Windows.Docking Namespace

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DockItemSecondPaneProperty Field

Identifies the SecondPane dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>public static readonly DependencyProperty SecondF</td>
<td></td>
</tr>
</tbody>
</table>

Field Value  
Type: DependencyProperty

### See Also

Reference  
DockItem Class  
DevZest.Windows.Docking Namespace

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DockItemTabContextMenuProperty Field

Identifies the TabContextMenu dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>public static readonly DependencyProperty TabContextMenuProperty</td>
<td></td>
</tr>
</tbody>
</table>

**Field Value**  
Type: DependencyProperty

### See Also

**Reference**  
DockItem Class  
DevZest.Windows.Docking Namespace

---

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DockItem.TabTextProperty Field

Identifies the TabText dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

```csharp
public static readonly DependencyProperty TabText
```

**Field Value**

Type: DependencyProperty

**See Also**

Reference  
DockItem Class  
DevZest.Windows.Docking Namespace

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DockItem.TitleProperty Field

Identifies the `Title` dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public static readonly DependencyProperty TitleProperty</code></td>
<td></td>
</tr>
</tbody>
</table>

Field Value  
Type: `DependencyProperty`

### See Also

- Reference  
  - DockItem Class  
  - DevZest.Windows.Docking Namespace

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DockItemCollection Class

Represents a collection of DockItem objects.

**Inheritance Hierarchy**

```
              System.Collections.ObjectModel.ReadOnlyObservableCollectionDockItem
                          DevZest.Windows.Docking.DockItemCollection
```

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

**Syntax**

C#  

```csharp
public sealed class DockItemCollection : ReadOnlyObservableCollectionBase.IDockItemCollection
```

VB

```vbnet
Public sealed Class DockItemCollection As ReadOnlyObservableCollectionBase.IDockItemCollection
```

**See Also**

Reference  
DevZest.Windows.Docking Namespace

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DockItemReference Class

 Represents a reference of DockItem instance.

## Inheritance Hierarchy

- System
- Object
- DevZest.Windows.Docking.DockItemReference

### Namespace: DevZest.Windows.Docking

### Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

## Syntax

```csharp
public sealed class DockItemReference
```

The DockItemReference type exposes the following members.

## Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DockItemReference</td>
<td>Initializes a new instance of the DockItemReference class</td>
</tr>
</tbody>
</table>

## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AutoHideSize</td>
<td>Gets or sets the size of <code>DockItem</code> when in auto hide mode. This is a dependency property.</td>
</tr>
<tr>
<td>--------------</td>
<td>------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Target</td>
<td>Gets or sets the target <code>DockItem</code>.</td>
</tr>
</tbody>
</table>

See Also

Reference

`DevZest.Windows.Docking Namespace`

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DockItemReference Constructor

Initializes a new instance of the DockItemReference class

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public DockItemReference()
```

### See Also

Reference  
DockItemReference Class  
DevZest.Windows.Docking Namespace

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DockItemReference Properties

The `DockItemReference` type exposes the following members.

### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>AutoHideSize</strong></td>
<td>Gets or sets the size of <code>DockItem</code> when in auto hide mode. This is a dependency property.</td>
</tr>
<tr>
<td><strong>Target</strong></td>
<td>Gets or sets the target <code>DockItem</code>.</td>
</tr>
</tbody>
</table>

### See Also

Reference
- `DockItemReference Class`
- `DevZest.Windows.Docking Namespace`
DockItemReference.AutoHideSize Property

Gets or sets the size of DockItem when in auto hide mode. This is a dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public SplitterDistance AutoHideSize { get; set; }
```

### Property Value

Type: SplitterDistance  
The size of DockItem when in auto hide mode.

### See Also

**Reference**  
DockItemReference Class  
DevZest.Windows.Docking Namespace

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DockItemReferenceTarget Property

Gets or sets the target DockItem.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public Object Target { get; set; }
```

### Property Value

**Type:** Object  
The target DockItem.

### Remarks

When saving window layout by calling DockControl.Save, the returned object instance of DockItem.Save method is set as Target property of DockItemReference. This provides the flexibility that any object instance can be saved for the DockItem.

### See Also

Reference  
DockItemReference Class  
DevZest.Windows.Docking Namespace

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DockItemShowMethod Enumeration

Specifies the methods to show a DockItem.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public enum DockItemShowMethod
```

### Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activate</td>
<td>0</td>
<td>Shows the DockItem as activated.</td>
</tr>
<tr>
<td>Select</td>
<td>1</td>
<td>Shows the DockItem as selected.</td>
</tr>
<tr>
<td>Deselect</td>
<td>2</td>
<td>Shows the DockItem as visible but not selected.</td>
</tr>
<tr>
<td>Hide</td>
<td>3</td>
<td>Shows the DockItem as invisible.</td>
</tr>
</tbody>
</table>

### See Also
Reference

DevZest.Windows.Docking Namespace

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DockItemStateChangeMethod Enumeration

Specifies the methods to change DockItem state.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public enum DockItemStateChangeMethod
```

### Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Select</td>
<td>0</td>
<td>Shows the DockItem as selected.</td>
</tr>
<tr>
<td>Deselect</td>
<td>1</td>
<td>Shows the DockItem as visible but not selected.</td>
</tr>
<tr>
<td>Hide</td>
<td>2</td>
<td>Hides the DockItem.</td>
</tr>
<tr>
<td>Close</td>
<td>3</td>
<td>Closes the DockItem.</td>
</tr>
<tr>
<td>Function</td>
<td>Position</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------------</td>
<td>----------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>ToggleAutoHide</td>
<td>4</td>
<td>Toggles the auto hide mode of the DockItem.</td>
</tr>
<tr>
<td>ShowAsDockPosition</td>
<td>5</td>
<td>Shows the DockItem as specified dock position.</td>
</tr>
<tr>
<td>ShowAsFloating</td>
<td>6</td>
<td>Shows the DockItem as floating window.</td>
</tr>
<tr>
<td>ShowAsTabbed</td>
<td>7</td>
<td>Shows the DockItem as tabbed.</td>
</tr>
<tr>
<td>ShowAsSidePane</td>
<td>8</td>
<td>Shows the DockItem as DockPane, side by side of target DockPaneNode.</td>
</tr>
</tbody>
</table>

**See Also**

Reference
DevZest.Windows.Docking Namespace

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DockItemStateEventArgs Class

Provides data for DockItem state change events.

Inheritance Hierarchy

SystemObject SystemEventArgs
    DevZest.Windows.DockingDockItemStateEventArgs

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```
public abstract class DockItemStateEventArgs : EventArgs
```

The DockItemStateEventArgs type exposes the following members.

Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DockControl</td>
<td>Gets the DockControl associated with the DockItem state change.</td>
</tr>
<tr>
<td>DockItem</td>
<td>Gets the DockItem.</td>
</tr>
<tr>
<td>NewDockPosition</td>
<td>Gets the dock position after state change.</td>
</tr>
<tr>
<td>NewDockTreePosition</td>
<td>Gets the dock tree</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>NewIsAutoHide</td>
<td>Gets the value indicates whether the DockItem is in auto-hide mode after state change.</td>
</tr>
<tr>
<td>OldDockPosition</td>
<td>Gets the dock position before state change.</td>
</tr>
<tr>
<td>OldDockTreePosition</td>
<td>Gets the dock tree position before state change.</td>
</tr>
<tr>
<td>OldIsAutoHide</td>
<td>Gets the value indicates whether the DockItem is in auto-hide mode before state change.</td>
</tr>
<tr>
<td>ShowAction</td>
<td>Gets the show action for the state change.</td>
</tr>
<tr>
<td>ShowMethod</td>
<td>Gets the show method for the state change.</td>
</tr>
<tr>
<td>StateChangeMethod</td>
<td>Gets the state change method.</td>
</tr>
</tbody>
</table>

**See Also**

Reference

DevZest.Windows.Docking Namespace

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## DockItemStateEventArgs Properties

The `DockItemStateEventArgs` type exposes the following members.

### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DockControl</td>
<td>Gets the <code>DockControl</code> associated with the <code>DockItem</code> state change.</td>
</tr>
<tr>
<td>DockItem</td>
<td>Gets the <code>DockItem</code>.</td>
</tr>
<tr>
<td>NewDockPosition</td>
<td>Gets the dock position after state change.</td>
</tr>
<tr>
<td>NewDockTreePosition</td>
<td>Gets the dock tree position after state change.</td>
</tr>
<tr>
<td>NewIsAutoHide</td>
<td>Gets the value indicates whether the <code>DockItem</code> is in auto-hide mode after state change.</td>
</tr>
<tr>
<td>OldDockPosition</td>
<td>Gets the dock position before state change.</td>
</tr>
<tr>
<td>OldDockTreePosition</td>
<td>Gets the dock tree position before state change.</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>OldIsAutoHide</td>
<td>Gets the value indicates whether the DockItem is in auto-hide mode before state change.</td>
</tr>
<tr>
<td>ShowAction</td>
<td>Gets the show action for the state change.</td>
</tr>
<tr>
<td>ShowMethod</td>
<td>Gets the show method for the state change.</td>
</tr>
<tr>
<td>StateChangeMethod</td>
<td>Gets the state change method.</td>
</tr>
</tbody>
</table>

**See Also**

Reference
DockItemStateEventArgs Class
DevZest.Windows.Docking Namespace

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DockItemStateEventArgs DockControlItemStateProperty

Gets the DockControl associated with the DockItem state change.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

## Syntax

**C#**

```csharp
public abstract DockControl DockControl { get; }
```

### Property Value

Type: DockControl  
The DockControl associated with the DockItem state change.

## See Also

Reference  
DockItemStateEventArgs Class  
DevZest.Windows.Docking Namespace

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DockItemStateEventArgsDockItem Property

Gets the DockItem.

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

C# VB

```csharp
public DockItem DockItem { get; }
```

Property Value
Type: DockItem
The DockItem.

See Also

Reference
DockItemStateEventArgs Class
DevZest.Windows.Docking Namespace

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DockItemStateEventArgs NewDockPosition Property

Gets the dock position after state change.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public abstract DockPosition NewDockPosition { get; }
```

### Property Value

Type: `DockPosition`  
The dock position after state change.

### See Also

Reference  
[DockItemStateEventArgs Class](#)  
[DevZest.Windows.Docking Namespace](#)
DockItemStateEventArgsNewDockTreePosition Property

Gets the dock tree position after state change.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

⚠️ Syntax

```csharp
public abstract Nullable<DockTreePosition> NewDockTreePosition
```

Property Value
Type: NullableDockTreePosition
The dock tree position after state change.

⚠️ See Also

Reference
DockItemStateEventArgs Class  
DevZest.Windows.Docking Namespace

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DockItemStateEventArgs.NewIsAutoHide Property

Gets the value indicates whether the DockItem is in auto-hide mode after state change.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public abstract bool NewIsAutoHide { get; }
```

### Property Value

Type: Boolean  
If DockItem is in auto-hide mode after state change, otherwise.

### See Also

Reference  
DockItemStateEventArgs Class  
DevZest.Windows.Docking Namespace

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DockItemStateEventArgs OldDockPosition Property

Gets the dock position before state change.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public abstract DockPosition OldDockPosition { get; }
```

### Property Value

Type: `DockPosition`  
The dock position before state change.

### See Also

- Reference
  - DockItemStateEventArgs Class
  - DevZest.Windows.Docking Namespace

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DockItemStateEventArgsOldDockTreePosition

Property

Gets the dock tree position before state change.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public abstract Nullable&lt;DockTreePosition&gt; OldDockTreePosition</code></td>
<td></td>
</tr>
</tbody>
</table>

### Property Value

Type: `NullableDockTreePosition`  
The dock tree position before state change.

### See Also

- Reference  
  DockItemStateEventArgs Class  
  DevZest.Windows.Docking Namespace

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DockItemStateEventArgs OldIsAutoHide Property

Gets the value indicates whether the DockItem is in auto-hide mode before state change.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public abstract bool OldIsAutoHide { get; }
```

### Property Value

Type: Boolean  
if DockItem is in auto-hide mode before state change, otherwise.

### See Also

Reference  
DockItemStateEventArgs Class  
DevZest.Windows.Docking Namespace

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DockItemStateEventArgs.ShowAction Property

 Gets the show action for the state change.

 **Namespace:** DevZest.Windows.Docking  
 **Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
public abstract ShowAction ShowAction { get; }
```

**VB**

```vbnet
Public Function ShowAction() As ShowAction
```

### Property Value

**Type:** ShowAction  
The show action for the state change.

### See Also

**Reference**

- DockItemStateEventArgs Class
- DevZest.Windows.Docking Namespace

---

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DockItemStateEventArgsShowMethod

Property

Gets the show method for the state change.

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

C#    VB

public abstract Nullable<DockItemShowMethod> Show

Property Value

Type: Nullable<DockItemShowMethod>
The show method for the state change.

See Also

Reference
DockItemStateEventArgs Class
DevZest.Windows.Docking Namespace
DockItemStateEventArgs

Property

Gets the state change method.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**  
```csharp
public abstract DockItemStateChangeMethod StateChangeMethod
```

**VB**  
```vbnet
Public Abstract Function StateChangeMethod() As DockItemStateChangeMethod
```

#### Property Value

Type: DockItemStateChangeMethod

The state change method.

### See Also

**Reference**

DockItemStateEventArgs Class  
DevZest.Windows.Docking Namespace
DockLayout Class

 Represents the window layout of DockControl.

⚠️ Inheritance Hierarchy


**Namespace:** DevZest.Windows.Docking
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

⚠️ Syntax

```
public sealed class DockLayout
```

The DockLayout type exposes the following members.

⚠️ Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DockLayout</td>
<td>Initializes a new instance of the DockLayout class</td>
</tr>
</tbody>
</table>

⚠️ Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BottomDockTreeHeight</td>
<td>Gets or sets the height of bottom DockTree.</td>
</tr>
</tbody>
</table>
DockItems

Gets a collection of DockItemReference objects.

DockTreeZOrder

Gets or sets the z-order of DockTree objects.

LeftDockTreeWidth

 Gets or sets the width of left DockTree.

RightDockTreeWidth

 Gets or sets the width of right DockTree.

ShowActions

Gets a collection of ShowAction objects.

TopDockTreeHeight

Gets or sets the height of top DockTree.

Remarks

DockLayout is used to save and load DockControl. Calling DockControl.Save saves the window layout to a DockLayout instance; calling DockControl.Load loads the window layout from a DockLayout instance. The DockLayout instance can be persisted to XAML using XamlWriter.Save.

See Also

Reference
DevZest.Windows.Docking Namespace
DockLayout Constructor

Initializes a new instance of the DockLayout class

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

C#  
```csharp
public DockLayout()
```

### See Also

**Reference**  
DockLayout Class  
DevZest.Windows.Docking Namespace
DockLayout Properties

The `DockLayout` type exposes the following members.

## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>BottomDockTreeHeight</code></td>
<td>Gets or sets the height of bottom <code>DockTree</code>.</td>
</tr>
<tr>
<td><code>DockItems</code></td>
<td>Gets a collection of <code>DockItemReference</code> objects.</td>
</tr>
<tr>
<td><code>DockTreeZOrder</code></td>
<td>Gets or sets the z-order of <code>DockTree</code> objects.</td>
</tr>
<tr>
<td><code>LeftDockTreeWidth</code></td>
<td>Gets or sets the width of left <code>DockTree</code>.</td>
</tr>
<tr>
<td><code>RightDockTreeWidth</code></td>
<td>Gets or sets the width of right <code>DockTree</code>.</td>
</tr>
<tr>
<td><code>ShowActions</code></td>
<td>Gets a collection of <code>ShowAction</code> objects.</td>
</tr>
<tr>
<td><code>TopDockTreeHeight</code></td>
<td>Gets or sets the height of top <code>DockTree</code>.</td>
</tr>
</tbody>
</table>

## See Also

Reference
DockLayout Class
DevZest.Windows.Docking Namespace

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DockLayout.BottomDockTreeHeight Property

Gets or sets the height of bottom DockTree.

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public SplitterDistance BottomDockTreeHeight { get; }
```

Property Value

Type: SplitterDistance
The height of the bottom DockTree. The default value is "1/3*".

See Also

Reference
DockLayout Class
DevZest.Windows.Docking Namespace

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DockLayout.DockItems Property

Gets a collection of DockItemReference objects.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
[DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Visible)]
public Collection<DockItemReference> DockItems {
}
```

### Property Value

Type: `Collection<DockItemReference>`

A collection of `DockItemReference` objects.

### See Also

Reference

DockLayout Class  
DevZest.Windows.Docking Namespace

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DockLayout.DockTreeZOrder Property

Gets or sets the z-order of DockTree objects.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public DockTreeZOrder DockTreeZOrder { get; set; }</code></td>
<td></td>
</tr>
</tbody>
</table>

**Property Value**

Type: DockTreeZOrder  
The z-order of left, right, top and bottom DockTree objects. The document DockTree is always on top of the Z-order.

### See Also

**Reference**

DockLayout Class  
DevZest.Windows.Docking Namespace
DockLayout.LeftDockTreeWidth Property

Gets or sets the width of left DockTree.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public SplitterDistance LeftDockTreeWidth { get; }
```

**Property Value**  
Type: `SplitterDistance`  
The width of the left DockTree. The default value is "1/3*".

### See Also

Reference  
DockLayout Class  
DevZest.Windows.Docking Namespace
DockLayoutRightDockTreeWidth Property

Gets or sets the width of right DockTree.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public SplitterDistance RightDockTreeWidth { get; }
```

**Property Value**

Type: **SplitterDistance**  
The width of the right DockTree. The default value is "1/3*".

### See Also

**Reference**
- DockLayout Class  
- DevZest.Windows.Docking Namespace

---

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DockLayoutShowActions Property

Gets a collection of ShowAction objects.

**Namespace:** DevZest.Windows.Docking

**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
[DesignerSerializationVisibilityAttribute(DesignerSerializationVisibility.Hidden)]
public Collection<ShowAction> ShowActions {
    get; }
```

**Property Value**

**Type:** Collection<ShowAction>

A collection of ShowAction objects.

### See Also

**Reference**

DockLayout Class
DevZest.Windows.Docking Namespace

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DockLayoutTopDockTreeHeight Property

Gets or sets the height of top DockTree.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public SplitterDistance TopDockTreeHeight { get; }
```

### Property Value

Type: `SplitterDistance`  
The height of the top DockTree. The default value is "1/3".

### See Also

- Reference  
  DockLayout Class  
  DevZest.Windows.Docking Namespace

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DockPane Class

Represents a container for a collection of DockItem objects.

Inheritance Hierarchy

    System.Windows.DependencyObject
    DevZest.Windows.Docking.DockPane

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

C#  VB

```csharp
public sealed class DockPane : DockPaneNode
```

The DockPane type exposes the following members.

Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
</table>
| ![Image](image.png)  | ActiveItems  
Gets a collection of active DockItem objects contained by this DockPane.                                                                 |
| ![Image](image.png)  | CountOfVisibleItems  
Gets the number of visible DockItem objects. This is a dependency property.                                                                 |
<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DockControl</td>
<td>Gets the DockControl which this DockPaneNode belongs to. This is a dependency property. (Inherited from DockPaneNode.)</td>
</tr>
<tr>
<td>DockPosition</td>
<td>Gets the dock position. This is a dependency property. (Inherited from DockPaneNode.)</td>
</tr>
<tr>
<td>DockTreePosition</td>
<td>Gets the dock tree position. (Inherited from DockPaneNode.)</td>
</tr>
<tr>
<td>FloatingWindow</td>
<td>Gets the FloatingWindow which this DockPaneNode belongs to. This is a dependency property. (Inherited from DockPaneNode.)</td>
</tr>
<tr>
<td>Items</td>
<td>Gets a collection of DockItem objects contained by this DockPane.</td>
</tr>
<tr>
<td>Parent</td>
<td>Gets the parent DockPaneSplit of this DockPaneNode. (Inherited from DockPaneNode.)</td>
</tr>
<tr>
<td>SelectedItem</td>
<td>Gets the currently selected DockItem. This is a dependency property.</td>
</tr>
</tbody>
</table>
VisibleItems

Gets a collection of visible DockItem objects contained by this DockPane.

Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CountOfVisibleItemsProperty</td>
<td>Identifies the CountOfVisibleItems dependency property.</td>
</tr>
<tr>
<td>SelectedItemProperty</td>
<td>Identifies the SelectedItem dependency property.</td>
</tr>
</tbody>
</table>

See Also

Reference
DevZest.Windows.Docking Namespace
DockPane Properties

The **DockPane** type exposes the following members.

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ActiveItems</td>
<td>Gets a collection of active DockItem objects contained by this DockPane.</td>
</tr>
<tr>
<td>CountOfVisibleItems</td>
<td>Gets the number of visible DockItem objects. This is a dependency property.</td>
</tr>
<tr>
<td>DockControl</td>
<td>Gets the DockControl which this DockPaneNode belongs to. This is a dependency property. (Inherited from DockPaneNode.)</td>
</tr>
<tr>
<td>DockPosition</td>
<td>Gets the dock position. This is a dependency property. (Inherited from DockPaneNode.)</td>
</tr>
<tr>
<td>DockTreePosition</td>
<td>Gets the dock tree position. (Inherited from DockPaneNode.)</td>
</tr>
<tr>
<td>FloatingWindow</td>
<td>Gets the FloatingWindow which this DockPaneNode belongs to. This is a</td>
</tr>
</tbody>
</table>
dependency property. (Inherited from DockPaneNode.)

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Items</td>
<td>Gets a collection of DockItem objects contained by this DockPane.</td>
</tr>
<tr>
<td>Parent</td>
<td>Gets the parent DockPaneSplit of this DockPaneNode. (Inherited from DockPaneNode.)</td>
</tr>
<tr>
<td>SelectedItem</td>
<td>Gets the currently selected DockItem. This is a dependency property.</td>
</tr>
<tr>
<td>VisibleItems</td>
<td>Gets a collection of visible DockItem objects contained by this DockPane.</td>
</tr>
</tbody>
</table>

See Also

Reference
- DockPane Class
- DevZest.Windows.Docking Namespace

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DockPaneActiveItems Property

Gets a collection of active DockItem objects contained by this DockPane.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public DockItemCollection ActiveItems { get; }
```

### Property Value

Type: DockItemCollection  
A collection of active DockItem objects contained by this DockPane, in order of activation (last active last).

### See Also

- Reference
  - DockPane Class
  - DevZest.Windows.Docking Namespace
DockPane

CountOfVisibleItems Property

Gets the number of visible DockItem objects. This is a dependency property.

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```
public int CountOfVisibleItems { get; }
```

Property Value

Type: Int32
The number of visible DockItem objects.

See Also

Reference
DockPane Class
DevZest.Windows.Docking Namespace

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DockPane Items Property

Gets a collection of DockItem objects contained by this DockPane.

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

C#     VB

public DockItemCollection Items { get; }

Property Value

Type: DockItemCollection
A collection of DockItem objects contained by this DockPane.

See Also

Reference
DockPane Class
DevZest.Windows.Docking Namespace
DockPane.SelectedItem Property

Gets the currently selected DockItem. This is a dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>public DockItem SelectedItem { get; }</td>
<td></td>
</tr>
</tbody>
</table>

**Property Value**

Type: DockItem  
The currently selected DockItem.

### See Also

**Reference**

DockPane Class  
DevZest.Windows.Docking Namespace

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DockPaneVisibleItems Property

Gets a collection of visible DockItem objects contained by this DockPane.

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

C#

```csharp
public DockItemCollection VisibleItems { get; }
```

VB

```vbnet
Public DockItemCollection VisibleItems Get
```

Property Value

Type: DockItemCollection
A collection of visible DockItem objects contained by this DockPane.

See Also

Reference
DockPane Class
DevZest.Windows.Docking Namespace
DockPane Fields

The `DockPane` type exposes the following members.

## Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CountOfVisibleItemsProperty</td>
<td>Identifies the <code>CountOfVisibleItems</code> dependency property.</td>
</tr>
<tr>
<td>SelectedItemProperty</td>
<td>Identifies the <code>SelectedItem</code> dependency property.</td>
</tr>
</tbody>
</table>

## See Also

Reference
- `DockPane Class`
- `DevZest.Windows.Docking Namespace`
DockPaneCountOfVisibleItemsProperty Field

Identifies the CountOfVisibleItems dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
public static readonly DependencyProperty CountOfVisibleItemsProperty = null;
```

**VB**

```vbnet
Public Shared ReadOnly Property CountOfVisibleItemsProperty() As DependencyProperty
    Get
        Return Me.CountOfVisibleItemsProperty
    End Get
End Property
```

Field Value

Type: DependencyProperty

### See Also

Reference

DockPane Class
DevZest.Windows.Docking Namespace
DockPaneSelectedItemProperty Field

Identifies the `SelectedItem` dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

```csharp
public static readonly DependencyProperty SelectedItemProperty;
```

**Field Value**

Type: `DependencyProperty`

**See Also**

Reference
- DockPane Class
- DevZest.Windows.Docking Namespace

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DockPaneCollection Class

Represents a collection of DockPane objects.

Inheritance Hierarchy

  System.Collections.ObjectModel.ReadOnlyObservableCollectionDockPane
  DevZest.Windows.Docking.DockPaneCollection

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public class DockPaneCollection : ReadOnlyObservableCollection
```

See Also

Reference
DevZest.Windows.Docking Namespace

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DockPaneNode Class

Represents a node in DockTree.

▶ Inheritance Hierarchy

```
   System.WindowsDependencyObject
        DevZest.Windows.DockingDockPaneNode
        DevZest.Windows.DockingDockPane
        DevZest.Windows.DockingDockPaneSplit
```

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

▶ Syntax

```
public abstract class DockPaneNode : DependencyObject
```

The DockPaneNode type exposes the following members.

▶ Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DockPaneNode</td>
<td>Initializes a new instance of the DockPaneNode class</td>
</tr>
</tbody>
</table>

▶ Properties
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DockControl</td>
<td>Gets the DockControl which this DockPaneNode belongs to. This is a dependency property.</td>
</tr>
<tr>
<td>DockPosition</td>
<td>Gets the dock position. This is a dependency property.</td>
</tr>
<tr>
<td>DockTreePosition</td>
<td>Gets the dock tree position.</td>
</tr>
<tr>
<td>FloatingWindow</td>
<td>Gets the FloatingWindow which this DockPaneNode belongs to. This is a dependency property.</td>
</tr>
<tr>
<td>Parent</td>
<td>Gets the parent DockPaneSplit of this DockPaneNode.</td>
</tr>
</tbody>
</table>

**Fields**

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DockControlProperty</td>
<td>Identifies the DockControl dependency property.</td>
</tr>
<tr>
<td>DockPositionProperty</td>
<td>Identifies the DockPosition dependency property.</td>
</tr>
<tr>
<td>FloatingWindowProperty</td>
<td>Identifies the FloatingWindow dependency property.</td>
</tr>
</tbody>
</table>
See Also

Reference
DevZest.Windows.Docking Namespace

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DockPaneNode Constructor

Initializes a new instance of the DockPaneNode class

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
protected DockPaneNode()
```

See Also

Reference
DockPaneNode Class
DevZest.Windows.Docking Namespace

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# DockPaneNode Properties

The **DockPaneNode** type exposes the following members.

## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>![DockControl]</td>
<td>Gets the DockControl which this DockPaneNode belongs to. This is a dependency property.</td>
</tr>
<tr>
<td>![DockPosition]</td>
<td>Gets the dock position. This is a dependency property.</td>
</tr>
<tr>
<td>![DockTreeNode]</td>
<td>Gets the dock tree position.</td>
</tr>
<tr>
<td>![FloatingWindow]</td>
<td>Gets the FloatingWindow which this DockPaneNode belongs to. This is a dependency property.</td>
</tr>
<tr>
<td>![Parent]</td>
<td>Gets the parent DockPaneSplit of this DockPaneNode.</td>
</tr>
</tbody>
</table>

## See Also

- Reference
  - DockPaneNode Class
  - DevZest.Windows.Docking Namespace
DockPaneNode.DockControl Property

Gets the DockControl which this DockPaneNode belongs to. This is a dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public DockControl DockControl { get; }
```

### Property Value

Type: DockControl  
The DockControl which this DockPaneNode belongs to.

### See Also

Reference  
DockPaneNode Class  
DevZest.Windows.Docking Namespace
DockPaneNodeDockPosition Property

Gets the dock position. This is a dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

⚠️ Syntax

```csharp
public DockPosition DockPosition { get; }
```

**Property Value**

Type: `DockPosition`

The dock position.

⚠️ See Also

Reference

DockPaneNode Class  
DevZest.Windows.Docking Namespace

---

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DockPaneNodeDockTreeNodePosition Property

Gets the dock tree position.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public Nullable<DockTreeNodePosition> DockTreeNodePosition
```

**Property Value**

- **Type:** NullableDockTreeNodePosition
- The dock tree position.

### See Also

- Reference
  - DockPaneNode Class
  - DevZest.Windows.Docking Namespace

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DockPaneNodeFloatingWindow Property

Gets the `FloatingWindow` which this `DockPaneNode` belongs to. This is a dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public FloatingWindow FloatingWindow { get; }
```

**Property Value**

Type: `FloatingWindow`  
The `FloatingWindow` which this `DockPaneNode` belongs to.

### See Also

- Reference
  - DockPaneNode Class
  - DevZest.Windows.Docking Namespace

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DockPaneNode Parent Property

Gets the parent DockPaneSplit of this DockPaneNode.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

## Syntax

**C#**

```csharp
public DockPaneSplit Parent { get; }
```

**VB**

```vbnet
Public DockPaneSplit Parent { get; }
```

**Property Value**

- **Type:** DockPaneSplit
- The parent DockPaneSplit of this DockPaneNode.

## See Also

- **Reference**
  - DockPaneNode Class
  - DevZest.Windows.Docking Namespace
## DockPaneNode Fields

The `DockPaneNode` type exposes the following members.

### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DockControlProperty</td>
<td>Identifies the <code>DockControl</code> dependency property.</td>
</tr>
<tr>
<td>DockPositionProperty</td>
<td>Identifies the <code>DockPosition</code> dependency property.</td>
</tr>
<tr>
<td>FloatingWindowProperty</td>
<td>Identifies the <code>FloatingWindow</code> dependency property.</td>
</tr>
</tbody>
</table>

### See Also

- Reference
  - `DockPaneNode Class`
  - `DevZest.Windows.Docking Namespace`

---

Copyright © DevZest, All rights reserved.
DockPaneNode.DockControlProperty Field

Identifies the DockControl dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static readonly DependencyProperty DockCor
```

### Field Value

Type: DependencyProperty

### See Also

Reference

DockPaneNode Class  
DevZest.Windows.Docking Namespace

Copyright © DevZest, All rights reserved.
DockPaneNodeDockPositionProperty Field

Identifies the DockPosition dependency property.

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public static readonly DependencyProperty DockPositionProperty;
```

Field Value
Type: DependencyProperty

See Also

Reference
DockPaneNode Class
DevZest.Windows.Docking Namespace
DevZest WPF Docking

DockPaneNodeFloatingWindowProperty Field

Identifies the FloatingWindow dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

#### Syntax

```csharp
public static readonly DependencyProperty FloatingWindowProperty
```

#### Field Value

Type: DependencyProperty

#### See Also

Reference  
DockPaneNode Class  
DevZest.Windows.Docking Namespace

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DockPaneSplit Class

Represents a container consisting of two resizable DockPaneNode objects.

Inheritance Hierarchy

- System
  - System.Object
  - System.Windows.Threading.DispatcherObject
  - System.Windows.DependencyObject
    - DevZest.Windows.DockingDockPaneNode
    - DevZest.Windows.DockingDockPaneSplit

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public sealed class DockPaneSplit : DockPaneNode
```

The DockPaneSplit type exposes the following members.

Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Child1</td>
<td>Gets the left or top child, depending on Orientation. This is a dependency property.</td>
</tr>
<tr>
<td>Child2</td>
<td>Gets the right or bottom child, depending on Orientation. This is a dependency property.</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------------------</td>
<td>----------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>ChildrenVisibility</strong></td>
<td>Gets a value indicates the visibility of the children. This is a dependency property.</td>
</tr>
<tr>
<td><strong>DockControl</strong></td>
<td>Gets the DockControl which this DockPaneNode belongs to. This is a dependency property. (Inherited from DockPaneNode.)</td>
</tr>
<tr>
<td><strong>DockPosition</strong></td>
<td>Gets the dock position. This is a dependency property. (Inherited from DockPaneNode.)</td>
</tr>
<tr>
<td><strong>DockTreePosition</strong></td>
<td>Gets the dock tree position. (Inherited from DockPaneNode.)</td>
</tr>
<tr>
<td><strong>FloatingWindow</strong></td>
<td>Gets the FloatingWindow which this DockPaneNode belongs to. This is a dependency property. (Inherited from DockPaneNode.)</td>
</tr>
<tr>
<td><strong>IsSplitterTopLeft</strong></td>
<td>Gets a value indicating whether the SplitterDistance property specifies the size of Child1 or Child2. This is a dependency property.</td>
</tr>
<tr>
<td><strong>Orientation</strong></td>
<td>Gets a value indicating the horizontal or vertical orientation of the children. This is a dependency property.</td>
</tr>
</tbody>
</table>
### Parent
Gets the parent DockPaneSplit of this DockPaneNode. (Inherited from DockPaneNode.)

### SplitterDistance
Gets a value indicating the size of Child1 or Child2, depending on the value of IsSplitterTopLeft. This is a dependency property.

---

#### Top

#### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Child1Property</td>
<td>Identifies the Child1 dependency property.</td>
</tr>
<tr>
<td>Child2Property</td>
<td>Identifies the Child2 dependency property.</td>
</tr>
<tr>
<td>ChildrenVisibilityProperty</td>
<td>Identifies the ChildrenVisibility dependency property.</td>
</tr>
<tr>
<td>IsSplitterTopLeftProperty</td>
<td>Identifies the IsSplitterTopLeft dependency property.</td>
</tr>
<tr>
<td>OrientationProperty</td>
<td>Identifies the Orientation dependency property.</td>
</tr>
<tr>
<td>SplitterDistanceProperty</td>
<td>Identifies the SplitterDistance dependency property.</td>
</tr>
</tbody>
</table>
See Also

Reference
DevZest.Windows.Docking Namespace
# DockPaneSplit Properties

The `DockPaneSplit` type exposes the following members.

## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Child1</td>
<td>Gets the left or top child, depending on <code>Orientation</code>. This is a dependency property.</td>
</tr>
<tr>
<td>Child2</td>
<td>Gets the right or bottom child, depending on <code>Orientation</code>. This is a dependency property.</td>
</tr>
<tr>
<td>ChildrenVisibility</td>
<td>Gets a value indicates the visibility of the children. This is a dependency property.</td>
</tr>
<tr>
<td>DockControl</td>
<td>Gets the <code>DockControl</code> which this <code>DockPaneNode</code> belongs to. This is a dependency property. (Inherited from <code>DockPaneNode</code>.)</td>
</tr>
<tr>
<td>DockPosition</td>
<td>Gets the dock position. This is a dependency property. (Inherited from <code>DockPaneNode</code>.)</td>
</tr>
<tr>
<td>DockTreePosition</td>
<td>Gets the dock tree position. (Inherited from <code>DockPaneNode</code>.)</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>----------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>FloatingWindow</strong></td>
<td>Gets the <code>FloatingWindow</code> which this <code>DockPaneNode</code> belongs to. This is a dependency property. (Inherited from <code>DockPaneNode</code>.)</td>
</tr>
<tr>
<td><strong>IsSplitterTopLeft</strong></td>
<td>Gets a value indicating whether the <code>SplitterDistance</code> property specifies the size of <code>Child1</code> or <code>Child2</code>. This is a dependency property.</td>
</tr>
<tr>
<td><strong>Orientation</strong></td>
<td>Gets a value indicating the horizontal or vertical orientation of the children. This is a dependency property.</td>
</tr>
<tr>
<td><strong>Parent</strong></td>
<td>Gets the parent <code>DockPaneSplit</code> of this <code>DockPaneNode</code>. (Inherited from <code>DockPaneNode</code>).</td>
</tr>
<tr>
<td><strong>SplitterDistance</strong></td>
<td>Gets a value indicating the size of <code>Child1</code> or <code>Child2</code>, depending on the value of <code>IsSplitterTopLeft</code>. This is a dependency property.</td>
</tr>
</tbody>
</table>

**See Also**

Reference

DockPaneSplit Class  
DevZest.Windows.Docking Namespace
DockPaneSplitChild1 Property

Gets the left or top child, depending on Orientation. This is a dependency property.

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public DockPaneNode Child1 { get; }
```

Property Value

Type: DockPaneNode

If Orientation is Vertical, the top child. If Orientation is Horizontal, the left child.

See Also

Reference

DockPaneSplit Class
DevZest.Windows.Docking Namespace

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DockPaneSplitChild2 Property

Gets the right or bottom child, depending on Orientation. This is a dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

#### C#  
```csharp
public DockPaneNode Child2 { get; }
```

#### VB
```vbnet
Public DockPaneNode Child2 Get;
```

### Property Value

Type: DockPaneNode  
If Orientation is Vertical, the bottom child. If Orientation is Horizontal, the right child.

### See Also

- Reference
  - DockPaneSplit Class
  - DevZest.Windows.Docking Namespace
DockPaneSplitChildrenVisibility Property

Gets a value indicates the visibility of the children. This is a dependency property.

**Namespace:** DevZest.Windows.Docking

**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public SplitChildrenVisibility ChildrenVisibility
```

### Property Value

**Type:** SplitChildrenVisibility

The visibility of the children.

### See Also

**Reference**

DockPaneSplit Class

DevZest.Windows.Docking Namespace

Copyright © DevZest, All rights reserved.
DockPaneSplit.IsSplitterTopLeft Property

Gets a value indicating whether the SplitterDistance property specifies the size of Child1 or Child2. This is a dependency property.

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public bool IsSplitterTopLeft { get; }
```

```vbnet
Public Bool IsSplitterTopLeft Get;
```

Property Value

Type: Boolean
if SplitterDistance specifies the size of Child1; if SplitterDistance specifies the size of Child2.

See Also

Reference
DockPaneSplit Class
DevZest.Windows.Docking Namespace

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DockPaneSplitOrientation Property

Gets a value indicating the horizontal or vertical orientation of the children. This is a dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public Orientation Orientation { get; }
```

### Property Value

**Type:** Orientation  
The value indicating the horizontal or vertical orientation of the children.

### See Also

**Reference**  
DockPaneSplit Class  
DevZest.Windows.Docking Namespace
DockPaneSplitSplitterDistance Property

Gets a value indicating the size of Child1 or Child2, depending on the value of IsSplitterTopLeft. This is a dependency property.

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

▶ Syntax

```
C#    VB
public SplitterDistance SplitterDistance { get; set; }
```

Property Value
Type: SplitterDistance
If IsSplitterTopLeft is True, size of Child1; otherwise, size of Child2.

▶ See Also

Reference
DockPaneSplit Class
DevZest.Windows.Docking Namespace

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DockPaneSplit Fields

The DockPaneSplit type exposes the following members.

Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Child1Property</td>
<td>Identifies the Child1 dependency property.</td>
</tr>
<tr>
<td>Child2Property</td>
<td>Identifies the Child2 dependency property.</td>
</tr>
<tr>
<td>ChildrenVisibilityProperty</td>
<td>Identifies the ChildrenVisibility dependency property.</td>
</tr>
<tr>
<td>IsSplitterTopLeftProperty</td>
<td>Identifies the IsSplitterTopLeft dependency property.</td>
</tr>
<tr>
<td>OrientationProperty</td>
<td>Identifies the Orientation dependency property.</td>
</tr>
<tr>
<td>SplitterDistanceProperty</td>
<td>Identifies the SplitterDistance dependency property.</td>
</tr>
</tbody>
</table>

See Also

Reference
DockPaneSplit Class
DevZest.Windows.Docking Namespace

Copyright © DevZest, All rights reserved.
DockPaneSplitChild1Property Field

Identifies the Child1 dependency property.

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

Field Value
Type: DependencyProperty

See Also

Reference
DockPaneSplit Class
DevZest.Windows.Docking Namespace
DockPaneSplitChild2Property Field

Identifies the Child2 dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

```csharp
public static readonly DependencyProperty Child2F
```

Field Value

Type: DependencyProperty

**See Also**

Reference

DockPaneSplit Class  
DevZest.Windows.Docking Namespace

Copyright © DevZest, All rights reserved.
DockPaneSplitChildrenVisibilityProp Field

Identifies the ChildrenVisibility dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public static readonly DependencyProperty ChildrenVisibilityProperty</code></td>
<td></td>
</tr>
</tbody>
</table>

**Field Value**

Type: DependencyProperty

### See Also

**Reference**

DockPaneSplit Class  
DevZest.Windows.Docking Namespace

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DockPaneSplit.IsSplitterTopLeftProperty Field

Identifies the IsSplitterTopLeft dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>public static readonly DependencyProperty IsSplitterTopLeftProperty</td>
<td></td>
</tr>
</tbody>
</table>

Field Value  
Type: DependencyProperty

### See Also

Reference  
DockPaneSplit Class  
DevZest.Windows.Docking Namespace
DockPaneSplitOrientationPropertyField

Identifies the *Orientation* dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```
C#    VB

public static readonly DependencyProperty Orientation = DependencyProperty.Register(...);
```

**Field Value**

Type: *DependencyProperty*

### See Also

**Reference**

DockPaneSplit Class  
DevZest.Windows.Docking Namespace
DockPaneSplit.SplitterDistanceProperty Field

Identifies the SplitterDistance dependency property.

**Namespace:** DevZest.Windows.Docking

**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
public static readonly DependencyProperty SplitterDistanceProperty
```

**VB**

```vbnet
Public Shared ReadOnly Property SplitterDistanceProperty As DependencyProperty
```

### Field Value

Type: DependencyProperty

### See Also

**Reference**

DockPaneSplit Class

DevZest.Windows.Docking Namespace

Copyright © DevZest, All rights reserved.
**DockPosition Enumeration**

Specifies the dock position.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public enum DockPosition
```

### Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Unknown</td>
<td>0</td>
<td>The dock position is unknown.</td>
</tr>
<tr>
<td>Hidden</td>
<td>1</td>
<td>Shown as hidden.</td>
</tr>
<tr>
<td>Left</td>
<td>2</td>
<td>Shown on the left of DockControl.</td>
</tr>
<tr>
<td>LeftAutoHide</td>
<td>3</td>
<td>Shown in auto-hide mode, on the left of DockControl.</td>
</tr>
<tr>
<td>Right</td>
<td>4</td>
<td>Shown on the right of DockControl.</td>
</tr>
<tr>
<td>RightAutoHide</td>
<td>5</td>
<td>Shown in auto-hide mode, on the right of DockControl.</td>
</tr>
<tr>
<td>DockControl</td>
<td>Top</td>
<td>6</td>
</tr>
<tr>
<td>DockControl</td>
<td>TopAutoHide</td>
<td>7</td>
</tr>
<tr>
<td>DockControl</td>
<td>Bottom</td>
<td>8</td>
</tr>
<tr>
<td>DockControl</td>
<td>BottomAutoHide</td>
<td>9</td>
</tr>
<tr>
<td>DockControl</td>
<td>Document</td>
<td>10</td>
</tr>
<tr>
<td>DockControl</td>
<td>Floating</td>
<td>11</td>
</tr>
</tbody>
</table>

### See Also

Reference

DevZest.Windows.Docking Namespace
DockTree Class

 Represents a tree of DockPaneNode objects.

⚠️ Inheritance Hierarchy

 System
   Object
   System.Windows.Threading.DispatcherObject
   System.Windows.DependencyObject
   DevZest.Windows.Docking.DockTree

 Namespace: DevZest.Windows.Docking
 Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

⚠️ Syntax

 C#       VB
----------
 public sealed class DockTree : DependencyObject

 The DockTree type exposes the following members.

⚠️ Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ActivePanes</td>
<td>Gets a collection of active DockPane objects contained by this DockTree.</td>
</tr>
<tr>
<td>AutoHideItems</td>
<td>Gets a collection of auto-hide DockItem objects contained by this DockTree.</td>
</tr>
<tr>
<td>AutoHidePanes</td>
<td>Gets a collection of auto-hide</td>
</tr>
</tbody>
</table>
DockPane objects contained by this DockTree.

DockControl

Gets the DockControl which this DockTree belongs to. This is a dependency property.

FloatingWindow

Gets the FloatingWindow that contains this DockTree.

isVisible

Gets a value indicates whether this DockTree is visible. This is a dependency property.

Panes

Gets a collection of DockPane objects contained by this DockTree.

Position

Gets the position of the DockTree. This is a dependency property.

RootNode

Gets the root node of the DockTree. This is a dependency property.

VisiblePanes

Gets a collection of visible DockPane objects contained by this DockTree.

Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DockControlProperty</td>
<td>Identifies the DockControl dependency property.</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------</td>
<td>--------------------------------------------------</td>
</tr>
<tr>
<td>IsVisibleProperty</td>
<td>Identifies the <code>IsVisible</code> dependency property.</td>
</tr>
<tr>
<td>PositionProperty</td>
<td>Identifies the <code>Position</code> dependency property.</td>
</tr>
<tr>
<td>RootNodeProperty</td>
<td>Identifies the <code>RootNode</code> dependency property.</td>
</tr>
</tbody>
</table>

**See Also**

Reference

`DevZest.Windows.Docking Namespace`
## DockTree Properties

The `DockTree` type exposes the following members.

### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>ActivePanes</code></td>
<td>Gets a collection of active <code>DockPane</code> objects contained by this <code>DockTree</code>.</td>
</tr>
<tr>
<td><code>AutoHideItems</code></td>
<td>Gets a collection of auto-hide <code>DockItem</code> objects contained by this <code>DockTree</code>.</td>
</tr>
<tr>
<td><code>AutoHidePanes</code></td>
<td>Gets a collection of auto-hide <code>DockPane</code> objects contained by this <code>DockTree</code>.</td>
</tr>
<tr>
<td><code>DockControl</code></td>
<td>Gets the <code>DockControl</code> which this <code>DockTree</code> belongs to. This is a dependency property.</td>
</tr>
<tr>
<td><code>FloatingWindow</code></td>
<td>Gets the <code>FloatingWindow</code> that contains this <code>DockTree</code>.</td>
</tr>
<tr>
<td><code>IsVisible</code></td>
<td>Gets a value indicates whether this <code>DockTree</code> is visible. This is a dependency property.</td>
</tr>
<tr>
<td><code>Panes</code></td>
<td>Gets a collection of <code>DockPane</code> objects contained by this <code>DockTree</code>.</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>--------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Position</td>
<td>Gets the position of the DockTree. This is a dependency property.</td>
</tr>
<tr>
<td>RootNode</td>
<td>Gets the root node of the DockTree. This is a dependency property.</td>
</tr>
<tr>
<td>VisiblePanes</td>
<td>Gets a collection of visible DockPane objects contained by this DockTree.</td>
</tr>
</tbody>
</table>

**See Also**

Reference
- DockTree Class
- DevZest.Windows.Docking Namespace

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DockTreeActivePanes Property

 Gets a collection of active DockPane objects contained by this DockTree.

 **Namespace:** DevZest.Windows.Docking  
 **Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
 **Version:** 2.5.0.0 (2.5.5912.0)

## Syntax

**C#**

```csharp
public DockPaneCollection ActivePanes { get; }
```

**VB**

```vbnet
Public DockPaneCollection ActivePanes Get;
```

## Property Value

Type: DockPaneCollection  

A collection of active DockPane objects contained by this DockTree,  
in the order of activation (last activated last).

## See Also

**Reference**  
DockTree Class  
DevZest.Windows.Docking Namespace

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DockTreeAutoHideItems Property

Gets a collection of auto-hide DockItem objects contained by this DockTree.

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public DockItemCollection AutoHideItems { get; }
```

Property Value

Type: DockItemCollection
A collection of DockItem objects contained by this DockTree.

See Also

Reference
DockTree Class
DevZest.Windows.Docking Namespace
DockTreeAutoHidePanes Property

Gets a collection of auto-hide DockPane objects contained by this DockTree.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public DockPaneCollection AutoHidePanes { get; }</code></td>
<td></td>
</tr>
</tbody>
</table>

### Property Value

**Type:** DockPaneCollection  
A collection of DockPane objects contained by this DockTree, in the order of creation (last created last).

### See Also

- Reference  
  - DockTree Class  
  - DevZest.Windows.Docking Namespace

---

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DockTreeDockControl Property

Gets the DockControl which this DockTree belongs to. This is a dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**
```csharp
public DockControl DockControl { get; }
```

**VB**
```vbnet
Public DockControl DockControl Get; 
```

### Property Value

Type: DockControl  
The DockControl which this DockTree belongs to.

### See Also

Reference  
DockTree Class  
DevZest.Windows.Docking Namespace

---

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DockTreeFloatingWindow Property

Gets the FloatingWindow that contains this DockTree.

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

C#  VB

```csharp
public FloatingWindow FloatingWindow { get; }
```

Property Value
Type: FloatingWindow
The FloatingWindow that contains this DockTree.

See Also

Reference
DockTree Class
DevZest.Windows.Docking Namespace
DockTree.IsVisible Property

Gets a value indicates whether this DockTree is visible. This is a dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
Version: 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**
```csharp
public bool IsVisible { get; }
```

**VB**
```vbnet
Public Property IsVisible As Boolean
```

**Property Value**
Type: Boolean  
if this DockTree is visible, otherwise .

### See Also

Reference  
DockTree Class  
DevZest.Windows.Docking Namespace

---

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DockTree.Panes Property

Gets a collection of DockPane objects contained by this DockTree.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public DockPaneCollection Panes { get; }</code></td>
<td></td>
</tr>
</tbody>
</table>

**Property Value**

Type: DockPaneCollection  
A collection of DockPane objects contained by this DockTree, in the order of creation (last created last).

### See Also

Reference  
DockTree Class  
DevZest.Windows.Docking Namespace
DockTreePosition Property

Gets the position of the DockTree. This is a dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>public DockTreePosition Position { get; }</td>
<td></td>
</tr>
</tbody>
</table>

**Property Value**

Type: DockTreePosition  
The position of the DockTree.

### See Also

Reference  
DockTree Class  
DevZest.Windows.Docking Namespace

---

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DockTree.RootNode Property

Gets the root node of the DockTree. This is a dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public DockPaneNode RootNode {
    get;
}
```

### Property Value

Type: DockPaneNode  
The root node of the DockTree.

### See Also

Reference
DockTree Class  
DevZest.Windows.Docking Namespace
DockTreeVisiblePanes Property

Gets a collection of visible DockPane objects contained by this DockTree.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
Version: 2.5.0.0 (2.5.5912.0)

### Syntax

#### C#  
```csharp
public DockPaneCollection VisiblePanes { get; }
```

#### VB

```vbnet
Public DockPaneCollection VisiblePanes Get()
```

### Property Value

Type: DockPaneCollection  
A collection of visible DockPane objects contained by this DockTree, in the order of creation (last created last).

### See Also

Reference  
DockTree Class  
DevZest.Windows.Docking Namespace
DockTree Fields

The **DockTree** type exposes the following members.

### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>![s] DockControlProperty</td>
<td>Identifies the <strong>DockControl</strong> dependency property.</td>
</tr>
<tr>
<td>![s] IsVisibleProperty</td>
<td>Identifies the <strong>IsVisible</strong> dependency property.</td>
</tr>
<tr>
<td>![s] PositionProperty</td>
<td>Identifies the <strong>Position</strong> dependency property.</td>
</tr>
<tr>
<td>![s] RootNodeProperty</td>
<td>Identifies the <strong>RootNode</strong> dependency property.</td>
</tr>
</tbody>
</table>

### See Also

**Reference**

- DockTree Class
- DevZest.Windows.Docking Namespace

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DockTreeDockControlProperty Field

Identifies the DockControl dependency property.

**Namespace:** DevZest.Windows.Docking
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static readonly DependencyProperty DockControlProperty
```

Field Value
Type: DependencyProperty

### See Also

Reference
DockTree Class
DevZest.Windows.Docking Namespace

Copyright © DevZest, All rights reserved.
DockTree.IsVisibleProperty Field

Identifies the IsVisible dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
</table>
| ```
public static readonly DependencyProperty IsVisible
``` | ```
Public Const IsVisible As DependencyProperty
``` |

### Field Value

Type: DependencyProperty

### See Also

Reference
- DockTree Class
- DevZest.Windows.Docking Namespace

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DockTreePositionProperty Field

Identifies the Position dependency property.

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```
public static readonly DependencyProperty PositionProperty
```

Field Value

Type: DependencyProperty

See Also

Reference
DockTree Class
DevZest.Windows.Docking Namespace

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DockTreeRootNodeProperty Field

Identifies the **RootNode** dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
public static readonly DependencyProperty RootNodeProperty
```

**VB**

```vbnet
Public Shared ReadOnly Property RootNodeProperty As DependencyProperty
```

**Field Value**

**Type:** DependencyProperty

### See Also

**Reference**

DockTree Class  
DevZest.Windows.Docking Namespace

---

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DockTreePosition Enumeration

Specifies the dock tree positions.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public enum DockTreePosition
```

### Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Left</td>
<td>0</td>
<td>The dock tree is on the left of DockControl.</td>
</tr>
<tr>
<td>Right</td>
<td>1</td>
<td>The dock tree is on the right of DockControl.</td>
</tr>
<tr>
<td>Top</td>
<td>2</td>
<td>The dock tree is at the top of DockControl.</td>
</tr>
<tr>
<td>Bottom</td>
<td>3</td>
<td>The dock tree is at the bottom of DockControl.</td>
</tr>
<tr>
<td>Document</td>
<td>4</td>
<td>The dock tree fills the rest area of DockControl.</td>
</tr>
<tr>
<td>Floating</td>
<td>5</td>
<td>The dock tree is inside</td>
</tr>
</tbody>
</table>
See Also

Reference
DevZest.Windows.Docking Namespace

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DockTreeZOrder Structure

Describes the z-order of left, right, top and bottom DockTree objects for DockControl.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
[TypeConverterAttribute(typeof(DockTreeZOrderConverter))]
public struct DockTreeZOrder
```

The DockTreeZOrder type exposes the following members.

### Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DockTreeZOrder</td>
<td>Initialize a new instance of DockTreeZOrder structure.</td>
</tr>
</tbody>
</table>

### Top

### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Default</td>
<td>Gets the default value for the DockTreeZOrder.</td>
</tr>
</tbody>
</table>
First  Gets or sets the first dock tree position.

Fourth  Gets or sets the fourth dock tree position.

Item  Gets the dock tree position at the given zero-based index of z-order.

Second  Gets or sets the second dock tree position.

Third  Gets or sets the third dock tree position.

**Methods**

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BringToFront</td>
<td>Returns the dock tree z-order after brings the specified dock tree position to front.</td>
</tr>
<tr>
<td>IndexOf</td>
<td>Returns the index of the z-order for the specified dock tree position.</td>
</tr>
<tr>
<td>SendToBack</td>
<td>Returns the dock tree z-order after sends the specified dock tree position to back.</td>
</tr>
</tbody>
</table>

**Remarks**

The **DockTreeZOrder** has **First**, **Second**, **Third** and **Fourth** properties to determine the z-order of the dock trees. The **Fourth** dock tree position is on the top of z-order.
See Also

Reference
DevZest.Windows.Docking Namespace

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DockTreeZOrder Constructor

Initialize a new instance of DockTreeZOrder structure.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

## Syntax

### C#

```csharp
public DockTreeZOrder(
    Dock first,
    Dock second,
    Dock third,
    Dock fourth
)
```

### Parameters

- **first**
  - Type: System.Windows.Controls.Dock
  - The first dock tree position.

- **second**
  - Type: System.Windows.Controls.Dock
  - The second dock tree position.

- **third**
  - Type: System.Windows.Controls.Dock
  - The third dock tree position.

- **fourth**
  - Type: System.Windows.Controls.Dock
  - The fourth dock tree position.
Remarks

The specified fourth dock tree position is on the top of z-order.

See Also

Reference
DockTreeZOrder Structure
DevZest.Windows.Docking Namespace
DockTreeZOrder Properties

The `DockTreeZOrder` type exposes the following members.

## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Default</td>
<td>Gets the default value for the <code>DockTreeZOrder</code>.</td>
</tr>
<tr>
<td>First</td>
<td>Gets or sets the first dock tree position.</td>
</tr>
<tr>
<td>Fourth</td>
<td>Gets or sets the fourth dock tree position.</td>
</tr>
<tr>
<td>Item</td>
<td>Gets the dock tree position at the given zero-based index of z-order.</td>
</tr>
<tr>
<td>Second</td>
<td>Gets or sets the second dock tree position.</td>
</tr>
<tr>
<td>Third</td>
<td>Gets or sets the third dock tree position.</td>
</tr>
</tbody>
</table>

## See Also

Reference

- `DockTreeZOrder Structure`
- `DevZest.Windows.Docking Namespace`
DockTreeZOrderDefault Property

Gets the default value for the DockTreeZOrder.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static DockTreeZOrder Default { get; }
```

### Property Value

Type: DockTreeZOrder  
The default value for the DockTreeZOrder, which is "Left, Right, Top, Bottom".

### See Also

Reference  
DockTreeZOrder Structure  
DevZest.Windows.Docking Namespace

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DockTreeZOrderFirst Property

Gets or sets the first dock tree position.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
public Dock First { get; }
```

**VB**

```vbnet
Public Dock First Property (Get)
```

### Property Value

**Type:** Dock  
The first dock tree position.

### See Also

**Reference**

DockTreeZOrder Structure  
DevZest.Windows.Docking Namespace

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DockTreeZOrderFourth Property

Gets or sets the fourth dock tree position.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

```csharp
public Dock Fourth { get; }
```

**Property Value**

Type: Dock

The fourth dock tree position.

**See Also**

Reference
- DockTreeZOrder Structure
- DevZest.Windows.Docking Namespace
DockTreeZOrderItem Property

Gets the dock tree position at the given zero-based index of z-order.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public Dock this[int index] { get; }
```

### Parameters

`index`  
Type: `System.Int32`  
The given zero-based index of z-order.

### Property Value

Type: `Dock`  

### Return Value

Type: `Dock`  
The dock tree position.

### See Also

Reference  
*DockTreeZOrder Structure*  
*DevZest.Windows.Docking Namespace*
DockTreeZOrderSecond Property

Gets or sets the second dock tree position.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

```csharp
public Dock Second { get; }
```

Property Value

Type: Dock

The second dock tree position.

**See Also**

Reference

DockTreeZOrder Structure  
DevZest.Windows.Docking Namespace

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DockTreeZOrderThird Property

Gets or sets the third dock tree position.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

## Syntax

```csharp
public Dock Third { get; }
```

### Property Value

**Type:** Dock  
The third dock tree position.

## See Also

**Reference**  
DockTreeZOrder Structure  
DevZest.Windows.Docking Namespace

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DockTreeZOrder Methods

The DockTreeZOrder type exposes the following members.

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BringToFront</td>
<td>Returns the dock tree z-order after brings the specified dock tree position to front.</td>
</tr>
<tr>
<td>IndexOf</td>
<td>Returns the index of the z-order for the specified dock tree position.</td>
</tr>
<tr>
<td>SendToBack</td>
<td>Returns the dock tree z-order after sends the specified dock tree position to back.</td>
</tr>
</tbody>
</table>

See Also

Reference
DockTreeZOrder Structure
DevZest.Windows.Docking Namespace
DockTreeZOrderBringToFront Method

Returns the dock tree z-order after brings the specified dock tree position to front.

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public DockTreeZOrder BringToFront(Dock dock)
```

Parameters

dock
Type: System.Windows.ControlsDock
The specified dock tree position.

Return Value
Type: DockTreeZOrder
The dock tree z-order.

See Also
Reference
DockTreeZOrder Structure
DevZest.Windows.Docking Namespace
DockTreeZOrderIndexOf Method

Returns the index of the z-order for the specified dock tree position.

**Namespace:** DevZest.Windows.Docking

**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

## Syntax

```csharp
public int IndexOf(
    Dock position
)
```

Parameters

- **position**
  - Type: System.Windows.ControlsDock
  - The specified dock tree position.

## Return Value

- Type: Int32
  - The zero based index of the z-order.

## See Also

- Reference
  - DockTreeZOrder Structure
  - DevZest.Windows.Docking Namespace
DockTreeZOrderSendToBack Method

Returns the dock tree z-order after sends the specified dock tree position to back.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

#### Syntax

**C#**

```csharp
    public DockTreeZOrder SendToBack(
        Dock dock
    )
```

**VB**

```vbnet
    Public Function SendToBack(dock As Dock) As DockTreeZOrder
```

#### Parameters

- **dock**  
  Type: System.Windows.Controls.Dock  
  The specified dock tree position.

#### Return Value

Type: DockTreeZOrder  
The dock tree z-order.

#### See Also

Reference  
DockTreeZOrder Structure  
DevZest.Windows.Docking Namespace
DockTreeZOrderConverter Class

Converts instances of String type to and from DockTreeZOrder instances.

Inheritance Hierarchy


Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

C# VB

```
[ValueConversionAttribute(typeof(string), typeof(DockTreeZOrder),
public class DockTreeZOrderConverter : TypeConverter
```

The DockTreeZOrderConverter type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DockTreeZOrderConverter</td>
<td>Initializes a new instance of the DockTreeZOrderConverter class</td>
</tr>
</tbody>
</table>
Remarks

*DockTreeZOrderConverter* converts *DockTreeZOrder* instances to and from comma delimited string, such as "Left, Top, Right, Bottom".

See Also

Reference

*DevZest.Windows.Docking Namespace*
DockTreeZOrderConverter Constructor

Initializes a new instance of the DockTreeZOrderConverter class

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
public DockTreeZOrderConverter()
```

**VB**

```vbnet
Public Sub New()
```

### See Also

**Reference**

DockTreeZOrderConverter Class  
DevZest.Windows.Docking Namespace
FloatingWindow Class

Represents a floating window which contains a DockTree.

Inheritance Hierarchy

System\Object  System.Windows.Threading.DispatcherObject  
System.Windows.DependencyObject  
DevZest.Windows.Docking.FloatingWindow

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

C#  VB

```csharp
public class FloatingWindow : DependencyObject
```

The FloatingWindow type exposes the following members.

Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>![image]</td>
<td><strong>ActivePanes</strong> &lt;br&gt; Gets a collection of active DockPane objects contained by this FloatingWindow.</td>
</tr>
<tr>
<td>![image]</td>
<td><strong>CanBeNative</strong> &lt;br&gt; Gets a value indicates whether the application has UIPermission to show native floating window.</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------</td>
<td>--------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>CountOfVisiblePanes</td>
<td>Gets the number of visible DockPane objects contained by this FloatingWindow. This is a dependency property.</td>
</tr>
<tr>
<td>DockControl</td>
<td>Gets the DockControl which this FloatingWindow belongs to. This is a dependency property.</td>
</tr>
<tr>
<td>DockTree</td>
<td>Gets the DockTree which this FloatingWindow contains. This is a dependency property.</td>
</tr>
<tr>
<td>FirstVisiblePane</td>
<td>Gets the first visible DockPane object contained by this FloatingWindow. This is a dependency property.</td>
</tr>
<tr>
<td>Height</td>
<td>Gets the height of this FloatingWindow. This is a dependency property.</td>
</tr>
<tr>
<td>IsVisible</td>
<td>Gets a value indicates this FloatingWindow is visible. This is a dependency property.</td>
</tr>
<tr>
<td>Left</td>
<td>Gets the left position of this FloatingWindow. This is a dependency property.</td>
</tr>
<tr>
<td>Panes</td>
<td>Gets a collection of DockPane objects</td>
</tr>
</tbody>
</table>
contains this FloatingWindow.

**Top**

Gets the top position of this FloatingWindow. This is a dependency property.

**VisiblePanes**

Gets a collection of visible DockPane objects contained by this FloatingWindow.

**Width**

Gets the width of this FloatingWindow. This is a dependency property.

### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CountOfVisiblePanesProperty</td>
<td>Identifies the CountOfVisiblePanes dependency property.</td>
</tr>
<tr>
<td>DockControlProperty</td>
<td>Identifies the DockControl dependency property.</td>
</tr>
<tr>
<td>DockTreeProperty</td>
<td>Identifies the DockTree dependency property.</td>
</tr>
<tr>
<td>FirstVisiblePaneProperty</td>
<td>Identifies the FirstVisiblePane dependency.</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>----------------</td>
<td>--------------------------------------------------</td>
</tr>
<tr>
<td>FirstVisiblePane</td>
<td>Identifies the <code>FirstVisiblePane</code> dependency property.</td>
</tr>
<tr>
<td>HeightProperty</td>
<td>Identifies the <code>Height</code> dependency property.</td>
</tr>
<tr>
<td>IsVisibleProperty</td>
<td>Identifies the <code>IsVisible</code> dependency property.</td>
</tr>
<tr>
<td>LeftProperty</td>
<td>Identifies the <code>Left</code> dependency property.</td>
</tr>
<tr>
<td>TopProperty</td>
<td>Identifies the <code>Top</code> dependency property.</td>
</tr>
<tr>
<td>WidthProperty</td>
<td>Identifies the <code>Width</code> dependency property.</td>
</tr>
</tbody>
</table>

**Top**

**See Also**

Reference

*DevZest.Windows.Docking Namespace*

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The `FloatingWindow` type exposes the following members.

### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
</table>
| `ActivePanes`         | Gets a collection of active `DockPane` objects contained by this `FloatingWindow`.
<p>| <code>CanBeNative</code>         | Gets a value indicates whether the application has UIPermission to show native floating window. |
| <code>CountOfVisiblePanes</code> | Gets the number of visible <code>DockPane</code> objects contained by this <code>FloatingWindow</code>. This is a dependency property. |
| <code>DockControl</code>         | Gets the <code>DockControl</code> which this <code>FloatingWindow</code> belongs to. This is a dependency property. |
| <code>DockTree</code>            | Gets the <code>DockTree</code> which this <code>FloatingWindow</code> contains. This is a dependency property. |</p>
<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FirstVisiblePane</td>
<td>Gets the first visible DockPane object contained by this FloatingWindow. This is a dependency property.</td>
</tr>
<tr>
<td>Height</td>
<td>Gets the height of this FloatingWindow. This is a dependency property.</td>
</tr>
<tr>
<td>IsVisible</td>
<td>Gets a value indicates this FloatingWindow is visible. This is a dependency property.</td>
</tr>
<tr>
<td>Left</td>
<td>Gets the left position of this FloatingWindow. This is a dependency property.</td>
</tr>
<tr>
<td>Panes</td>
<td>Gets a collection of DockPane objects contained by this FloatingWindow.</td>
</tr>
<tr>
<td>Top</td>
<td>Gets the top position of this FloatingWindow. This is a dependency property.</td>
</tr>
<tr>
<td>VisiblePanes</td>
<td>Gets a collection of visible DockPane objects contained by this FloatingWindow.</td>
</tr>
<tr>
<td>Width</td>
<td>Gets the width of this FloatingWindow. This is a dependency property.</td>
</tr>
</tbody>
</table>
See Also

Reference
FloatingWindow Class
DevZest.Windows.Docking Namespace
FloatingWindowActivePanes Property

Gets a collection of active DockPane objects contained by this FloatingWindow.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public DockPaneCollection ActivePanes { get; }
```

### Property Value

Type: DockPaneCollection  
A collection of active DockPane objects contained by this FloatingWindow, in order of activation (last activated last).

### See Also

Reference  
FloatingWindow Class  
DevZest.Windows.Docking Namespace

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FloatingWindowCanBeNative Property

Gets a value indicates whether the application has UIPermission to show native floating window.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static bool CanBeNative { get; }
```

**Property Value**  
Type: Boolean  
if application has UIPermission to show native floating window, otherwise

### See Also

**Reference**  
FloatingWindow Class  
DevZest.Windows.Docking Namespace
FloatingWindow

CountOfVisiblePanes Property

Gets the number of visible DockPane objects contained by this FloatingWindow. This is a dependency property.

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public int CountOfVisiblePanes { get; }
```

Property Value

Type: Int32
The number of visible DockPane objects contained by this FloatingWindow.

See Also

Reference
FloatingWindow Class
DevZest.Windows.Docking Namespace

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FloatingWindowDockControl Property

Gets the DockControl which this FloatingWindow belongs to. This is a dependency property.

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public DockControl DockControl { get; }
```

Property Value
Type: DockControl
The DockControl which this FloatingWindow belongs to.

See Also

Reference
FloataingWindow Class
DevZest.Windows.Docking Namespace

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FloatingWindowDockTree Property

Gets the DockTree which this FloatingWindow contains. This is a dependency property.

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

C#        VB
--------   --------
```
public DockTree DockTree { get; }
```

Property Value

Type: DockTree
The DockTree which this FloatingWindow contains.

See Also

Reference
FloatingWindow Class
DevZest.Windows.Docking Namespace

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## FloatingWindow.FirstVisiblePane Property

Gets the first visible `DockPane` object contained by this `FloatingWindow`. This is a dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**
```csharp
public DockPane FirstVisiblePane { get; }
```

**VB**
```vbnet
Public Property FirstVisiblePane As DockPane
```

### Property Value

**Type:** `DockPane`  
The first visible `DockPane` object contained by this `FloatingWindow`.

### See Also

**Reference**  
- `FloatingWindow Class`  
- `DevZest.Windows.Docking Namespace`
FloatingWindowHeight Property

Gets the height of this FloatingWindow. This is a dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

```
public double Height { get; set; }
```

**Property Value**

Type: **Double**  
The height of this FloatingWindow.

**See Also**

Reference

FloatingWindow Class  
DevZest.Windows.Docking Namespace
FloatingWindow.IsVisible Property

Gets a value indicates this FloatingWindow is visible. This is a dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
public bool IsVisible { get; }
```

**VB**

```vb
Public Function IsVisible() As Boolean
```

### Property Value

Type: **Boolean**

if this FloatingWindow is visible, otherwise.

### See Also

**Reference**

FloatingWindow Class  
DevZest.Windows.Docking Namespace
FloatingWindowLeft Property

Gets the left position of this **FloatingWindow**. This is a dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
Version: 2.5.0.0 (2.5.5912.0)

### Syntax

#### C#  
```csharp
public double Left { get; set; }
```

#### VB
```
Public Property Left As Double
```

**Property Value**

Type: **Double**

The left position of this **FloatingWindow**.

### See Also

**Reference**

- FloatingWindow Class
- DevZest.Windows.Docking Namespace
FloatingWindow.Panes Property

Gets a collection of DockPane objects contained by this FloatingWindow.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

```csharp
public DockPaneCollection Panes { get; }
```

**Property Value**
Type: DockPaneCollection  
A collection of DockPane objects contained by this FloatingWindow, in order of creation (last created last).

**See Also**

Reference
- FloatingWindow Class  
- DevZest.Windows.Docking Namespace

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FloatingWindowTop Property

Gets the top position of this `FloatingWindow`. This is a dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public double Top { get; set; }
```

### Property Value

Type: `Double`  
The top position of this `FloatingWindow`.

### See Also

- Reference
  - `FloatingWindow Class`
  - `DevZest.Windows.Docking Namespace`

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FloatingWindow.VisiblePanes Property

Gets a collection of visible DockPane objects contained by this FloatingWindow.

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

C#    VB
---    ---

```csharp
public DockPaneCollection VisiblePanes { get; }
```

Property Value

Type: DockPaneCollection
A collection of visible DockPane objects contained by this FloatingWindow, in order of creation (last created last).

See Also

Reference
FloatingWindow Class
DevZest.Windows.Docking Namespace
FloatingWindow.Width Property

Gets the width of this `FloatingWindow`. This is a dependency property.

**Namespace:** `DevZest.Windows.Docking`  
**Assembly:** `DevZest.WpfDocking` (in `DevZest.WpfDocking.dll`)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>Copy</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

```csharp
public double Width { get; set; }
```

### Property Value

**Type:** `Double`  
The width of this `FloatingWindow`.

### See Also

**Reference**  
`FloatingWindow Class`  
`DevZest.Windows.Docking Namespace`
## FloatingWindow Fields

The `FloatingWindow` type exposes the following members.

### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CountOfVisiblePanesProperty</td>
<td>Identifies the <code>CountOfVisiblePanes</code> dependency property.</td>
</tr>
<tr>
<td>DockControlProperty</td>
<td>Identifies the <code>DockControl</code> dependency property.</td>
</tr>
<tr>
<td>DockTreeProperty</td>
<td>Identifies the <code>DockTree</code> dependency property.</td>
</tr>
<tr>
<td>FirstVisiblePaneProperty</td>
<td>Identifies the <code>FirstVisiblePane</code> dependency property.</td>
</tr>
<tr>
<td>HeightProperty</td>
<td>Identifies the <code>Height</code> dependency property.</td>
</tr>
<tr>
<td>IsVisibleProperty</td>
<td>Identifies the <code>IsVisible</code> dependency property.</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>---------------</td>
<td>------------------------------------------</td>
</tr>
<tr>
<td>LeftProperty</td>
<td>Identifies the Left dependency property.</td>
</tr>
<tr>
<td>TopProperty</td>
<td>Identifies the Top dependency property.</td>
</tr>
<tr>
<td>WidthProperty</td>
<td>Identifies the Width dependency property.</td>
</tr>
</tbody>
</table>

See Also

Reference
FloatingWindow Class
DevZest.Windows.Docking Namespace

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FloatingWindow.CountOfVisiblePanes Property

Identifies the CountOfVisiblePanes dependency property.

**Namespace:** DevZest.Windows.Docking

**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>public static readonly DependencyProperty CountOfVisiblePanesProperty CountOfVisiblePanesProperty</td>
<td></td>
</tr>
</tbody>
</table>

**Field Value**

Type: DependencyProperty

### See Also

- Reference
- FloatingWindow Class
- DevZest.Windows.Docking Namespace

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FloatingWindowDockControlProperty Field

Identifies the DockControl dependency property.

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

C# VB

```csharp
public static readonly DependencyProperty DockControlProperty;
```

Field Value
Type: DependencyProperty

See Also

Reference
FloatingWindow Class
DevZest.Windows.Docking Namespace
FloatingWindowDockTreeProperty Field

Identifies the DockTree dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public static readonly DependencyProperty DockTree</code></td>
<td><code>Public Shared ReadOnly Property DependencyProperty DockTree</code></td>
</tr>
</tbody>
</table>

**Field Value**

Type: DependencyProperty

### See Also

- Reference
  - FloatingWindow Class
  - DevZest.Windows.Docking Namespace

---

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FloatingWindowFirstVisiblePaneProperty Field

Identifies the FirstVisiblePane dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static readonly DependencyProperty FirstVisiblePaneProperty
```

### Field Value

Type: `DependencyProperty`

### See Also

Reference

FloatingWindow Class  
DevZest.Windows.Docking Namespace

Copyright © DevZest, All rights reserved.
FloatingWindowHeightProperty Field

Identifies the Height dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

**Syntax**

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public static readonly DependencyProperty HeightF</code></td>
<td></td>
</tr>
</tbody>
</table>

**Field Value**

Type: **DependencyProperty**

**See Also**

Reference  
FloatingWindow Class  
DevZest.Windows.Docking Namespace

Copyright © DevZest, All rights reserved.
FloatingWindow.IsVisibleProperty Field

Identifies the `IsVisible` dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static readonly DependencyProperty IsVisibleProperty
```

### Field Value

Type: `DependencyProperty`

### See Also

Reference  
FloatingWindow Class  
DevZest.Windows.Docking Namespace

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FloatingWindowLeftProperty Field

Identifies the Left dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

**Syntax**

```csharp
public static readonly DependencyProperty LeftProp
```

Field Value  
Type: DependencyProperty

**See Also**

Reference  
FloatingWindow Class  
DevZest.Windows.Docking Namespace

Copyright © DevZest, All rights reserved.
FloatingWindowTopProperty Field

Identifies the Top dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static readonly DependencyProperty TopProperty
```

### Field Value

Type: DependencyProperty

### See Also

- Reference
- FloatingWindow Class
- DevZest.Windows.Docking Namespace

Copyright © DevZest, All rights reserved.
FloatingWindow.WidthProperty Field

Identifies the Width dependency property.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public static readonly DependencyProperty WidthProperty;</code></td>
<td></td>
</tr>
</tbody>
</table>

**Field Value**

Type: DependencyProperty

### See Also

**Reference**

- FloatingWindow Class
- DevZest.Windows.Docking Namespace

---

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FloatingWindowCollection Class

Represents a collection of FloatingWindow objects.

⚠️ Inheritance Hierarchy

```plaintext
System
  Object
  DevZest.Windows.Docking.FloatingWindow
```

**Namespace:** DevZest.Windows.Docking

**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

⚠️ Syntax

```csharp
public class FloatingWindowCollection : ReadOnlyCollection
  INotifyCollectionChanged
```

⚠️ See Also

Reference

DevZest.Windows.Docking Namespace

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IDockItemUndoRedoReference Interface

Provides property to reference a DockItem instance for undo/redo.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public interface IDockItemUndoRedoReference
```

The IDockItemUndoRedoReference type exposes the following members.

### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DockItem</td>
<td>Gets the referenced DockItem for undo/redo.</td>
</tr>
</tbody>
</table>

### See Also

Reference

DevZest.Windows.Docking Namespace
IDockItemUndoRedoReference Properties

The IDockItemUndoRedoReference type exposes the following members.

Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DockItem</td>
<td>Gets the referenced DockItem for undo/redo.</td>
</tr>
</tbody>
</table>

See Also

- Reference
  - IDockItemUndoRedoReference Interface
  - DevZest.Windows.Docking Namespace

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IDockItemUndoRedoReferenceDockItem Property

Gets the referenced DockItem for undo/redo.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
DockItem DockItem { get; }
```

### Property Value

**Type:** DockItem  
The referenced DockItem for undo/redo.

### See Also

**Reference**  
IDockItemUndoRedoReference Interface  
DevZest.Windows.Docking Namespace

---

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ShowAction Class

Represents base class for the action to show a DockItem.

Inheritance Hierarchy

SystemObject System.Windows.MarkupMarkupExtension
    DevZest.Windows.DockingShowAction
    DevZest.Windows.DockingShowAsDockPositionAction
    DevZest.Windows.DockingShowAsFloatingAction
    DevZest.Windows.DockingShowInDockTreeAction

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

The ShowAction type exposes the following members.

Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ShowMethod</td>
<td>Gets or sets the show method for the action.</td>
</tr>
<tr>
<td>Source</td>
<td>Gets or sets the source DockItem.</td>
</tr>
</tbody>
</table>

Top
See Also

Reference
DevZest.Windows.Docking Namespace

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ShowAction Properties

The `ShowAction` type exposes the following members.

### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="ShowMethod" /></td>
<td>Gets or sets the show method for the action.</td>
</tr>
<tr>
<td><img src="image" alt="Source" /></td>
<td>Gets or sets the source <code>DockItem</code>.</td>
</tr>
</tbody>
</table>

See Also

Reference

- `ShowAction Class`
- `DevZest.Windows.Docking Namespace`

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ShowActionShowMethod Property

Gets or sets the show method for the action.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
[DefaultValueAttribute(DockItemShowMethod.Activate)]
public DockItemShowMethod ShowMethod { get; set; }
```

### Property Value

Type: DockItemShowMethod  

### See Also

Reference
- ShowAction Class
- DevZest.Windows.Docking Namespace

---

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ShowActionSource Property

Gets or sets the source DockItem.

**Namespace**: DevZest.Windows.Docking  
**Assembly**: DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version**: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>

```csharp
[DefaultValueAttribute(-1)]
public int Source { get; set; }
```

**Property Value**

Type: Int32  
Int32 that represents the index of source DockItem in DockControl.DockItems. The default value is -1, which represents a null DockItem.

### Remarks

When use with ShowAction, this property will be properly set.

### See Also

Reference  
ShowAction Class  
DevZest.Windows.Docking Namespace

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ShowAsDockPositionAction

Class

Represents the action to show source DockItem as specified dock position.

Inheritance Hierarchy

SystemObject System.Windows.MarkupMarkupExtension
DevZest.Windows.DockingShowAction
DevZest.Windows.DockingShowAsDockPositionAction

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

C# VB

public sealed class ShowAsDockPositionAction : Sl

The ShowAsDockPositionAction type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ShowAsDockPositionAction</td>
<td>Initializes a new instance of the ShowAsDockPositionAction class.</td>
</tr>
</tbody>
</table>
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DockPosition</td>
<td>Gets for sets a value for the specified dock position.</td>
</tr>
<tr>
<td>ShowMethod</td>
<td>Gets or sets the show method for the action.</td>
</tr>
<tr>
<td>Source</td>
<td>Gets or sets the source DockItem.</td>
</tr>
</tbody>
</table>

(Inherited from ShowAction.)

## Remarks

This show action corresponds `Show(DockControl, DockPosition, DockItemShowMethod)` method.

## See Also

Reference

DevZest.Windows.Docking Namespace

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**ShowAsDockPositionAction Constructor**

Initializes a new instance of the ShowAsDockPositionAction class.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

**Syntax**

```
C#     VB
public ShowAsDockPositionAction()
```

**See Also**

Reference  
ShowAsDockPositionAction Class  
DevZest.Windows.Docking Namespace

Copyright © DevZest, All rights reserved.
ShowAsDockPositionAction Properties

The ShowAsDockPositionAction type exposes the following members.

## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DockPosition</td>
<td>Gets for sets a value for the specified dock position.</td>
</tr>
<tr>
<td>ShowMethod</td>
<td>Gets or sets the show method for the action. (Inherited from ShowAction.)</td>
</tr>
<tr>
<td>Source</td>
<td>Gets or sets the source DockItem. (Inherited from ShowAction.)</td>
</tr>
</tbody>
</table>

See Also

Reference
- ShowAsDockPositionAction Class
- DevZest.Windows.Docking Namespace

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ShowAsDockPositionActionDockPosition Property

Gets for sets a value for the specified dock position.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
[DefaultValueAttribute(DockPosition.Unknown)]
public DockPosition DockPosition { get; set; }
```

**Property Value**

Type: DockPosition  
One of DockPosition values. The default value is Unknown.

### See Also

Reference

ShowAsDockPositionAction Class  
DevZest.Windows.Docking Namespace
ShowAsFloatingAction Class

Represents the action to show source DockItem as floating window.

Inheritance Hierarchy

System
  Object
  DevZest.Windows.Docking.ShowAction
  DevZest.Windows.Docking.ShowAsFloatingAction

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

C#    VB

```csharp
public sealed class ShowAsFloatingAction : ShowAction
```

The ShowAsFloatingAction type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ShowAsFloatingAction</td>
<td>Initializes a new instance of the ShowAsFloatingAction class.</td>
</tr>
</tbody>
</table>

Properties
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Height</td>
<td>Gets or sets the height of the floating window.</td>
</tr>
<tr>
<td>Left</td>
<td>Gets or sets the position of the floating window's left edge, in relation to the desktop.</td>
</tr>
<tr>
<td>ShowMethod</td>
<td>Gets or sets the show method for the action. (Inherited from ShowAction.)</td>
</tr>
<tr>
<td>Source</td>
<td>Gets or sets the source DockItem. (Inherited from ShowAction.)</td>
</tr>
<tr>
<td>Top</td>
<td>Gets or sets the position of the floating window's top edge, in relation to the desktop.</td>
</tr>
<tr>
<td>Width</td>
<td>Gets or sets the width of the floating window.</td>
</tr>
</tbody>
</table>

### Remarks

This show action corresponds to the `Show(DockControl, Rect, DockItemShowMethod)` method.

### See Also

Reference

DevZest.Windows.Docking Namespace
ShowAsFloatingAction Constructor

Initializes a new instance of the ShowAsFloatingAction class.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public ShowAsFloatingAction()
```

### See Also

Reference  
ShowAsFloatingAction Class  
DevZest.Windows.Docking Namespace

Copyright © DevZest, All rights reserved.
ShowAsFloatingAction Properties

The `ShowAsFloatingAction` type exposes the following members.

## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Height</td>
<td>Gets or sets the height of the floating window.</td>
</tr>
<tr>
<td>Left</td>
<td>Gets or sets the position of the floating window's left edge, in relation to the desktop.</td>
</tr>
<tr>
<td>ShowMethod</td>
<td>Gets or sets the show method for the action. (Inherited from <code>ShowAction</code>.)</td>
</tr>
<tr>
<td>Source</td>
<td>Gets or sets the source <code>DockItem</code>. (Inherited from <code>ShowAction</code>.)</td>
</tr>
<tr>
<td>Top</td>
<td>Gets or sets the position of the floating window's top edge, in relation to the desktop.</td>
</tr>
<tr>
<td>Width</td>
<td>Gets or sets the width of the floating window.</td>
</tr>
</tbody>
</table>

See Also
Reference

ShowAsFloatingAction Class
DevZest.Windows.Docking Namespace

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ShowAsFloatingActionHeight

Property

Gets or sets the height of the floating window.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

```csharp
[TypeConverterAttribute(typeof(LengthConverter))]
[DefaultValueAttribute(NaN)]
public double Height { get; set; }
```

**Property Value**

Type: **Double**  
The height of the floating window, in logical units (1/96th of an inch).  
The default value is **NaN**, automatically sizes itself to fit the height of its content.

**See Also**

Reference  
ShowAsFloatingAction Class  
DevZest.Windows.Docking Namespace

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ShowAsFloatingAction.Left Property

Gets or sets the position of the floating window's left edge, in relation to the desktop.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

```csharp
[TypeConverterAttribute(typeof(LengthConverter))]
[DefaultValueAttribute(NaN)]
public double Left { get; set; }
```

**Property Value**

Type: **Double**

The position of the floating window's left edge, in logical units (1/96th of an inch), the default is system default value **NaN**.

**See Also**

Reference  
ShowAsFloatingAction Class  
DevZest.Windows.Docking Namespace

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ShowAsFloatingActionTop Property

Gets or sets the position of the floating window's top edge, in relation to the desktop.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```
[TypeConverterAttribute(typeof(LengthConverter))]  
[DefaultValueAttribute(NaN)]
public double Top { get; set; }
```

### Property Value

**Type:** `Double`  
The position of the floating window's top edge, in logical units (1/96th of an inch), the default is system default value `NaN`.

### See Also

**Reference**  
ShowAsFloatingAction Class  
DevZest.Windows.Docking Namespace
ShowAsFloatingActionWidth Property

Gets or sets the width of the floating window.

**Namespace:** DevZest.Windows.Docking

**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
[TypeConverterAttribute(typeof(LengthConverter))]
[DefaultValueAttribute(NaN)]
public double Width { get; set; }
```

### Property Value

**Type:** Double

The width of the floating window, in logical units (1/96th of an inch).
The default value is NaN, automatically sizes itself to fit the width of its content.

### See Also

**Reference**

- ShowAsFloatingAction Class
- DevZest.Windows.Docking Namespace

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ShowAsSidePaneAction Class

Represents the action to show source DockItem as DockPane, side by side of target DockPaneNode.

Inheritance Hierarchy

System\Object  System.Windows.MarkupMarkupExtension
               DevZest.Windows.DockingShowAction
               DevZest.Windows.DockingShowInDockTreeAction
               DevZest.Windows.DockingShowAsSidePaneAction

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public sealed class ShowAsSidePaneAction : ShowIk
```

The ShowAsSidePaneAction type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ShowAsSidePaneAction</td>
<td>Initializes a new instance of the ShowAsSidePaneAction class.</td>
</tr>
</tbody>
</table>
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AncestorLevel</td>
<td>Gets or sets the level of ancestor to look for target DockPaneNode.</td>
</tr>
<tr>
<td>IsAutoHide</td>
<td>Gets or sets the value indicates whether to be created DockPane is auto hide.</td>
</tr>
<tr>
<td>IsFloating</td>
<td>Gets or sets a value indicates whether target DockTree is floating. (Inherited from ShowInDockTreeAction.)</td>
</tr>
<tr>
<td>IsSizeForTarget</td>
<td>Gets or sets the value indicates whether Size is for to be created DockPane or target DockPaneNode.</td>
</tr>
<tr>
<td>ShowMethod</td>
<td>Gets or sets the show method for the action. (Inherited from ShowAction.)</td>
</tr>
<tr>
<td>Side</td>
<td>Gets or sets a value indicates the source DockItem shows on which side of target DockPaneNode.</td>
</tr>
<tr>
<td>Size</td>
<td>Gets or sets the size of to be created DockPane or target DockPaneNode, depending on the value of IsSizeForTarget.</td>
</tr>
</tbody>
</table>

- DockPane
- DockPaneNode
- DockTree
### Source

Gets or sets the source `DockItem`.  
(Inherited from `ShowAction`.)

### Target

Gets or sets the target `DockItem`.  
(Inherited from `ShowInDockTreeAction`.)

---

**Remarks**

This show action corresponds to the `Show(DockPaneNode, Boolean, Dock, SplitterDistance, Boolean, DockItemShowMethod)` method. The target `DockPaneNode` is determined by the combination of `Target`, `IsFloating` and `AncestorLevel` properties: `Target` and `IsFloating` properties determine the leaf `DockPane` node in the `DockTree`, the optional `AncestorLevel` property determines the extra level(s) to walk up the tree.

---

**See Also**

Reference

- `DevZest.Windows.Docking Namespace`

---

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ShowAsSidePaneAction

Constructor

Initializes a new instance of the ShowAsSidePaneAction class.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public ShowAsSidePaneAction()
```

### See Also

Reference
- ShowAsSidePaneAction Class
- DevZest.Windows.Docking Namespace
The `ShowAsSidePaneAction` type exposes the following members.

### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AncestorLevel</td>
<td>Gets or sets the level of ancestor to look for target <code>DockPaneNode</code>.</td>
</tr>
<tr>
<td>IsAutoHide</td>
<td>Gets or sets the value indicates whether to be created <code>DockPane</code> is auto hide.</td>
</tr>
<tr>
<td>IsFloating</td>
<td>Gets or sets a value indicates whether target <code>DockTree</code> is floating. (Inherited from <code>ShowInDockTreeAction</code>.)</td>
</tr>
<tr>
<td>IsSizeForTarget</td>
<td>Gets or sets the value indicates whether <code>Size</code> is for to be created <code>DockPane</code> or target <code>DockPaneNode</code>.</td>
</tr>
<tr>
<td>ShowMethod</td>
<td>Gets or sets the show method for the action. (Inherited from <code>ShowAction</code>.)</td>
</tr>
<tr>
<td>Side</td>
<td>Gets or sets a value indicates the source <code>DockItem</code> shows on</td>
</tr>
</tbody>
</table>
which side of target `DockPaneNode`.

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Size</strong></td>
<td>Gets or sets the size of to be created <code>DockPane</code> or target <code>DockPaneNode</code>, depending on the value of <code>IsSizeForTarget</code>.</td>
</tr>
<tr>
<td><strong>Source</strong></td>
<td>Gets or sets the source <code>DockItem</code>. (Inherited from <code>ShowAction</code>.)</td>
</tr>
<tr>
<td><strong>Target</strong></td>
<td>Gets or sets the target <code>DockItem</code>. (Inherited from <code>ShowInDockTreeAction</code>.)</td>
</tr>
</tbody>
</table>

**See Also**

Reference:
- `ShowAsSidePaneAction` Class
- `DevZest.Windows.Docking` Namespace

Copyright © DevZest, All rights reserved.
ShowAsSidePaneActionAncestorLevel Property

Gets or sets the level of ancestor to look for target `DockPaneNode`.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```
[DefaultValueAttribute(0)]
public int AncestorLevel { get; set; }
```

### Property Value

**Type:** Int32  
The level of ancestor to look for target `DockPaneNode`. The default value is 0.

### See Also

**Reference**  
ShowAsSidePaneAction Class  
DevZest.Windows.Docking Namespace
ShowAsSidePaneAction.IsAutoHide Property

Gets or sets the value indicates whether to be created DockPane is auto hide.

**Namespace:** DevZest.Windows.Docking

**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

#### C#

```csharp
[DefaultValueAttribute(false)]
public bool IsAutoHide { get; set; }
```

#### VB

```vbnet
Public Property IsAutoHide As Boolean
    Get
        Return DefaultValueAttribute(False)
    End Get
    Set(ByVal value As Boolean)
        DefaultValueAttribute(value)
    End Set
End Property
```

**Property Value**

Type: Boolean
If to be created DockPane is auto hide, otherwise, . The default value is .

### See Also

Reference

ShowAsSidePaneAction Class
DevZest.Windows.Docking Namespace
ShowAsSidePaneAction.IsSizeForTarget Property

Gets or sets the value indicates whether Size is for to be created DockPane or target DockPaneNode.

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```
[DefaultValueAttribute(false)]
public bool IsSizeForTarget { get; set; }
```

Property Value

Type: Boolean
if Size is for target DockPaneNode, otherwise, The default value is .

See Also

Reference
ShowAsSidePaneAction Class
DevZest.Windows.Docking Namespace
ShowAsSidePaneActionSide Property

Gets or sets a value indicates the source DockItem shows on which side of target DockPaneNode.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>

```csharp
public Dock Side { get; set; }
```

### Property Value

Type: Dock  
The side of target DockPaneNode.

### See Also

Reference  
ShowAsSidePaneAction Class  
DevZest.Windows.Docking Namespace

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ShowAsSidePaneActionSize Property

Gets or sets the size of to be created DockPane or target DockPaneNode, depending on the value of IsSizeForTarget.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public SplitterDistance Size { get; set; }
```

### Property Value

**Type:** SplitterDistance  
The size of to be created DockPane or target DockPaneNode, depending on the value of IsSizeForTarget.

### See Also

**Reference**  
ShowAsSidePaneAction Class  
DevZest.Windows.Docking Namespace
ShowAsTabbedAction Class

Represents the action to show source DockItem as tabbed in target DockPane.

Inheritance Hierarchy

- System
  - Object
  - System.Windows.MarkupMarkupExtension
  - DevZest.Windows.DockingShowAction
  - DevZest.Windows.DockingShowInDockTreeAction
  - DevZest.Windows.DockingShowAsTabbedAction

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public sealed class ShowAsTabbedAction : ShowInDockTreeAction
```

The ShowAsTabbedAction type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ShowAsTabbedAction</td>
<td>Initializes a new instance of the ShowAsTabbedAction class.</td>
</tr>
</tbody>
</table>

Top
Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Index</td>
<td>Gets or sets the value indicates the position within target DockPane.Items at which the source DockItem is inserted before.</td>
</tr>
<tr>
<td>IsFloating</td>
<td>Gets or sets a value indicates whether target DockTree is floating. (Inherited from ShowInDockTreeAction.)</td>
</tr>
<tr>
<td>ShowMethod</td>
<td>Gets or sets the show method for the action. (Inherited from ShowAction.)</td>
</tr>
<tr>
<td>Source</td>
<td>Gets or sets the source DockItem. (Inherited from ShowAction.)</td>
</tr>
<tr>
<td>Target</td>
<td>Gets or sets the target DockItem. (Inherited from ShowInDockTreeAction.)</td>
</tr>
</tbody>
</table>

Remarks

This show action corresponds Show(DockPane, Int32, DockItemShowMethod) method. The target DockPane is determined by the combination of Target and IsFloating properties.

See Also
ShowAsTabbedAction Constructor

Initializes a new instance of the `ShowAsTabbedAction` class.

**Namespace:** `DevZest.Windows.Docking`  
**Assembly:** `DevZest.WpfDocking` (in `DevZest.WpfDocking.dll`)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public ShowAsTabbedAction()
```

### See Also

- **Reference**
  - `ShowAsTabbedAction` Class
  - `DevZest.Windows.Docking` Namespace

---

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ShowAsTabbedAction Properties

The `ShowAsTabbedAction` type exposes the following members.

## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Index</td>
<td>Gets or sets the value indicates the position within target <code>DockPane.Items</code> at which the source <code>DockItem</code> is inserted before.</td>
</tr>
<tr>
<td>IsFloating</td>
<td>Gets or sets a value indicates whether target <code>DockTree</code> is floating. (Inherited from <code>ShowInDockTreeAction</code>.)</td>
</tr>
<tr>
<td>ShowMethod</td>
<td>Gets or sets the show method for the action. (Inherited from <code>ShowAction</code>.)</td>
</tr>
<tr>
<td>Source</td>
<td>Gets or sets the source <code>DockItem</code>. (Inherited from <code>ShowAction</code>.)</td>
</tr>
<tr>
<td>Target</td>
<td>Gets or sets the target <code>DockItem</code>. (Inherited from <code>ShowInDockTreeAction</code>.)</td>
</tr>
</tbody>
</table>

See Also

Top
Reference
ShowAsTabbedAction Class
DevZest.Windows.Docking Namespace

Copyright © DevZest, All rights reserved.
ShowAsTabbedActionIndex Property

Gets or sets the value indicates the position within target DockPane.Items at which the source DockItem is inserted before.

Namespace: DevZest.Windows.Docking
Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
[DefaultValueAttribute(-1)]
public int Index { get; set; }
```

Property Value

Type: Int32
The zero-based index at which the source DockItem is inserted before. -1 adds source DockItem to the end. The default value is -1.

See Also

Reference
ShowAsTabbedAction Class
DevZest.Windows.Docking Namespace

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ShowInDockTreeAction Class

 Represents the action to show DockItem in target DockTree.

 ▶ Inheritance Hierarchy

 SystemObject  System.Windows.MarkupMarkupExtension
 DevZest.Windows.DockingShowAction
 DevZest.Windows.DockingShowInDockTreeAction
 DevZest.Windows.DockingShowAsSidePaneAction
 DevZest.Windows.DockingShowAsTabbedAction

 Namespace: DevZest.Windows.Docking
 Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

 ▶ Syntax

 C#  VB

 ```
 public abstract class ShowInDockTreeAction : Show
 ```

 The ShowInDockTreeAction type exposes the following members.

 ▶ Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="IsFloating" /></td>
<td>Gets or sets a value indicates whether target DockTree is floating.</td>
</tr>
<tr>
<td><img src="image" alt="ShowMethod" /></td>
<td>Gets or sets the show method for the action.</td>
</tr>
</tbody>
</table>
Source

Gets or sets the source DockItem.

(Inherited from ShowAction.)

Target

Gets or sets the target DockItem.

(Inherited from ShowAction.)

Top

Remarks

ShowInDockTreeAction has two properties, Target and IsFloating, to specify target DockTree.

See Also

Reference

DevZest.Windows.Docking Namespace

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The `ShowInDockTreeAction` type exposes the following members.

## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>![Icon]</td>
<td>IsFloating Gets or sets a value indicates whether target <code>DockTree</code> is floating.</td>
</tr>
<tr>
<td>![Icon]</td>
<td>ShowMethod Gets or sets the show method for the action. (Inherited from <code>ShowAction</code>.)</td>
</tr>
<tr>
<td>![Icon]</td>
<td>Source Gets or sets the source <code>DockItem</code>. (Inherited from <code>ShowAction</code>.)</td>
</tr>
<tr>
<td>![Icon]</td>
<td>Target Gets or sets the target <code>DockItem</code>.</td>
</tr>
</tbody>
</table>

## See Also

- `ShowInDockTreeAction Class`
- `DevZest.Windows.Docking Namespace`
ShowInDockTreeAction.IsFloating Property

Gets or sets a value indicates whether target DockTree is floating.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>[DefaultValueAttribute(false)]</code></td>
<td>public bool IsFloating { get; set; }</td>
</tr>
</tbody>
</table>

#### Property Value

Type: Boolean  
if target DockTree is floating, otherwise . The default value is .

### See Also

- Reference
  - ShowInDockTreeAction Class
  - DevZest.Windows.Docking Namespace

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ShowInDockTreeActionTarget Property

Gets or sets the target DockItem.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
[DefaultValueAttribute(-1)]
public int Target { get; set; }
```

### Property Value

**Type:** Int32  
Int32 that represents the index of target DockItem in DockControl.DockItems. The default value is -1, which represents a null DockItem.

### See Also

**Reference**
ShowInDockTreeAction Class  
DevZest.Windows.Docking Namespace

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SplitChildrenVisibility Enumeration

Specifies the children visibility of DockPaneSplit.

**Namespace:** DevZest.Windows.Docking  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>public enum SplitChildrenVisibility</td>
<td></td>
</tr>
</tbody>
</table>

### Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>None</td>
<td>0</td>
<td>None of the children is visible.</td>
</tr>
<tr>
<td>Child1Only</td>
<td>1</td>
<td>Only child1 is visible.</td>
</tr>
<tr>
<td>Child2Only</td>
<td>2</td>
<td>Only child2 is visible.</td>
</tr>
<tr>
<td>Both</td>
<td>3</td>
<td>Both child1 and child2 are visible.</td>
</tr>
</tbody>
</table>

### See Also

Reference  
DevZest.Windows.Docking Namespace
DevZest.Windows.Docking.Primitive Namespace

Contains base classes and controls that are intended to be used as WPF docking user interface.

Classes

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AutoHide</td>
<td>Provides attached properties for DockControl object's auto-hide settings.</td>
</tr>
<tr>
<td>AutoHideClient</td>
<td>Represents the area to display auto-hide DockItem.</td>
</tr>
<tr>
<td>AutoHideStrip</td>
<td>Represents the strip of auto-hide tabs.</td>
</tr>
<tr>
<td>AutoHideTab</td>
<td>Represents the auto-hide tab.</td>
</tr>
<tr>
<td>AutoHideWindow</td>
<td>Represents the window to display the selected auto-hide DockItem.</td>
</tr>
<tr>
<td>DockManager</td>
<td>Provides a set of static methods and attached properties to manage docking behaviors.</td>
</tr>
<tr>
<td>Control</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>DockPaneControl</td>
<td>Displays <strong>DockPane</strong>.</td>
</tr>
<tr>
<td>DockPaneControlOverlay</td>
<td>Displays overlay (docking guide and preview) of <strong>DockPaneControl</strong>.</td>
</tr>
<tr>
<td>DockTreeClient</td>
<td>Represents the client area to display the left, right, top, bottom and document <strong>DockTree</strong> objects.</td>
</tr>
<tr>
<td>DockTreeClientOverlay</td>
<td>Displays the overlay (docking guide and preview) of <strong>DockTreeClient</strong>.</td>
</tr>
<tr>
<td>DockTreeControl</td>
<td>Displays a <strong>DockTree</strong>.</td>
</tr>
<tr>
<td>DockTreeSplit</td>
<td>Represents a resizable container consisting of one <strong>DockTreeSplit</strong> and one <strong>DockTree</strong> children.</td>
</tr>
<tr>
<td>DockTreeSplitControl</td>
<td>Displays a <strong>DockTreeSplit</strong>.</td>
</tr>
<tr>
<td>DockTreeSplitter</td>
<td>Represents the splitter of <strong>DockTreeSplit</strong>.</td>
</tr>
<tr>
<td>DockWindow</td>
<td>Represents the visual presentation of <strong>DockPane</strong> object.</td>
</tr>
<tr>
<td>DockWindowTab</td>
<td>Represents the tab in the <strong>DockWindow</strong>.</td>
</tr>
<tr>
<td>DocumentTab</td>
<td>Represents the tab in the document window.</td>
</tr>
<tr>
<td>Class</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>DocumentTabPanel</td>
<td>Arranges the document tabs.</td>
</tr>
<tr>
<td>DocumentTabStrip</td>
<td>Represents the strip of document tabs.</td>
</tr>
<tr>
<td>DocumentWindow</td>
<td>Represents the visual presentation of document DockPane object.</td>
</tr>
<tr>
<td>InertButton</td>
<td>Represents a button with optional drop-down context menu.</td>
</tr>
<tr>
<td>IsAutoHideValueConverter</td>
<td>Converts a DockPosition value to a Boolean value, indicates whether the provided DockPosition value is auto-hide.</td>
</tr>
<tr>
<td>IsFloatingValueConverter</td>
<td>Converts a DockPosition value to a Boolean value, indicates whether the provided DockPosition value is floating.</td>
</tr>
<tr>
<td>NativeFloatingWindow</td>
<td>Represents the native floating window.</td>
</tr>
<tr>
<td>Overlay</td>
<td>Represents the overlay definition.</td>
</tr>
<tr>
<td>PreviewOverlay</td>
<td>Displays the preview overlay.</td>
</tr>
<tr>
<td>TabBorder</td>
<td>Draws the trapezoid tab border.</td>
</tr>
<tr>
<td>ToolWindow</td>
<td>Represents the visual presentation of tool window DockPane object.</td>
</tr>
<tr>
<td>----------------------</td>
<td>------------------------------------------------------------------</td>
</tr>
<tr>
<td>ToolWindowCaption</td>
<td>Displays the tool window caption.</td>
</tr>
<tr>
<td>ToolWindowTab</td>
<td>Represents the tab in the tool window.</td>
</tr>
<tr>
<td>ToolWindowTabPanel</td>
<td>Arranges the tool window tabs.</td>
</tr>
<tr>
<td>ToolWindowTabStrip</td>
<td>Represents the strip of tool window tabs.</td>
</tr>
<tr>
<td>WindowSwitcher</td>
<td>Switches between DockItem windows.</td>
</tr>
<tr>
<td>WindowViewbox</td>
<td>Defines a content decorator that can preview a window.</td>
</tr>
<tr>
<td>WpfFloatingWindow</td>
<td>Represents the visual presentation of a FloatingWindow object in WpfFloatingWindowClient.</td>
</tr>
<tr>
<td>WpfFloatingWindowClient</td>
<td>Represents the client area to display a collection of FloatingWindow objects.</td>
</tr>
</tbody>
</table>

**Enumerations**

<table>
<thead>
<tr>
<th>Enumeration</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AutoHideAnimation</td>
<td>Specifies the animation for auto-hide window.</td>
</tr>
<tr>
<td><strong>DropPosition</strong></td>
<td>Specifies the target drop position of drag and drop.</td>
</tr>
<tr>
<td>------------------</td>
<td>---------------------------------------------------</td>
</tr>
<tr>
<td><strong>FloatingWindowStrategy</strong></td>
<td>Specifies how the FloatingWindow is hosted.</td>
</tr>
</tbody>
</table>

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AutoHide Class

Provides attached properties for DockControl object's auto-hide settings.

Inheritance Hierarchy

- System
  - System.Object
- DevZest.Windows.Docking.Primitives
  - AutoHide

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

C#  VB

```csharp
public static class AutoHide
```

The AutoHide type exposes the following members.

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetAnimation</td>
<td>Gets the value of Animation attached property from a given DockControl.</td>
</tr>
<tr>
<td>GetAnimationDuration</td>
<td>Gets the value of AnimationDuration attached property from a given DockControl.</td>
</tr>
</tbody>
</table>
SetAnimation

Sets the value of Animation attached property for a given DockControl.

SetAnimationDuration

Sets the value of AnimationDuration attached property for a given DockControl.

Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AnimationDurationProperty</td>
<td>Identifies the AnimationDuration attached property.</td>
</tr>
<tr>
<td>AnimationProperty</td>
<td>Identifies the Animation attached property.</td>
</tr>
</tbody>
</table>

Attached Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Animation</td>
<td>Gets or sets the AutoHideAnimation value.</td>
</tr>
<tr>
<td>AnimationDuration</td>
<td>Gets or sets the duration of the animation.</td>
</tr>
</tbody>
</table>
See Also

Reference
DevZest.Windows.Docking.Primitives Namespace

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AutoHide Methods

The **AutoHide** type exposes the following members.

### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="GetAnimation" /></td>
<td>Gets the value of <em>Animation</em> attached property from a given <em>DockControl</em>.</td>
</tr>
<tr>
<td><img src="image" alt="GetAnimationDuration" /></td>
<td>Gets the value of <em>AnimationDuration</em> attached property from a given <em>DockControl</em>.</td>
</tr>
<tr>
<td><img src="image" alt="SetAnimation" /></td>
<td>Sets the value of <em>Animation</em> attached property for a given <em>DockControl</em>.</td>
</tr>
<tr>
<td><img src="image" alt="SetAnimationDuration" /></td>
<td>Sets the value of <em>AnimationDuration</em> attached property for a given <em>DockControl</em>.</td>
</tr>
</tbody>
</table>

See Also

Reference

**AutoHide Class**
DevZest.Windows.Docking.Primitives Namespace

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AutoHideGetAnimation Method

Gets the value of Animation attached property from a given DockControl.

**Namespace:** DevZest.Windows.Docking.Primitives

**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
public static AutoHideAnimation GetAnimation(
    DockControl dockControl
)
```

**VB**

```vbnet
Public Shared Function GetAnimation(dockControl As DockControl) As AutoHideAnimation

### Parameters

*dockControl*

Type: DevZest.Windows.Docking.DockControl

The DockControl from which to read the property value.

### Return Value

Type: AutoHideAnimation

The value of Animation attached property.

### See Also

Reference

AutoHide Class
DevZest.Windows.Docking.Primitives Namespace
AutoHideGetAnimationDuration Method

Gets the value of AnimationDuration attached property from a given DockControl.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

```csharp
public static Duration GetAnimationDuration(DockControl dockControl)
```

**Parameters**

`dockControl`  
Type: DevZest.Windows.DockingDockControl  
The DockControl from which to read the property value.

**Return Value**

Type: Duration  
The value of AnimationDuration attached property.

**See Also**

Reference  
AutoHide Class  
DevZest.Windows.Docking.Primitives Namespace
AutoHideSetAnimation Method

Sets the value of Animation attached property for a given DockControl.

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public static void SetAnimation(
    DockControl dockControl,
    AutoHideAnimation value
)
```

Parameters

- `dockControl`
  Type: DevZest.Windows.Docking.DockControl
  The DockControl on which to set the property value.

- `value`
  The property value to set.

See Also

Reference
- AutoHide Class
- DevZest.Windows.Docking.Primitives Namespace

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AutoHideSetAnimationDuration Method

Sets the value of AnimationDuration attached property for a given DockControl.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>

```csharp
public static void SetAnimationDuration(
    DockControl dockControl,  
    Duration value
)
```

### Parameters

- **dockControl**  
  Type: DevZest.Windows.DockingDockControl  
  The DockControl on which to set the property value.

- **value**  
  Type: System.Windows.Duration  
  The property value to set.

### See Also

- Reference  
  AutoHide Class  
  DevZest.Windows.Docking.Primitives Namespace
AutoHide Fields

The **AutoHide** type exposes the following members.

## Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>![s] AnimationDurationProperty</td>
<td>Identifies the AnimationDuration attached property.</td>
</tr>
<tr>
<td>![s] AnimationProperty</td>
<td>Identifies the Animation attached property.</td>
</tr>
</tbody>
</table>

See Also

Reference

* AutoHide Class
* DevZest.Windows.Docking.Primitives Namespace

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AutoHideAnimationDurationProperty Field

Identifies the AnimationDuration attached property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static readonly DependencyProperty AnimationDurationProperty
```

### Field Value

Type: DependencyProperty

### See Also

Reference
- AutoHide Class
- DevZest.Windows.Docking.Primitives Namespace
AutoHideAnimationProperty Field

Identifies the Animation attached property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
public static readonly DependencyProperty AnimationProperty
```

**VB**

```vbnet
Public Shared ReadOnly Property AnimationProperty As DependencyProperty
```

**Field Value**

Type: **DependencyProperty**

### See Also

**Reference**

- AutoHide Class
- DevZest.Windows.Docking.Primitives Namespace

---

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AutoHide Attached Properties

The **AutoHide** type exposes the following members.

### Attached Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Animation</td>
<td>Gets or sets the <strong>AutoHideAnimation</strong> value.</td>
</tr>
<tr>
<td>AnimationDuration</td>
<td>Gets or sets the duration of the animation.</td>
</tr>
</tbody>
</table>

See Also

**Reference**
- **AutoHide Class**
- **DevZest.Windows.Docking.Primitives Namespace**
AutoHideAnimation Attached Property

Gets or sets the AutoHideAnimation value.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

- **C#**
  ```csharp
  See GetAnimation, SetAnimation
  
  Property Value
  Type: AutoHideAnimation
  The AutoHideAnimation value.
  
  ### See Also
  
  Reference
  AutoHide Class
  DevZest.Windows.Docking.Primitives Namespace

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AutoHideAnimationDuration
Attached Property

Gets or sets the duration of the animation.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>See GetAnimationDuration, SetAnimationDuration</td>
<td></td>
</tr>
</tbody>
</table>

**Property Value**

Type: **Duration**

The duration of the animation.

### See Also

**Reference**

- AutoHide Class
- DevZest.Windows.Docking.Primitives Namespace

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AutoHideAnimation Enumeration

Specifies the animation for auto-hide window.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```
public enum AutoHideAnimation
```

### Members

<table>
<thead>
<tr>
<th>Member Name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Slide</td>
<td>0</td>
<td>The window slides into place.</td>
</tr>
<tr>
<td>Fade</td>
<td>1</td>
<td>The window gradually appears/disappears, or fades in/out.</td>
</tr>
</tbody>
</table>

### See Also

Reference

DevZest.Windows.Docking.Primitives Namespace

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AutoHideClient Class

Represents the area to display auto-hide DockItem.

Inheritance Hierarchy

- System
  - System.Object
    - System.Windows.Threading.DispatcherObject
    - System.Windows.DependencyObject
        - System.Windows.UIElement
          - System.Windows.FrameworkElement
            - System.Windows.Controls.Control

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
[TemplatePartAttribute(Name = "PART_AutoHideWindow")]
public class AutoHideClient : Control
```

The AutoHideClient type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AutoHideClient</td>
<td>Initializes a new instance of the AutoHideClient class</td>
</tr>
</tbody>
</table>
Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DockControl</td>
<td>Gets or sets the DockControl associated with this AutoHideClient. This is a dependency property.</td>
</tr>
<tr>
<td>SelectedItem</td>
<td>Gets the selected auto-hide DockItem. This is a dependency property.</td>
</tr>
</tbody>
</table>

Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DockControlProperty</td>
<td>Identifies the DockControl dependency property.</td>
</tr>
<tr>
<td>SelectedItemProperty</td>
<td>Identifies the SelectedItem dependency property.</td>
</tr>
</tbody>
</table>

Remarks

Use AutoHideClient in control template of DockControl. Bind the DockControl property to the SelectedAutoHideItem property of DockControl. Setting IsMouseOverTab attached property on DockItem to keeps this DockItem visible.

See Also
AutoHideClient Constructor

Initializes a new instance of the AutoHideClient class

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public AutoHideClient()
```

### See Also

- Reference
- AutoHideClient Class
- DevZest.Windows.Docking.Primitives Namespace
AutoHideClient Properties

The `AutoHideClient` type exposes the following members.

### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DockControl</td>
<td>Gets or sets the <code>DockControl</code> associated with this <code>AutoHideClient</code>. This is a dependency property.</td>
</tr>
<tr>
<td>SelectedItem</td>
<td>Gets the selected auto-hide <code>DockItem</code>. This is a dependency property.</td>
</tr>
</tbody>
</table>

See Also

Reference
- `AutoHideClient Class`
- `DevZest.Windows.Docking.Primitives Namespace`

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AutoHideClientDockControl

Property

Gets or sets the DockControl associated with this AutoHideClient. This is a dependency property.

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public DockControl DockControl { get; set; }
```

Property Value

Type: DockControl
The DockControl associated with this AutoHideClient.

See Also

Reference
AutoHideClient Class
DevZest.Windows.Docking.Primitives Namespace

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AutoHideClientSelectedItem Property

Gets the selected auto-hide DockItem. This is a dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
public DockItem SelectedItem { get; }
```

### Property Value

- **Type:** DockItem
- The selected auto-hide DockItem.

### See Also

- **Reference**
  - AutoHideClient Class
  - DevZest.Windows.Docking.Primitives Namespace
AutoHideClient Fields

The AutoHideClient type exposes the following members.

## Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DockControlProperty</td>
<td>Identifies the DockControl dependency property.</td>
</tr>
<tr>
<td>SelectedItemProperty</td>
<td>Identifies the SelectedItem dependency property.</td>
</tr>
</tbody>
</table>

See Also

Reference
- AutoHideClient Class
- DevZest.Windows.Docking.Primitives Namespace
AutoHideClientDockControlProperty Field

Identifies the DockControl dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

C#  
```csharp
public static readonly DependencyProperty DockCor
```

VB  
```vbnet
Public Const DockCor As DependencyProperty
```

Field Value  
Type: DependencyProperty

### See Also

Reference  
AutoHideClient Class  
DevZest.Windows.Docking.Primitives Namespace

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AutoHideClientSelectedItemProperty Field

Identifies the `SelectedItem` dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public static readonly DependencyProperty SelectedItemProperty</code></td>
<td></td>
</tr>
</tbody>
</table>

Field Value  
Type: `DependencyProperty`

### See Also

- Reference  
  - AutoHideClient Class  
  - DevZest.Windows.Docking.Primitives Namespace
AutoHideStrip Class

Represents the strip of auto-hide tabs.

Inheritance Hierarchy

               System.WindowsDependencyObject
               System.Windows.UIElement
               System.Windows.FrameworkElement
               System.Windows.Controls.Control
               System.Windows.Controls.ItemsControl

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

C#  VB
---
public class AutoHideStrip : ItemsControl

The AutoHideStrip type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AutoHideStrip</td>
<td>Initializes a new instance of the AutoHideStrip class</td>
</tr>
</tbody>
</table>
### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Placement</td>
<td>Gets or sets the value indicates where the auto-hide strip is placed.</td>
</tr>
</tbody>
</table>

### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>PlacementProperty</td>
<td>Identifies the Placement dependency property.</td>
</tr>
</tbody>
</table>

### Remarks

Use the AutoHideStrip in the control template of DockControl class. Bind ItemsSource property to the AutoHideItems property of DockTree.

The item container of AutoHideStrip is AutoHideTab.

### See Also

Reference

DevZest.Windows.Docking.Primitives Namespace

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AutoHideStrip Constructor

Initializes a new instance of the AutoHideStrip class

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
public AutoHideStrip()
```

**VB**

```vbnet
Public Sub New()
```

### See Also

**Reference**

AutoHideStrip Class  
DevZest.Windows.Docking.Primitives Namespace
AutoHideStrip Properties

The `AutoHideStrip` type exposes the following members.

### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Placement</td>
<td>Gets or sets the value indicates where the auto-hide strip is placed.</td>
</tr>
</tbody>
</table>

See Also

Reference
- `AutoHideStrip Class`
- `DevZest.Windows.Docking.Primitives Namespace`

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AutoHideStripPlacement
Property

Gets or sets the value indicates where the auto-hide strip is placed.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

#### C#

```csharp
public Dock Placement { get; set; }
```

#### VB

```vbnet
Public Dock Placement Get; Set;
```

**Property Value**

Type: Dock

The value indicates where the auto-hide strip is placed.

### See Also

**Reference**

- AutoHideStrip Class
- DevZest.Windows.Docking.Primitives Namespace

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AutoHideStrip Fields

The `AutoHideStrip` type exposes the following members.

## Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>PlacementProperty</td>
<td>Identifies the Placement dependency property.</td>
</tr>
</tbody>
</table>

See Also

Reference

- `AutoHideStrip Class`
- `DevZest.Windows.Docking.Primitives Namespace`
AutoHideStripPlacementProperty Field

Identifies the Placement dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static readonly DependencyProperty PlacementProperty
```

### Field Value

Type: DependencyProperty

### See Also

Reference

- AutoHideStrip Class
- DevZest.Windows.Docking.Primitives Namespace

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AutoHideTab Class

Represents the auto-hide tab.

Inheritance Hierarchy

- SystemObject
- System.Windows.ThreadingDispatcherObject
- System.WindowsDependencyObject
- System.Windows.UIElement
- System.Windows.FrameworkElement
- System.Windows.Controls.ContentControl
- System.Windows.Controls.ContentControl

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public class AutoHideTab : ContentControl
```

The AutoHideTab type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AutoHideTab</td>
<td>Initializes a new instance of the AutoHideTab class</td>
</tr>
</tbody>
</table>

Top
Remarks

AutoHideTab is the item container of AutoHideStrip. Its Content property is set to a instance of DockItem object.

See Also

Reference

DevZest.Windows.Docking.Primitives Namespace
AutoHideTab Constructor

Initializes a new instance of the AutoHideTab class

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>public AutoHideTab()</td>
<td></td>
</tr>
</tbody>
</table>

### See Also

Reference

- AutoHideTab Class
- DevZest.Windows.Docking.Primitives Namespace

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AutoHideWindow Class

Represents the window to display the selected auto-hide DockItem.

Inheritance Hierarchy

- System
  - System.Object
- System.Windows.Threading
  - System.WindowsDispatcherObject
- System.Windows.DependencyObject
- System.Windows.Media
  - System.Windows.UIElement
- System.Windows.FrameworkElement
- System.Windows.Controls.Control
  - System.Windows.Controls.ContentControl

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public class AutoHideWindow : ContentControl
```

The AutoHideWindow type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AutoHideWindow</td>
<td>Initializes a new instance of the AutoHideWindow class</td>
</tr>
</tbody>
</table>
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DoubleClickCommand</td>
<td>Gets or sets the double click command being invoked. This is a dependency property.</td>
</tr>
</tbody>
</table>

## Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DoubleClickCommandProperty</td>
<td>Identifies the <strong>DoubleClickCommand</strong> dependency property.</td>
</tr>
</tbody>
</table>

## Remarks

*AutoHideWindow* is used in the control template of *AutoHideClient*. The **Content** property is bind to the **SelectedAutoHideItem** property of *DockControl*.

## See Also

Reference

*DevZest.Windows.Docking.Primitives* Namespace

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AutoHideWindow Constructor

Initializes a new instance of the AutoHideWindow class

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public AutoHideWindow()
```

### See Also

Reference  
[AutoHideWindow Class](DevZest.Windows.Docking.Primitives Namespace)

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AutoHideWindow Properties

The `AutoHideWindow` type exposes the following members.

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>DoubleClickCommand</code></td>
<td>Gets or sets the double click command being invoked. This is a dependency property.</td>
</tr>
</tbody>
</table>

See Also

Reference
- `AutoHideWindow Class`
- `DevZest.Windows.Docking.Primitives Namespace`
AutoHideWindowDoubleClickCommand Property

Gets or sets the double click command being invoked. This is a dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives

**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```
public ICommand DoubleClickCommand { get; set; }
```

### Property Value

Type: ICommand

The double click command being invoked. The default value is .

### See Also

**Reference**

AutoHideWindow Class

DevZest.Windows.Docking.Primitives Namespace
AutoHideWindow Fields

The AutoHideWindow type exposes the following members.

## Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>![s] DoubleClickCommandProperty</td>
<td>Identifies the DoubleClickCommand dependency property.</td>
</tr>
</tbody>
</table>

See Also

Reference

AutoHideWindow Class
DevZest.Windows.Docking.Primitives Namespace

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AutoHideWindowDoubleClickCommand Field

Identifies the **DoubleClickCommand** dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

#### C#  
```csharp
public static readonly DependencyProperty DoubleClickCommand
```

#### VB
```vb
Public Shared ReadOnly DependencyProperty DoubleClickCommand
```

### Field Value

**Type:** DependencyProperty

### See Also

**Reference**  
- AutoHideWindow Class  
- DevZest.Windows.Docking.Primitives Namespace

---

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DockManager Class

Provides a set of static methods and attached properties to manage docking behaviors.

Inheritance Hierarchy

- System
- Object

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public static class DockManager
```

The `DockManager` type exposes the following members.

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>GetCanDrag</code></td>
<td>Gets the value of <code>CanDrag</code> attached property from a given element.</td>
</tr>
<tr>
<td><code>GetDefaultFloatingPreviewSize</code></td>
<td>Gets the value of <code>DefaultFloatingPreviewSize</code> attached property from a given <code>DockControl</code>.</td>
</tr>
<tr>
<td><code>GetFloatingPreviewHeight</code></td>
<td>Gets the value of</td>
</tr>
</tbody>
</table>
FloatingPreviewHeight
attached property from a given DockControl.

GetFloatingPreviewLeft
gets the value of FloatingPreviewLeft
attached property from a given DockControl.

GetFloatingPreviewTop
gets the value of FloatingPreviewTop
attached property from a given DockControl.

GetFloatingPreviewWidth
gets the value of FloatingPreviewWidth
attached property from a given DockControl.

GetFloatingWindowStrategy
gets the value of FloatingWindowStrategy
attached property from a given DockControl.

GetIsEnabled
gets the value of IsEnabled
attached property from a given DockControl.

GetIsKeyDown
gets the value of IsKeyDown
attached property from a given DockControl.

GetOverlay
gets the value of Overlay
attached property from a given FrameworkElement.
<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetPreview</td>
<td>Gets the value of Preview attached property from a given element.</td>
</tr>
<tr>
<td>GetShowsBottomGuide</td>
<td>Gets the value of ShowsBottomGuide attached property from a given DockControl.</td>
</tr>
<tr>
<td>GetShowsFillGuide</td>
<td>Gets the value of ShowsFillGuide attached property from a given DockControl.</td>
</tr>
<tr>
<td>GetShowsGuide</td>
<td>Gets the value of ShowsGuide attached property from a given element.</td>
</tr>
<tr>
<td>GetShowsLeftGuide</td>
<td>Gets the value of ShowsLeftGuide attached property from a given DockControl.</td>
</tr>
<tr>
<td>GetShowsRightGuide</td>
<td>Gets the value of ShowsRightGuide attached property from a given DockControl.</td>
</tr>
<tr>
<td>GetShowsTopGuide</td>
<td>Gets the value of ShowsTopGuide attached property from a given DockControl.</td>
</tr>
<tr>
<td>GetTargetItem</td>
<td>Gets the value of TargetItem attached property from a given element.</td>
</tr>
</tbody>
</table>
### GetTargetPosition
Gets the value of `TargetPosition` attached property from a given element.

### SetCanDrag
Sets the value of `CanDrag` attached property for a given element.

### SetDefaultFloatingPreviewSize
Sets the value of `DefaultFloatingPreviewSize` attached property for a given `DockControl`.

### SetIsEnabled
Sets the value of `IsEnabled` attached property for a given `DockControl`.

### SetOverlay
Sets the value of `Overlay` attached property for a given `FrameworkElement`.

### SetTargetItem
Sets the value of `TargetItem` attached property for a given element.

### SetTargetPosition
Sets the value of `TargetPosition` attached property for a given element.

---

### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>

---

## Top
<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CanDragProperty</td>
<td>Identifies the CanDrag attached property.</td>
</tr>
<tr>
<td>DefaultFloatingPreviewSizeProperty</td>
<td>Identifies the DefaultFloatingPreviewSize attached property.</td>
</tr>
<tr>
<td>FloatingPreviewHeightProperty</td>
<td>Identifies the FloatingPreviewHeight attached property.</td>
</tr>
<tr>
<td>FloatingPreviewLeftProperty</td>
<td>Identifies the FloatingPreviewLeft attached property.</td>
</tr>
<tr>
<td>FloatingPreviewTopProperty</td>
<td>Identifies the FloatingPreviewTop attached property.</td>
</tr>
<tr>
<td>FloatingPreviewWidthProperty</td>
<td>Identifies the FloatingPreviewWidth attached property.</td>
</tr>
<tr>
<td>FloatingWindowStrategyProperty</td>
<td>Identifies the FloatingWindowStrategy attached property.</td>
</tr>
<tr>
<td>IsEnabledProperty</td>
<td>Identifies the IsEnabled attached property.</td>
</tr>
<tr>
<td>IsShiftKeyDownProperty</td>
<td>Identifies the IsShiftKeyDown attached property.</td>
</tr>
<tr>
<td>OverlayProperty</td>
<td>Identifies the Overlay attached property.</td>
</tr>
<tr>
<td>PreviewProperty</td>
<td>Identifies the Preview attached property.</td>
</tr>
<tr>
<td>Name</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------------------</td>
<td>--------------------------------------------------</td>
</tr>
<tr>
<td>ShowsBottomGuideProperty</td>
<td>Identifies the ShowsBottomGuide attached property.</td>
</tr>
<tr>
<td>ShowsFillGuideProperty</td>
<td>Identifies the ShowsFillGuide attached property.</td>
</tr>
<tr>
<td>ShowsGuideProperty</td>
<td>Identifies the ShowsGuide attached property.</td>
</tr>
<tr>
<td>ShowsLeftGuideProperty</td>
<td>Identifies the ShowsLeftGuide attached property.</td>
</tr>
<tr>
<td>ShowsRightGuideProperty</td>
<td>Identifies the ShowsRightGuide attached property.</td>
</tr>
<tr>
<td>ShowsTopGuideProperty</td>
<td>Identifies the ShowsTopGuide attached property.</td>
</tr>
<tr>
<td>TargetItemProperty</td>
<td>Identifies the TargetItem attached property.</td>
</tr>
<tr>
<td>TargetPositionProperty</td>
<td>Identifies the TargetPosition attached property.</td>
</tr>
</tbody>
</table>

**Top Attached Properties**
<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CanDrag</td>
<td>Gets or sets the value indicates whether drag and double click can be initiated for the specified element.</td>
</tr>
<tr>
<td>DefaultFloatingPreviewSize</td>
<td>Gets or sets the default size of floating preview for a given DockControl.</td>
</tr>
<tr>
<td>FloatingPreviewHeight</td>
<td>Gets a value indicates the height of the floating preview for a given DockControl.</td>
</tr>
<tr>
<td>FloatingPreviewLeft</td>
<td>Gets a value indicates the left position of the floating preview for a given DockControl.</td>
</tr>
<tr>
<td>FloatingPreviewTop</td>
<td>Gets a value indicates the top position of the floating preview for a given DockControl.</td>
</tr>
<tr>
<td>FloatingPreviewWidth</td>
<td>Gets a value indicates the width of the floating preview for a given DockControl.</td>
</tr>
<tr>
<td>FloatingWindowStrategy</td>
<td>Gets the value indicates how</td>
</tr>
<tr>
<td>Feature</td>
<td>Description</td>
</tr>
<tr>
<td>------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>FloatingWindow</td>
<td>Objects are displayed for a given DockControl.</td>
</tr>
<tr>
<td>IsEnabled</td>
<td>Gets or sets the value indicates whether DockManager is enabled for the DockControl.</td>
</tr>
<tr>
<td>IsShiftKeyDown</td>
<td>Gets a value indicates whether the SHIFT key is pressed down during drag and drop for a given DockControl.</td>
</tr>
<tr>
<td>Overlay</td>
<td>Gets or sets the Overlay for a given FrameworkElement.</td>
</tr>
<tr>
<td>Preview</td>
<td>Gets a value indicates where the drop preview should be displayed for specified element.</td>
</tr>
<tr>
<td>ShowsBottomGuide</td>
<td>Gets a value indicates whether to show bottom docking guide for a given DockControl.</td>
</tr>
<tr>
<td>ShowsFillGuide</td>
<td>Gets a value indicates whether to</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>------------------------</td>
<td>------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>ShowsGuide</td>
<td>Gets a value indicates whether docking guide should be displayed for specified element.</td>
</tr>
<tr>
<td>ShowsLeftGuide</td>
<td>Gets a value indicates whether to show left docking guide for a given DockControl.</td>
</tr>
<tr>
<td>ShowsRightGuide</td>
<td>Gets a value indicates whether to show right docking guide for a given DockControl.</td>
</tr>
<tr>
<td>ShowsTopGuide</td>
<td>Gets a value indicates whether to show top docking guide for a given DockControl.</td>
</tr>
<tr>
<td>TargetItem</td>
<td>Gets or sets the drop target DockItem for specified element.</td>
</tr>
<tr>
<td>TargetPosition</td>
<td>Gets or sets the target DropPosition for specified element.</td>
</tr>
</tbody>
</table>
Remarks

By default, the IsEnabled attached property of DockControl is set to true. If you change this value, you must provide all the implementation.

DockManager class handles how floating windows are displayed. When running under partial trust, WpfFloatingWindow will be used; otherwise NativeFloatingWindow will be used. You can get the value from FloatingWindowStrategy attached property of DockControl.

DockManager class handles drag and drop through the following attached properties:

- Set CanDrag attached property to for element(s) in control template of WpfFloatingWindow, NativeFloatingWindow, and DockWindow derived classes (ToolWindow and DocumentWindow) to determine where drag and double click can be initiated.
- Set TargetPosition and TargetItem attached property for elements to indicate the drop target.
- The ShowsGuide attached property for DockControl and DockPane indicates whether docking guide should be displayed. The ShowsLeftGuide, ShowsRightGuide, ShowsTopGuide, ShowsBottomGuide and ShowsFillGuide attached properties for DockControl indicate whether the respective docking guide should be displayed. The IsShiftKeyDown attached property for DockControl indicates whether the SHIFT key is pressed down during drag and drop.
- The Preview attached property for DockControl, DockPane or DockItem indicates where the drop preview should be displayed. The FloatingPreviewLeft, FloatingPreviewTop, FloatingPreviewWidth, FloatingPreviewHeight attached properties for DockControl indicates the floating preview size and location.
- In control template, set Overlay attached property for FrameworkElement to display the docking guide and preview overlay. Customize default floating window preview size by
changing the value of DefaultFloatingPreviewSize attached property for DockControl.

See Also

Reference
DevZest.Windows.Docking.Primitives Namespace

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DockManager Methods

The **DockManager** type exposes the following members.

### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetCanDrag</td>
<td>Gets the value of <strong>CanDrag</strong> attached property from a given element.</td>
</tr>
<tr>
<td>GetDefaultFloatingPreviewSize</td>
<td>Gets the value of <strong>DefaultFloatingPreviewSize</strong> attached property from a given DockControl.</td>
</tr>
<tr>
<td>GetFloatingPreviewHeight</td>
<td>Gets the value of <strong>FloatingPreviewHeight</strong> attached property from a given DockControl.</td>
</tr>
<tr>
<td>GetFloatingPreviewLeft</td>
<td>Gets the value of <strong>FloatingPreviewLeft</strong> attached property from a given DockControl.</td>
</tr>
<tr>
<td>GetFloatingPreviewTop</td>
<td>Gets the value of <strong>FloatingPreviewTop</strong> attached property from a given DockControl.</td>
</tr>
<tr>
<td>GetFloatingPreviewWidth</td>
<td>Gets the value of <strong>FloatingPreviewWidth</strong> attached property from a given DockControl.</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>GetFloatingWindowStrategy</td>
<td>Gets the value of <code>FloatingWindowStrategy</code> attached property from a given <code>DockControl</code>.</td>
</tr>
<tr>
<td>GetIsEnabled</td>
<td>Gets the value of <code>IsEnabled</code> attached property from a given <code>DockControl</code>.</td>
</tr>
<tr>
<td>GetIsShiftKeyDown</td>
<td>Gets the value of <code>IsShiftKeyDown</code> attached property from a given <code>DockControl</code>.</td>
</tr>
<tr>
<td>GetOverlay</td>
<td>Gets the value of <code>Overlay</code> attached property from a given <code>FrameworkElement</code>.</td>
</tr>
<tr>
<td>GetPreview</td>
<td>Gets the value of <code>Preview</code> attached property from a given element.</td>
</tr>
<tr>
<td>GetShowsBottomGuide</td>
<td>Gets the value of <code>ShowsBottomGuide</code> attached property from a given <code>DockControl</code>.</td>
</tr>
<tr>
<td>GetShowsFillGuide</td>
<td>Gets the value of <code>ShowsFillGuide</code> attached property from a given <code>DockControl</code>.</td>
</tr>
<tr>
<td>GetShowsGuide</td>
<td>Gets the value of <code>ShowsGuide</code> attached property from a given <code>DockControl</code>.</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>--------</td>
<td>-------------</td>
</tr>
<tr>
<td>GetShowsLeftGuide</td>
<td>Gets the value of <code>ShowsLeftGuide</code> attached property from a given <code>DockControl</code>.</td>
</tr>
<tr>
<td>GetShowsRightGuide</td>
<td>Gets the value of <code>ShowsRightGuide</code> attached property from a given <code>DockControl</code>.</td>
</tr>
<tr>
<td>GetShowsTopGuide</td>
<td>Gets the value of <code>ShowsTopGuide</code> attached property from a given <code>DockControl</code>.</td>
</tr>
<tr>
<td>GetTargetItem</td>
<td>Gets the value of <code>TargetItem</code> attached property from a given element.</td>
</tr>
<tr>
<td>GetTargetPosition</td>
<td>Gets the value of <code>TargetPosition</code> attached property from a given element.</td>
</tr>
<tr>
<td>SetCanDrag</td>
<td>Sets the value of <code>CanDrag</code> attached property for a given element.</td>
</tr>
<tr>
<td>SetDefaultFloatingPreviewSize</td>
<td>Sets the value of <code>DefaultFloatingPreviewSize</code> attached property for a given <code>DockControl</code>.</td>
</tr>
<tr>
<td>SetIsEnabled</td>
<td>Sets the value of <code>IsEnabled</code> attached property for a</td>
</tr>
</tbody>
</table>
### See Also

**Reference**

- DockManager Class
- DevZest.Windows.Docking.Primitives Namespace

---

**DockControl**

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SetOverlay</td>
<td>Sets the value of Overlay attached property for a given FrameworkElement.</td>
</tr>
<tr>
<td>SetTargetItem</td>
<td>Sets the value of TargetItem attached property for a given element.</td>
</tr>
<tr>
<td>SetTargetPosition</td>
<td>Sets the value of TargetPosition attached property for a given element.</td>
</tr>
</tbody>
</table>

---

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DockManager.GetCanDrag Method

Gets the value of CanDrag attached property from a given element.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

```csharp
public static bool GetCanDrag(
    DependencyObject element
)
```

**Parameters**

- **element**
  - Type: `System.Windows.DependencyObject`
  - The element from which to read the property value.

**Return Value**

- Type: `Boolean`
  - The value of CanDrag attached property.

**See Also**

- Reference
  - DockManager Class
  - DevZest.Windows.Docking.Primitives Namespace
DockManager.GetDefaultFloatingPreviewSize Method

Gets the value of DefaultFloatingPreviewSize attached property from a given DockControl.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static Size GetDefaultFloatingPreviewSize(DockControl dockControl)
```

### Parameters

- **dockControl**
  - Type: DevZest.Windows.Docking.DockControl
  - The DockControl from which to read the property value.

### Return Value

- Type: Size
  - The value of DefaultFloatingPreviewSize attached property.

### See Also

- Reference
- DockManager Class
- DevZest.Windows.Docking.Primitives Namespace
Copyright © DevZest, All rights reserved.
DockManagerGetFloatingPreviewHeight Method

Gets the value of FloatingPreviewHeight attached property from a given DockControl.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

## Syntax

```csharp
public static double GetFloatingPreviewHeight(DockControl dockControl)
```

## Parameters

`dockControl`  
Type: DevZest.Windows.DockingDockControl  
The DockControl from which to read the property value.

## Return Value

Type: Double  
The value of FloatingPreviewHeight attached property.

## See Also

Reference  
DockManager Class  
DevZest.Windows.Docking.Primitives Namespace
DockManager.GetFloatingPreviewLeft Method

Gets the value of \texttt{FloatingPreviewLeft} attached property from a given \texttt{DockControl}.

\textbf{Assembly:} DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

\section*{Syntax}

\begin{verbatim}
public static double GetFloatingPreviewLeft(
    DockControl dockControl
)
\end{verbatim}

\section*{Parameters}

\textit{dockControl}

\begin{itemize}
    \item \textbf{Type:} DevZest.Windows.DockingDockControl
    \item The \texttt{DockControl} from which to read the property value.
\end{itemize}

\section*{Return Value}

\begin{itemize}
    \item \textbf{Type:} Double
    \item The value of \texttt{FloatingPreviewLeft} attached property.
\end{itemize}

\section*{See Also}

Reference

DockManager Class  
DevZest.Windows.Docking.Primitives Namespace
DockManager.GetFloatingPreviewTop Method

Gets the value of FloatingPreviewTop attached property from a given DockControl.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>public static double GetFloatingPreviewTop(DockControl dockControl)</td>
<td></td>
</tr>
</tbody>
</table>

### Parameters

- **dockControl**
  - Type: DevZest.Windows.Docking.DockControl
  - The DockControl from which to read the property value.

### Return Value

- Type: Double
  - The value of FloatingPreviewTop attached property.

### See Also

- Reference
  - DockManager Class
  - DevZest.Windows.Docking.Primitives Namespace
DockManager.GetFloatingPreviewWidth Method

Gets the value of FloatingPreviewWidth attached property from a given DockControl.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

```csharp
public static double GetFloatingPreviewWidth(DockControl dockControl)
```

**Parameters**

- **dockControl**  
  Type: DevZest.Windows.Docking.DockControl  
  The DockControl from which to read the property value.

**Return Value**

- Type: Double  
  The value of FloatingPreviewWidth attached property.

**See Also**

- Reference  
  DockManager Class  
  DevZest.Windows.Docking.Primitives Namespace
DockManager

GetFloatingWindowStrategy

Method

Gets the value of FloatingWindowStrategy attached property from a given DockControl.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static FloatingWindowStrategy GetFloatingWindowStrategy(DockControl dockControl)
```

### Parameters

- **dockControl**
  - Type: DevZest.Windows.Docking.DockControl
  - The DockControl from which to read the property value.

### Return Value

- Type: FloatingWindowStrategy
  - The value of FloatingWindowStrategy attached property.

### See Also

- Reference
  - DockManager Class
  - DevZest.Windows.Docking.Primitives Namespace
DockManagerGetIsEnabled Method

Gets the value of IsEnabled attached property from a given DockControl.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static bool GetIsEnabled(
    DockControl dockControl
)
```

**Parameters**

- **dockControl**  
  Type: DevZest.Windows.DockingDockControl  
  The DockControl from which to read the property value.

#### Return Value

- Type: **Boolean**  
  The value of IsEnabled attached property.

### See Also

- Reference  
  DockManager Class  
  DevZest.Windows.Docking.Primitives Namespace
DockManager.GetIsShiftKeyDown Method

Gets the value of IsShiftKeyDown attached property from a given DockControl.

**Namespace:** DevZest.Windows.Docking.Primitives
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static bool GetIsShiftKeyDown(DockControl dockControl)
```

**Parameters**

- `dockControl`  
  Type: DevZest.Windows.Docking.DockControl  
  The DockControl from which to read the property value.

### Return Value

- Type: Boolean  
  The value of IsShiftKeyDown attached property.

### See Also

- Reference  
  DockManager Class  
  DevZest.Windows.Docking.Primitives Namespace
DockManagerGetOverlay Method

Gets the value of Overlay attached property from a given FrameworkElement.

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public static Overlay GetOverlay(
    FrameworkElement element
)
```

Parameters

`element`  
Type: System.Windows.FrameworkElement  
The FrameworkElement from which to read the property value.

Return Value

Type: Overlay  
The value of Overlay attached property.

See Also

Reference  
DockManager Class  
DevZest.Windows.Docking.Primitives Namespace
DockManager.GetPreview Method

Gets the value of Preview attached property from a given element.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static DropPosition GetPreview(DependencyObject element)
```

### Parameters

- **element**
  - Type: System.Windows.DependencyObject
  - The element from which to read the property value.

### Return Value

- **Type:** DropPosition
  - The value of Preview attached property.

### See Also

- Reference
  - DockManager Class
  - DevZest.Windows.Docking.Primitives Namespace

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DockManager.GetShowsBottomGuide Method

Gets the value of ShowsBottomGuide attached property from a given DockControl.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

```csharp
public static bool GetShowsBottomGuide(DockControl dockControl)
```

**Parameters**

*dockControl*
Type: DevZest.Windows.Docking.DockControl  
The DockControl from which to read the property value.

**Return Value**

Type: Boolean  
The value of ShowsBottomGuide attached property.

**See Also**

Reference
DockManager Class  
DevZest.Windows.Docking.Primitives Namespace
DockManager.GetShowsFillGuide Method

Gets the value of ShowsFillGuide attached property from a given DockControl.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

## Syntax

```csharp
public static bool GetShowsFillGuide(
    DockControl dockControl
)
```

### Parameters

- `dockControl`  
  Type: DevZest.Windows.Docking.DockControl  
  The DockControl from which to read the property value.

### Return Value

- Type: Boolean  
  The value of ShowsFillGuide attached property.

## See Also

- Reference  
  DockManager Class  
  DevZest.Windows.Docking.Primitives Namespace
DockManager.GetShowsGuide Method

Gets the value of ShowsGuide attached property from a given element.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static bool GetShowsGuide(DependencyObject element)
```

### Parameters

- **element**
  - Type: System.Windows.DependencyObject
  - The element from which to read the property value.

### Return Value

- Type: Boolean
  - The value of ShowsGuide attached property.

### See Also

- Reference
  - DockManager Class
  - DevZest.Windows.Docking.Primitives Namespace

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DockManager.GetShowsLeftGuide Method

Gets the value of ShowsLeftGuide attached property from a given DockControl.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

C#  
```csharp
public static bool GetShowsLeftGuide(
    DockControl dockControl
)
```

VB  
```vbnet
Public Shared Function GetShowsLeftGuide(dockControl As DockControl) As Boolean
```

**Parameters**

dockControl  
Type: DevZest.Windows.Docking.DockControl  
The DockControl from which to read the property value.

**Return Value**
Type: Boolean  
The value of ShowsLeftGuide attached property.

**See Also**

Reference  
DockManager Class  
DevZest.Windows.Docking.Primitives Namespace
DockManagerGetShowsRightGuide Method

Gets the value of ShowsRightGuide attached property from a given DockControl.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
Version: 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
public static bool GetShowsRightGuide(DockControl dockControl)
```

**Visual Basic**

```vbnet
Public Shared Function GetShowsRightGuide(dockControl As DockControl) As Boolean
```

### Parameters

`dockControl`  
Type: DevZest.Windows.DockingDockControl  
The DockControl from which to read the property value.

### Return Value

Type: Boolean  
The value of ShowsRightGuide attached property.

### See Also

Reference  
DockManager Class  
DevZest.Windows.Docking.Primitives Namespace
DockManager.GetShowsTopGuide Method

 Gets the value of ShowsTopGuide attached property from a given DockControl.

 Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

 Syntax

 C#       VB
-----------

    public static bool GetShowsTopGuide(
            DockControl dockControl
        )

 Parameters

 dockControl
 Type: DevZest.Windows.Docking.DockControl
 The DockControl from which to read the property value.

 Return Value
 Type: Boolean
 The value of ShowsTopGuide attached property.

 See Also

 Reference
 DockManager Class
 DevZest.Windows.Docking.Primitives Namespace
DockManager.GetTargetItem Method

Gets the value of TargetItem attached property from a given element.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static DockItem GetTargetItem(DependencyObject element)
```

### Parameters

- **element**
  - Type: System.Windows.DependencyObject
  - The element from which to read the property value.

### Return Value

Type: DockItem  
The value of TargetItem attached property.

### See Also

- Reference
  - DockManager Class
  - DevZest.Windows.Docking.Primitives Namespace

---

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**DockManager.GetTargetPosition Method**

Gets the value of TargetPosition attached property from a given element.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static DropPosition GetTargetPosition(
    DependencyObject element
)
```

### Parameters

- **element**  
  Type: System.Windows.DependencyObject  
  The element from which to read the property value.

### Return Value

- Type: DropPosition  
  The value of TargetPosition attached property.

### See Also

- Reference
  DockManager Class  
  DevZest.Windows.Docking.Primitives Namespace
DockManager.SetCanDrag Method

Sets the value of CanDrag attached property for a given element.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static void SetCanDrag(
    DependencyObject element,
    bool value
)
```

### Parameters

- **element**  
  Type: System.Windows.DependencyObject  
  The element on which to set the property value.

- **value**  
  Type: System.Boolean  
  The property value to set.

### See Also

- Reference  
  DockManager Class  
  DevZest.Windows.Docking.Primitives Namespace
DockManagerSetDefaultFloatingPreMethod

Sets the value of DefaultFloatingPreviewSize attached property for a given DockControl.

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public static void SetDefaultFloatingPreviewSize(
    DockControl dockControl,
    Size value
)
```

Parameters

dockControl
Type: DevZest.Windows.DockingDockControl
The DockControl on which to set the property value.

value
Type: System.Windows.Size
The property value to set.

See Also

Reference
DockManager Class
DevZest.Windows.Docking.Primitives Namespace
DockManagerSetIsEnabled Method

Sets the value of IsEnabled attached property for a given DockControl.

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public static void SetIsEnabled(
    DockControl dockControl,
    bool value
)
```

Parameters

- `dockControl`
  Type: DevZest.Windows.Docking.DockControl
  The DockControl on which to set the property value.
- `value`
  Type: System.Boolean
  The property value to set.

See Also

Reference
- DockManager Class
- DevZest.Windows.Docking.Primitives Namespace

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DockManager.SetOverlay Method

Sets the value of Overlay attached property for a given FrameworkElement.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
</table>
| ```
    public static void SetOverlay(
        FrameworkElement element,
        Overlay value
    )
``` | ```
    Public Shared Sub SetOverlay(element As FrameworkElement, value As Overlay)
    End Sub
``` |

### Parameters

- **element**
  - Type: System.Windows.FrameworkElement
  - The FrameworkElement on which to set the property value.

- **value**
  - The property value to set.

### See Also

- Reference
  - DockManager Class
  - DevZest.Windows.Docking.Primitives Namespace
DockManager.SetTargetItem Method

Sets the value of TargetItem attached property for a given element.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static void SetTargetItem(  
    DependencyObject element,  
    DockItem value
)
```

### Parameters

- **element**
  
  Type: `System.Windows.DependencyObject`  
  The element on which to set the property value.

- **value**
  
  Type: `DevZest.Windows.DockingDockItem`  
  The property value to set.

### See Also

- Reference  
  DockManager Class  
  DevZest.Windows.Docking.Primitives Namespace

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DockManager.SetTargetPosition Method

Sets the value of TargetPosition attached property for a given element.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
public static void SetTargetPosition(
    DependencyObject element,
    DropPosition value
)
```

**VB**

```vbnet
Public Shared Sub SetTargetPosition(
    element As DependencyObject,
    value As DropPosition
)
```

### Parameters

- **element**
  - Type: `System.Windows.DependencyObject`  
    The element on which to set the property value.

- **value**
  - Type: `DevZest.Windows.Docking.Primitives.DROPPOSITION`  
    The property value to set.

### See Also

- **Reference**
  - DockManager Class  
  - DevZest.Windows.Docking.Primitives Namespace

---

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DockManager Fields

The **DockManager** type exposes the following members.

### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CanDragProperty</td>
<td>Identifies the CanDrag attached property.</td>
</tr>
<tr>
<td>DefaultFloatingPreviewSizeProperty</td>
<td>Identifies the DefaultFloatingPreviewSize attached property.</td>
</tr>
<tr>
<td>FloatingPreviewHeightProperty</td>
<td>Identifies the FloatingPreviewHeight attached property.</td>
</tr>
<tr>
<td>FloatingPreviewLeftProperty</td>
<td>Identifies the FloatingPreviewLeft attached property.</td>
</tr>
<tr>
<td>FloatingPreviewTopProperty</td>
<td>Identifies the FloatingPreviewTop attached property.</td>
</tr>
<tr>
<td>FloatingPreviewWidthProperty</td>
<td>Identifies the FloatingPreviewWidth attached property.</td>
</tr>
<tr>
<td>FloatingWindowStrategyProperty</td>
<td>Identifies the FloatingWindowStrategy attached property.</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>----------------------------------------</td>
<td>--------------------------------------------------</td>
</tr>
<tr>
<td>IsEnabledProperty</td>
<td>Identifies the <code>IsEnabled</code> attached property.</td>
</tr>
<tr>
<td>IsShiftKeyDownProperty</td>
<td>Identifies the <code>IsShiftKeyDown</code> attached property.</td>
</tr>
<tr>
<td>OverlayProperty</td>
<td>Identifies the <code>Overlay</code> attached property.</td>
</tr>
<tr>
<td>PreviewProperty</td>
<td>Identifies the <code>Preview</code> attached property.</td>
</tr>
<tr>
<td>ShowsBottomGuideProperty</td>
<td>Identifies the <code>ShowBottomGuide</code> attached property.</td>
</tr>
<tr>
<td>ShowsFillGuideProperty</td>
<td>Identifies the <code>ShowFillGuide</code> attached property.</td>
</tr>
<tr>
<td>ShowsGuideProperty</td>
<td>Identifies the <code>ShowGuide</code> attached property.</td>
</tr>
<tr>
<td>ShowsLeftGuideProperty</td>
<td>Identifies the <code>ShowLeftGuide</code> attached property.</td>
</tr>
<tr>
<td>ShowsRightGuideProperty</td>
<td>Identifies the <code>ShowRightGuide</code> attached property.</td>
</tr>
<tr>
<td>ShowsTopGuideProperty</td>
<td>Identifies the <code>ShowTopGuide</code> attached property.</td>
</tr>
<tr>
<td>TargetItemProperty</td>
<td>Identifies the <code>TargetItem</code> attached property.</td>
</tr>
</tbody>
</table>
TargetPositionProperty

Identifies the TargetPosition attached property.

See Also

Reference
DockManager Class
DevZest.Windows.Docking.Primitives Namespace

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DockManagerCanDragProperty Field

Identifies the CanDrag attached property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public static readonly DependencyProperty CanDrag</code></td>
<td></td>
</tr>
</tbody>
</table>

**Field Value**  
Type: DependencyProperty

### See Also

**Reference**  
DockManager Class  
DevZest.Windows.Docking.Primitives Namespace
DockManagerDefaultFloatingPreviewSize Field

Identifies the DefaultFloatingPreviewSize attached property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
</table>
| ```
public static readonly DependencyProperty DefaultFloatingPreviewSize = DependencyProperty.Register(
```
| ```

Field Value
Type: DependencyProperty

### See Also

Reference
DockManager Class  
DevZest.Windows.Docking.Primitives Namespace
DockManagerFloatingPreviewHeight Field

Identifies the FloatingPreviewHeight attached property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
public static readonly DependencyProperty FloatingPreviewHeightProperty;
```

**Visual Basic**

```vbnet
Public Shared ReadOnly Property FloatingPreviewHeightProperty As DependencyProperty
```

### Field Value

**Type:** DependencyProperty

### See Also

Reference

DockManager Class  
DevZest.Windows.Docking.Primitives Namespace

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DockManagerFloatingPreviewLeftProperty Field

Identifies the `FloatingPreviewLeft` attached property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public static readonly DependencyProperty FloatingPreviewLeftProperty;</code></td>
<td></td>
</tr>
</tbody>
</table>

**Field Value**  
**Type:** DependencyProperty

### See Also

Reference  
- DockManager Class  
- DevZest.Windows.Docking.Primitives Namespace

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DockManagerFloatingPreviewTopProperty

Identifies the `FloatingPreviewTop` attached property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static readonly DependencyProperty FloatingPreviewTopProperty
```

Field Value

Type: `DependencyProperty`

### See Also

- Reference
  - DockManager Class
  - DevZest.Windows.Docking.Primitives Namespace

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DockManagerFloatingPreviewWidth Field

Identifies the `FloatingPreviewWidth` attached property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

C#  

```csharp
public static readonly DependencyProperty FloatingPreviewWidthProperty
```

<table>
<thead>
<tr>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Public Shared ReadOnly Property FloatingPreviewWidthProperty As DependencyProperty</code></td>
</tr>
</tbody>
</table>

### Field Value

Type: `DependencyProperty`

### See Also

Reference  
DockManager Class  
DevZest.Windows.Docking.Primitives Namespace

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DockManagerFloatingWindowStrategy Field

Identifies the FloatingWindowStrategy attached property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```
public static readonly DependencyProperty FloatingWindowStrategyProperty
```

### Field Value

**Type:** DependencyProperty

### See Also

Reference

DockManager Class
DevZest.Windows.Docking.Primitives Namespace

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DockManagerIsEnabledProperty Field

Identifies the IsEnabled attached property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
public static readonly DependencyProperty IsEnabledProperty
```

**VB**

```vbnet
Public Shared ReadOnly Property IsEnabledProperty As DependencyProperty
```

### Field Value

**Type:** DependencyProperty

### See Also

**Reference**

- DockManager Class
- DevZest.Windows.Docking.Primitives Namespace
DockManagerIsShiftKeyDownProperty Field

Identifies the IsShiftKeyDown attached property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

**Syntax**

**C#**

```csharp
public static readonly DependencyProperty IsShiftKeyDownProperty
```

**VB**

```vbnet
Public Const IsShiftKeyDownProperty As DependencyProperty
```

**Field Value**

Type: DependencyProperty

**See Also**

Reference

DockManager Class  
DevZest.Windows.Docking.Primitives Namespace

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DockManagerOverlayProperty Field

Identifies the Overlay attached property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```
public static readonly DependencyProperty Overlay

```

Field Value  
Type: DependencyProperty

### See Also

Reference  
DockManager Class  
DevZest.Windows.Docking.Primitives Namespace

---

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DockManagerPreviewProperty Field

Identifies the Preview attached property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```
public static readonly DependencyProperty Preview
```

**VB**

```
Public Shared ReadOnly Property Preview As DependencyProperty
```

Field Value  
Type: DependencyProperty

### See Also

Reference  
DockManager Class  
DevZest.Windows.Docking.Primitives Namespace  

DockManagerShowsBottomGuideProperty Field

Identifies the ShowsBottomGuide attached property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
public static readonly DependencyProperty ShowsBottomGuideProperty = DependencyProperty.Register("ShowsBottomGuide", typeof(bool), typeof(DockManager), new PropertyMetadata(false, new PropertyChangedCallback(OnShowsBottomGuidePropertyChange)));
```

### Field Value

**Type:** DependencyProperty

### See Also

**Reference**

DockManager Class  
DevZest.Windows.Docking.Primitives Namespace
DockManagerShowsFillGuideProperty Field

Identifies the ShowsFillGuide attached property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

```csharp
public static readonly DependencyProperty ShowsFillGuideProperty
```

**Field Value**  
Type: DependencyProperty

**See Also**

Reference  
DockManager Class  
DevZest.Windows.Docking.Primitives Namespace

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DockManagerShowsGuideProperty Field

Identifies the ShowsGuide attached property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
public static readonly DependencyProperty ShowsGuideProperty;
```

**VB**

```vbnet
Public Shared ReadOnly Property ShowsGuideProperty As DependencyProperty
```

### Field Value

Type: DependencyProperty

### See Also

Reference  
DockManager Class  
DevZest.Windows.Docking.Primitives Namespace

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DockManagerShowsLeftGuideProperty Field

Identifies the ShowsLeftGuide attached property.

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Field Value
Type: DependencyProperty

See Also
Reference
DockManager Class
DevZest.Windows.Docking.Primitives Namespace

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DockManagerShowsRightGuideProperty Field

Identifies the ShowsRightGuide attached property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

## Syntax

### C#  
```csharp
public static readonly DependencyProperty ShowsRightGuideProperty
```

### VB
```vbnet
Public Shared ReadOnly Property ShowsRightGuideProperty() As DependencyProperty
```

### Field Value

**Type:** DependencyProperty

## See Also

- Reference
  - DockManager Class
  - DevZest.Windows.Docking.Primitives Namespace

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DockManagerShowsTopGuideProperty Field

Identifies the ShowsTopGuide attached property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static readonly DependencyProperty ShowsTopGuideProperty
```

### Field Value

Type: DependencyProperty

### See Also

- DockManager Class
- DevZest.Windows.Docking.Primitives Namespace

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DockManagerTargetItemProperty Field

Identifies the TargetItem attached property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
public static readonly DependencyProperty TargetItem
```

**VB**

```vbnet
Public Shared ReadOnly Property TargetItem As DependencyProperty
```

**Field Value**

Type: DependencyProperty

### See Also

**Reference**

DockManager Class  
DevZest.Windows.Docking.Primitives Namespace
DockManagerTargetPositionProperty Field

Identifies the TargetPosition attached property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
public static readonly DependencyProperty TargetF
```

**VB**

```vbnet
Public Shared ReadOnly Property TargetF
```

Field Value  
Type: DependencyProperty

### See Also

Reference  
DockManager Class  
DevZest.Windows.Docking.Primitives Namespace

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The `DockManager` type exposes the following members.

## Attached Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CanDrag</td>
<td>Gets or sets the value indicates whether drag and double click can be initiated for the specified element.</td>
</tr>
<tr>
<td>DefaultFloatingPreviewSize</td>
<td>Gets or sets the default size of floating preview for a given <code>DockControl</code>.</td>
</tr>
<tr>
<td>FloatingPreviewHeight</td>
<td>Gets a value indicates the height of the floating preview for a given <code>DockControl</code>.</td>
</tr>
<tr>
<td>FloatingPreviewLeft</td>
<td>Gets a value indicates the left position of the floating preview for a given <code>DockControl</code>.</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>FloatingPreviewTop</td>
<td>Gets a value indicates the top position of the floating preview for a given DockControl.</td>
</tr>
<tr>
<td>FloatingPreviewWidth</td>
<td>Gets a value indicates the width of the floating preview for a given DockControl.</td>
</tr>
<tr>
<td>FloatingWindowStrategy</td>
<td>Gets the value indicates how FloatingWindow objects are displayed for a given DockControl.</td>
</tr>
<tr>
<td>IsEnabled</td>
<td>Gets or sets the value indicates whether DockManager is enabled for the DockControl.</td>
</tr>
<tr>
<td>IsShiftKeyDown</td>
<td>Gets a value indicates whether the SHIFT key is pressed down during drag and drop for a given DockControl.</td>
</tr>
<tr>
<td>Overlay</td>
<td>Gets or sets the Overlay for a given FrameworkElement.</td>
</tr>
<tr>
<td><strong>Preview</strong></td>
<td>Gets a value indicates where the drop preview should be displayed for specified element.</td>
</tr>
<tr>
<td>-------------</td>
<td>--------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>ShowsBottomGuide</strong></td>
<td>Gets a value indicates whether to show bottom docking guide for a given DockControl.</td>
</tr>
<tr>
<td><strong>ShowsFillGuide</strong></td>
<td>Gets a value indicates whether to show fill docking guide for a given DockControl.</td>
</tr>
<tr>
<td><strong>ShowsGuide</strong></td>
<td>Gets a value indicates whether docking guide should be displayed for specified element.</td>
</tr>
<tr>
<td><strong>ShowsLeftGuide</strong></td>
<td>Gets a value indicates whether to show left docking guide for a given DockControl.</td>
</tr>
<tr>
<td><strong>ShowsRightGuide</strong></td>
<td>Gets a value indicates whether to show right docking guide for a given DockControl.</td>
</tr>
<tr>
<td><strong>ShowsTopGuide</strong></td>
<td>Gets a value</td>
</tr>
</tbody>
</table>
indicates whether to show top docking guide for a given DockControl.

<table>
<thead>
<tr>
<th>TargetItem</th>
<th>Gets or sets the drop target DockItem for specified element.</th>
</tr>
</thead>
<tbody>
<tr>
<td>TargetPosition</td>
<td>Gets or sets the target DropPosition for specified element.</td>
</tr>
</tbody>
</table>

See Also

Reference
DockManager Class
DevZest.Windows.Docking.Primitives Namespace
DockManagerCanDrag Attached Property

Gets or sets the value indicates whether drag and double click can be initiated for the specified element.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

## Syntax

```csharp
[See GetCanDrag, SetCanDrag]
```

## Property Value

Type: **Boolean**  
if drag and double click can be initiated, otherwise .

## Remarks

Set **CanDrag** attached property to for element(s) in control template of **WpfFloatingWindow**, **NativeFloatingWindow**, and **DockWindow** derived classes (**ToolWindow** and **DocumentWindow**) to determine where drag and double click can be initiated.

## See Also

Reference  
**DockManager Class**  
**DevZest.Windows.Docking.Primitives Namespace**

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DockManagerDefaultFloatingPreviewSize Attached Property

Gets or sets the default size of floating preview for a given DockControl.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

```csharp
GetDefaultFloatingPreviewSize, SetDefaultFloatingPreviewSize
```

**Property Value**

Type: Size  
The default size of floating preview. The default value is (300, 300).

**See Also**

Reference

DockManager Class  
DevZest.Windows.Docking.Primitives Namespace

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DockManagerFloatingPreviewHeight

Attached Property

Gets a value indicates the height of the floating preview for a given DockControl.

**Namespace:** DevZest.Windows.Docking.Primitives

**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>See GetFloatingPreviewHeight</td>
<td></td>
</tr>
</tbody>
</table>

### Property Value

Type: **Double**

A value indicates the height of the floating preview. This value is valid only when the Preview attached property is **Floating**.

### See Also

Reference
- DockManager Class
- DevZest.Windows.Docking.Primitives Namespace

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DockManagerFloatingPreviewLeft Attached Property

Gets a value indicates the left position of the floating preview for a given DockControl.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
Version: 2.5.0.0 (2.5.5912.0)

## Syntax

### C#  

```csharp
See GetFloatingPreviewLeft
```

### VB

```vbnet
See GetFloatingPreviewLeft
```

## Property Value

Type: Double  
A value indicates the left position of the floating preview. This value is valid only when the Preview attached property is Floating.

## See Also

Reference  
DockManager Class  
DevZest.Windows.Docking.Primitives Namespace

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DockManagerFloatingPreviewTop Attached Property

Gets a value indicates the top position of the floating preview for a given DockControl.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>See GetFloatingPreviewTop</td>
<td></td>
</tr>
</tbody>
</table>

### Property Value

Type: **Double**  
A value indicates the top position of the floating preview. This value is valid only when the Preview attached property is Floating.

### See Also

Reference  
**DockManager Class**  
**DevZest.Windows.Docking.Primitives Namespace**  

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DockManagerFloatingPreviewWidth Attached Property

Gets a value indicates the width of the floating preview for a given DockControl.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>See GetFloatingPreviewWidth</td>
<td></td>
</tr>
</tbody>
</table>

**Property Value**

Type: `Double`

A value indicates the width of the floating preview. This value is valid only when the `Preview` attached property is `Floating`.

### See Also

**Reference**

DockManager Class  
DevZest.Windows.Docking.Primitives Namespace
DockManagerFloatingWindowStrategy Attached Property

Gets the value indicates how FloatingWindow objects are displayed for a given DockControl.

**Namespace:** DevZest.Windows.Docking.Primitives

**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>See GetFloatingWindowStrategy</td>
<td></td>
</tr>
</tbody>
</table>

### Property Value

**Type:** FloatingWindowStrategy

The FloatingWindowStrategy value indicates how FloatingWindow objects are displayed.

### Remarks

DockManager class handles how FloatingWindow objects are displayed. When running under partial trust, WpfFloatingWindow will be used; otherwise NativeFloatingWindow will be used.

### See Also

Reference

DockManager Class

DevZest.Windows.Docking.Primitives Namespace

---

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DockManagerIsEnabled Attached Property

Gets or sets the value indicates whether DockManager is enabled for the DockControl.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
See GetIsEnabled, SetIsEnabled
```

**VB**

```vbnet
See GetIsEnabled, SetIsEnabled
```

**Property Value**

Type: Boolean

if DockManager is enabled, otherwise .

### Remarks

The default style of DockControl class sets the IsEnabled attached property to . If you set the IsEnabled attached property to the default value , you must provide all the implementation.

### See Also

Reference  
DockManager Class  
DevZest.Windows.Docking.Primitives Namespace

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DockManagerIsShiftKeyDown

Attached Property

Gets a value indicates whether the SHIFT key is pressed down during drag and drop for a given DockControl.

**Namespace:** DevZest.Windows.Docking.Primitives

**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>

See `GetIsShiftKeyDown`

**Property Value**

Type: **Boolean**

if the SHIFT key is pressed down during drag and drop, otherwise .

The default value is .

### See Also

**Reference**

DockManager Class

DevZest.Windows.Docking.Primitives Namespace
DockManagerOverlay Attached Property

Gets or sets the Overlay for a given FrameworkElement.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
</table>
| ```
See GetOverlay, SetOverlay
``` | |
DockManagerPreview Attached Property

Gets a value indicates where the drop preview should be displayed for specified element.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**
```csharp
See GetPreview
```

**VB**
```vbnet
See GetPreview
```

### Property Value

Type: DropPosition  
A DropPosition value indicates where the drop preview should be displayed. The default value is None.

### See Also

Reference  
DockManager Class  
DevZest.Windows.Docking.Primitives Namespace

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DockManagerShowsBottomGuide

Attached Property

Gets a value indicates whether to show bottom docking guide for a given DockControl.

**Namespace:** DevZest.Windows.Docking.Primitives

**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>See GetShowsBottomGuide</td>
<td></td>
</tr>
</tbody>
</table>

**Property Value**

Type: **Boolean**

to show bottom docking guide, otherwise . The default value is .

### See Also

**Reference**

DockManager Class

DevZest.Windows.Docking.Primitives Namespace

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DockManagerShowsFillGuide Attached Property

Gets a value indicates whether to show fill docking guide for a given DockControl.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>See GetShowsFillGuide</td>
<td></td>
</tr>
</tbody>
</table>

**Property Value**

Type: **Boolean**  
To show fill docking guide, otherwise. The default value is.

### See Also

**Reference**

- [DockManager Class](#)
- DevZest.Windows.Docking.Primitives Namespace

---

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DockManagerShowsGuide Attached Property

Gets a value indicates whether docking guide should be displayed for specified element.

**Namespace:** DevZest.Windows.Docking.Primitives
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>See GetShowsGuide</td>
<td></td>
</tr>
</tbody>
</table>

### Property Value

Type: `Boolean` if docking guide should be displayed. Otherwise . The default value is .

### Remarks

The drag and drop handler only sets value for elements of type `DockControl` or `DockPane`. The template of these elements should show/hide the docking guide respectively.

### See Also

Reference
- DockManager Class
- DevZest.Windows.Docking.Primitives Namespace

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DockManagerShowsLeftGuide

Attached Property

Gets a value indicates whether to show left docking guide for a given DockControl.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>See GetShowsLeftGuide</td>
<td></td>
</tr>
</tbody>
</table>

**Property Value**

Type: Boolean  
to show left docking guide, otherwise . The default value is .

### See Also

**Reference**

DockManager Class  
DevZest.Windows.Docking.Primitives Namespace

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DockManagerShowsRightGuide
Attached Property

Gets a value indicates whether to show right docking guide for a given DockControl.

**Namespace:** DevZest.Windows.Docking.Primitives
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>See GetShowsRightGuide</td>
<td></td>
</tr>
</tbody>
</table>

**Property Value**

Type: *Boolean*

to show right docking guide, otherwise . The default value is .

### See Also

Reference

DockManager Class
DevZest.Windows.Docking.Primitives Namespace
DockManagerShowsTopGuide Attached Property

Gets a value indicates whether to show top docking guide for a given DockControl.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>

See GetShowsTopGuide

**Property Value**

Type: Boolean  
To show top docking guide, otherwise. The default value is.

### See Also

Reference

DockManager Class  
DevZest.Windows.Docking.Primitives Namespace

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DockManagerTargetItem Attached Property

Gets or sets the drop target `DockItem` for specified element.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>See GetTargetItem, SetTargetItem</code></td>
<td><code>See GetTargetItem, SetTargetItem</code></td>
</tr>
</tbody>
</table>

**Property Value**

*Type:* `DockItem`  
The drop target `DockItem`. The default value is .

### Remarks

`TargetItem` and `TargetPosition` attached property are used together to determine the drop target:

<table>
<thead>
<tr>
<th>TargetItem</th>
<th>TargetPosition</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>null</td>
<td>Left, Right, Top or Bottom</td>
<td>Show as tool window in the <a href="#">DockControl</a>.</td>
</tr>
<tr>
<td>null</td>
<td>Fill</td>
<td>Show as document window in the <a href="#">DockControl</a>.</td>
</tr>
<tr>
<td>not null</td>
<td>Left, Right, Top or Bottom</td>
<td>Show as side pane of specified <code>TargetItem</code>'s <a href="#">DockPane</a>.</td>
</tr>
<tr>
<td>not null</td>
<td>Fill</td>
<td>Show as last tab of specified TargetItem's DockPane.</td>
</tr>
<tr>
<td>----------</td>
<td>---------------</td>
<td>-----------------------------------------------------</td>
</tr>
<tr>
<td>not null</td>
<td>Tab</td>
<td>Show as tab inserted before specified TargetItem.</td>
</tr>
</tbody>
</table>

Any other combinations are invalid.

### See Also

<table>
<thead>
<tr>
<th>Reference</th>
</tr>
</thead>
<tbody>
<tr>
<td>DockManager Class</td>
</tr>
<tr>
<td>DevZest.Windows.Docking.Primitives Namespace</td>
</tr>
</tbody>
</table>

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DockManagerTargetPosition
Attached Property

Gets or sets the target DropPosition for specified element.

**Namespace:** DevZest.Windows.Docking.Primitives

**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>

- See GetTargetPosition, SetTargetPosition

### Property Value

- **Type:** DropPosition
- The target DropPosition. The default value is None.

### Remarks

**TargetItem** and **TargetPosition** attached property are used together to determine the drop target:

<table>
<thead>
<tr>
<th>TargetItem</th>
<th>TargetPosition</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>null</td>
<td>Left, Right, Top or Bottom</td>
<td>Show as tool window in the DockControl.</td>
</tr>
<tr>
<td>null</td>
<td>Fill</td>
<td>Show as document window in the DockControl.</td>
</tr>
<tr>
<td>not null</td>
<td>Left, Right, Top or Bottom</td>
<td>Show as side pane of specified TargetItem's DockPane.</td>
</tr>
<tr>
<td>not null</td>
<td>Fill</td>
<td>Show as last tab of specified TargetItem's DockPane.</td>
</tr>
<tr>
<td>----------</td>
<td>------</td>
<td>--------------------------------------------------</td>
</tr>
<tr>
<td>not null</td>
<td>Tab</td>
<td>Show as tab inserted before specified TargetItem.</td>
</tr>
</tbody>
</table>

Any other combinations are invalid.

## See Also

Reference
- DockManager Class
- DevZest.Windows.Docking.Primitives Namespace

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DockPaneControl Class

Displays DockPane.

Inheritance Hierarchy


Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
Version: 2.5.0.0 (2.5.5912.0)

Syntax

C#  VB

```csharp
public class DockPaneControl : Control
```

The DockPaneControl type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DockPaneControl</td>
<td>Initializes a new instance of the DockPaneControl class</td>
</tr>
</tbody>
</table>

Top
Remarks

DockPaneControl is used inside data template of DockPane.

See Also

Reference
DevZest.Windows.Docking.Primitives Namespace
DockPaneControl Constructor

Initializes a new instance of the DockPaneControl class

**Namespace:** DevZest.Windows.Docking.Primitives

**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
public DockPaneControl()
```

**VB**

```vbnet
Public DockPaneControl()
```

### See Also

Reference

- DockPaneControl Class
- DevZest.Windows.Docking.Primitives Namespace

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DockPaneControlOverlay Class

Displays overlay (docking guide and preview) of DockPaneControl.

▶ Inheritance Hierarchy

    System.Windows.DependencyObject
            System.Windows.UIElement
                System.Windows.FrameworkElement
                    System.Windows.Controls.Control

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

▶ Syntax

```csharp
public class DockPaneControlOverlay : Control
```

The DockPaneControlOverlay type exposes the following members.

▶ Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DockPaneControlOverlay</td>
<td>Initializes a new instance of the DockPaneControlOverlay class</td>
</tr>
</tbody>
</table>
Remarks

DockPaneControlOverlay is used inside the control template of DockPaneControl.

See Also

Reference
DevZest.Windows.Docking.Primitives Namespace

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DockPaneControlOverlay Constructor

Initializes a new instance of the DockPaneControlOverlay class

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public DockPaneControlOverlay()
```

### See Also

- Reference
  - DockPaneControlOverlay Class
  - DevZest.Windows.Docking.Primitives Namespace

---

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DockTreeClient Class

Represents the client area to display the left, right, top, bottom and document DockTree objects.

Inheritance Hierarchy

- SystemObject
  - System.Windows.Threading.DispatcherObject
  - System.Windows.DependencyObject
      - System.Windows.UIElement
        - System.Windows.FrameworkElement
          - System.Windows.Controls.Control

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public class DockTreeClient : Control
```

The DockTreeClient type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DockTreeClient</td>
<td>Initializes a new instance of the DockTreeClient class</td>
</tr>
</tbody>
</table>

Top
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="DockControl" /> DockControl</td>
<td>Gets or sets the DockControl with this DockTreeClient. This is a dependency property.</td>
</tr>
<tr>
<td><img src="image" alt="Split" /> Split</td>
<td>Gets the root node of the tree converted from DockTree objects.</td>
</tr>
</tbody>
</table>

## Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="DockControlProperty" /> DockControlProperty</td>
<td>Identifies the DockControl dependency property.</td>
</tr>
<tr>
<td><img src="image" alt="SplitProperty" /> SplitProperty</td>
<td>Identifies the Split dependency property.</td>
</tr>
</tbody>
</table>

## Remarks

DockTreeClient converts the left, right, top, bottom and document DockTree objects into a tree of DockTreeSplit (non-leaf node) objects and DockTree (leaf node) objects. The Split property returns the root DockTreeSplit tree node.

Use DockTreeClient in the control template of DockControl, bind the DockControl property to its template parent.

## See Also

Reference
DockTreeClient Constructor

Initializes a new instance of the DockTreeClient class

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public DockTreeClient()
```

### See Also

Reference
- DockTreeClient Class
- DevZest.Windows.Docking.Primitives Namespace

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DockTreeClient Properties

The DockTreeClient type exposes the following members.

Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DockControl</td>
<td>Gets or sets the DockControl with this DockTreeClient. This is a dependency property.</td>
</tr>
<tr>
<td>Split</td>
<td>Gets the root node of the tree converted from DockTree objects.</td>
</tr>
</tbody>
</table>

See Also

Reference
DockTreeClient Class
DevZest.Windows.Docking.Primitives Namespace

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DockTreeClientDockControl

Property

Gets or sets the DockControl with this DockTreeClient. This is a dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives

**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>public DockControl DockControl { get; set; }</td>
<td></td>
</tr>
</tbody>
</table>

**Property Value**

Type: DockControl

The DockControl with this DockTreeClient.

### Remarks

Use DockTreeClient in the control template of DockControl, bind the DockControl property to its template parent.

### See Also

Reference

DockTreeClient Class
DevZest.Windows.Docking.Primitives Namespace
DockTreeClientSplit Property

Gets the root node of the tree converted from DockTree objects.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public DockTreeSplit Split { get; }
```

### Property Value

Type: DockTreeSplit  
The root node of the tree converted from DockTree objects.

### Remarks

DockTreeClient converts the left, right, top, bottom and document DockTree objects into a tree of DockTreeSplit (non-leaf node) objects and DockTree (leaf node) objects. The Split property returns the root DockTreeSplit tree node.

### See Also

Reference  
DockTreeClient Class  
DevZest.Windows.Docking.Primitives Namespace

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DockTreeClient Fields

The `DockTreeClient` type exposes the following members.

## Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DockControlProperty</td>
<td>Identifies the <code>DockControl</code> dependency property.</td>
</tr>
<tr>
<td>SplitProperty</td>
<td>Identifies the <code>Split</code> dependency property.</td>
</tr>
</tbody>
</table>

## See Also

**Reference**
- `DockTreeClient Class`
- `DevZest.Windows.Docking.Primitives Namespace`

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DockTreeClientDockControlProperty Field

Identifies the DockControl dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>public static readonly DependencyProperty DockCor...</td>
<td></td>
</tr>
</tbody>
</table>

Field Value  
Type: DependencyProperty

### See Also

Reference  
DockTreeClient Class  
DevZest.Windows.Docking.Primitives Namespace

Copyright © DevZest, All rights reserved.
DockTreeClient.SplitProperty Field

Identifies the Split dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

**Syntax**

C#  
```csharp
public static readonly DependencyProperty SplitProperty
```

VB  
```vbnet
Public Shared Readonly Property SplitProperty As DependencyProperty
```

**Field Value**  
Type: DependencyProperty

**See Also**

Reference  
DockTreeClient Class  
DevZest.Windows.Docking.Primitives Namespace

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DockTreeClientOverlay Class

Displays the overlay (docking guide and preview) of DockTreeClient.

Inheritance Hierarchy

- System
  - System.Object
  - System.Windows.Threading.DispatcherObject
  - System.Windows.DependencyObject
  - System.Windows.UIElement
  - System.Windows.FrameworkElement
  - System.Windows.Controls.Control

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

C#  VB
---  ---

```csharp
public class DockTreeClientOverlay : Control
```

The DockTreeClientOverlay type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DockTreeClientOverlay</td>
<td>Initializes a new instance of the DockTreeClientOverlay class</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BottomSplitterHeight</td>
<td>Gets the height of bottom splitter.</td>
</tr>
<tr>
<td>BottomTreeHeight</td>
<td>Gets the height of bottom DockTree.</td>
</tr>
<tr>
<td>IsBottomGuideVisible</td>
<td>Gets a value indicates whether bottom docking guide is visible.</td>
</tr>
<tr>
<td>IsLeftGuideVisible</td>
<td>Gets a value indicates whether left docking guide is visible.</td>
</tr>
<tr>
<td>IsRightGuideVisible</td>
<td>Gets a value indicates whether right docking guide is visible.</td>
</tr>
<tr>
<td>IsTopGuideVisible</td>
<td>Gets a value indicates whether top docking guide is visible.</td>
</tr>
<tr>
<td>LeftSplitterWidth</td>
<td>Gets the width of left splitter.</td>
</tr>
<tr>
<td>LeftTreeWidth</td>
<td>Gets the width of left DockTree.</td>
</tr>
</tbody>
</table>
**Fields**

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>s</strong> BottomSplitterHeightProperty</td>
<td>Identifies the BottomSplitterHeight dependency property.</td>
</tr>
<tr>
<td><strong>s</strong> BottomTreeHeightProperty</td>
<td>Identifies the BottomTreeHeight dependency property.</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>------------------------------</td>
<td>--------------------------------------------------</td>
</tr>
<tr>
<td>LeftSplitterWidthProperty</td>
<td>Identifies the LeftSplitterWidth dependency property.</td>
</tr>
<tr>
<td>LeftTreeWidthProperty</td>
<td>Identifies the LeftTreeWidth dependency property.</td>
</tr>
<tr>
<td>RightSplitterWidthProperty</td>
<td>Identifies the RightSplitterWidth dependency property.</td>
</tr>
<tr>
<td>RightTreeWidthProperty</td>
<td>Identifies the RightTreeWidth dependency property.</td>
</tr>
<tr>
<td>SplitterSizeProperty</td>
<td>Identifies the SplitterSize dependency property.</td>
</tr>
<tr>
<td>TopSplitterHeightProperty</td>
<td>Identifies the TopSplitterHeight dependency property.</td>
</tr>
</tbody>
</table>
TopTreeHeightProperty

Identifies the TopTreeHeight dependency property.

Remarks

DockTreeClientOverlay is used inside the control template of DockTreeClient.

See Also


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DockTreeClientOverlay Constructor

Initializes a new instance of the DockTreeClientOverlay class

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

C#  
```csharp
public DockTreeClientOverlay()
```

VB

```vbnet
Public DockTreeClientOverlay()
```

### See Also

Reference  
DockTreeClientOverlay Class  
DevZest.Windows.Docking.Primitives Namespace
DockTreeClientOverlay Properties

The DockTreeClientOverlay type exposes the following members.

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BottomSplitterHeight</td>
<td>Gets the height of bottom splitter.</td>
</tr>
<tr>
<td>BottomTreeHeight</td>
<td>Gets the height of bottom DockTree.</td>
</tr>
<tr>
<td>IsBottomGuideVisible</td>
<td>Gets a value indicates whether bottom docking guide is visible.</td>
</tr>
<tr>
<td>IsLeftGuideVisible</td>
<td>Gets a value indicates whether left docking guide is visible.</td>
</tr>
<tr>
<td>IsRightGuideVisible</td>
<td>Gets a value indicates whether right docking guide is visible.</td>
</tr>
<tr>
<td>IsTopGuideVisible</td>
<td>Gets a value indicates whether top docking guide is visible.</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>LeftSplitterWidth</td>
<td>Gets the width of left splitter.</td>
</tr>
<tr>
<td>LeftTreeWidth</td>
<td>Gets the width of left DockTree.</td>
</tr>
<tr>
<td>RightSplitterWidth</td>
<td>Gets the width of right splitter.</td>
</tr>
<tr>
<td>RightTreeWidth</td>
<td>Gets the width of right DockTree.</td>
</tr>
<tr>
<td>SplitterSize</td>
<td>Gets or sets the size of the splitter, in device-independent units (1/96th inch per unit). This is a dependency property.</td>
</tr>
<tr>
<td>TopSplitterHeight</td>
<td>Gets the height of top splitter.</td>
</tr>
<tr>
<td>TopTreeHeight</td>
<td>Gets the height of top DockTree.</td>
</tr>
</tbody>
</table>

**Top**

**See Also**

**Reference**
- DockTreeClientOverlay Class
- DevZest.Windows.Docking.Primitives Namespace
DockTreeClientOverlayBottomSplitterHeight Property

Gets the height of bottom splitter.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

C#  
```csharp
public GridLength BottomSplitterHeight { get; }
```

### Property Value

Type: `GridLength`  
Value of `SplitterSize` if bottom `DockTree` is visible, otherwise 0.

### See Also

Reference  
DockTreeClientOverlay Class  
DevZest.Windows.Docking.Primitives Namespace
DockTreeClientOverlayBottomTreeHeight Property

Gets the height of bottom DockTree.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```
C#  VB

public GridLength BottomTreeHeight { get; }
```

Property Value

**Type:** GridLength  
The bottom DockTree height.

### See Also

**Reference**

DockTreeClientOverlay Class  
DevZest.Windows.Docking.Primitives Namespace
DockTreeClientOverlay.IsBottomGuideVisible Property

Gets a value that indicates whether bottom docking guide is visible.

**Namespace:** DevZest.Windows.Docking.Primitives

**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

```csharp
public bool IsBottomGuideVisible { get; }
```

**Property Value**

Type: **Boolean**

If bottom docking guide is visible, otherwise.

**See Also**

Reference

DockTreeClientOverlay Class

DevZest.Windows.Docking.Primitives Namespace
DockTreeClientOverlay.IsDocumentGuideVisible Property

Gets a value indicates whether document docking guide is visible.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

```csharp
public bool IsDocumentGuideVisible { get; }
```

**Property Value**

Type: `Boolean`  
If document docking guide is visible, otherwise.

**See Also**

- DockTreeClientOverlay Class  
- DevZest.Windows.Docking.Primitives Namespace
DockTreeClientOverlay.IsLeftGuideVisible Property

Gets a value indicates whether left docking guide is visible.

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public bool IsLeftGuideVisible { get; }
```

Property Value
- Type: Boolean
  - if left docking guide is visible, otherwise.

See Also
- DockTreeClientOverlay Class
- DevZest.Windows.Docking.Primitives Namespace

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DockTreeClientOverlay.IsRightGuideVisible Property

Gets a value indicates whether right docking guide is visible.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
Version: 2.5.0.0 (2.5.5912.0)

⚠️ Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public bool IsRightGuideVisible { get; }</code></td>
<td></td>
</tr>
</tbody>
</table>

Property Value

Type: **Boolean**

if right docking guide is visible, otherwise.

⚠️ See Also

Reference

DockTreeClientOverlay Class  
DevZest.Windows.Docking.Primitives Namespace
DockTreeClientOverlay.IsTopGuideVisible Property

Gets a value indicates whether top docking guide is visible.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public bool IsTopGuideVisible { get; }
```

Property Value

Type: **Boolean**

if top docking guide is visible, otherwise.

See Also

Reference

DockTreeClientOverlay Class  
DevZest.Windows.Docking.Primitives Namespace

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DockTreeClientOverlayLeftSplitterWidth Property

Gets the width of left splitter.

**Namespace:**  DevZest.Windows.Docking.Primitives  
**Assembly:**  DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
Version:  2.5.0.0 (2.5.5912.0)

**Syntax**

```csharp
public GridLength LeftSplitterWidth { get; }
```

**Property Value**

Type:  GridLength  
Value of SplitterSize if left DockTree is visible, otherwise 0.

**See Also**

Reference  
DockTreeClientOverlay Class  
DevZest.Windows.Docking.Primitives Namespace

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DockTreeClientOverlay.LeftTreeWidth Property

Gets the width of left DockTree.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public GridLength LeftTreeWidth { get; }
```

**Property Value**  
Type: `GridLength`  
The left DockTree width.

### See Also

- **Reference**  
  DockTreeClientOverlay Class  
  DevZest.Windows.Docking.Primitives Namespace
DockTreeClientOverlayRightSplitterWidth Property

Gets the width of right splitter.

**Namespace:** DevZest.Windows.Docking.Primitives
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

```csharp
public GridLength RightSplitterWidth { get; }
```

**Property Value**
Type: GridLength
Value of SplitterSize if right DockTree is visible, otherwise 0.

**See Also**

Reference
DockTreeClientOverlay Class
DevZest.Windows.Docking.Primitives Namespace

Copyright © DevZest, All rights reserved.
DockTreeClientOverlayRightTreeWidth Property

Gets the width of right DockTree.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public GridLength RightTreeWidth { get; }
```

### Property Value

Type: GridLength  
The right DockTree width.

### See Also

Reference  
DockTreeClientOverlay Class  
DevZest.Windows.Docking.Primitives Namespace

---

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DockTreeClientOverlaySplitterSize Property

Gets or sets the size of the splitter, in device-independent units (1/96th inch per unit). This is a dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
Version: 2.5.0.0 (2.5.5912.0)

#### Syntax

```csharp
public double SplitterSize { get; set; }
```

#### Property Value

Type: **Double**
Representing the size of the splitter, in device-independent units (1/96th inch per unit). The default is 4.

#### See Also

Reference  
DockTreeClientOverlay Class  
DevZest.Windows.Docking.Primitives Namespace

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DockTreeClientOverlayTopSplitterHeight Property

Gets the height of top splitter.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public GridLength TopSplitterHeight { get; }
```

**Property Value**

- **Type:** GridLength
- Value of SplitterSize if top DockTree is visible, otherwise 0.

### See Also

- Reference
  - DockTreeClientOverlay Class
  - DevZest.Windows.Docking.Primitives Namespace

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DockTreeClientOverlayTopTreeHeight Property

Gets the height of top DockTree.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public GridLength TopTreeHeight { get; }
```

### Property Value

Type: **GridLength**  
The top DockTree height.

### See Also

**Reference**  
DockTreeClientOverlay Class  
DevZest.Windows.Docking.Primitives Namespace
# DockTreeClientOverlay Fields

The `DockTreeClientOverlay` type exposes the following members.

## Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>✨ <code>BottomSplitterHeightProperty</code></td>
<td>Identifies the <code>BottomSplitterHeight</code> dependency property.</td>
</tr>
<tr>
<td>✨ <code>BottomTreeHeightProperty</code></td>
<td>Identifies the <code>BottomTreeHeight</code> dependency property.</td>
</tr>
<tr>
<td></td>
<td>LeftSplitterWidthProperty</td>
</tr>
<tr>
<td>---</td>
<td>---------------------------</td>
</tr>
<tr>
<td></td>
<td>LeftTreeWidthProperty</td>
</tr>
<tr>
<td></td>
<td>RightSplitterWidthProperty</td>
</tr>
<tr>
<td></td>
<td>RightTreeWidthProperty</td>
</tr>
<tr>
<td></td>
<td>SplitterSizeProperty</td>
</tr>
<tr>
<td></td>
<td>TopSplitterHeightProperty</td>
</tr>
<tr>
<td></td>
<td>TopTreeHeightProperty</td>
</tr>
</tbody>
</table>

**See Also**

Reference
DockTreeClientOverlay Class
DevZest.Windows.Docking.Primitives Namespace
DockTreeClientOverlayBottomSplitterHeight Field

Identifies the BottomSplitterHeight dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
public static readonly DependencyProperty BottomSplitterHeightProperty
```

**VB**

```vb
Public Const BottomSplitterHeightProperty As DependencyProperty
```

Field Value

Type: DependencyProperty

### See Also

Reference

DockTreeClientOverlay Class  
DevZest.Windows.Docking.Primitives Namespace

Copyright © DevZest, All rights reserved.
DockTreeClientOverlay.BottomTreeHeight Field

Identifies the BottomTreeHeight dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
Version: 2.5.0.0 (2.5.5912.0)

### Syntax

C#  
```csharp
public static readonly DependencyProperty Bottom1
```

VB  
```vbnet
Public Shared ReadOnly Property Bottom1
```

### Field Value

Type: DependencyProperty

### See Also

**Reference**
- DockTreeClientOverlay Class
- DevZest.Windows.Docking.Primitives Namespace

Copyright © DevZest, All rights reserved.
DockTreeClientOverlay.IsBottomGuideVisible Field

Identifies the IsBottomGuideVisible dependency property.

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

C#           VB
-------------
public static readonly DependencyProperty IsBotto

Field Value
Type: DependencyProperty

See Also

Reference
DockTreeClientOverlay Class
DevZest.Windows.Docking.Primitives Namespace

Copyright © DevZest, All rights reserved.
DockTreeClientOverlay.IsDocumentGuideVisible Field


**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static readonly DependencyProperty IsDocumentGuideVisibleProperty
```

### Field Value

Type: DependencyProperty

### See Also

**Reference**
- DockTreeClientOverlay Class
- DevZest.Windows.Docking.Primitives Namespace
DockTreeClientOverlay.IsLeftGuideVisible Field

Identifies the `IsLeftGuideVisible` dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
</table>
|          | ```
public static readonly DependencyProperty IsLeftGuideVisible = DependencyProperty.Register(...)
``` |

**Field Value**

Type: `DependencyProperty`

### See Also

**Reference**

DockTreeClientOverlay Class  
DevZest.Windows.Docking.Primitives Namespace
DockTreeClientOverlay.IsRightGuideVisible Field

Identifies the IsRightGuideVisible dependency property.

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```
C#   VB

public static readonly DependencyProperty IsRightGuideVisible
```

Field Value
Type: DependencyProperty

See Also

Reference
DockTreeClientOverlay Class
DevZest.Windows.Docking.Primitives Namespace

Copyright © DevZest, All rights reserved.
DockTreeClientOverlay.IsTopGuideVisible Property

Identifies the `IsTopGuideVisible` dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**
```csharp
public static readonly DependencyProperty IsTopGuideVisibleProperty;
```

**VB**
```vbnet
Public Shared ReadOnly Property IsTopGuideVisibleProperty As DependencyProperty
```

### Field Value

Type: `DependencyProperty`

### See Also

Reference  
DockTreeClientOverlay Class  
DevZest.Windows.Docking.Primitives Namespace
DockTreeClientOverlay.LeftSplitterWidth Property

Identifies the LeftSplitterWidth dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```
public static readonly DependencyProperty LeftSplitterWidthProperty
```

### Field Value

Type: DependencyProperty

### See Also

Reference  
DockTreeClientOverlay Class  
DevZest.Windows.Docking.Primitives Namespace

Copyright © DevZest, All rights reserved.
DockTreeClientOverlayLeftTreeWidth Field

Identifies the LeftTreeWidth dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static readonly DependencyProperty LeftTreeWidthProperty
```

### Field Value

Type: **DependencyProperty**

### See Also

Reference
DockTreeClientOverlay Class  
DevZest.Windows.Docking.Primitives Namespace
DockTreeClientOverlay.RIGHTSPLITTER_WIDTH Field

Identifies the RightSplitterWidth dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```
C#    VB
---   ---

    public static readonly DependencyProperty RightS;
```

**Field Value**

Type: DependencyProperty

### See Also

**Reference**

DockTreeClientOverlay Class  
DevZest.Windows.Docking.Primitives Namespace
DockTreeClientOverlayRightTreeWidth Field

Identifies the RightTreeWidth dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static readonly DependencyProperty RightTreeWidthProperty
```

### Field Value

Type: DependencyProperty

### See Also

Reference

DockTreeClientOverlay Class

DevZest.Windows.Docking.Primitives Namespace

Copyright © DevZest, All rights reserved.
DockTreeClientOverlay.SplitterSizeP Field

Identifies the SplitterSize dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static readonly DependencyProperty SplitterSizeProperty
```

Field Value  
Type: DependencyProperty

### See Also

Reference  
DockTreeClientOverlay Class  
DevZest.Windows.Docking.Primitives Namespace

Copyright © DevZest, All rights reserved.
DockTreeClientOverlay_TopSplitterHeight Field

Identifies the TopSplitterHeight dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>

```csharp
public static readonly DependencyProperty TopSplitterHeightProperty
```

Field Value

Type: DependencyProperty

### See Also

Reference

DockTreeClientOverlay Class  
DevZest.Windows.Docking.Primitives Namespace
DockTreeClientOverlay.TopTreeHeight Field

Identifies the TopTreeHeight dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
public static readonly DependencyProperty TopTreeHeightProperty
```

**VB**

```vbnet
Public Const TopTreeHeightProperty As DependencyProperty
```

### Field Value

Type: DependencyProperty

### See Also

**Reference**  
DockTreeClientOverlay Class  
DevZest.Windows.Docking.Primitives Namespace

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DockTreeControl Class

Displays a DockTree.

▲ Inheritance Hierarchy

- System
- System.Object
  - System.Windows.Threading.DispatcherObject
  - System.Windows.DependencyObject
  - System.Windows.UIElement
  - System.Windows.FrameworkElement
  - System.Windows.Controls.Control

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

▲ Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>public class DockTreeControl : Control</td>
<td></td>
</tr>
</tbody>
</table>

The DockTreeControl type exposes the following members.

▲ Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DockTreeControl</td>
<td>Initializes a new instance of the DockTreeControl class</td>
</tr>
</tbody>
</table>

Top
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DockTree</td>
<td>Gets the DockTree to display.</td>
</tr>
</tbody>
</table>

## Remarks

DockTreeControl is used inside data template of DockTree.

## See Also

Reference

DevZest.Windows.Docking.Primitives Namespace

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DockTreeControl Constructor

Initializes a new instance of the DockTreeControl class

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```
public DockTreeControl()
```

See Also

Reference
DockTreeControl Class
DevZest.Windows.Docking.Primitives Namespace
DockTreeControl Properties

The `DockTreeControl` type exposes the following members.

### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DockTree</td>
<td>Gets the <code>DockTree</code> to display.</td>
</tr>
</tbody>
</table>

### See Also

- Reference
  - `DockTreeControl Class`
  - `DevZest.Windows.Docking.Primitives Namespace`
DockTreeControl DockTree Property

Gets the DockTree to display.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>Copy</th>
</tr>
</thead>
</table>
| ```csharp
public DockTree DockTree { get; } ``` | ```vbnet
Public DockTree DockTree Property Get;
``` |

**Property Value**

**Type:** DockTree

The DockTree to display.

### See Also

**Reference**

DockTreeControl Class  
DevZest.Windows.Docking.Primitives Namespace

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DockTreeSplit Class

Represents a resizable container consisting of one DockTreeSplit and one DockTree children.

Inheritance Hierarchy

```
  System.WindowsDependencyObject
```

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public sealed class DockTreeSplit : DependencyObject
```

The DockTreeSplit type exposes the following members.

Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Child1</td>
<td>Gets the left or top child, depending on Orientation. This is a dependency property.</td>
</tr>
<tr>
<td>Child2</td>
<td>Gets the right or bottom child, depending on Orientation. This is a dependency property.</td>
</tr>
</tbody>
</table>
 DockControl

Gets the DockControl which this DockTreeSplit belongs to. This is a dependency property.

IsSplitterTopLeft

Gets a value indicating whether the SplitterDistance property specifies the size of Child1 or Child2. This is a dependency property.

isVisible

Gets a value indicates whether this DockTreeSplit is visible. This is a dependency property.

Orientation

Gets a value indicating the horizontal or vertical orientation of the children. This is a dependency property.

Position

Gets the position of the DockTreeSplit. This is a dependency property.

SplitterDistance

Gets a value indicating the size of Child1 or Child2, depending on the value of IsSplitterTopLeft. This is a dependency property.

Top

Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Child1Property</td>
<td>Identifies the Child1 dependency property.</td>
</tr>
<tr>
<td>Child2Property</td>
<td>Identifies the Child2</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>----------------------------------</td>
<td>------------------------------</td>
</tr>
<tr>
<td>DockControlProperty</td>
<td>Identifies the DockControl dependency property.</td>
</tr>
<tr>
<td>IsSplitterTopLeftProperty</td>
<td>Identifies the IsSplitterTopLeft dependency property.</td>
</tr>
<tr>
<td>IsVisibleProperty</td>
<td>Identifies the IsVisible dependency property.</td>
</tr>
<tr>
<td>OrientationProperty</td>
<td>Identifies the Orientation dependency property.</td>
</tr>
<tr>
<td>PositionProperty</td>
<td>Identifies the Position dependency property.</td>
</tr>
<tr>
<td>SplitterDistanceProperty</td>
<td>Identifies the SplitterDistance dependency property.</td>
</tr>
</tbody>
</table>

**See Also**

Reference

DevZest.Windows.Docking.Primitives Namespace

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DockTreeSplit Properties

The `DockTreeSplit` type exposes the following members.

## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Child1</td>
<td>Gets the left or top child, depending on <code>Orientation</code>. This is a dependency property.</td>
</tr>
<tr>
<td>Child2</td>
<td>Gets the right or bottom child, depending on <code>Orientation</code>. This is a dependency property.</td>
</tr>
<tr>
<td>DockControl</td>
<td>Gets the <code>DockControl</code> which this <code>DockTreeSplit</code> belongs to. This is a dependency property.</td>
</tr>
<tr>
<td>IsSplitterTopLeft</td>
<td>Gets a value indicating whether the <code>SplitterDistance</code> property specifies the size of <code>Child1</code> or <code>Child2</code>. This is a dependency property.</td>
</tr>
<tr>
<td>IsVisible</td>
<td>Gets a value indicates whether this <code>DockTreeSplit</code> is visible. This is a dependency property.</td>
</tr>
<tr>
<td>Orientation</td>
<td>Gets a value indicating the horizontal or vertical orientation of the children. This is a dependency property.</td>
</tr>
<tr>
<td>Feature</td>
<td>Description</td>
</tr>
<tr>
<td>------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>Position</strong></td>
<td>Gets the position of the DockTreeSplit. This is a dependency property.</td>
</tr>
<tr>
<td><strong>SplitterDistance</strong></td>
<td>Gets a value indicating the size of Child1 or Child2, depending on the value of IsSplitterTopLeft. This is a dependency property.</td>
</tr>
</tbody>
</table>

**See Also**

- Reference
  - DockTreeSplit Class
  - DevZest.Windows.Docking.Primitives Namespace

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DockTreeSplitChild1 Property

Gets the left or top child, depending on Orientation. This is a dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

C#  
```csharp
public DependencyObject Child1 { get; }
```

**Property Value**

Type: DependencyObject  
If Orientation is Vertical, the top child. If Orientation is Horizontal, the left child.

**See Also**

Reference  
DockTreeSplit Class  
DevZest.Windows.Docking.Primitives Namespace
DockTreeSplitChild2 Property

Gets the right or bottom child, depending on Orientation. This is a dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
</table>
|```csharp
public DependencyObject Child2 { get; }
``` |

**Property Value**

Type: DependencyObject  
If Orientation is Vertical, the bottom child. If Orientation is Horizontal, the right child.

### See Also

Reference  
DockTreeSplit Class  
DevZest.Windows.Docking.Primitives Namespace
DockTreeSplitDockControl Property

Gets the DockControl which this DockTreeSplit belongs to. This is a dependency property.

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>public DockControl DockControl { get; }</td>
<td></td>
</tr>
</tbody>
</table>

Property Value

Type: DockControl
The DockControl which this DockTreeSplit belongs to.

See Also

Reference
DockTreeSplit Class
DevZest.Windows.Docking.Primitives Namespace

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DockTreeSplit.IsSplitterTopLeft Property

Gets a value indicating whether the SplitterDistance property specifies the size of Child1 or Child2. This is a dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```
public bool IsSplitterTopLeft { get; }
```

### Property Value

Type: Boolean  
if SplitterDistance specifies the size of Child1; if SplitterDistance specifies the size of Child2.

### See Also

Reference  
DockTreeSplit Class  
DevZest.Windows.Docking.Primitives Namespace
DockTreeSplit.IsVisible Property

Gets a value indicates whether this DockTreeSplit is visible. This is a dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public bool IsVisible { get; }
```

### Property Value

Type: Boolean  
if this DockTreeSplit is visible, otherwise.

### See Also

Reference  
DockTreeSplit Class  
DevZest.Windows.Docking.Primitives Namespace

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DockTreeSplitOrientation Property

Gets a value indicating the horizontal or vertical orientation of the children. This is a dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public Orientation Orientation { get; }
```

**Property Value**
Type: Orientation
The value indicating the horizontal or vertical orientation of the children.

### See Also

Reference
DockTreeSplit Class  
DevZest.Windows.Docking.Primitives Namespace
DockTreeSplitPosition Property

Gets the position of the DockTreeSplit. This is a dependency property.

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>public</td>
<td>Dock Position</td>
</tr>
<tr>
<td></td>
<td>{ get; }</td>
</tr>
</tbody>
</table>

Property Value

Type: Dock
The position of the DockTreeSplit.

See Also

Reference
DockTreeSplit Class
DevZest.Windows.Docking.Primitives Namespace

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DockTreeSplitSplitterDistance Property

Gets a value indicating the size of Child1 or Child2, depending on the value of IsSplitterTopLeft. This is a dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public SplitterDistance SplitterDistance { get; set; }
```

**Property Value**

Type: `SplitterDistance`

If `IsSplitterTopLeft` is , size of `Child1`; otherwise, size of `Child2`.

### See Also

- Reference
  - DockTreeSplit Class
  - DevZest.Windows.Docking.Primitives Namespace

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DockTreeSplit Fields

The `DockTreeSplit` type exposes the following members.

## Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Child1Property</td>
<td>Identifies the <code>Child1</code> property.</td>
</tr>
<tr>
<td>Child2Property</td>
<td>Identifies the <code>Child2</code> property.</td>
</tr>
<tr>
<td>DockControlProperty</td>
<td>Identifies the <code>DockControl</code> dependency property.</td>
</tr>
<tr>
<td>IsSplitterTopLeftProperty</td>
<td>Identifies the <code>IsSplitterTopLeft</code> dependency property.</td>
</tr>
<tr>
<td>IsVisibleProperty</td>
<td>Identifies the <code>IsVisible</code> dependency property.</td>
</tr>
<tr>
<td>OrientationProperty</td>
<td>Identifies the <code>Orientation</code> dependency property.</td>
</tr>
<tr>
<td>PositionProperty</td>
<td>Identifies the <code>Position</code> dependency property.</td>
</tr>
<tr>
<td>SplitterDistanceProperty</td>
<td>Identifies the <code>SplitterDistance</code> dependency property.</td>
</tr>
</tbody>
</table>
See Also

Reference
DockTreeSplit Class
DevZest.Windows.Docking.Primitives Namespace

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DockTreeSplitChild1Property Field

Identifies the Child1 dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public static readonly DependencyProperty Child1F</code></td>
<td><code>Public Const Child1F As DependencyProperty</code></td>
</tr>
</tbody>
</table>

Field Value  
Type: DependencyProperty

### See Also

Reference  
DockTreeSplit Class  
DevZest.Windows.Docking.Primitives Namespace
DockTreeSplit.Child2Property Field

Identifies the Child2 dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
</table>
| ```
public static readonly DependencyProperty Child2F
``` |
| ```
    Copy
``` |

**Field Value**

**Type:** DependencyProperty

### See Also

**Reference**
- DockTreeSplit Class
- DevZest.Windows.Docking.Primitives Namespace
DockTreeSplitDockControlProperty Field

Identifies the DockControl dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static readonly DependencyProperty DockControlProperty
```

**Field Value**

Type: DependencyProperty

### See Also

- Reference
- DockTreeSplit Class
- DevZest.Windows.Docking.Primitives Namespace
DockTreeSplit.IsSplitterTopLeft Property

Identifies the IsSplitterTopLeft dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>

```csharp
public static readonly DependencyProperty IsSplitterTopLeftProperty = DependencyProperty.Register("IsSplitterTopLeft", typeof(bool), typeof(DockTreeSplit), new PropertyMetadata(false));
```

### Field Value

Type: DependencyProperty

### See Also

**Reference**
- DockTreeSplit Class
- DevZest.Windows.Docking.Primitives Namespace

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DockTreeSplit.IsVisibleProperty Field

Identifies the `IsVisible` dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
</table>
| ```csharp
public static readonly DependencyProperty IsVisibleProperty
``` | ```vbnet
Public Shared ReadOnly Property IsVisibleProperty As DependencyProperty
``` |

Field Value

Type: `DependencyProperty`

### See Also

Reference

- DockTreeSplit Class
- DevZest.Windows.Docking.Primitives Namespace
DockTreeSplitOrientationProperty Field

Identifies the Orientation dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives

**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
public static readonly DependencyProperty OrientationProperty
```

**VB**

```vbnet
Public Shared ReadOnly Property OrientationProperty As DependencyProperty
```

Field Value

Type: DependencyProperty

### See Also

**Reference**

DockTreeSplit Class

DevZest.Windows.Docking.Primitives Namespace

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DockTreeSplitPositionProperty Field

Identifies the Position dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

C#  
```csharp
public static readonly DependencyProperty PositionProperty;
```

VB  
```vbnet
Public Shared ReadOnly Property PositionProperty As DependencyProperty
```

### Field Value

Type: DependencyProperty

### See Also

**Reference**  
- DockTreeSplit Class  
- DevZest.Windows.Docking.Primitives Namespace
DockTreeSplit.SplitterDistanceProperty Field

Identifies the **SplitterDistance** dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
Version: 2.5.0.0 (2.5.5912.0)

### Syntax

C#  
```csharp
public static readonly DependencyProperty SplitterDistanceProperty
```

<table>
<thead>
<tr>
<th>Copy</th>
</tr>
</thead>
</table>

**Field Value**  
Type: **DependencyProperty**

### See Also

Reference  
- DockTreeSplit Class  
- DevZest.Windows.Docking.Primitives Namespace

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DockTreeSplitControl Class

Displays a DockTreeSplit.

Inheritance Hierarchy

  System.Windows.DependencyObject
  System.Windows.UIElement
  System.Windows.FrameworkElement
  System.Windows.Controls.Control

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

C#  

```csharp
public class DockTreeSplitControl : Control
```

The DockTreeSplitControl type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DockTreeSplitControl</td>
<td>Initializes a new instance of the DockTreeSplitControl class</td>
</tr>
</tbody>
</table>

Copy
# Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DockTreeSplit</td>
<td>Gets or sets the DockTreeSplit to display.</td>
</tr>
</tbody>
</table>

# Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DockTreeSplitProperty</td>
<td>Identifies the DockTreeSplit dependency property.</td>
</tr>
</tbody>
</table>

# See Also

Reference
DevZest.Windows.Docking.Primitives Namespace
DockTreeSplitControl Constructor

Initializes a new instance of the DockTreeSplitControl class

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public DockTreeSplitControl()
```

### See Also

Reference
- DockTreeSplitControl Class
- DevZest.Windows.Docking.Primitives Namespace

Copyright © DevZest, All rights reserved.
DockTreeSplitControl Properties

The `DockTreeSplitControl` type exposes the following members.

### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DockTreeSplit</td>
<td>Gets or sets the <code>DockTreeSplit</code> to display.</td>
</tr>
</tbody>
</table>

### See Also

Reference
- `DockTreeSplitControl Class`
- `DevZest.Windows.Docking.Primitives Namespace`

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DockTreeSplitControl.DockTreeSplit

Property

Gets or sets the DockTreeSplit to display.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public DockTreeSplit DockTreeSplit { get; set; }
```

### Property Value

Type: DockTreeSplit  
The DockTreeSplit to display.

### See Also

Reference  
DockTreeSplitControl Class  
DevZest.Windows.Docking.Primitives Namespace

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DockTreeSplitControl Fields

The DockTreeSplitControl type exposes the following members.

### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DockTreeSplitProperty</td>
<td>Identifies the DockTreeSplit dependency property.</td>
</tr>
</tbody>
</table>

See Also

Reference

DockTreeSplitControl Class

DevZest.Windows.Docking.Primitives Namespace
DockTreeSplitControl.DockTreeSplitProperty

Field

Identifies the DockTreeSplit dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
public static readonly DependencyProperty DockTreeSplitProperty
```

**VB**

```vbnet
Public Shared ReadOnly Property DockTreeSplitProperty As DependencyProperty
```

### Field Value

Type: DependencyProperty

### See Also

**Reference**

DockTreeSplitControl Class  
DevZest.Windows.Docking.Primitives Namespace

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DockTreeSplitter Class

Represents the splitter of DockTreeSplit.

Inheritance Hierarchy

- System
  - System.Object
  - System.Windows.Threading.DispatcherObject
  - System.Windows.DependencyObject
  - System.Windows.UIElement
  - System.Windows.FrameworkElement
  - System.Windows.Controls.Control

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public class DockTreeSplitter : Control
```

The DockTreeSplitter type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Constructor</th>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="" /></td>
<td>DockTreeSplitter</td>
<td>Initializes a new instance of the DockTreeSplitter class</td>
</tr>
</tbody>
</table>
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>IsShiftKeyDown</td>
<td>Gets a value indicates whether is SHIFT key is pressed down when mouse is over this control.</td>
</tr>
</tbody>
</table>

## Remarks

This class handles the SHIFT + double click to send the respective DockTree to the back of Z-order (take the full edge). Use this class in the data template of DockTreeSplit class.

## See Also

Reference
DevZest.Windows.Docking.Primitives Namespace

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DockTreeSplitter Constructor

Initializes a new instance of the DockTreeSplitter class

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public DockTreeSplitter()
```

See Also

Reference
DockTreeSplitter Class
DevZest.Windows.Docking.Primitives Namespace

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DockTreeSplitter Properties

The `DockTreeSplitter` type exposes the following members.

### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>IsShiftKeyDown</code></td>
<td>Gets a value indicates whether is SHIFT key is pressed down when mouse is over this control.</td>
</tr>
</tbody>
</table>

See Also

Reference
- `DockTreeSplitter Class`
- `DevZest.Windows.Docking.Primitives Namespace`

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DockTreeSplitterIsShiftKeyDown Property

Gets a value indicates whether is SHIFT key is pressed down when mouse is over this control.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public bool IsShiftKeyDown { get; }
```

### Property Value

Type: Boolean  
if SHIFT key is pressed down when mouse is over this control, otherwise false. The default value is false.

### See Also

Reference
DockTreeSplitter Class  
DevZest.Windows.Docking.Primitives Namespace

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DockWindow Class

Represents the visual presentation of DockPane object.

Inheritance Hierarchy

```
              System.Windows.DependencyObject
          System.Windows.UIElement
      System.Windows.FrameworkElement
    System.Windows.Controls.Control
```

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```
C#  public abstract class DockWindow : Control

VB
```

The DockWindow type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DockWindow</td>
<td>Initializes a new instance of the DockWindow class</td>
</tr>
</tbody>
</table>
**Properties**

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>DoubleClickCommand</strong></td>
<td>Gets or sets the double-click command being invoked. This is a dependency property.</td>
</tr>
</tbody>
</table>

**Fields**

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>DoubleClickCommandProperty</strong></td>
<td>Identifies the <strong>DoubleClickCommand</strong> dependency property.</td>
</tr>
</tbody>
</table>

**Remarks**

Set the **DockPane** object instance to **Content** property.

**See Also**

Reference

*DevZest.Windows.Docking.Primitives Namespace*

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DockWindow Constructor

Initializes a new instance of the `DockWindow` class

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>protected DockWindow()</code></td>
<td></td>
</tr>
</tbody>
</table>

### See Also

Reference
- DockWindow Class
- DevZest.Windows.Docking.Primitives Namespace
DockWindow Properties

The `DockWindow` type exposes the following members.

## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>DoubleClickCommand</code></td>
<td>Gets or sets the double click command being invoked. This is a dependency property.</td>
</tr>
</tbody>
</table>

See Also

**Reference**
- [DockWindow Class](#)
- [DevZest.Windows.Docking.Primitives Namespace](#)

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DockWindowDoubleClickCommand Property

Gets or sets the double click command being invoked. This is a dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```
public ICommand DoubleClickCommand { get; set; }
```

### Property Value

**Type:** ICommand  
The double click command being invoked. The default value is .

### See Also

**Reference**  
DockWindow Class  
DevZest.Windows.Docking.Primitives Namespace
DockWindow Fields

The `DockWindow` type exposes the following members.

## Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>DoubleClickCommandProperty</code></td>
<td>Identifies the <code>DoubleClickCommand</code> dependency property.</td>
</tr>
</tbody>
</table>

### See Also

Reference
- `DockWindow Class`
- `DevZest.Windows.Docking.Primitives Namespace`

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DockWindowDoubleClickCommandField

Identifies the **DoubleClickCommand** dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static readonly DependencyProperty DoubleClickCommandProperty
```

### Field Value

Type: **DependencyProperty**

### See Also

Reference
- DockWindow Class
- DevZest.Windows.Docking.Primitives Namespace
DockWindowTab Class

Represents the tab in the DockWindow.

Inheritance Hierarchy

  System.Windows.DependencyObject
  System.Windows.UIElement
  System.Windows.FrameworkElement
  System.Windows.Controls.ContentControl
  DevZest.Windows.Docking.PrimitivesDockWindowTab
  DevZest.WindowsDocking DockWindowTab

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public abstract class DockWindowTab : ContentControl
```

The DockWindowTab type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="dockwindowtab" /></td>
<td>DockWindowTab</td>
</tr>
</tbody>
</table>
DockWindowTab class

Top

# Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DoubleClickCommand</td>
<td>Gets or sets the double click command being invoked. This is a dependency property.</td>
</tr>
<tr>
<td>IsContentTrimmed</td>
<td>Gets a value indicates whether the displaying content is trimmed. This is a dependency property.</td>
</tr>
</tbody>
</table>

Top

# Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DoubleClickCommandProperty</td>
<td>Identifies the DoubleClickCommand dependency property.</td>
</tr>
<tr>
<td>IsContentTrimmedProperty</td>
<td>Identifies the IsContentTrimmed dependency property.</td>
</tr>
</tbody>
</table>

Top

# See Also

Reference
DevZest.Windows.Docking.Primitives Namespace
DockWindowTab Constructor

Initializes a new instance of the DockWindowTab class

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
protected DockWindowTab()
```

See Also

Reference
DockWindowTab Class
DevZest.Windows.Docking.Primitives Namespace
DockWindowTab Properties

The `DockWindowTab` type exposes the following members.

## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>DoubleClickCommand</code></td>
<td>Gets or sets the double click command being invoked. This is a dependency property.</td>
</tr>
<tr>
<td><code>IsContentTrimmed</code></td>
<td>Gets a value indicates whether the displaying content is trimmed. This is a dependency property.</td>
</tr>
</tbody>
</table>

See Also

Reference

- `DockWindowTab Class`
- `DevZest.Windows.Docking.Primitives Namespace`

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DockWindowTabDoubleClickCommand Property

Gets or sets the double click command being invoked. This is a dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public ICommand DoubleClickCommand { get; set; }
```

### Property Value

**Type:** ICommand  
The double click command being invoked. The default value is .

### See Also

- Reference
  - DockWindowTab Class
  - DevZest.Windows.Docking.Primitives Namespace

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DockWindowTab.IsContentTrimmed Property

Gets a value indicates whether the displaying content is trimmed. This is a dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>public bool IsContentTrimmed { get; }</td>
<td></td>
</tr>
</tbody>
</table>

**Property Value**
- **Type:** Boolean
- if the displaying content is trimmed, otherwise.

### See Also

**Reference**
- DockWindowTab Class  
- DevZest.Windows.Docking.Primitives Namespace

---

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DockWindowTab Fields

The **DockWindowTab** type exposes the following members.

### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>![s] DoubleClickCommandProperty</td>
<td>Identifies the <strong>DoubleClickCommand</strong> dependency property.</td>
</tr>
<tr>
<td>![s] IsContentTrimmedProperty</td>
<td>Identifies the <strong>IsContentTrimmed</strong> dependency property.</td>
</tr>
</tbody>
</table>

### See Also

Reference

- **DockWindowTab Class**
- **DevZest.Windows.Docking.Primitives Namespace**

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DockWindowTabDoubleClickCommandField

Identifies the **DoubleClickCommand** dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static readonly DependencyProperty DoubleClickCommandProperty
```

### Field Value

Type: **DependencyProperty**

### See Also

**Reference**

DockWindowTab Class  
DevZest.Windows.Docking.Primitives Namespace
DockWindowTab.IsContentTrimmedField

Identifies the IsContentTrimmed dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
</table>
| ```csharp
public static readonly DependencyProperty IsContentTrimmedProperty = DependencyProperty.Register("IsContentTrimmed", typeof(bool), typeof(DockWindowTab));
``` | ```vbnet
Public Shared ReadOnly Property IsContentTrimmedProperty As DependencyProperty
    Get
        Return DependencyProperty.Register("IsContentTrimmed", GetType(Boolean), GetType(DockWindowTab))
    End Get
End Property
``` |

### Field Value

Type: DependencyProperty

### See Also

- Reference
  - DockWindowTab Class
  - DevZest.Windows.Docking.Primitives Namespace

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DocumentTab Class

Represents the tab in the document window.

Inheritance Hierarchy

- `SystemObject`
- `System.Windows.Threading.DispatcherObject`
- `System.Windows.DependencyObject`
- `System.Windows.UIElement`
- `System.Windows.FrameworkElement`
- `System.Windows.Controls.Control`
- `System.Windows.Controls.ContentControl`
- `DevZest.Windows.Docking.PrimitivesDockWindowTab`

**Namespace:** DevZest.Windows.Docking.Primitives

**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public class DocumentTab : DockWindowTab
```

The `DocumentTab` type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="DocumentTab" /></td>
<td>Initializes a new instance of the <code>DocumentTab</code> class</td>
</tr>
</tbody>
</table>
### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>DoubleClickCommand</strong></td>
<td>Gets or sets the double click command being invoked. This is a dependency property. (Inherited from DockWindowTab.)</td>
</tr>
<tr>
<td><strong>IsContentTrimmed</strong></td>
<td>Gets a value indicates whether the displaying content is trimmed. This is a dependency property. (Inherited from DockWindowTab.)</td>
</tr>
</tbody>
</table>

### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>GetShowsIcon</strong></td>
<td>Gets the value of ShowsIcon attached property from a given DockControl.</td>
</tr>
<tr>
<td><strong>SetShowsIcon</strong></td>
<td>Sets the value of ShowsIcon attached property for a given DockControl.</td>
</tr>
</tbody>
</table>

### Fields
### Attached Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ShowsIconProperty</td>
<td>Identifies the ShowsIcon attached property.</td>
</tr>
</tbody>
</table>

### Remarks

*DocumentTab* is the item container of *DocumentTabStrip*. Its *Content* property is set to an instance of *DockItem* object.

### See Also

**Reference**

*DevZest.Windows.Docking.Primitives Namespace*
DocumentTab Constructor

Initializes a new instance of the DocumentTab class

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public DocumentTab()
```

See Also

Reference

DocumentTab Class
DevZest.Windows.Docking.Primitives Namespace
The `DocumentTab` type exposes the following members.

## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DoubleClickCommand</td>
<td>Gets or sets the double click command being invoked. This is a dependency property. (Inherited from <code>DockWindowTab</code>.)</td>
</tr>
<tr>
<td>IsContentTrimmed</td>
<td>Gets a value indicates whether the displaying content is trimmed. This is a dependency property. (Inherited from <code>DockWindowTab</code>.)</td>
</tr>
</tbody>
</table>

## See Also

- **Reference**
  - `DocumentTab Class`
  - `DevZest.Windows.Docking.Primitives Namespace`

---

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The **DocumentTab** type exposes the following members.

## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>➡️ GetShowsIcon</td>
<td>Gets the value of ShowsIcon attached property from a given DockControl.</td>
</tr>
<tr>
<td>➡️ SetShowsIcon</td>
<td>Sets the value of ShowsIcon attached property for a given DockControl.</td>
</tr>
</tbody>
</table>

## See Also

**Reference**

- [DocumentTab Class](#)
- [DevZest.Windows.Docking.Primitives Namespace](#)
DocumentTabGetShowsIcon Method

Gets the value of ShowsIcon attached property from a given DockControl.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static bool GetShowsIcon(
    DockControl dockControl
)
```

### Parameters

**dockControl**

Type: DevZest.Windows.DockingDockControl  
The DockControl from which to read the property value.

### Return Value

Type: Boolean  
The value of ShowsIcon attached property.

### See Also

Reference  
DocumentTab Class  
DevZest.Windows.Docking.Primitives Namespace
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DocumentTabSetShowsIcon Method

Sets the value of ShowsIcon attached property for a given DockControl.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static void SetShowsIcon(
    DockControl dockControl,
    bool value
)
```

### Parameters

- **dockControl**
  - Type: `DevZest.Windows.DockingDockControl`
  - The `DockControl` on which to set the property value.

- **value**
  - Type: `System.Boolean`
  - The property value to set.

### See Also

- **Reference**
  - DocumentTab Class
  - DevZest.Windows.Docking.Primitives Namespace
DocumentTab Fields

The DocumentTab type exposes the following members.

Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ShowsIconProperty</td>
<td>Identifies the ShowsIcon attached property.</td>
</tr>
</tbody>
</table>

See Also

Reference

DocumentTab Class
DevZest.Windows.Docking.Primitives Namespace
DocumentTabShowsIconProperty Field

Identifies the ShowsIcon attached property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static readonly DependencyProperty ShowsIconProperty
```

### Field Value

Type: DependencyProperty

### See Also

**Reference**

- DocumentTab Class
- DevZest.Windows.Docking.Primitives Namespace
DocumentTab Attached Properties

The DocumentTab type exposes the following members.

- **Attached Properties**

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ShowsIcon</td>
<td>Gets or sets the value that indicates whether the document tab icon should be displayed.</td>
</tr>
</tbody>
</table>

See Also

- Reference
  - DocumentTab Class
  - DevZest.Windows.Docking.Primitives Namespace

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DocumenTabShowsIcon
Attached Property

Gets or sets the value that indicates whether the document tab icon should be displayed.

**Namespace:** DevZest.Windows.Docking.Primitives
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>See GetShowsIcon, SetShowsIcon</td>
<td></td>
</tr>
</tbody>
</table>

**Property Value**

Type: **Boolean**

if the document tab icon should be displayed, otherwise .

### See Also

Reference

DocumentTab Class
DevZest.Windows.Docking.Primitives Namespace

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DocumentTabPanel Class

Arranges the document tabs.

▲ Inheritance Hierarchy

- System
  - Object
- System.Windows.Threading
  - DispatcherObject
- System.Windows.DependencyObject
- System.Windows.Media
  - Visual
- System.Windows.UIElement
- System.Windows.FrameworkElement
- System.Windows.ControlsPanel
- DevZest.Windows.Docking.Primitives
  - DocumentTabPanel

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

▲ Syntax

```csharp
public class DocumentTabPanel : Panel
```

The **DocumentTabPanel** type exposes the following members.

▲ Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>DocumentTabPanel</code></td>
<td>Initializes a new instance of the <strong>DocumentTabPanel</strong> class</td>
</tr>
</tbody>
</table>
Remarks

Use `DocumentTabPanel` as `ItemsPanel` of `DocumentTabStrip`.

See Also

Reference
`DevZest.Windows.Docking.Primitives Namespace`

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DocumentTabPanel Constructor

Initializes a new instance of the DocumentTabPanel class

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public DocumentTabPanel()
```

See Also

Reference

DocumentTabPanel Class
DevZest.Windows.Docking.Primitives Namespace

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DocumentTabStrip Class

Represents the strip of document tabs.

Inheritance Hierarchy

  System.Windows.DependencyObject
  System.Windows.UIElement
  System.Windows.FrameworkElement
  System.Windows.Controls.Control
  System.Windows.Controls.ItemsControl

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

C#  VB

```csharp
public class DocumentTabStrip : ItemsControl
```

The `DocumentTabStrip` type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>DocumentTabStrip</code></td>
<td>Initializes a new instance of the <code>DocumentTabStrip</code> class</td>
</tr>
</tbody>
</table>

Top
Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>IsTabTrimmed</td>
<td>Gets a value indicates whether any of the tabs are trimmed. This is a dependency property.</td>
</tr>
</tbody>
</table>

Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>IsTabTrimmedProperty</td>
<td>Identifies the IsTabTrimmed dependency property.</td>
</tr>
</tbody>
</table>

Remarks

Use the DocumentTabStrip class in the control template of DocumentWindow class. Bind ItemsSource property to the VisibleItems property of DockPane.

The item container of DocumentTabStrip is DocumentTab.

See Also

Reference

DevZest.Windows.Docking.Primitives Namespace

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DocumentTabStrip Constructor

Initializes a new instance of the DocumentTabStrip class

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>public DocumentTabStrip()</td>
<td></td>
</tr>
</tbody>
</table>

### See Also

Reference  
DocumentTabStrip Class  
DevZest.Windows.Docking.Primitives Namespace
DocumentTabStrip Properties

The DocumentTabStrip type exposes the following members.

### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="url" alt="Image" /></td>
<td>IsTabTrimmed</td>
</tr>
</tbody>
</table>

See Also

Reference

- DocumentTabStrip Class
- DevZest.Windows.Docking.Primitives Namespace

Copyright © DevZest, All rights reserved.
DocumentTabStrip.IsTabTrimmed Property

Gets a value indicates whether any of the tabs are trimmed. This is a dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

```csharp
public bool IsTabTrimmed { get; }
```

**Property Value**

Type: `Boolean`  
if any of the tabs are trimmed, otherwise .

**See Also**

Reference  
DocumentTabStrip Class  
DevZest.Windows.Docking.Primitives Namespace

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DocumentTabStrip Fields

TheDocumentTabStrip type exposes the following members.

▶ Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>IsTabTrimmedProperty</td>
<td>Identifies the IsTabTrimmed dependency property.</td>
</tr>
</tbody>
</table>

▶ See Also

Reference
DocumentTabStrip Class
DevZest.Windows.Docking.Primitives Namespace

Copyright © DevZest, All rights reserved.
DocumentTabStrip.IsTabTrimmedProperty Field

Identifies the `IsTabTrimmed` dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public static readonly DependencyProperty IsTabTrimmedProperty</code></td>
<td><code>Public Shared ReadOnly Property IsTabTrimmedProperty As DependencyProperty</code></td>
</tr>
</tbody>
</table>

**Field Value**

Type: `DependencyProperty`

### See Also

Reference

- DocumentTabStrip Class
- DevZest.Windows.Docking.Primitives Namespace
DocumentWindow Class

Represents the visual presentation of document DockPane object.

Inheritance Hierarchy

System.Windows.DependencyObject
System.Windows.UIElement
System.Windows.FrameworkElement
System.Windows.Controls.Control

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

C#  VB

```csharp
public class DocumentWindow : DockWindow
```

The DocumentWindow type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DocumentWindow</td>
<td>Initializes a new instance of the DocumentWindow class</td>
</tr>
</tbody>
</table>

Top
Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DoubleClickCommand</td>
<td>Gets or sets the double click command being invoked. This is a dependency property. (Inherited from DockWindow.)</td>
</tr>
</tbody>
</table>

Remarks

Set the DockPane object instance to Content property.

See Also

Reference

DevZest.Windows.Docking.Primitives Namespace

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DocumentWindow Constructor

Initializes a new instance of the `DocumentWindow` class

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public DocumentWindow()</code></td>
<td></td>
</tr>
</tbody>
</table>

### See Also

**Reference**

- `DocumentWindow Class`  
- `DevZest.Windows.Docking.Primitives Namespace`

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The `DocumentWindow` type exposes the following members.

### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>DoubleClickCommand</code></td>
<td>Gets or sets the double click command being invoked. This is a dependency property. (Inherited from <code>DockWindow</code>.)</td>
</tr>
</tbody>
</table>

### See Also

Reference
- `DocumentWindow` Class
- `DevZest.Windows.Docking.Primitives` Namespace

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DropPosition Enumeration

Specifies the target drop position of drag and drop.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public enum DropPosition
```

### Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>None</td>
<td>0</td>
<td>Not a target drop position.</td>
</tr>
<tr>
<td>Left</td>
<td>1</td>
<td>Drop to the left side.</td>
</tr>
<tr>
<td>Right</td>
<td>2</td>
<td>Drop to the right side.</td>
</tr>
<tr>
<td>Top</td>
<td>3</td>
<td>Drop to the top side.</td>
</tr>
<tr>
<td>Bottom</td>
<td>4</td>
<td>Drop to the bottom side.</td>
</tr>
<tr>
<td>Fill</td>
<td>5</td>
<td>Drop to fill the DockPane or document area.</td>
</tr>
<tr>
<td>Tab</td>
<td>6</td>
<td>Drop to tab.</td>
</tr>
<tr>
<td>Floating</td>
<td>7</td>
<td>Drop as floating.</td>
</tr>
</tbody>
</table>
See Also

Reference
DevZest.Windows.Docking.Primitives Namespace

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FloatingWindowStrategy Enumeration

Specifies how the FloatingWindow is hosted.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```
public enum FloatingWindowStrategy
```

### Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Unknown</td>
<td>0</td>
<td>The DockManager is not enabled or DockControl is not initialized yet.</td>
</tr>
<tr>
<td>Native</td>
<td>1</td>
<td>The FloatingWindow is hosted in a native window.</td>
</tr>
<tr>
<td>Wpf</td>
<td>2</td>
<td>The FloatingWindow is hosted on the adorner of DockControl.</td>
</tr>
</tbody>
</table>

### See Also
Reference
DevZest.Windows.Docking.Primitives Namespace

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InertButton Class

Represents a button with optional drop-down context menu.

Inheritance Hierarchy

SystemObject  System.Windows.ThreadingDispatcherObject
    System.Windows.DependencyObject
    System.Windows.UIElement
    System.Windows.FrameworkElement
    System.Windows.Controls.Control
    System.Windows.Controls.ContentControl

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public class InertButton : Button
```

The InertButton type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>InertButton</td>
<td>Initializes a new instance of the InertButton class</td>
</tr>
</tbody>
</table>
### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DropDown</td>
<td>Gets or sets the drop-down ContextMenu.</td>
</tr>
<tr>
<td>DropDownItemsSource</td>
<td>Gets or sets a collection used to generate the content of the drop-down context menu.</td>
</tr>
<tr>
<td>DropDownItemStyle</td>
<td>Gets or sets the Style that is applied to the MenuItem of generated drop-down ContextMenu.</td>
</tr>
<tr>
<td>IsDropDownOpen</td>
<td>Gets or sets a value that indicates whether the drop-down context menu is currently open. This is a dependency property.</td>
</tr>
</tbody>
</table>

### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DropDownItemsSourceProperty</td>
<td>Identifies the DropDownItemsSource dependency property.</td>
</tr>
<tr>
<td>DropDownItemStyleProperty</td>
<td>Identifies the DropDownItemStyle dependency property.</td>
</tr>
</tbody>
</table>
Remarks

You can assign a `ContextMenu` to `DropDown` property directly, or assign a collection to `DropDownItemsSource` to generate a context menu, and use `DropDownItemStyle` property to apply a `Style` to the generated `MenuItem`. The `DropDown` property takes precedence over `DropDownItemsSource` property.

See Also

Reference

DevZest.Windows.Docking.Primitives Namespace

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InertButton Constructor

Initializes a new instance of the InertButton class

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

C#  VB

```csharp
public InertButton()
```

See Also

Reference

InertButton Class
DevZest.Windows.Docking.Primitives Namespace

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InertButton Properties

The InertButton type exposes the following members.

## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DropDown</td>
<td>Gets or sets the drop-down ContextMenu.</td>
</tr>
<tr>
<td>DropDownItemsSource</td>
<td>Gets or sets a collection used to generate the content of the drop-down context menu.</td>
</tr>
<tr>
<td>DropDownListItemsStyle</td>
<td>Gets or sets the Style that is applied to the MenuItem of generated drop-down ContextMenu.</td>
</tr>
<tr>
<td>IsDropDownOpen</td>
<td>Gets or sets a value that indicates whether the drop-down context menu is currently open. This is a dependency property.</td>
</tr>
</tbody>
</table>

See Also

Reference

InertButton Class
InertButtonDropDown Property

Gets or sets the drop-down ContextMenu.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

## Syntax

```csharp
public ContextMenu DropDown { get; set; }
```

### Property Value

**Type:** ContextMenu  
The drop-down ContextMenu.

## Remarks

You can assign a ContextMenu to DropDown property directly, or assign a collection to DropDownItemsSource to generate a context menu, and use DropDownItemStyle property to apply a Style to the generated MenuItem. The DropDown property takes precedence over DropDownItemsSource property.

## See Also

**Reference**  
InertButton Class  
DevZest.Windows.Docking.Primitives Namespace
InertButtonDropDownItemsSource Property

Gets or sets a collection used to generate the content of the drop-down context menu.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
[BindableAttribute(true)]
public IEnumerable DropDownItemsSource { get; set }
```

**VB**

```vbnet
Public Property DropDownItemsSource As IEnumerable
```

### Property Value

Type: `IEnumerable`

A collection that is used to generate the content of the drop-down context menu. The default is .

### Remarks

You can assign a `ContextMenu` to `DropDown` property directly, or assign a collection to `DropDownItemsSource` to generate a context menu, and use `DropDownItemStyle` property to apply a `Style` to the generated `MenuItem`. The `DropDown` property takes precedence over `DropDownItemsSource` property.

### See Also

Reference
### InertButton Class

**namespace** DevZest.Windows.Docking.Primitives

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InertButtonDropDownItemStyle Property

Gets or sets the Style that is applied to the MenuItem of generated drop-down ContextMenu.

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public Style DropDownListItemStyle { get; set; }
```

```
Public Property DropDownListItemStyle As Style
End Property
```

Property Value

Type: Style
the Style that is applied to the MenuItem of generated drop-down ContextMenu.

See Also

Reference

InertButton Class
DevZest.Windows.Docking.Primitives Namespace

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InertButton.IsDropDownOpen Property

Gets or sets a value that indicates whether the drop-down context menu is currently open. This is a dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public bool IsDropDownOpen { get; set; }</code></td>
<td></td>
</tr>
</tbody>
</table>

#### Property Value

**Type:** Boolean

if the drop-down is open; otherwise, . The default is .

### See Also

- Reference
  - InertButton Class
  - DevZest.Windows.Docking.Primitives Namespace
InertButton Fields

The InertButton type exposes the following members.

### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DROPDOWNITEMSOURCEPROPERTY</td>
<td>Identifies the DropDownItemsSource dependency property.</td>
</tr>
<tr>
<td>DROPDOWNITEMSTYLEPROPERTY</td>
<td>Identifies the DropDownItemStyle dependency property.</td>
</tr>
<tr>
<td>DROPDOWNPROPERTY</td>
<td>Identifies the DropDown dependency property.</td>
</tr>
<tr>
<td>ISDROPDOWNOPENPROPERTY</td>
<td>Identifies the IsDropDownOpen dependency property.</td>
</tr>
</tbody>
</table>

See Also

Reference

InertButton Class

DevZest.Windows.Docking.Primitives Namespace

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InertButtonDropDownItemsSourceProperty Field

Identifies the DropDownItemsSource dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public static readonly DependencyProperty DropDownItemsSourceProperty</code></td>
<td></td>
</tr>
</tbody>
</table>

### Field Value

Type: **DependencyProperty**

### See Also

- Reference
  - InertButton Class
  - DevZest.Windows.Docking.Primitives Namespace

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InertButtonDropDownItemStyleProperty Field

Identifies the `DropDownItemStyle` dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public static readonly DependencyProperty DropDownItemStyleProperty;</code></td>
<td><code>Public Const DropDownItemStyleProperty As DependencyProperty</code></td>
</tr>
</tbody>
</table>

**Field Value**

Type: `DependencyProperty`

### See Also

**Reference**  
InertButton Class  
DevZest.Windows.Docking.Primitives Namespace

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InertButtonDropDownProperty Field

Identifies the DropDown dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>public static readonly DependencyProperty DropDownProperty</td>
<td>DropDownProperty</td>
</tr>
</tbody>
</table>

**Field Value**

**Type:** DependencyProperty

### See Also

**Reference**

- InertButton Class
- DevZest.Windows.Docking.Primitives Namespace
InertButton.IsDropDownOpenProperty

Field

Identifies the IsDropDownOpen dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives

**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)

Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>public static readonly DependencyProperty IsDropDownOpenProperty</td>
<td></td>
</tr>
</tbody>
</table>

Field Value

Type: DependencyProperty

**See Also**

Reference

- InertButton Class
- DevZest.Windows.Docking.Primitives Namespace

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IsAutoHideValueConverter Class

Converts a DockPosition value to a Boolean value, indicates whether the provided DockPosition value is auto-hide.

Inheritance Hierarchy


Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

C#    VB

[ValueConversionAttribute(typeof(DockPosition), typeof(Boolean)), GetValueAppend]    Copy

public class IsAutoHideValueConverter : IValueConverter

The IsAutoHideValueConverter type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>IsAutoHideValueConverter</td>
<td>Initializes a new instance of the IsAutoHideValueConverter class</td>
</tr>
</tbody>
</table>

Remarks
IsAutoHideValueConverter only supports one way conversion from DockPosition to Boolean. Any other type of conversion will throw an exception.

See Also

Reference
DevZest.Windows.Docking.Primitives Namespace
IsAutoHideValueConverter Constructor

Initializes a new instance of the IsAutoHideValueConverter class

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
Version: 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
public IsAutoHideValueConverter()
```

**VB**

```
Public IsAutoHideValueConverter()
```

### See Also

Reference

- IsAutoHideValueConverter Class
- DevZest.Windows.Docking.Primitives Namespace
IsFloatingValueConverter Class

Converts a DockPosition value to a Boolean value, indicates whether the provided DockPosition value is floating.

Inheritance Hierarchy


Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public class IsFloatingValueConverter : IValueConverter
```

The IsFloatingValueConverter type exposes the following members.

 Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>IsFloatingValueConverter</td>
<td>Initializes a new instance of the IsFloatingValueConverter class</td>
</tr>
</tbody>
</table>

Remarks
IsFloatingValueConverter only supports one way conversion from DockPosition to Boolean. Any other type of conversion will throw an exception.

See Also

Reference
DevZest.Windows.Docking.Primitives Namespace

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IsFloatingValueConverter Constructor

Initializes a new instance of the IsFloatingValueConverter class

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```
C#   VB
---  ---
public IsFloatingValueConverter()
```

### See Also

Reference  
IsFloatingValueConverter Class  
DevZest.Windows.Docking.Primitives Namespace
NativeFloatingWindow Class

Represents the native floating window.

Inheritance Hierarchy

- System
  - Object
    - System.Windows.Threading.DispatcherObject
    - System.Windows.DependencyObject
    - System.Windows.UIElement
    - System.Windows.FrameworkElement
    - System.Windows.Controls.Control
    - System.Windows.Window

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

C#  VB

```csharp
public sealed class NativeFloatingWindow : Window
```

The `NativeFloatingWindow` type exposes the following members.

Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>DoubleClickCommand</code></td>
<td>Gets or sets the double click command being</td>
</tr>
</tbody>
</table>
This is a dependency property.

### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DoubleClickCommandProperty</td>
<td>Identifies the DoubleClickCommand dependency property.</td>
</tr>
</tbody>
</table>

### Remarks

Since the Window class requires AllWindows of UIPermission, when the application is running under partial trust, for example XBAP, the WpfFloatingWindow class will be used.

### See Also

Reference

DevZest.Windows.Docking.Primitives Namespace

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NativeFloatingWindow Properties

The `NativeFloatingWindow` type exposes the following members.

## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>DoubleClickCommand</code></td>
<td>Gets or sets the double click command being invoked. This is a dependency property.</td>
</tr>
</tbody>
</table>

## See Also

Reference
- `NativeFloatingWindow Class`
- `DevZest.Windows.Docking.Primitives Namespace`

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NativeFloatingWindowDoubleClickCommand Property

Gets or sets the double click command being invoked. This is a dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>Copy</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public ICommand DoubleClickCommand { get; set; }</code></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Property Value

Type: `ICommand`  
The double click command being invoked. The default value is.

### See Also

**Reference**  
NativeFloatingWindow Class  
DevZest.Windows.Docking.Primitives Namespace
NativeFloatingWindow Fields

The `NativeFloatingWindow` type exposes the following members.

### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>DoubleClickCommandProperty</code></td>
<td>Identifies the <code>DoubleClickCommand</code> dependency property.</td>
</tr>
</tbody>
</table>

See Also

Reference

- NativeFloatingWindow Class
- DevZest.Windows.Docking.Primitives Namespace

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NativeFloatingWindowDoubleClickCommandField

Identifies the **DoubleClickCommand** dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static readonly DependencyProperty DoubleClickCommandProperty = DependencyProperty.Register("DoubleClickCommand", typeof(....), typeof(NativeFloatingWindow), new PropertyMetadata(...));
```

### Field Value

Type: DependencyProperty

### See Also

Reference
NativeFloatingWindow Class  
DevZest.Windows.Docking.Primitives Namespace

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Overlay Class

Represents the overlay definition.

Inheritance Hierarchy

- System
  - System.Object
  - System.Windows.Threading.DispatcherObject
  - System.Windows.DependencyObject
  - System.Windows.Freezable
  - DevZest.Windows.Docking.PrimitivesOverlay

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public sealed class Overlay : Freezable
```

The `Overlay` type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Overlay</td>
<td>Initializes a new instance of the <code>Overlay</code> class</td>
</tr>
</tbody>
</table>

Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Name</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>AssociatedElement</td>
<td>Gets the associated element.</td>
</tr>
<tr>
<td>Content</td>
<td>Gets or sets the data used to generate the overlay UI.</td>
</tr>
<tr>
<td>ContentTemplate</td>
<td>Gets or sets the template used to display the content of the overlay.</td>
</tr>
<tr>
<td>ContentTemplateSelector</td>
<td>Gets or sets the DataTemplateSelector, which allows the application writer to provide custom logic for choosing the template that is used to display the content of the overlay.</td>
</tr>
<tr>
<td>IsFloatingWindowPreview</td>
<td>Gets or sets the value indicates whether the overlay is floating window preview.</td>
</tr>
</tbody>
</table>

### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>s AssociatedElementProperty</td>
<td>Identifies the AssociatedElement dependency property.</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>ContentProperty</td>
<td>Identifies the Content dependency property.</td>
</tr>
<tr>
<td>ContentTemplateProperty</td>
<td>Identifies the ContentTemplate dependency property.</td>
</tr>
<tr>
<td>ContentTemplateSelectorProperty</td>
<td>Identifies the ContentTemplateSelector dependency property.</td>
</tr>
<tr>
<td>IsFloatingWindowPreviewProperty</td>
<td>Identifies the IsFloatingWindowPreview dependency property.</td>
</tr>
</tbody>
</table>

Remarks

You can attach Overlay object to FrameworkElement by setting DockManager.Overlay attached property. Once Overlay object attached, a ContentPresenter will be generated on top of the associated element.

See Also

Reference
DevZest.Windows.Docking.Primitives Namespace

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Overlay Constructor

Initializes a new instance of the Overlay class

**Namespace:** DevZest.Windows.Docking.Primitives

**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

## Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>public</td>
<td>Overlay()</td>
</tr>
</tbody>
</table>

## See Also

Reference

Overlay Class
DevZest.Windows.Docking.Primitives Namespace
## Overlay Properties

The **Overlay** type exposes the following members.

### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AssociatedElement</td>
<td>Gets the associated element.</td>
</tr>
<tr>
<td>Content</td>
<td>Gets or sets the data used to generate the overlay UI.</td>
</tr>
<tr>
<td>ContentTemplate</td>
<td>Gets or sets the template used to display the content of the overlay.</td>
</tr>
<tr>
<td>ContentTemplateSelector</td>
<td>Gets or sets the template selector, which allows the application writer to provide custom logic for choosing the template that is used to display the content of the overlay.</td>
</tr>
<tr>
<td>IsFloatingWindowPreview</td>
<td>Gets or sets the value indicates whether the overlay is floating window preview.</td>
</tr>
</tbody>
</table>
See Also

Reference
Overlay Class
DevZest.Windows.Docking.Primitives Namespace

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OverlayAssociatedElement Property

Gets the associated element.

**Namespace:** DevZest.Windows.Docking.Primitives

**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public FrameworkElement AssociatedElement {
  get;
}
```

### Property Value

**Type:** FrameworkElement

The associated element.

### See Also

Reference

Overlay Class

DevZest.Windows.Docking.Primitives Namespace
Overlay Content Property

Gets or sets the data used to generate the overlay UI.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public Object Content { get; set; }
```

### Property Value

Type: **Object**

The data used to generate the overlay UI. The default value is .

### See Also

Reference

- **Overlay Class**
- DevZest.Windows.Docking.Primitives Namespace

---

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OverlayContentTemplate Property

Gets or sets the template used to display the content of the overlay.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
Version: 2.5.0.0 (2.5.5912.0)

### Syntax

C#  
```csharp
public DataTemplate ContentTemplate { get; set; }
```

VB  
```vbnet
Public Property ContentTemplate() As DataTemplate
End Property
```

#### Property Value

Type: DataTemplate  
A DataTemplate that defines the visualization of the overlay. The default is .

### See Also

Reference  
Overlay Class  
DevZest.Windows.Docking.Primitives Namespace

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OverlayContentTemplateSelector Property

Gets or sets the `DataTemplateSelector`, which allows the application writer to provide custom logic for choosing the template that is used to display the content of the overlay.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public DataTemplateSelector ContentTemplateSelector
```

### Property Value

**Type:** `DataTemplateSelector`  
A `DataTemplateSelector` object that supplies logic to return a `DataTemplate` to apply. The default is.

### See Also

**Reference**  
Overlay Class  
DevZest.Windows.Docking.Primitives Namespace

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OverlayIsFloatingWindowPreview Property

Gets or sets the value indicates whether the overlay is floating window preview.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public bool IsFloatingWindowPreview { get; set; }
```

### Property Value

Type: `Boolean`  
if this overlay is floating window preview, otherwise .

### See Also

Reference  
**Overlay Class**  
DevZest.Windows.Docking.Primitives Namespace

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Overlay Fields

The Overlay type exposes the following members.

## Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>✷ AssociatedElementProperty</td>
<td>Identifies the AssociatedElement dependency property.</td>
</tr>
<tr>
<td>✷ ContentProperty</td>
<td>Identifies the Content dependency property.</td>
</tr>
<tr>
<td>✷ ContentTemplateProperty</td>
<td>Identifies the ContentTemplate dependency property.</td>
</tr>
<tr>
<td>✷ ContentTemplateSelectorProperty</td>
<td>Identifies the ContentTemplateSelector dependency property.</td>
</tr>
<tr>
<td>✷ IsFloatingWindowPreviewProperty</td>
<td>Identifies the IsFloatingWindowPreview dependency property.</td>
</tr>
</tbody>
</table>

Top

## See Also

Reference
Overlay Class
DevZest.Windows.Docking.Primitives Namespace
OverlayAssociatedElementProperty Field

Identifies the AssociatedElement dependency property.

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

```csharp
public static readonly DependencyProperty AssociatedElementProperty
```

Field Value
Type: DependencyProperty

**See Also**

Reference
Overlay Class
DevZest.Windows.Docking.Primitives Namespace
OverlayContentProperty Field

Identifies the Content dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
public static readonly DependencyProperty Content
```

**VB**

```vbnet
Public Shared ReadOnly Property Content As DependencyProperty
```

### Field Value

**Type:** DependencyProperty

### See Also

Reference

Overlay Class

DevZest.Windows.Docking.Primitives Namespace

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OverlayContentTypeTemplateProperty Field

Identifies the ContentTemplate dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static readonly DependencyProperty Content
```

Field Value

Type: DependencyProperty

### See Also

Reference  
Overlay Class  
DevZest.Windows.Docking.Primitives Namespace

Copyright © DevZest, All rights reserved.
OverlayContentTemplateSelectorProperty Field

Identifies the `ContentTemplateSelector` dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public static readonly DependencyProperty ContentTemplateSelectorProperty</code></td>
<td></td>
</tr>
</tbody>
</table>

**Field Value**

*Type:* DependencyProperty

### See Also

*Reference*

- Overlay Class
- DevZest.Windows.Docking.Primitives Namespace

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OverlayIsFloatingWindowPreviewProperty Field

Identifies the IsFloatingWindowPreview dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
public static readonly DependencyProperty IsFloatingWindowPreviewProperty = ...;
```

**VB**

```vbnet
Public Shared ReadOnly Property IsFloatingWindowPreviewProperty As DependencyProperty
```

### Field Value

Type: DependencyProperty

### See Also

**Reference**

- Overlay Class
- DevZest.Windows.Docking.Primitives Namespace

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PreviewOverlay Class

Displays the preview overlay.

Inheritance Hierarchy


Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

C#  VB

```csharp
public class PreviewOverlay : Control
```

The PreviewOverlay type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>PreviewOverlay</td>
<td>Initializes a new instance of the PreviewOverlay class</td>
</tr>
</tbody>
</table>
See Also

Reference
DevZest.Windows.Docking.Primitives Namespace

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PreviewOverlay Constructor

Initializes a new instance of the PreviewOverlay class

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>public PreviewOverlay()</td>
<td></td>
</tr>
</tbody>
</table>

### See Also

Reference
- PreviewOverlay Class
- DevZest.Windows.Docking.Primitives Namespace

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TabBorder Class

Draws the trapezoid tab border

⚠️ Inheritance Hierarchy

- System.Object
- System.Windows.Threading.DispatcherObject
- System.Windows.DependencyObject
- System.Windows.UIElement
- System.Windows.FrameworkElement
- System.Windows.Controls.Decorator

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

⚠️ Syntax

```csharp
public class TabBorder : Decorator
```

The `TabBorder` type exposes the following members.

⚠️ Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TabBorder</td>
<td>Initializes a new instance of the <code>TabBorder</code> class</td>
</tr>
</tbody>
</table>

Top
### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Background</strong></td>
<td>Gets or sets the Brush that fills the area. This is a dependency property.</td>
</tr>
<tr>
<td><strong>BorderBrush</strong></td>
<td>Gets or sets the Brush that draws the outer border color. This is a dependency border property.</td>
</tr>
<tr>
<td><strong>BorderThickness</strong></td>
<td>Gets or sets the border thickness. This is a dependency property.</td>
</tr>
<tr>
<td><strong>CornerRadius</strong></td>
<td>Gets or sets a value that represents the degree to which the corners of a Border are rounded. This is a dependency property.</td>
</tr>
<tr>
<td><strong>IsBottom</strong></td>
<td>Gets or sets the value indicates the placement of the tab.</td>
</tr>
<tr>
<td><strong>LeftAngle</strong></td>
<td>Gets or sets the angle of the left edge. This is a dependency property.</td>
</tr>
<tr>
<td><strong>RightAngle</strong></td>
<td>Gets or sets the angle of the right edge. This is a dependency property.</td>
</tr>
</tbody>
</table>

### Fields
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BackgroundProperty</td>
<td>Identifies the Background dependency property.</td>
</tr>
<tr>
<td>BorderBrushProperty</td>
<td>Identifies the BorderBrush dependency property.</td>
</tr>
<tr>
<td>BorderThicknessProperty</td>
<td>Identifies the BorderThickness dependency property.</td>
</tr>
<tr>
<td>CornerRadiusProperty</td>
<td>Identifies the CornerRadius dependency property.</td>
</tr>
<tr>
<td>IsBottomProperty</td>
<td>Identifies the IsBottom dependency property.</td>
</tr>
<tr>
<td>LeftAngleProperty</td>
<td>Identifies the LeftAngle dependency property.</td>
</tr>
<tr>
<td>RightAngleProperty</td>
<td>Identifies the RightAngle dependency property.</td>
</tr>
</tbody>
</table>

See Also

Reference

DevZest.Windows.Docking.Primitives Namespace

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TabBorder Constructor

Initializes a new instance of the TabBorder class.

**Namespace:** DevZest.Windows.Docking.Primitives

**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public TabBorder()
```

### See Also

Reference

TabBorder Class

DevZest.Windows.Docking.Primitives Namespace
The **TabBorder** type exposes the following members.

## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Background</strong></td>
<td>Gets or sets the <strong>Brush</strong> that fills the area. This is a dependency property.</td>
</tr>
<tr>
<td><strong>BorderBrush</strong></td>
<td>Gets or sets the <strong>Brush</strong> that draws the outer border color. This is a dependency property.</td>
</tr>
<tr>
<td><strong>BorderThickness</strong></td>
<td>Gets or sets the border thickness. This is a dependency property.</td>
</tr>
<tr>
<td><strong>CornerRadius</strong></td>
<td>Gets or sets a value that represents the degree to which the corners of a Border are rounded. This is a dependency property.</td>
</tr>
<tr>
<td><strong>IsBottom</strong></td>
<td>Gets or sets the value indicates the placement of the tab.</td>
</tr>
<tr>
<td><strong>LeftAngle</strong></td>
<td>Gets or sets the angle of the left edge. This is a dependency property.</td>
</tr>
<tr>
<td><strong>RightAngle</strong></td>
<td>Gets or sets the angle of the right edge. This is a dependency property.</td>
</tr>
</tbody>
</table>
dependency property.

See Also

Reference

TabBorder Class
DevZest.Windows.Docking.Primitives Namespace

Copyright © DevZest, All rights reserved.
TabBorderBackground Property

Gets or sets the Brush that fills the area. This is a dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
Version: 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
public Brush Background { get; set; }
```

**VB**

```vbnet
Public Property Background As Brush
```

### Property Value

**Type:** Brush  
The Brush that draws the background. This property has no default value.

### See Also

**Reference**  
TabBorder Class  
DevZest.Windows.Docking.Primitives Namespace

---

Copyright © DevZest, All rights reserved.
TabBorder.BorderBrush Property

Gets or sets the Brush that draws the outer border color. This is a dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public Brush BorderBrush { get; set; }
```

### Property Value

Type: Brush  
The Brush that draws the outer border color. This property has no default value.

### See Also

Reference  
TabBorder Class  
DevZest.Windows.Docking.Primitives Namespace
TabBorder.BorderThickness Property

Gets or sets the border thickness. This is a dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

**Syntax**

```csharp
public double BorderThickness { get; set; }
```

Property Value

Type: **Double**

The border thickness in device-independent units (1/96th inch per unit). The default value is 0.0.

**See Also**

**Reference**

TabBorder Class  
DevZest.Windows.Docking.Primitives Namespace

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TabBorderCornerRadius Property

Gets or sets a value that represents the degree to which the corners of a Border are rounded. This is a dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>public CornerRadius CornerRadius { get; set; }</td>
<td></td>
</tr>
</tbody>
</table>

### Property Value

Type: CornerRadius  
The CornerRadius that describes the degree to which corners are rounded.

### See Also

Reference  
TabBorder Class  
DevZest.Windows.Docking.Primitives Namespace
TabBorder.IsBottom Property

Gets or sets the value indicates the placement of the tab.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**
```csharp
public bool IsBottom { get; set; }
```

**VB**
```vbnet
Public Boolean IsBottom { Get; Set; }
```

**Property Value**

Type: **Boolean**

if the tab is placed at bottom, otherwise .

### See Also

**Reference**

TabBorder Class  
DevZest.Windows.Docking.Primitives Namespace
TabBorder.LeftAngle Property

Gets or sets the angle of the left edge. This is a dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>public double LeftAngle { get; set; }</td>
<td></td>
</tr>
</tbody>
</table>

**Property Value**

Type: **Double**

The angle of the left edge. The default value is 90.

### See Also

**Reference**

- TabBorder Class
- DevZest.Windows.Docking.Primitives Namespace
TabBorderRightAngle Property

Gets or sets the angle of the right edge. This is a dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

**C#**

```csharp
public double RightAngle { get; set; }
```

**VB**

```vbnet
Public Function RightAngle As Double
```

### Property Value

**Type:** Double  
The angle of the right edge. The default value is 90.

### See Also

**Reference**

- TabBorder Class
- DevZest.Windows.Docking.Primitives Namespace
### TabBorder Fields

The `TabBorder` type exposes the following members.

#### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>BackgroundProperty</code></td>
<td>Identifies the <code>Background</code> dependency property.</td>
</tr>
<tr>
<td><code>BorderBrushProperty</code></td>
<td>Identifies the <code>BorderBrush</code> dependency property.</td>
</tr>
<tr>
<td><code>BorderThicknessProperty</code></td>
<td>Identifies the <code>BorderThickness</code> dependency property.</td>
</tr>
<tr>
<td><code>CornerRadiusProperty</code></td>
<td>Identifies the <code>CornerRadius</code> dependency property.</td>
</tr>
<tr>
<td><code>IsBottomProperty</code></td>
<td>Identifies the <code>IsBottom</code> dependency property.</td>
</tr>
<tr>
<td><code>LeftAngleProperty</code></td>
<td>Identifies the <code>LeftAngle</code> dependency property.</td>
</tr>
<tr>
<td><code>RightAngleProperty</code></td>
<td>Identifies the <code>RightAngle</code> dependency property.</td>
</tr>
</tbody>
</table>
See Also

Reference

TabBorder Class
DevZest.Windows.Docking.Primitives Namespace

Copyright © DevZest, All rights reserved.
TabBorderBackgroundProperty Field

Identifies the **Background** dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>

```csharp
public static readonly DependencyProperty BackgroundProperty = DependencyProperty.Register("Background", typeof(object), typeof(TabBorder), new PropertyMetadata(CopyColorValue, OnBackgroundPropertyChanged));
```

### Field Value

**Type:** DependencyProperty

### See Also

- **Reference**
  - TabBorder Class
  - DevZest.Windows.Docking.Primitives Namespace
TabBorderBorderBrushProperty Field

Identifies the BorderBrush dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

C#  

```csharp
public static readonly DependencyProperty BorderBrushProperty;
```

VB  

```vbnet
Public Shared ReadOnly Property BorderBrushProperty() As DependencyProperty
```

Field Value  
Type: DependencyProperty

### See Also

Reference  
TabBorder Class  
DevZest.Windows.Docking.Primitives Namespace

Copyright © DevZest, All rights reserved.
TabBorder(BorderThickness) Property Field

Identifies the BorderThickness dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

C#  
```csharp
public static readonly DependencyProperty BorderThicknessProperty
```

VB  
```vbnet
Public Const BorderThicknessProperty As DependencyProperty
```

Field Value  
Type: DependencyProperty

### See Also

Reference  
TabBorder Class  
DevZest.Windows.Docking.Primitives Namespace

Copyright © DevZest, All rights reserved.
TabBorderCornerRadiusProperty Field

Identifies the CornerRadius dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public static readonly DependencyProperty CornerF</code></td>
<td></td>
</tr>
</tbody>
</table>

Field Value  
Type: DependencyProperty

### See Also

Reference  
TabBorder Class  
DevZest.Windows.Docking.Primitives Namespace
TabBorder.IsBottomProperty Field

Identifies the `IsBottom` dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

**Syntax**

```csharp
public static readonly DependencyProperty IsBottomProperty
```

Field Value

Type: `DependencyProperty`

**See Also**

Reference  
**TabBorder Class**  
**DevZest.Windows.Docking.Primitives Namespace**

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TabBorderLeftAngleProperty Field

Identifies the LeftAngle dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>public static readonly DependencyProperty LeftAngleProperty</td>
<td></td>
</tr>
</tbody>
</table>

**Field Value**

Type: DependencyProperty

### See Also

**Reference**

TabBorder Class  
DevZest.Windows.Docking.Primitives Namespace

Copyright © DevZest, All rights reserved.
TabBorderRightAngleProperty Field

Identifies the RightAngle dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public static readonly DependencyProperty RightAngleProperty</code></td>
<td></td>
</tr>
</tbody>
</table>

Field Value  
Type: `DependencyProperty`

### See Also

Reference  
- TabBorder Class  
- DevZest.Windows.Docking.Primitives Namespace

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ToolWindow Class

Represents the visual presentation of tool window DockPane object.

Inheritance Hierarchy

- System
  - System.Object
  - System.Windows.Threading.DispatcherObject
  - System.Windows.DependencyObject
  - System.Windows.UIElement
  - System.Windows.FrameworkElement
  - System.Windows.Controls.Control

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public class ToolWindow : DockWindow
```

The ToolWindow type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ToolWindow</td>
<td>Initializes a new instance of the ToolWindow class</td>
</tr>
</tbody>
</table>

Top
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DoubleClickCommand</td>
<td>Gets or sets the double click command being invoked. This is a dependency property. (Inherited from DockWindow.)</td>
</tr>
</tbody>
</table>

## Remarks

Set the DockPane object instance to Content property.

## See Also

Reference

DevZest.Windows.Docking.Primitives Namespace

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ToolWindow Constructor

Initializes a new instance of the ToolWindow class

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>public ToolWindow()</td>
<td></td>
</tr>
</tbody>
</table>

### See Also

Reference
- ToolWindow Class
- DevZest.Windows.Docking.Primitives Namespace

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ToolWindow Properties

The ToolWindow type exposes the following members.

Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DoubleClickCommand</td>
<td>Gets or sets the double click command being invoked. This is a dependency property. (Inherited from DockWindow.)</td>
</tr>
</tbody>
</table>

See Also

Reference

ToolWindow Class
DevZest.Windows.Docking.Primitives Namespace
ToolWindowCaption Class

Displays the tool window caption.

Inheritance Hierarchy

System
  Object
  System.Windows.Threading.DispatcherObject
  System.Windows.DependencyObject
  System.Windows.UIElement
  System.Windows.FrameworkElement
  System.Windows.Controls.Control

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

C#

```csharp
public class ToolWindowCaption : Control
```

VB

```
Public Class ToolWindowCaption
    Inherits Control
```

The ToolWindowCaption type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ToolWindowCaption</td>
<td>Initializes a new instance of the ToolWindowCaption class</td>
</tr>
</tbody>
</table>
See Also

Reference
DevZest.Windows.Docking.Primitives Namespace

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ToolWindowCaption Constructor

Initializes a new instance of the ToolWindowCaption class

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

C# VB

```csharp
public ToolWindowCaption()
```

See Also

Reference
ToolWindowCaption Class
DevZest.Windows.Docking.Primitives Namespace

Copyright © DevZest, All rights reserved.
ToolWindowTab Class

Represents the tab in the tool window.

⚠️ Inheritance Hierarchy

```csharp
System.Windows.DependencyObject
System.Windows.UIElement
System.Windows.FrameworkElement
System.Windows.Controls.Control
System.Windows.Controls.ContentControl
```

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

⚠️ Syntax

```csharp
public class ToolWindowTab : DockWindowTab
```

The `ToolWindowTab` type exposes the following members.

⚠️ Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>ToolWindowTab</code></td>
<td>Initializes a new instance of the <code>ToolWindowTab</code> class</td>
</tr>
</tbody>
</table>
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>DoubleClickCommand</code></td>
<td>Gets or sets the double click command being invoked. This is a dependency property. <em>(Inherited from DockWindowTab.)</em></td>
</tr>
<tr>
<td><code>IsContentTrimmed</code></td>
<td>Gets a value indicates whether the displaying content is trimmed. This is a dependency property. <em>(Inherited from DockWindowTab.)</em></td>
</tr>
</tbody>
</table>

## Remarks

`ToolWindowTab` is the item container of `ToolWindowTabStrip`. Its `Content` property is set to a instance of `DockItem` object.

## See Also

Reference

`DevZest.Windows.Docking.Primitives Namespace`
ToolWindowTab Constructor

Initializes a new instance of the ToolWindowTab class

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>Copy</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public ToolWindowTab()</code></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### See Also

**Reference**  
ToolWindowTab Class  
DevZest.Windows.Docking.Primitives Namespace

Copyright © DevZest, All rights reserved.
The ToolWindowTab type exposes the following members.

## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DoubleClickCommand</td>
<td>Gets or sets the double click command being invoked. This is a dependency property. (Inherited from DockWindowTab.)</td>
</tr>
<tr>
<td>IsContentTrimmed</td>
<td>Gets a value indicates whether the displaying content is trimmed. This is a dependency property. (Inherited from DockWindowTab.)</td>
</tr>
</tbody>
</table>

## See Also

- ToolWindowTab Class
- DevZest.Windows.Docking.Primitives Namespace
ToolWindowTabPanel Class

Arranges the tool window tabs.

Inheritance Hierarchy

System
  System.Object
  System.Windows.Threading.DispatcherObject
  System.Windows.DependencyObject
  System.Windows.UIElement
  System.Windows.FrameworkElement
  System.Windows.Controls.Panel

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

[C#]
public class ToolWindowTabPanel : Panel

[VB]
Public Class ToolWindowTabPanel
  Inherits Panel

The ToolWindowTabPanel type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="constructor" /> ToolWindowTabPanel</td>
<td>Initializes a new instance of the ToolWindowTabPanel class</td>
</tr>
</tbody>
</table>
Remarks

Use `ToolWindowTabPanel` as `ItemsPanel` of `ToolWindowTabStrip`.

See Also

Reference

`DevZest.Windows.Docking.Primitives Namespace`
ToolWindowTabPanel Constructor

Initializes a new instance of the ToolWindowTabPanel class

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

⚠️ Syntax

```csharp
public ToolWindowTabPanel()
```

⚠️ See Also

Reference
- ToolWindowTabPanel Class
- DevZest.Windows.Docking.Primitives Namespace

Copyright © DevZest, All rights reserved.
ToolWindowTabStrip Class

Represents the strip of tool window tabs.

Inheritance Hierarchy

  System.Windows.DependencyObject
  System.Windows.UIElement
  System.Windows.FrameworkElement
  System.Windows.Controls.Control
  System.Windows.Controls.ItemsControl

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

C#  VB

```csharp
public class ToolWindowTabStrip : ItemsControl
```

The ToolWindowTabStrip type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ToolWindowTabStrip</td>
<td>Initializes a new instance of the ToolWindowTabStrip class</td>
</tr>
</tbody>
</table>
Remarks

Use the `ToolWindowTabStrip` class in the control template of `ToolWindow` class. Bind `ItemsSource` property to the `VisibleItems` property of `DockPane`.

The item container of `ToolWindowTabStrip` is `ToolWindowTab`.

See Also

Reference

`DevZest.Windows.Docking.Primitives Namespace`
ToolWindowTabStrip Constructor

Initializes a new instance of the ToolWindowTabStrip class

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>public ToolWindowTabStrip()</td>
<td></td>
</tr>
</tbody>
</table>

### See Also

Reference  
ToolWindowTabStrip Class  
DevZest.Windows.Docking.Primitives Namespace
WindowSwitcher Class

Switches between DockItem windows.

Inheritance Hierarchy

- SystemObject
- System.Windows.Threading.DispatcherObject
- System.Windows.DependencyObject
- System.Windows.UIElement
- System.Windows.FrameworkElement
- System.Windows.Controls.Control

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```csharp
public sealed class WindowSwitcher : Control
```

The WindowSwitcher type exposes the following members.

Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ActiveDocuments</td>
<td>Gets a collection of document DockItem objects, in the order of activation.</td>
</tr>
<tr>
<td>ActiveToolWindows</td>
<td>Gets a collection of tool</td>
</tr>
</tbody>
</table>
window DockItem objects, in the order of activation.

**DockControl**

Gets the DockControl object associated with this WindowSwitcher. This is a dependency property.

## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>☣️ S GetHotkey</td>
<td>Gets the value of Hotkey attached property from DockControl.</td>
</tr>
</tbody>
</table>

## Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>☣️ S DockControlProperty</td>
<td>Identifies the DockControl dependency property.</td>
</tr>
<tr>
<td>☣️ S HotkeyProperty</td>
<td>Identifies the Hotkey attached property.</td>
</tr>
</tbody>
</table>

## Attached Properties
**Hotkey**

Gets a value indicates the key combination that will activate the window switcher for a given DockControl.

---

**Remarks**

The switcher will be activated when the keyboard combination, that the KeyGesture value set to DockControl object's Hotkey attached property, is pressed.

---

**See Also**

Reference

DevZest.Windows.Docking.Primitives Namespace

---

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# WindowSwitcher Properties

The `WindowSwitcher` type exposes the following members.

## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ActiveDocuments</td>
<td>Gets a collection of document <code>DockItem</code> objects, in the order of activation.</td>
</tr>
<tr>
<td>ActiveToolWindows</td>
<td>Gets a collection of tool window <code>DockItem</code> objects, in the order of activation.</td>
</tr>
<tr>
<td>DockControl</td>
<td>Gets the <code>DockControl</code> object associated with this <code>WindowSwitcher</code>. This is a dependency property.</td>
</tr>
</tbody>
</table>

See Also

Reference
- `WindowSwitcher Class`
- `DevZest.Windows.Docking.Primitives Namespace`
WindowSwitcherActiveDocuments Property

Gets a collection of document DockItem objects, in the order of activation.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public IEnumerable&lt;DockItem&gt; ActiveDocuments { get; }</code></td>
<td></td>
</tr>
</tbody>
</table>

**Property Value**

Type: `IEnumerable<DockItem>`

A collection of document DockItem objects, in the order of activation (last active first).

### See Also

- Reference
  - WindowSwitcher Class
  - DevZest.Windows.Docking.Primitives Namespace

---

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WindowSwitcherActiveToolWindows Property

Gets a collection of tool window DockItem objects, in the order of activation.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public IEnumerable<DockItem> ActiveToolWindows {
}
```

### Property Value

Type: **IEnumerable<DockItem>**
A collection of tool window DockItem objects, in the order of activation (last active first).

### See Also

**Reference**
- WindowSwitcher Class
- DevZest.Windows.Docking.Primitives Namespace

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WindowSwitcherDockControl Property

Gets the DockControl object associated with this WindowSwitcher. This is a dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public DockControl DockControl { get; }
```

### Property Value

Type: DockControl  
The DockControl object.

### See Also

Reference  
WindowSwitcher Class  
DevZest.Windows.Docking.Primitives Namespace

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WindowSwitcher Methods

The WindowSwitcher type exposes the following members.

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetHotkey</td>
<td>Gets the value of Hotkey attached property from DockControl.</td>
</tr>
</tbody>
</table>

See Also

Reference

WindowSwitcher Class
DevZest.Windows.Docking.Primitives Namespace

Copyright © DevZest, All rights reserved.
WindowSwitcher.GetHotkey Method

GETS THE VALUE OF Hotkey ATTACHED PROPERTY FROM A GIVEN DockControl.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
Version: 2.5.0.0 (2.5.5912.0)

## Syntax

**C#**
```csharp
public static KeyGesture GetHotkey(
    DockControl dockControl
)
```

**VB**
```vbnet
Public Shared Function GetHotkey(dockControl As DockControl) As KeyGesture
End Function
```

### Parameters

`dockControl`
- **Type:** DevZest.Windows.Docking.DockControl
- The DockControl from which to read the property value.

### Return Value

Type: KeyGesture
- The value of Hotkey attached property.

## See Also

**Reference**
- WindowSwitcher Class
- DevZest.Windows.Docking.Primitives Namespace

---

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WindowSwitcherSetHotkey Method

Sets the value of

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

⚠️ **Syntax**

```csharp
public static void SetHotkey(
    DockControl dockControl,
    KeyGesture value
)
```

**Parameters**

- **dockControl**
  - Type: DevZest.Windows.Docking.DockControl  
  - The DockControl on which to set the property value.

- **value**
  - Type: System.Windows.Input.KeyGesture  
  - The property value to set.

⚠️ **See Also**

Reference  
WindowSwitcher Class  
DevZest.Windows.Docking.Primitives Namespace
The `WindowSwitcher` type exposes the following members.

### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DockControlProperty</td>
<td>Identifies the <code>DockControl</code> dependency property.</td>
</tr>
<tr>
<td>HotkeyProperty</td>
<td>Identifies the <code>Hotkey</code> attached property.</td>
</tr>
</tbody>
</table>

**See Also**

- Reference
  - `WindowSwitcher` Class
  - `DevZest.Windows.Docking.Primitives` Namespace

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WindowSwitcherDockControlPropertyChanged Field

Identifies the DockControl dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public static readonly DependencyProperty DockCor...</code></td>
<td></td>
</tr>
</tbody>
</table>

**Field Value**

Type: DependencyProperty

### See Also

Reference

WindowSwitcher Class
DevZest.Windows.Docking.Primitives Namespace
WindowSwitcherHotkeyProperty Field

Identifies the Hotkey attached property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```
public static readonly DependencyProperty HotkeyField
```

Field Value  
Type: DependencyProperty

### See Also

Reference  
WindowSwitcher Class  
DevZest.Windows.Docking.Primitives Namespace

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WindowSwitcher Attached Properties

The WindowSwitcher type exposes the following members.

▶ Attached Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hotkey</td>
<td>Gets a value indicates the key combination that will activate the window switcher for a given DockControl.</td>
</tr>
</tbody>
</table>

See Also

Reference

WindowSwitcher Class
DevZest.Windows.Docking.Primitives Namespace
WindowSwitcherHotkey Attached Property

Gets a value indicates the key combination that will activate the window switcher for a given DockControl.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>See GetHotkey, SetHotkey</td>
<td></td>
</tr>
</tbody>
</table>

**Property Value**

- **Type:** KeyGesture
- The key combination. The default value is.

### See Also

**Reference**

- WindowSwitcher Class
- DevZest.Windows.Docking.Primitives Namespace

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WindowViewbox Class

Defines a content decorator that can preview a window.

Inheritance Hierarchy

```
  System.Windows.DependencyObject
  System.Windows.UIElement
  System.Windows.FrameworkElement
  System.Windows.Controls.Decorator
```

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```
C#   VB

public class WindowViewbox : Decorator
```

The `WindowViewbox` type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>WindowViewbox</code></td>
<td>Initializes a new instance of the <code>WindowViewbox</code> class</td>
</tr>
</tbody>
</table>

Top
Remarks

This class is used in the control template of WindowSwitcher class to preview selected window.

See Also

Reference
DevZest.Windows.Docking.Primitives Namespace

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WindowViewbox Constructor

Initializes a new instance of the WindowViewbox class

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>Copy</th>
</tr>
</thead>
<tbody>
<tr>
<td>public</td>
<td>WindowViewbox()</td>
<td></td>
</tr>
</tbody>
</table>

### See Also

Reference  
WindowViewbox Class  
DevZest.Windows.Docking.Primitives Namespace

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WpfFloatingWindow Class

Represents the visual presentation of a FloatingWindow object in WpfFloatingWindowClient.

Inheritance Hierarchy

```
             System.Windows.DependencyObject
             System.Windows.UIElement
             System.Windows.FrameworkElement
             System.Windows.Controls.Control
             System.Windows.Controls.ContentControl
             DevZest.Windows.WindowControl
```

Assembly: DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

Syntax

```
public class WpfFloatingWindow : WindowControl
```

The WpfFloatingWindow type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>WpfFloatingWindow</td>
<td>Initializes a new instance of the WpfFloatingWindow</td>
</tr>
</tbody>
</table>
### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>ActualLeft</strong></td>
<td>Gets the actual left position of this WindowControl. (Inherited from WindowControl.)</td>
</tr>
<tr>
<td><strong>ActualTop</strong></td>
<td>Gets the actual top position of this WindowControl. (Inherited from WindowControl.)</td>
</tr>
<tr>
<td><strong>DoubleClickCommand</strong></td>
<td>Gets or sets the double click command being invoked. This is a dependency property.</td>
</tr>
<tr>
<td><strong>Left</strong></td>
<td>Gets or sets a value that represents the distance between the left side of WindowControl and the left side of its parent WindowPanel. This is a dependency property. (Inherited from WindowControl.)</td>
</tr>
<tr>
<td><strong>Top</strong></td>
<td>Gets or sets a value that represents the distance between the top side of WindowControl.</td>
</tr>
</tbody>
</table>
WindowControl and the top side of its parent WindowPanel. This is a dependency property. (Inherited from WindowControl.)

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>👤 👥 EnsureVisibleLocation</td>
<td>Gets the adjusted location to ensure the window is visible in its container. (Inherited from WindowControl.)</td>
</tr>
</tbody>
</table>

Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>埭[DoubleClickCommandProperty]</td>
<td>Identifies the DoubleClickCommand dependency property.</td>
</tr>
</tbody>
</table>

Remarks

WpfFloatingWindow is the item container of WpfFloatingWindowClient. Its Content property is set to a instance of FloatingWindow object.
See Also

Reference
DevZest.Windows.Docking.Primitives Namespace

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WpfFloatingWindow Constructor

Initializes a new instance of the WpfFloatingWindow class

**Namespace:**  DevZest.Windows.Docking.Primitives  
**Assembly:**  DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>public WpfFloatingWindow()</td>
<td></td>
</tr>
</tbody>
</table>

### See Also

Reference  
WpfFloatingWindow Class  
DevZest.Windows.Docking.Primitives Namespace

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WpfFloatingWindow Properties

The **WpfFloatingWindow** type exposes the following members.

### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ActualLeft</td>
<td>Gets the actual left position of this <strong>WindowControl</strong>. (Inherited from <strong>WindowControl</strong>.)</td>
</tr>
<tr>
<td>ActualTop</td>
<td>Gets the actual top position of this <strong>WindowControl</strong>. (Inherited from <strong>WindowControl</strong>.)</td>
</tr>
<tr>
<td>DoubleClickCommand</td>
<td>Gets or sets the double click command being invoked. This is a dependency property.</td>
</tr>
<tr>
<td>Left</td>
<td>Gets or sets a value that represents the distance between the left side of <strong>WindowControl</strong> and the left side of its parent <strong>WindowPanel</strong>. This is a dependency property. (Inherited from <strong>WindowControl</strong>.)</td>
</tr>
</tbody>
</table>
Gets or sets a value that represents the distance between the top side of `WindowControl` and the top side of its parent `WindowPanel`. This is a dependency property. (Inherited from `WindowControl`.)

**See Also**

Reference
- `WpfFloatingWindow Class`
- `DevZest.Windows.Docking.Primitives Namespace`

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WpfFloatingWindowDoubleClickCommand Property

Gets or sets the double click command being invoked. This is a dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll) Version: 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public ICommand DoubleClickCommand { get; set; }
```

### Property Value

Type: `ICommand`

The double click command being invoked. The default value is `null`.

### See Also

Reference

- WpfFloatingWindow Class
- DevZest.Windows.Docking.Primitives Namespace
WpfFloatingWindow Methods

The `WpfFloatingWindow` type exposes the following members.

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>EnsureVisibleLocation</code></td>
<td>Gets the adjusted location to ensure the window is visible in its container. (Inherited from <code>WindowControl</code>.)</td>
</tr>
</tbody>
</table>

See Also

Reference
- `WpfFloatingWindow Class`
- `DevZest.Windows.Docking.Primitives Namespace`

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The `WpfFloatingWindow` type exposes the following members.

### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>DoubleClickCommandProperty</code></td>
<td>Identifies the <code>DoubleClickCommand</code> dependency property.</td>
</tr>
</tbody>
</table>

### See Also

Reference

- `WpfFloatingWindow Class`
- `DevZest.Windows.Docking.Primitives Namespace`
WpfFloatingWindowDoubleClickCommandField

Identifies the **DoubleClickCommand** dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static readonly DependencyProperty DoubleClickCommandProperty
```

- **Field Value**
  - **Type:** DependencyProperty

### See Also

- **Reference**
  - WpfFloatingWindow Class
  - DevZest.Windows.Docking.Primitives Namespace

---

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WpfFloatingWindowClient Class

Represents the client area to display a collection of FloatingWindow objects.

## Inheritance Hierarchy

```
             System.Windows.DependencyObject
             System.Windows.UIElement
             System.Windows.FrameworkElement
             System.Windows.Controls.Control
             System.Windows.Controls.ItemsControl
```

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

## Syntax

```csharp
[TemplatePartAttribute(Name = "PART_OverlayCanvas")]
public sealed class WpfFloatingWindowClient : ItemsControl
```

The `WpfFloatingWindowClient` type exposes the following members.

## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DockControl</td>
<td>Gets the owner DockControl. This is</td>
</tr>
</tbody>
</table>
a dependency property.

### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DockControlProperty</td>
<td>Identifies the DockControl dependency property.</td>
</tr>
</tbody>
</table>

### Remarks

The item container of `WpfFloatingWindowClient` is `WpfFloatingWindow`. The `ItemsSource` property binds to the `FloatingWindows` property of `DockControl`.

### See Also

Reference

`DevZest.Windows.Docking.Primitives Namespace`
WpfFloatingWindowClient Properties

The WpfFloatingWindowClient type exposes the following members.

Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DockControl</td>
<td>Gets the owner DockControl. This is a dependency property.</td>
</tr>
</tbody>
</table>

See Also

Reference
- WpfFloatingWindowClient Class
- DevZest.WindowsDockingPrimitives Namespace

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DevZest WPF Docking

WpfFloatingWindowClientDockControl

Property

Gets the owner DockControl. This is a dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
</tr>
</thead>
<tbody>
<tr>
<td>public DockControl DockControl { get; }</td>
<td></td>
</tr>
</tbody>
</table>

Property Value

Type: DockControl  
The owner DockControl.

### See Also

Reference

WpfFloatingWindowClient Class  
DevZest.Windows.Docking.Primitives Namespace

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WpfFloatingWindowClient Fields

The `WpfFloatingWindowClient` type exposes the following members.

### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DockControlProperty</td>
<td>Identifies the <code>DockControl</code> dependency property.</td>
</tr>
</tbody>
</table>

See Also

Reference

- `WpfFloatingWindowClient Class`
- `DevZest.Windows.Docking.Primitives Namespace`
WpfFloatingWindowClientDockControl Field

Identifies the DockControl dependency property.

**Namespace:** DevZest.Windows.Docking.Primitives  
**Assembly:** DevZest.WpfDocking (in DevZest.WpfDocking.dll)  
**Version:** 2.5.0.0 (2.5.5912.0)

### Syntax

```csharp
public static readonly DependencyProperty DockControlProperty
```

### Field Value

Type: DependencyProperty

### See Also

Reference  
WpfFloatingWindowClient Class  
DevZest.Windows.Docking.Primitives Namespace

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