



Transitions is a framework that allows more than one piece of graphical content to share the same space in an applications user interface. It does this by providing a set of controls and an extensible library of animations that allow the user to switch between these pieces of content dynamically at run time.

An application that wishes to use transitions can start by defining a placeholder in the UI where shared content will be hosted. For the initial design any placeholder will do. A static image or even an empty panel is enough to get you started building the surrounding UI. When it's time to actually start hosting content you'll need to decide how that content will be shown and how it will be navigated. After these questions are answered, choose a transition-aware control to put in place of your temporary content.

Currently Transitions ships with only two controls out of the box: [TransitionElement](#) and [Slideshow](#). Other controls, like a Tab control for example, could also be created. We encourage the community to come up with other common navigation and presentation scenarios that

can leverage transitions.

For the remainder of this getting started document we'll focus on leveraging [TransitionElement](#).

TransitionElement has a [Transition](#) property that can be used to specify a single transition that will occur whenever content changes. In the [Transitions](#) namespace you'll find several transitions that can be instantiated and set to this property. You can also specify the transition in xaml:

```
<transc:TransitionElement x:Name="TransitionBox">
    <transc:TransitionElement.Transition>
        <trans:RotateTransition Angle="45" />
    </transc:TransitionElement.Transition>
</transc:TransitionElement>
```

Notice in this example that the [Angle](#) property is explicitly set to 45°. This is entirely optional and overrides the default angle of 90°.

Once the **TransitionElement** has been added to the UI and a transition has been specified, you can begin supplying content to be displayed. This is accomplished by simply setting the [Content](#) property on **TransitionElement**. To do that, make sure you've named your **TransitionElement** so that you can access it from your code-behind. In the example above you can see

we've named our **TransitionElement** *TransitionBox*.

Now let's assume for a moment that we created two different user controls at the top of our class and stored them for later use:

```
UserControlA userControlA = new UserControlA();  
UserControlB userControlB = new UserControlB();
```

We could add two buttons to our UI and allow the user to switch between the two controls like this:

```
private void AButton_Click(object sender, RoutedEventArgs e)  
{  
    TransitionBox.Content = userControlA;  
}  
  
private void BButton_Click(object sender, RoutedEventArgs e)  
{  
    TransitionBox.Content = userControlB;  
}
```

If the user clicks the same button twice no transition will occur because the content is not actually changing. On the other hand, if userControlA is displayed and the user clicks 'BButton' content will change and a transition will occur.

Another feature I'd like to cover as part of getting started is what I call transition *strategies*. In addition to the

[Transition](#) property, each control that supports transitions also has a [TransitionSelector](#) property. This property works similarly to the way [ItemTemplateSelector](#) works on an [ItemsControl](#). In other words, each time a transition needs to occur you can use your own custom code to supply the transition to run. You do this by creating your own class that inherits from [TransitionSelector](#).

TransitionSelector has one method, [SelectTransition](#), that you must override. Here is the **SelectTransition** signature:

```
public virtual Transition SelectTransition(object oldContent, object newContent)
```

As you can see, a transition selector is passed the old content and the new content and is expected to return a **Transition** to perform. It's worth noting that **null** (Nothing in VB) can be returned and no transition will occur. Instead, new content will immediately replace old content.

In building samples and applications with the Transitionals framework, one strategy we bumped into quite a bit is the desire to select a random transition each time one should occur. To meet this need we created [RandomTransitionSelector](#). **RandomTransitionSelector** allows you to supply a list of transitions along with their configuration and each time a transition occurs, one is

required randomly selected from the supplied list. **RandomTransitionSelector** can be used like this:

```
<transc:TransitionElement x:Name="TransitionBox">
  <transc:TransitionElement.TransitionSelector>
    <trans:RandomTransitionSelector>
      <transt:DoorTransition/>
      <transt:DotsTransition/>
      <transt:RotateTransition Angle="45" />
      <transt:RollTransition/>
    </trans:RandomTransitionSelector>
  </transc:TransitionElement.TransitionSelector>
</TransitionElement>
```

But what if you want to use every transition available in an assembly, or even multiple assemblies? Just add them using the [TransitionAssemblies](#) property like this:

```
<trans:RandomTransitionSelector>
  <trans:RandomTransitionSelector.TransitionAssemblies>
    <refl:AssemblyName Name="Transentials" />
  </trans:RandomTransitionSelector.TransitionAssemblies>
</trans:RandomTransitionSelector>
```

Note here that **Name** is an [assembly name](#), so standard conventions apply.

Now suppose you want to load up all the transitions available in an assembly but you need to specify some non-default values for one or two transitions. No

problem, just list the ones you want to customize along with their settings like so:

```
<trans:RandomTransitionSelector>
  <trans:RandomTransitionSelector.TransitionAssemblies>
    <refl:AssemblyName Name="Transitional" />
  </trans:RandomTransitionSelector.TransitionAssemblies>
  <transt:RotateTransition Angle="45" />
</trans:RandomTransitionSelector>
```

Whenever **RandomTransitionSelector** loads a transition from an assembly it checks to see if you've already added that particular transition. If you have, it won't try to add it again. So if you want to add two or more copies of a particular transition with different settings, you can add two or more entries to the list:

```
<trans:RandomTransitionSelector>
  <trans:RandomTransitionSelector.TransitionAssemblies>
    <refl:AssemblyName Name="Transitional" />
  </trans:RandomTransitionSelector.TransitionAssemblies>
  <transt:RotateTransition Angle="45" />
  <transt:RotateTransition Angle="25" />
</trans:RandomTransitionSelector>
```

Finally, since each transition can specify its own default duration, what if you want all of them to have the same duration? You can use the [TransitionDuration](#) property like this:

```
<trans:RandomTransitionSelector TransitionDuration="0:0:5">
  <trans:RandomTransitionSelector.TransitionAssemblies>
    <refl:AssemblyName Name="Transionals" />
  </trans:RandomTransitionSelector.TransitionAssemblies>
</trans:RandomTransitionSelector>
```

Using the Xaml above, **RandomTransitionSelector** will attempt to update the Duration property to 5 seconds right before the transition is returned to **TransitionElement**. Note that in the first release some transition don't allow their durations to be changed. This is a known issue and if the duration can't be changed the default value will be used instead.

That's it for this first release. If you'd like to check out all the included transitions, run the TransitionTester sample. That sample will even let you load up your own transition assemblies and test them out too. If you'd like to see a working example of using **RandomTransitionSelector**, check out the ImageViewer sample application. Please note that very large images currently don't transition as expected because of the time it takes to load the image. We're looking into it.

In the examples in this document the following namespace aliases were used:
`xmlns:trans="clr-namespace:Transionals;assembly=Transionals"`

```
xmlns:transc="clr-
namespace:Transitions.Controls;assembly=Transitions"
xmlns:transt="clr-
namespace:Transitions.Transitions;assembly=Transitions"
xmlns:refl="clr-namespace:System.Reflection;assembly=mscorlib"
```

Transitional Namespace

Namespaces ► **Transitional**

C# ▾

The **Transitional** namespace includes core components that are leveraged by transitional controls and applications that consume them. For example, this namespace includes the base classes **Transition** and **Transition3D** on which custom transitions can be defined.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

namespace Transitional

Namespace Transitional

namespace Transitional

Types

All Types

Classes

Enumerations

Icon	Type	Description
	NullContentSupport	Describes how null content is supported.
	RandomTransitionSelector	A transition selector that randomly selects from a list of available transitions.
	Transition	
	Transition3D	
	TransitionConverter	TypeConverter to convert Transition to/from other types. Currently only

		<p>String is supported.</p>
	TransitionSelector	Allows different transitions to run based on the old and new contents

Transitional NullContentSupport Enumeration

Namespaces ► Transitional ► NullContentSupport

C# ▾

Describes how null content is supported.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public enum NullContentSupport
```

```
Public Enumeration NullContentSupport
```

```
public enum class NullContentSupport
```

Members

Member	Description
None	Transitioning to or from null is not supported.
Old	Transitioning from null to non-null is supported.
New	Transitioning from non-null to null is supported.
Both	Transitioning to or from null are both supported.

Remarks

[Missing <remarks> documentation for
T:Transionals.NullContentSupport]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitional RandomTransitionSelector Class

Namespaces ► Transitional ► RandomTransitionSelector

C# ▾

A transition selector that randomly selects from a list of available transitions.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public class RandomTransitionSelector : TransitionSe
```

```
Public Class RandomTransitionSelector _  
    Inherits TransitionSelector
```

```
public ref class RandomTransitionSelector : public T
```

Members

All Members	Constructors	Methods	Properties	Fields
<input checked="" type="checkbox"/> Public		<input checked="" type="checkbox"/> Instance		<input checked="" type="checkbox"/> Declared
<input checked="" type="checkbox"/> Protected		<input checked="" type="checkbox"/> Static		<input checked="" type="checkbox"/> Inherited

Icon	Member
≡	RandomTransitionSelector()
≡	CheckAccess()
≡	ClearValue(DependencyProperty)
≡	ClearValue(DependencyPropertyKey)
≡	CoerceValue(DependencyProperty)
!	DependencyObjectType
!	Dispatcher
≡	Equals(Object)
!	Finalize()

=	 GetHashCode()
=	 GetLocalValueEnumerator()
=	 GetType()
=	 GetValue(DependencyProperty)
=	 InvalidateProperty(DependencyProperty)
	IsSealed
	MemberwiseClone()
	OnPropertyChanged(DependencyPropertyChangedEventArgs)
	OnTransitionAssembliesChanged(DependencyPropertyChangedEventArgs)
	OnTransitionDurationChanged(DependencyPropertyChangedEventArgs)
	OnTransitionsChanged(DependencyPropertyChangedEventArgs)
=	 ReadLocalValue(DependencyProperty)
=	 SelectTransition(Object, Object)

	 SetValue(DependencyProperty, Object)
	 SetValue(DependencyPropertyKey, Object)
	 ShouldSerializeProperty(DependencyProperty)
	 ToString()
 TransitionAssemblies	
 S TransitionAssembliesProperty	
 TransitionDuration	
 S TransitionDurationProperty	
 Transitions	
 S	

TransitionsProperty

VerifyAccess()

Remarks

[Missing <remarks> documentation for
T:Transitions.RandomTransitionSelector]

Inheritance Hierarchy

Object

└ DispatcherObject

 └ DependencyObject

 └ TransitionSelector

 └ RandomTransitionSelector

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional RandomTransitionSelector Constructor

Namespaces ► Transitional ► RandomTransitionSelector ► **RandomTransitionSelector()**

C# ▾

Initializes a new instance of the [RandomTransitionSelector](#) class.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public RandomTransitionSelector()
```

```
Public Sub New
```

```
public:  
RandomTransitionSelector()
```

Remarks

[Missing <remarks> documentation for
[M:Transitional.RandomTransitionSelector.#ctor](#)]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitional
OnTransitionAssembliesChanged Method
(e)

Namespaces ► Transitional ► RandomTransitionSelector ► **OnTransitionAssembliesChanged(DependencyPropertyChangedEventArg**

C# ▾

Occurs when the value of the [TransitionAssemblies](#) property has changed.

[-] **Declaration Syntax**

C#

Visual Basic

Visual C++ ▾

```
protected virtual void OnTransitionAssembliesChanged(  
    DependencyPropertyChangedEventArgs e  
)
```

```
Protected Overridable Sub OnTransitionAssembliesChan  
    e As DependencyPropertyChangedEventArgs _  
)
```

```
protected:  
virtual void OnTransitionAssembliesChanged(  
    DependencyPropertyChangedEventArgs e  
)
```

[-] **Parameters**

e (DependencyPropertyChangedEventArgs)

A [DependencyPropertyChangedEventArgs](#) containing event information.

[-] **Remarks**

[Missing <remarks> documentation for
M:Transitional.RandomTransitionSelector.OnTransitionAssembliesChanged



Transitional OnTransitionDurationChanged Method (e)

Namespaces ► Transitional ► RandomTransitionSelector ► **OnTransitionDurationChanged(DependencyPropertyChangedEventArgs e)**

C#

Occurs when the value of the [TransitionDuration](#) property has changed.

Declaration Syntax

C#

Visual Basic

Visual C++

```
protected virtual void OnTransitionDurationChanged(  
    DependencyPropertyChangedEventArgs e  
)
```

```
Protected Overridable Sub OnTransitionDurationChange  
    e As DependencyPropertyChangedEventArgs _  
)
```

```
protected:  
virtual void OnTransitionDurationChanged(  
    DependencyPropertyChangedEventArgs e  
)
```

Parameters

e ([DependencyPropertyChangedEventArgs](#))

A [DependencyPropertyChangedEventArgs](#) containing event information.

Remarks

[Missing <remarks> documentation for
[M:Transitional.RandomTransitionSelector.OnTransitionDurationC](#)

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional OnTransitionsChanged Method (e)

Namespaces ► Transitional ► RandomTransitionSelector ►

OnTransitionsChanged(DependencyPropertyChangedEventArgs)

C#

Occurs when the value of the [Transitions](#) property has changed.

Declaration Syntax

C#

Visual Basic

Visual C++

```
protected virtual void OnTransitionsChanged(  
    DependencyPropertyChangedEventArgs e  
)
```

```
Protected Overridable Sub OnTransitionsChanged ( _  
    e As DependencyPropertyChangedEventArgs _  
)
```

```
protected:  
virtual void OnTransitionsChanged(  
    DependencyPropertyChangedEventArgs e  
)
```

Parameters

e (DependencyPropertyChangedEventArgs)

A [DependencyPropertyChangedEventArgs](#) containing event information.

Remarks

[Missing <remarks> documentation for
[M:Transitional.RandomTransitionSelector.OnTransitionsChanged](#)

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional

SelectTransition Method (oldContent, newContent)

Namespaces ► Transitional ► RandomTransitionSelector ► SelectTransition(Object, Object)

C# ▾

Returns a random Transition from the list of Transitions.

Declaration Syntax

C#

Visual Basic

Visual C++

```
public override Transition SelectTransition(  
    Object oldContent,  
    Object newContent  
)
```

```
Public Overrides Function SelectTransition ( _  
    oldContent As Object, _  
    newContent As Object _  
) As Transition
```

```
public:  
virtual Transition^ SelectTransition(  
    Object^ oldContent,  
    Object^ newContent  
) override
```

Parameters

oldContent (Object)

The old content that is currently displayed.

newContent (Object)

The new content that is to be displayed.

Return Value

The transition used to display the content or null if a transition should not be used.

Remarks

[Missing <remarks> documentation for
M:Transitional.RandomTransitionSelector.SelectTransition(System.Object)]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional TransitionAssemblies Property

Namespaces ► Transitional ► RandomTransitionSelector ► **TransitionAssemblies**

C#

Gets or sets a list of assembly names that define assemblies containing transitions. This is a dependency property.

Declaration Syntax

C#

Visual Basic

Visual C++

```
public ObservableCollection<AssemblyName> TransitionAssemblies { get; set; }
```

```
Public Property TransitionAssemblies As ObservableCollection<AssemblyName>
```

```
public:  
property ObservableCollection<AssemblyName> TransitionAssemblies {  
    get;  
    void set (ObservableCollection<AssemblyName> value);  
}
```

Value

A list of assembly names that define assemblies containing transitions.

Remarks

[Missing <remarks> documentation for
`P:Transitional.RandomTransitionSelector.TransitionAssemblies`]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional TransitionAssembliesProperty Field

Namespaces ► Transitional ► RandomTransitionSelector ► **TransitionAssembliesProperty**

C# ▾

Identifies the **TransitionAssembliesProperty** dependency property.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public static readonly DependencyProperty Transition
```

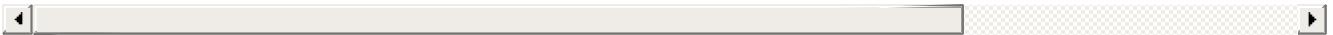
```
Public Shared ReadOnly TransitionAssembliesProperty
```

```
public:  
    static initonly DependencyProperty^ TransitionAssemb
```

Remarks

[Missing <remarks> documentation for
F:Transitional.RandomTransitionSelector.TransitionAssembliesPi]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional **TransitionDuration** Property

Namespaces ► Transitional ► RandomTransitionSelector ► **TransitionDuration**

C# ▾

Gets or sets a [Duration](#) that all transitions will last. This is a dependency property.

[-] Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public Duration TransitionDuration { get; set; }
```

Public Property TransitionDuration **As** Duration

```
public:  
property Duration TransitionDuration {  
    Duration get ();  
    void set (Duration value);  
}
```

[-] Value

The [Duration](#) that all transitions will last, or [Automatic](#) to allow each transition to have its own unique duration. The default value is [Automatic](#).

[-] Remarks

Each transition provides its own default duration even if one isn't specified in markup. Setting this property to [Automatic](#) (the default) will honor these defaults or any durations specified in markup. If a value other than [Automatic](#) is supplied, the specified duration will replace the duration for each [Transition](#) in the [Transitions](#) list as it is used.

Transitional TransitionDurationProperty Field

Namespaces ► Transitional ► RandomTransitionSelector ► **TransitionDurationProperty**

C# ▾

Identifies the **TransitionDurationProperty** dependency property.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public static readonly DependencyProperty Transition
```

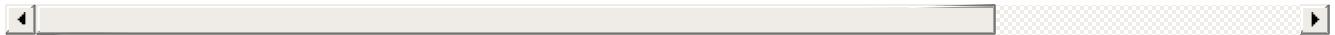
```
Public Shared ReadOnly TransitionDurationProperty As
```

```
public:  
    static initonly DependencyProperty^ TransitionDurati
```

Remarks

[Missing <remarks> documentation for
`F:Transitional.RandomTransitionSelector.TransitionDurationProp`

Assembly: `Transitional` (Module: `Transitional`) Version: 1.0.0.0 (1.0.0.0)



Transitional **Transitions** Property

Namespaces ► Transitional ► RandomTransitionSelector ► **Transitions**

C# ▾

Gets or sets the list of transitions that will be used by the [RandomTransitionSelector](#). This is a dependency property.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public ObservableCollection<Transition> Transitions
```

```
Public Property Transitions As ObservableCollection(
```

```
public:  
property ObservableCollection<Transition^>^ Transitions  
    ObservableCollection<Transition^>^ get ();  
    void set (ObservableCollection<Transition^>^  
}
```

Value

The list of transitions that will be used by the [RandomTransitionSelector](#).

Remarks

[Missing <remarks> documentation for
[P:Transitional.RandomTransitionSelector.Transitions](#)]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional **TransitionsProperty** Field

Namespaces ► Transitional ► RandomTransitionSelector ► **TransitionsProperty**

C# ▾

Identifies the **TransitionsProperty** dependency property.

Declaration Syntax

C#

Visual Basic

Visual C++

```
public static readonly DependencyProperty Transition
```

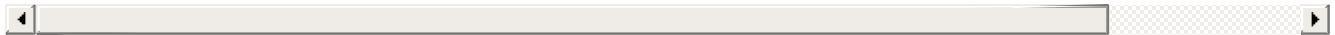
```
Public Shared ReadOnly TransitionsProperty As Depend
```

```
public:  
    static initonly DependencyProperty^ TransitionsPrope
```

Remarks

[Missing <remarks> documentation for
`F:Transitional.RandomTransitionSelector.TransitionsProperty`]

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional Transition Class

Namespaces ► Transitional ► Transition

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public abstract class Transition : DependencyObject
```

```
Public MustInherit Class Transition _  
    Inherits DependencyObject
```

```
public ref class Transition abstract : public Depend
```

Members

All Members	Constructors	Methods	Properties	Fields
<input checked="" type="checkbox"/> Public		<input checked="" type="checkbox"/> Instance		<input checked="" type="checkbox"/> Declared
<input checked="" type="checkbox"/> Protected		<input checked="" type="checkbox"/> Static		<input checked="" type="checkbox"/> Inherited

Icon	Member
💡	Transition()
💡 S	AcceptsNullContentProperty
💡	BeginTransition(TransitionElement, ContentPresenter, ContentPresenter)
💡	CheckAccess()
💡	ClearValue(DependencyProperty)
💡	ClearValue(DependencyPropertyKey)
💡	ClipToBounds
💡 S	ClipToBoundsProperty
💡	CoerceValue(DependencyProperty)

≡	InvalidateProperty(DependencyProperty)
!	IsNewContentTopmost
• S	IsNewContentTopmostProperty
!	IsSealed
!	MemberwiseClone()
!	NullContentSupport
!	OnDurationChanged(Duration, Duration)
!	OnPropertyChanged(DependencyPropertyChangedEventArgs)
!	OnTransitionEnded(TransitionElement, ContentPresenter, ContentPresenter)
≡	ReadLocalValue(DependencyProperty)
≡	SetValue(DependencyProperty, Object)
≡	SetValue(DependencyPropertyKey, Object)
!	ShouldSerializeProperty(DependencyProperty)
≡	ToString()

=	VerifyAccess()	(

Remarks

[Missing <remarks> documentation for T:Transitional.Transition]

Inheritance Hierarchy

Object

 └ DispatcherObject

 └ DependencyObject

 └ Transition

 └ StoryboardTransition

 └ TranslateTransition

 └ FadeTransition

 └ Transition3D

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional Transition Constructor

Namespaces ► Transitional ► Transition ► Transition()

C# ▾

Initializes a new instance of the [Transition](#) class.

Declaration Syntax

C#

Visual Basic

Visual C++

protected **Transition()**

Protected Sub New

protected:
Transition()

Remarks

[Missing <remarks> documentation for
M:Transitional.Transition.#ctor]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitional Namespaces ► Transitional ► Transition ► AcceptsNullContentProperty Field

Namespaces ► Transitional ► Transition ► AcceptsNullContentProperty

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public static readonly DependencyProperty AcceptsNul
```

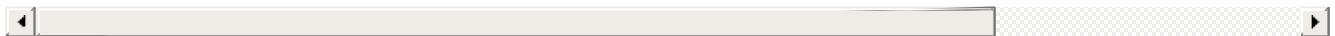
```
Public Shared ReadOnly AcceptsNullContentProperty As
```

```
public:  
static initonly DependencyProperty^ AcceptsNullContent
```

Remarks

[Missing <remarks> documentation for
F:Transitional.Transition.AcceptsNullContentProperty]

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional

BeginTransition Method (transitionElement, oldContent, newContent)

Namespaces ► Transitional ► Transition ►

BeginTransition(TransitionElement, ContentPresenter,
ContentPresenter)

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
protected internal virtual void BeginTransition(  
    TransitionElement transitionElement,  
    ContentPresenter oldContent,  
    ContentPresenter newContent  
)
```

```
Protected Friend Overridable Sub BeginTransition ( _  
    transitionElement As TransitionElement, _  
    oldContent As ContentPresenter, _  
    newContent As ContentPresenter _  
)
```

```
protected public:  
virtual void BeginTransition(  
    TransitionElement^ transitionElement,  
    ContentPresenter^ oldContent,  
    ContentPresenter^ newContent  
)
```

Parameters

transitionElement ([TransitionElement](#))

oldContent ([ContentPresenter](#))

newContent ([ContentPresenter](#))

Remarks

[Missing <remarks> documentation for
M:Transitionals.Transition.BeginTransition(Transitionals.Controls.)

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional ClipToBounds Property

Namespaces ► Transitional ► Transition ► ClipToBounds

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
protected internal bool ClipToBounds { get; set; }
```

Protected Friend Property ClipToBounds As Boolean

```
protected public:
property bool ClipToBounds {
    bool get ();
    void set (bool value);
}
```

Remarks

[Missing <remarks> documentation for
P:Transitional.Transition.ClipToBounds]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitional ClipToBoundsProperty Field

Namespaces ► Transitional ► Transition ► ClipToBoundsProperty

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public static readonly DependencyProperty ClipToBoundsP
```

```
Public Shared ReadOnly ClipToBoundsProperty As Depen
```

```
public:  
    static initonly DependencyProperty^ ClipToBoundsProp
```

Remarks

[Missing <remarks> documentation for
F:Transitional.Transition.ClipToBoundsProperty]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional CreateBrush Method (frameworkElement)

Namespaces ► Transitional ► Transition ►

CreateBrush(FrameworkElement)

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
protected static Brush CreateBrush(  
    FrameworkElement frameworkElement  
)
```

```
Protected Shared Function CreateBrush ( _  
    frameworkElement As FrameworkElement _  
) As Brush
```

```
protected:  
static Brush^ CreateBrush(  
    FrameworkElement^ frameworkElement  
)
```

Parameters

frameworkElement ([FrameworkElement](#))

Remarks

[Missing <remarks> documentation for
[M:Transitional.Transition.CreateBrush\(System.Windows.FrameworkElement\)](#)

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional Duration Property

Namespaces ► Transitional ► Transition ► Duration C# ▾

Declaration Syntax

C# ▾

Visual Basic ▾

Visual C++ ▾

```
public Duration Duration { get; set; }
```

Public Property Duration As Duration

```
public:  
property Duration Duration {  
    Duration get ();  
    void set (Duration value);  
}
```

Remarks

[Missing <remarks> documentation for
P:Transitional.Transition.Duration]

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)

TransitionalDurationProperty Field

Namespaces ► Transitional ► Transition ► DurationProperty

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public static readonly DependencyProperty DurationPr
```

```
Public Shared ReadOnly DurationProperty As Dependenc
```

```
public:  
    static initonly DependencyProperty^ DurationProperty
```

Remarks

[Missing <remarks> documentation for
F:Transitional.Transition.DurationProperty]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional
EndTransition Method (transitionElement, oldContent, newContent)

Namespaces ► Transitional ► Transition ►
EndTransition(TransitionElement, ContentPresenter, ContentPresenter)

C# ▾

❑ Declaration Syntax

C#

Visual Basic

Visual C++

```
protected void EndTransition(  
    TransitionElement transitionElement,  
    ContentPresenter oldContent,  
    ContentPresenter newContent  
)
```

```
Protected Sub EndTransition ( _  
    transitionElement As TransitionElement, _  
    oldContent As ContentPresenter, _  
    newContent As ContentPresenter _  
)
```

```
protected:  
void EndTransition(  
    TransitionElement^ transitionElement,  
    ContentPresenter^ oldContent,  
    ContentPresenter^ newContent  
)
```

❑ Parameters

transitionElement ([TransitionElement](#))

oldContent ([ContentPresenter](#))

newContent ([ContentPresenter](#))

❑ Remarks

[Missing <remarks> documentation for
M:Transitional.Transition.EndTransition(Transitional.Controls.Tr

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional IsNewContentTopmost Property

Namespaces ► Transitional ► Transition ► IsNewContentTopmost

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
protected internal bool IsNewContentTopmost { get; s
```

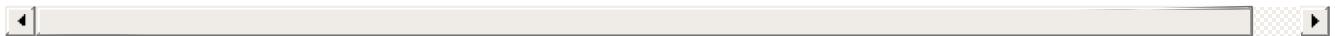
Protected Friend Property IsNewContentTopmost As Boo

```
protected public:
property bool IsNewContentTopmost {
    bool get ();
    void set (bool value);
}
```

Remarks

[Missing <remarks> documentation for
P:Transitional.Transition.IsNewContentTopmost]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional IsNewContentTopmostProperty Field

Namespaces ► Transitional ► Transition ► IsNewContentTopmostProperty

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public static readonly DependencyProperty IsNewContentTopmostProperty
```

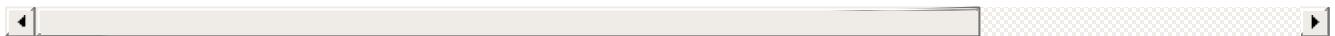
```
Public Shared ReadOnly IsNewContentTopmostProperty As DependencyProperty
```

```
public:  
static initonly DependencyProperty^ IsNewContentTopmostProperty;
```

Remarks

[Missing <remarks> documentation for
F:Transitional.Transition.IsNewContentTopmostProperty]

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional NullContentSupport Property

Namespaces ► Transitional ► Transition ► NullContentSupport

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
protected internal NullContentSupport NullContentSup
```

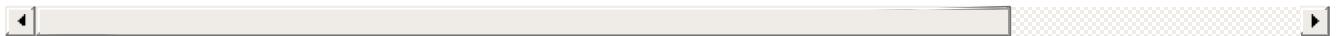
```
Protected Friend Property NullContentSupport As Null
```

```
protected public:
property NullContentSupport NullContentSupport {
    NullContentSupport get ();
    void set (NullContentSupport value);
}
```

Remarks

[Missing <remarks> documentation for
P:Transitional.Transition.NullContentSupport]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional **OnDurationChanged** Method (oldDuration, newDuration)

Namespaces ► Transitional ► Transition ► **OnDurationChanged(Duration, Duration)**

C# ▾

❑ Declaration Syntax

C#

Visual Basic

Visual C++

```
protected virtual void OnDurationChanged(  
    Duration oldDuration,  
    Duration newDuration  
)
```

```
Protected Overridable Sub OnDurationChanged ( _  
    oldDuration As Duration, _  
    newDuration As Duration _  
)
```

```
protected:  
virtual void OnDurationChanged(  
    Duration oldDuration,  
    Duration newDuration  
)
```

❑ Parameters

oldDuration ([Duration](#))

newDuration ([Duration](#))

❑ Remarks

[Missing <remarks> documentation for
[M:Transitional.Transition.OnDurationChanged\(System.Windows.I](#)

◀

▶

Transitional
OnTransitionEnded Method
(transitionElement, oldContent, newContent)

Namespaces ► Transitional ► Transition ►

**OnTransitionEnded(TransitionElement, ContentPresenter,
ContentPresenter)**

C# ▾

▀ Declaration Syntax

C#

Visual Basic

Visual C++

```
protected virtual void OnTransitionEnded(  
    TransitionElement transitionElement,  
    ContentPresenter oldContent,  
    ContentPresenter newContent  
)
```

```
Protected Overridable Sub OnTransitionEnded ( _  
    transitionElement As TransitionElement, _  
    oldContent As ContentPresenter, _  
    newContent As ContentPresenter _  
)
```

```
protected:  
virtual void OnTransitionEnded(  
    TransitionElement^ transitionElement,  
    ContentPresenter^ oldContent,  
    ContentPresenter^ newContent  
)
```

▀ Parameters

transitionElement ([TransitionElement](#))

oldContent ([ContentPresenter](#))

newContent ([ContentPresenter](#))

▀ Remarks

[Missing <remarks> documentation for
M:Transitional.Transition.OnTransitionEnded(Transitional.Controller)

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional Class Transition3D

Namespaces ► Transitional ► Transition3D

C#

Declaration Syntax

C#

Visual Basic

Visual C++

```
public abstract class Transition3D : Transition
```

```
Public MustInherit Class Transition3D _
    Inherits Transition
```

```
public ref class Transition3D abstract : public Tran
```

Members

All Members	Constructors	Methods	Properties	Fields
<input checked="" type="checkbox"/> Public		<input checked="" type="checkbox"/> Instance		<input checked="" type="checkbox"/> Declared
<input checked="" type="checkbox"/> Protected		<input checked="" type="checkbox"/> Static		<input checked="" type="checkbox"/> Inherited

Icon	Member
💡	Transition3D()
💡	BeginTransition(TransitionElement, ContentPresenter, ContentPresenter)
💡	BeginTransition3D(TransitionElement, ContentPresenter, ContentPresenter, Viewport3D)
💡	CheckAccess()
💡	ClearValue(DependencyProperty)
💡	ClearValue(DependencyPropertyKey)
💻	ClipToBounds
💡	CoerceValue(DependencyProperty)
💡	CreateCamera(UIElement, Double)
💡 S	CreateMesh(Point3D, Vector3D, Vector3D, Int32, Int32, Rect)

	DependencyObjectType	(
	Dispatcher	(
	Duration	(
	EndTransition(TransitionElement, ContentPresenter, ContentPresenter)	(
	Equals(Object)	(
	FieldOfView	
	FieldOfViewProperty	
	Finalize()	
	GetHashCode()	(
	GetLocalValueEnumerator()	(
	GetType()	(
	GetValue(DependencyProperty)	(
	InvalidateProperty(DependencyProperty)	(
	IsNewContentTopmost	(
	IsSealed	(
	Light	
	LightProperty	
	MemberwiseClone()	(
	NullContentSupport	(
	OnDurationChanged(Duration, Duration)	(

	OnPropertyChanged(DependencyPropertyChangedEventArgs)
	OnTransitionEnded(TransitionElement, ContentPresenter, ContentPresenter)
	ReadLocalValue(DependencyProperty)
	SetValue(DependencyProperty, Object)
	SetValue(DependencyPropertyKey, Object)
	ShouldSerializeProperty(DependencyProperty)
	ToString()
	VerifyAccess()

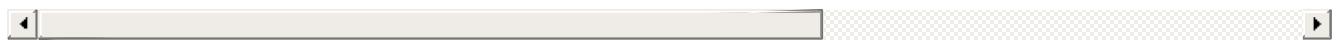
Remarks

[Missing <remarks> documentation for T:Transitional.Transition3]

Inheritance Hierarchy



Assembly: **Transitional** (Module: **Transitional**) Version: 1.0.0.0 (1.0.0.0)



Transitional Transition3D Constructor

Namespaces ► Transitional ► Transition3D ► **Transition3D()**

C# ▾

Initializes a new instance of the [Transition3D](#) class.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

protected **Transition3D()**

Protected Sub New

protected:
Transition3D()

Remarks

[Missing <remarks> documentation for
M:Transitional.Transition3D.#ctor]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitional

BeginTransition Method (transitionElement, oldContent, newContent)

Namespaces ► Transitional ► Transition3D ►

BeginTransition(TransitionElement, ContentPresenter,
ContentPresenter)

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
protected internal override sealed void BeginTransit
    TransitionElement transitionElement,
    ContentPresenter oldContent,
    ContentPresenter newContent
)
```

```
Protected Friend Overrides NotOverridable Sub BeginT
    transitionElement As TransitionElement, _
    oldContent As ContentPresenter, _
    newContent As ContentPresenter _
)
```

```
protected public:
virtual void BeginTransition(
    TransitionElement^ transitionElement,
    ContentPresenter^ oldContent,
    ContentPresenter^ newContent
) override sealed
```

Parameters

transitionElement ([TransitionElement](#))

oldContent ([ContentPresenter](#))

newContent ([ContentPresenter](#))

Remarks

[Missing <remarks> documentation for
M:Transionals.Transition3D.BeginTransition(Transionals.C

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitions

BeginTransition3D Method (transitionElement, oldContent, newContent, viewport)

Namespaces ► Transitions ► Transition3D ►

**BeginTransition3D(TransitionElement, ContentPresenter,
ContentPresenter, Viewport3D)**

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
protected virtual void BeginTransition3D(  
    TransitionElement transitionElement,  
    ContentPresenter oldContent,  
    ContentPresenter newContent,  
    Viewport3D viewport  
)
```

```
Protected Overridable Sub BeginTransition3D ( _  
    transitionElement As TransitionElement, _  
    oldContent As ContentPresenter, _  
    newContent As ContentPresenter, _  
    viewport As Viewport3D _  
)
```

```
protected:  
virtual void BeginTransition3D(  
    TransitionElement^ transitionElement,  
    ContentPresenter^ oldContent,  
    ContentPresenter^ newContent,  
    Viewport3D^ viewport  
)
```

Parameters

transitionElement ([TransitionElement](#))

oldContent ([ContentPresenter](#))

newContent ([ContentPresenter](#))

viewport ([Viewport3D](#))

■ Remarks

[Missing <remarks> documentation for
[M:Transitional.Transition3D.BeginTransition3D\(Transitional.Content, Viewport3D\)](#)

Assembly: [Transitional](#) (Module: [Transitional](#)) Version: 1.0.0.0 (1.0.0.0)



Transitional **CreateCamera Method (uiElement, fieldOfView)**

Namespaces ► Transitional ► Transition3D ► CreateCamera(UIElement, Double)

C# ▾

❑ Declaration Syntax

C#

Visual Basic

Visual C++

```
protected virtual Camera CreateCamera(  
    UIElement uiElement,  
    double fieldOfView  
)
```

```
Protected Overridable Function CreateCamera ( _  
    uiElement As UIElement, _  
    fieldOfView As Double _  
) As Camera
```

```
protected:  
virtual Camera^ CreateCamera(  
    UIElement^ uiElement,  
    double fieldOfView  
)
```

❑ Parameters

uiElement ([UIElement](#))

fieldOfView ([Double](#))

❑ Remarks

[Missing <remarks> documentation for
[M:Transitional.Transition3D.CreateCamera\(System.Windows.UIEl](#)

◀

▶

Transitional **CreateMesh Method (origin, vector1, vector2, steps1, steps2, textureBounds)**

Namespaces ► Transitional ► Transition3D ► CreateMesh(Point3D, Vector3D, Vector3D, Int32, Int32, Rect)

C# ▾

❑ Declaration Syntax

C#

Visual Basic

Visual C++

```
public static MeshGeometry3D CreateMesh(  
    Point3D origin,  
    Vector3D vector1,  
    Vector3D vector2,  
    int steps1,  
    int steps2,  
    Rect textureBounds  
)
```

```
Public Shared Function CreateMesh ( _  
    origin As Point3D, _  
    vector1 As Vector3D, _  
    vector2 As Vector3D, _  
    steps1 As Integer, _  
    steps2 As Integer, _  
    textureBounds As Rect _  
) As MeshGeometry3D
```

```
public:  
static MeshGeometry3D^ CreateMesh(  
    Point3D origin,  
    Vector3D vector1,  
    Vector3D vector2,  
    int steps1,  
    int steps2,  
    Rect textureBounds  
)
```

▀ Parameters

origin ([Point3D](#))

vector1 ([Vector3D](#))

vector2 ([Vector3D](#))

steps1 ([Int32](#))

steps2 ([Int32](#))

textureBounds ([Rect](#))

▀ Remarks

[Missing <remarks> documentation for
[M:Transitional.Transition3D.CreateMesh\(System.Windows.Media.](#)

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional FieldOfView Property

Namespaces ► Transitional ► Transition3D ► FieldOfView

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

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

```
Public Property FieldOfView As Double
```

```
public:  
property double FieldOfView {  
    double get ();  
    void set (double value);  
}
```

Remarks

[Missing <remarks> documentation for
P:Transitional.Transition3D.FieldOfView]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitional FieldOfViewProperty Field

Namespaces ► Transitional ► Transition3D ► FieldOfViewProperty

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public static readonly DependencyProperty FieldOfViewProperty
```

```
Public Shared ReadOnly FieldOfViewProperty As DependencyProperty
```

```
public:  
    static initonly DependencyProperty^ FieldOfViewProperty;
```

Remarks

[Missing <remarks> documentation for
[F:Transitional.Transition3D.FieldOfViewProperty](#)]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional Light Property

Namespaces ► Transitional ► Transition3D ► Light

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public Model3D Light { get; set; }
```

Public Property Light As Model3D

```
public:  
property Model3D^ Light {  
    Model3D^ get ();  
    void set (Model3D^ value);  
}
```

Remarks

[Missing <remarks> documentation for
P:Transitional.Transition3D.Light]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitional LightProperty Field

Namespaces ► Transitional ► Transition3D ► LightProperty

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++
C#

```
public static readonly DependencyProperty LightPrope
```

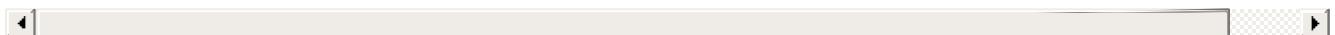
```
Public Shared ReadOnly LightProperty As DependencyProperty
```

```
public:  
    static initonly DependencyProperty^ LightProperty
```

Remarks

[Missing <remarks> documentation for
F:Transitional.Transition3D.LightProperty]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional TransitionConverter Class

Namespaces ► Transitional ► TransitionConverter

C# ▾

TypeConverter to convert Transition to/from other types. Currently only String is supported.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public class TransitionConverter : TypeConverter
```

```
Public Class TransitionConverter _  
    Inherits TypeConverter
```

```
public ref class TransitionConverter : public TypeCo
```

Members

All Members	Constructors	Methods	
<input checked="" type="checkbox"/> Public <input checked="" type="checkbox"/> Protected		<input checked="" type="checkbox"/> Instance <input checked="" type="checkbox"/> Static	<input checked="" type="checkbox"/> Declare <input checked="" type="checkbox"/> Inherit

Icon	Member	Description
=	TransitionConverter()	
=	CanConvertFrom(ITypeDescriptorContext, Type)	TypeConverter. (Overrides Object.CanConvertFrom(Type).)
=	CanConvertFrom(Type)	Returns to the type (Inherited from Object.)
=	CanConvertTo(ITypeDescriptorContext, Type)	TypeConverter. (Overrides Object.CanConvertTo(ITypeDescriptorContext, Type).)

		(Overrides TypeConverter.CanConvertTo(Type))
≡	CanConvertTo(Type)	Returns the Type .
		(Inherited from Object)
≡	ConvertFrom(ITypeDescriptorContext, CultureInfo, Object)	TypeConverter. ConvertFrom(ITypeDescriptorContext, CultureInfo, Object) (Overrides TypeConverter.ConvertFrom(ITypeDescriptorContext, CultureInfo, Object))
	ConvertFrom(Object)	Converts the specified Object .
		(Inherited from Object)
≡	ConvertFromInvariantString(String)	Converts the specified string using invariant culture information.
		(Inherited from Object)
≡	ConvertFromInvariantString(ITypeDescriptorContext, String)	Converts the specified string using invariant culture information.
		(Inherited from Object)
≡	ConvertFromString(String)	Converts the specified string.
		(Inherited from Object)
≡	ConvertFromString(ITypeDescriptorContext, String)	Converts the specified string.
		(Inherited from Object)
≡	ConvertFromString(ITypeDescriptorContext, CultureInfo, String)	Converts the specified string using the specified culture information.
		(Inherited from Object)
≡	ConvertTo(Object, Type)	Converts the value of the current Object to the specified type.
		(Inherited from Object)

	<code>ConvertTo(ITypeDescriptorContext, CultureInfo, Object, Type)</code>	Converts the specified object to the specified type.
		(Inherited from Object)
≡	<code>ConvertInvariantString(Object)</code>	Converts the specified object to an invariant string.
		(Inherited from Object)
≡	<code>ConvertInvariantString(ITypeDescriptorContext, Object)</code>	Converts the specified object to an invariant string using the specified context.
		(Inherited from Object)
≡	<code>ConvertToString(Object)</code>	Converts the specified object to a string.
		(Inherited from Object)
≡	<code>ConvertToString(ITypeDescriptorContext, Object)</code>	Converts the specified object to a string using the specified context.
		(Inherited from Object)
≡	<code>ConvertToString(ITypeDescriptorContext, CultureInfo, Object)</code>	Converts the specified object to a string using the specified context and culture information.
		(Inherited from Object)
≡	<code>CreateInstance(IDictionary)</code>	Re-creates the current instance.
		(Inherited from Object)
≡	<code>CreateInstance(ITypeDescriptorContext, IDictionary)</code>	Creates a new instance with, using the specified context and dictionary.
		(Inherited from Object)
≡	<code>Equals(Object)</code>	Determines whether the specified object is equal to the current instance.
		(Inherited from Object)
💡	<code>Finalize()</code>	Allows a cleanup operation to be performed before the current instance is garbage collected.

		(Inherited)
💡	GetConvertFromException(Object)	Returns
		(Inherited)
💡	GetConvertToException(Object, Type)	Returns
		(Inherited)
💡	GetCreateInstanceSupported()	Returns CreateIn
		(Inherited)
💡	GetCreateInstanceSupported(ITypeDescriptorContext)	Returns CreateIn context.
		(Inherited)
💡	GetHashCode()	Serves a suitable table.
		(Inherited)
💡	GetProperties(Object)	Returns value pa
		(Inherited)
💡	GetProperties(ITypeDescriptorContext, Object)	Returns value pa
		(Inherited)
💡	GetProperties(ITypeDescriptorContext, Object, Attribute[])	Returns value pa
		(Inherited)
💡	GetPropertiesSupported()	Returns

		(Inherited)
≡	GetPropertiesSupported(ITypeDescriptorContext)	Returns context.
		(Inherited)
≡	GetStandardValues(ITypeDescriptorContext)	(Overrides TypeCor
≡	GetStandardValues()	Returns data type
		(Inherited)
≡	GetStandardValuesExclusive(ITypeDescriptorContext)	(Overrides TypeCor
≡	GetStandardValuesExclusive()	Returns GetStan
		(Inherited)
≡	GetStandardValuesSupported(ITypeDescriptorContext)	(Overrides TypeCor
≡	GetStandardValuesSupported()	Returns be picke
		(Inherited)
≡	GetType()	Gets the
		(Inherited)
≡	IsValid(Object)	Returns
		(Inherited)
≡	IsValid(ITypeDescriptorContext, Object)	Returns specified
		(Inherited)
💡	MemberwiseClone()	Creates

		(Inherited)
💡	SortProperties(PropertyDescriptorCollection, String[])	Sorts a collection of properties.
💡	ToString()	Returns a string that represents the current object.

Remarks

[Missing <remarks> documentation for T:Transitional.TransitionConverter]

Inheritance Hierarchy

Object

└ TypeConverter

 └ TransitionConverter

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional TransitionConverter Constructor

Namespaces ► Transitional ► TransitionConverter ► **TransitionConverter()**

C# ▾

Initializes a new instance of the [TransitionConverter](#) class.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public TransitionConverter()
```

```
Public Sub New
```

```
public:  
TransitionConverter()
```

Remarks

[Missing <remarks> documentation for
[M:Transitional.TransitionConverter.#ctor](#)]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitional
CanConvertFrom Method (context, sourceType)

Namespaces ► Transitional ► TransitionConverter ►
CanConvertFrom(ITypeDescriptorContext, Type)

C# ▾

TypeConverter method override.

Declaration Syntax

C#

Visual Basic

Visual C++

```
public override bool CanConvertFrom(  
    ITypeDescriptorContext context,  
    Type sourceType  
)
```

```
Public Overrides Function CanConvertFrom ( _  
    context As ITypeDescriptorContext, _  
    sourceType As Type _  
) As Boolean
```

```
public:  
virtual bool CanConvertFrom(  
    ITypeDescriptorContext^ context,  
    Type^ sourceType  
) override
```

Parameters

context (ITypeDescriptorContext)

ITypeDescriptorContext

sourceType (Type)

Type to convert from

Return Value

true if conversion is possible

Remarks

[Missing <remarks> documentation for
M:Transitional.TransitionConverter.CanConvertFrom(System.Con

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional
CanConvertTo Method (context, destinationType)

Namespaces ► Transitional ► TransitionConverter ►
CanConvertTo(ITypeDescriptorContext, Type)

C# ▾

TypeConverter method override.

Declaration Syntax

C#

Visual Basic

Visual C++

```
public override bool CanConvertTo(  
    ITypeDescriptorContext context,  
    Type destinationType  
)
```

```
Public Overrides Function CanConvertTo ( _  
    context As ITypeDescriptorContext, _  
    destinationType As Type _  
) As Boolean
```

```
public:  
virtual bool CanConvertTo(  
    ITypeDescriptorContext^ context,  
    Type^ destinationType  
) override
```

Parameters

context (ITypeDescriptorContext)

ITypeDescriptorContext

destinationType (Type)

Type to convert to

Return Value

true if conversion is possible

Remarks

[Missing <remarks> documentation for
M:Transitional.TransitionConverter.CanConvertTo(System.Compc

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional
ConvertFrom Method (context, culture, value)

Namespaces ► Transitional ► TransitionConverter ► ConvertFrom(ITypeDescriptorContext, CultureInfo, Object)

C# ▾

TypeConverter method implementation.

Declaration Syntax

C#

Visual Basic

Visual C++

```
public override Object ConvertFrom(
    ITypeDescriptorContext context,
    CultureInfo culture,
    Object value
)
```

```
Public Overrides Function ConvertFrom ( _
    context As ITypeDescriptorContext, _
    culture As CultureInfo, _
    value As Object _
) As Object
```

```
public:
virtual Object^ ConvertFrom(
    ITypeDescriptorContext^ context,
    CultureInfo^ culture,
    Object^ value
) override
```

Parameters

context (ITypeDescriptorContext)
ITypeDescriptorContext

culture (CultureInfo)
Current culture (see CLR specs)

value (Object)

value to convert from

▀ Return Value

value that is result of conversion

▀ Remarks

[Missing <remarks> documentation for
M:Transitional.TransitionConverter.ConvertFrom(System.Compor

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional GetStandardValues Method (context)

Namespaces ► Transitional ► TransitionConverter ►

GetStandardValues(ITypeDescriptorContext)

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public override TypeConverter.StandardValuesCollection
    ITypeDescriptorContext context
)
```

```
Public Overrides Function GetStandardValues ( _
    context As ITypeDescriptorContext _
) As TypeConverter.StandardValuesCollection
```

```
public:
virtual TypeConverter.StandardValuesCollection^ GetS
    ITypeDescriptorContext^ context
) override
```

Parameters

context (ITypeDescriptorContext)

Remarks

[Missing <remarks> documentation for
M:Transitional.TransitionConverter.GetStandardValues(System.C

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional
**GetStandardValuesExclusive Method
(context)**

Namespaces ► Transitional ► TransitionConverter ►
GetStandardValuesExclusive(ITypeDescriptorContext)

C# ▾

▀ Declaration Syntax

C#

Visual Basic

Visual C++

```
public override bool GetStandardValuesExclusive(  
    ITypeDescriptorContext context  
)
```

```
Public Overrides Function GetStandardValuesExclusive(  
    context As ITypeDescriptorContext _  
) As Boolean
```

```
public:  
virtual bool GetStandardValuesExclusive(  
    ITypeDescriptorContext^ context  
) override
```

▀ Parameters

context (ITypeDescriptorContext)

▀ Remarks

[Missing <remarks> documentation for
M:Transitional.TransitionConverter.GetStandardValuesExclusive(

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional
**GetStandardValuesSupported Method
(context)**

Namespaces ► Transitional ► TransitionConverter ►
GetStandardValuesSupported(ITypeDescriptorContext)

C# ▾

❑ Declaration Syntax

C#

Visual Basic

Visual C++

```
public override bool GetStandardValuesSupported(  
    ITypeDescriptorContext context  
)
```

```
Public Overrides Function GetStandardValuesSupported(  
    context As ITypeDescriptorContext _  
) As Boolean
```

```
public:  
virtual bool GetStandardValuesSupported(  
    ITypeDescriptorContext^ context  
) override
```

❑ Parameters

context (ITypeDescriptorContext)

❑ Remarks

[Missing <remarks> documentation for
M:Transitional.TransitionConverter.GetStandardValuesSupported

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitions **TransitionSelector Class**

Namespaces ► **Transitions** ► **TransitionSelector**

C# ▾

Allows different transitions to run based on the old and new contents.

Declaration Syntax

C#

Visual Basic

Visual C++

```
public abstract class TransitionSelector : Dependenc
```

```
Public MustInherit Class TransitionSelector _  
    Inherits DependencyObject
```

```
public ref class TransitionSelector abstract : publi
```

Members

All Members

Constructors

Methods

Properties

Public
 Protected

Instance
 Static

Declare
 Inherit

Icon

Icon	Member
💡	TransitionSelector()
☰	CheckAccess()
☰	ClearValue(DependencyProperty)
☰	ClearValue(DependencyPropertyKey)
☰	CoerceValue(DependencyProperty)
📅	DependencyObjectType

💡	OnPropertyChanged(DependencyPropertyChangedEventArgs)
💡	ReadLocalValue(DependencyProperty)
💡	SelectTransition(Object, Object)
💡	SetValue(DependencyProperty, Object)
💡	SetValue(DependencyPropertyKey, Object)
💡	ShouldSerializeProperty(DependencyProperty)
💡	ToString()
💡	VerifyAccess()

Remarks

[Missing <remarks> documentation for
T:Transitions.TransitionSelector]

Inheritance Hierarchy

Object

└ DispatcherObject

└ DependencyObject

└ TransitionSelector

 └ TwoWayTransitionSelector

 └ RandomTransitionSelector

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional TransitionSelector Constructor

Namespaces ► Transitional ► TransitionSelector ► **TransitionSelector()**

C# ▾

Initializes a new instance of the [TransitionSelector](#) class.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
protected TransitionSelector()
```

```
Protected Sub New
```

```
protected:
```

```
TransitionSelector()
```

Remarks

[Missing <remarks> documentation for
M:Transitional.TransitionSelector.#ctor]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitional

SelectTransition Method (oldContent, newContent)

Namespaces ► [Transitional](#) ► [TransitionSelector](#) ► [SelectTransition\(Object, Object\)](#)

When overridden in a derived class, returns a [Transition](#) based on custom logic.

C#

Declaration Syntax

C#

Visual Basic

Visual C++

```
public virtual Transition SelectTransition(  
    Object oldContent,  
    Object newContent  
)
```

```
Public Overridable Function SelectTransition ( _  
    oldContent As Object, _  
    newContent As Object _  
) As Transition
```

```
public:  
virtual Transition^ SelectTransition(  
    Object^ oldContent,  
    Object^ newContent  
)
```

Parameters

oldContent ([Object](#))

The old content that is currently displayed.

newContent ([Object](#))

The new content that is to be displayed.

Return Value

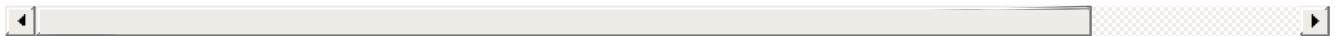
The transition used to display the content or [null](#) if a transition should not be used.

be used.

❑ Remarks

[Missing <remarks> documentation for
M:Transitional.TransitionSelector.SelectTransition(System.Object)

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional Controls Namespace

Namespaces ► Transitional.Controls

C# ▾

The Controls namespace includes the base controls that ship with Transitional. These include TransitionElement, SlidieShow, etc.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
namespace Transitional.Controls
```

Namespace Transitional.Controls

```
namespace Transitional.Controls
```

Types

All Types

Classes

Icon	Type	Description
	Slideshow	Interaction logic for Slideshow.xaml Slideshow
	SlideshowItem	
	TransitionElement	An element that can display exactly one piece of visual content. When the content is changed, a transition is used to switch between the old and the new.

Transitional Slideshow Class

Namespaces ► Transitional.Controls ► Slideshow

C# ▾

Interaction logic for Slideshow.xaml

Slideshow

Declaration Syntax

C#

Visual Basic

Visual C++

```
public class Slideshow : Selector, IComponentConnect
```

```
Public Class Slideshow
    Inherits Selector
    Implements IComponentConnector
```

```
public ref class Slideshow : public Selector,
    IComponentConnector
```

Members

All Members	Constructors	Methods	Properties	Fields	Events
<input checked="" type="checkbox"/> Public		<input checked="" type="checkbox"/> Instance		<input checked="" type="checkbox"/> Declared	
<input checked="" type="checkbox"/> Protected		<input checked="" type="checkbox"/> Static		<input checked="" type="checkbox"/> Inherited	

Icon	Member
≡	Slideshow()
⊕	ActualHeight
⊕	ActualWidth
💡	AddChild(Object)
💡	AddHandler(RoutedEvent, Delegate)
💡	AddHandler(RoutedEvent, Delegate, Boolean)

	AddLogicalChild(Object)
	AddText(String)
	AddToEventRoute(EventRoute, RoutedEventArgs)
	AddVisualChild(Visual)
	AllowDrop
	ApplyAnimationClock(DependencyProperty, AnimationClock)
	ApplyAnimationClock(DependencyProperty, AnimationClock, HandoffBehavior)
	ApplyTemplate()
	Arrange(Rect)
	ArrangeCore(Rect)
	ArrangeOverride(Size)
	AutoAdvance
	AutoAdvanceDuration
 	AutoAdvanceDurationProperty
 	AutoAdvanceProperty
	Background
	BeginAnimation(DependencyProperty, AnimationTimeline)
	BeginAnimation(DependencyProperty, AnimationTimeline, HandoffBehavior)
	BeginInit()
	BeginStoryboard(Storyboard)
	

	BeginStoryboard(Storyboard, HandoffBehavior)
≡ethyst	BeginStoryboard(Storyboard, HandoffBehavior, Boolean)
🖼	BitmapEffect
🖼	BitmapEffectInput
🖼	BorderBrush
🖼	BorderThickness
≡ethyst	BringIntoView()
≡ethyst	BringIntoView(Rect)
≡ethyst	CaptureMouse()
≡ethyst	CaptureStylus()
≡ethyst	CheckAccess()
💡	ClearContainerForItemOverride(DependencyObject, Object)
≡ethyst	ClearValue(DependencyProperty)
≡ethyst	ClearValue(DependencyPropertyKey)
🖼	Clip
🖼	ClipToBounds
≡ethyst	CoerceValue(DependencyProperty)
🖼	CommandBindings
≡ethyst	ContainerFromElement(DependencyObject)
🖼	ContextMenu
⚡	ContextMenuClosing
⚡	ContextMenuOpening
🖼	Cursor
🖼	DataContext
⚡	DataContextChanged
🖼	DefaultStyleKey

	DependencyObjectType
	DesiredSize
	Dispatcher
	DisplayMemberPath
	DragEnter
	DragLeave
	DragOver
	Drop
	EndInit()
	Equals(Object)
	Finalize()
	FindCommonVisualAncestor(DependencyObject)
	FindName(String)
	FindResource(Object)
	FlowDirection
	Focus()
	Focusable
	FocusableChanged
	FocusVisualStyle
	FontFamily
	FontSize
	FontStretch
	FontStyle
	FontWeight

	ForceCursor
	Foreground
	GetAnimationBaseValue(DependencyProperty)
	GetBindingExpression(DependencyProperty)
	GetContainerForItemOverride()
	GetHashCode()
	GetLayoutClip(Size)
	GetLocalValueEnumerator()
	GetTemplateChild(String)
	GetType()
	GetUIParentCore()
	GetValue(DependencyProperty)
	GetVisualChild(Int32)
	GiveFeedback
	GotFocus
	GotKeyboardFocus
	GotMouseCapture
	GotStylusCapture
	GroupStyle
	GroupStyleSelector
	HandlesScrolling
	HasAnimatedProperties
	HasItems
	Height

	HitTestCore(PointHitTestParameters)
	HitTestCore(GeometryHitTestParameters)
	HorizontalAlignment
	HorizontalContentAlignment
	InheritanceBehavior
	InitializeComponent()
	Initialized
	InputBindings
	InputHitTest(Point)
	InputScope
	InvalidateArrange()
	InvalidateMeasure()
	InvalidateProperty(DependencyProperty)
	InvalidateVisual()
	IsAncestorOf(DependencyObject)
	IsArrangeValid
	IsContinuous
	IsContinuousProperty
	IsDescendantOf(DependencyObject)
	IsEnabled
	IsEnabledChanged
	IsEnabledCore
	IsFocused

	IsGrouping
	IsHitTestVisible
	IsHitTestVisibleChanged
	IsInitialized
	IsInputMethodEnabled
	IsItemItsOwnContainerOverride(Object)
	IsKeyboardFocused
	IsKeyboardFocusedChanged
	IsKeyboardFocusWithin
	IsKeyboardFocusWithinChanged
	IsLoaded
	IsMeasureValid
	IsMouseCaptured
	IsMouseCapturedChanged
	IsMouseCaptureWithin
	IsMouseCaptureWithinChanged
	IsMouseDirectlyOver
	IsMouseDirectlyOverChanged
	IsMouseOver
	IsSealed
	IsStylusCaptured
	IsStylusCapturedChanged
	IsStylusCaptureWithin
	IsStylusCaptureWithinChanged
	IsStylusDirectlyOver
	IsStylusDirectlyOverChanged

	IsStylusOver
	IsSynchronizedWithCurrentItem
	IsTabStop
	IsTextSearchEnabled
	IsVisible
	IsVisibleChanged
	ItemContainerGenerator
	ItemContainerStyle
	ItemContainerStyleSelector
	Items
	ItemsPanel
	ItemsSource
	ItemTemplate
	ItemTemplateSelector
	KeyDown
	KeyUp
	Language
	LayoutTransform
	LayoutUpdated
	Loaded
	LogicalChildren
	LostFocus
	LostKeyboardFocus
	LostMouseCapture
	LostStylusCapture
	Margin

	MaxHeight
	MaxWidth
	Measure(Size)
	MeasureCore(Size)
	MeasureOverride(Size)
	MemberwiseClone()
	MinHeight
	MinWidth
	MouseDoubleClick
	MouseDown
	MouseEnter
	MouseLeave
	MouseLeftButtonDown
	MouseLeftButtonUp
	MouseMove
	MouseRightButtonDown
	MouseRightButtonUp
	MouseUp
	MouseWheel
	MoveFocus(TraversalRequest)
	Name
	OnAccessKey(AccessKeyEventArgs)
	OnApplyTemplate()
	OnAutoAdvanceChanged(DependencyPropertyChangedEventArgs)

💡	OnAutoAdvanceDurationChanged(DependencyPropertyChangedEventArgs)
💡	OnChildDesiredSizeChanged(UIElement)
💡	OnContextMenuClosing(ContextMenuEventArgs)
💡	OnContextMenuOpening(ContextMenuEventArgs)
💡	OnCreateAutomationPeer()
💡	OnDisplayMemberPathChanged(String, String)
💡	OnDragEnter(DragEventArgs)
💡	OnDragLeave(DragEventArgs)
💡	OnDragOver(DragEventArgs)
💡	OnDrop(DragEventArgs)
💡	OnGiveFeedback(GiveFeedbackEventArgs)
💡	OnGotFocus(RoutedEventArgs)
💡	OnGotKeyboardFocus(KeyboardFocusChangedEventArgs)
💡	OnGotMouseCapture(MouseEventArgs)
💡	OnGotStylusCapture(StylusEventArgs)
💡	OnGroupStyleSelectorChanged(GroupStyleSelector, GroupStyleSelector)
💡	OnInitialized(EventArgs)
💡	OnIsContinuousChanged(DependencyPropertyChangedEventArgs)
💡	OnIsKeyboardFocusedChanged(DependencyPropertyChangedEventArgs)
💡	OnIsKeyboardFocusWithinChanged(DependencyPropertyChangedEventArgs)
💡	OnIsMouseCapturedChanged(DependencyPropertyChangedEventArgs)

	OnIsMouseCaptureWithinChanged(DependencyPropertyChangedEventArgs)
💡	OnIsMouseDirectlyOverChanged(DependencyPropertyChangedEventArgs)
💡	OnIsStylusCapturedChanged(DependencyPropertyChangedEventArgs)
💡	OnIsStylusCaptureWithinChanged(DependencyPropertyChangedEventArgs)
💡	OnIsStylusDirectlyOverChanged(DependencyPropertyChangedEventArgs)
💡	OnItemContainerStyleChanged(Style, Style)
💡	OnItemContainerStyleSelectorChanged(StyleSelector, StyleSelector)
💡	OnItemsChanged(NotifyCollectionChangedEventArgs)
💡	OnItemsPanelChanged(ItemsPanelTemplate, ItemsPanelTemplate)
💡	OnItemsSourceChanged(IEnumerable, IEnumerable)
💡	OnItemTemplateChanged(DataTemplate, DataTemplate)
💡	OnItemTemplateSelectorChanged(DataTemplateSelector, DataTemplateSelector)
💡	OnKeyDown(KeyEventEventArgs)
💡	OnKeyUp(KeyEventEventArgs)
💡	OnLostFocus(RoutedEventArgs)
💡	OnLostKeyboardFocus(KeyboardFocusChangedEventArgs)
💡	OnLostMouseCapture(MouseEventEventArgs)
💡	OnLostStylusCapture(StylusEventArgs)
💡	OnMouseDoubleClick(MouseButtonEventArgs)
💡	OnMouseDown(MouseButtonEventArgs)
💡	OnMouseEnter(MouseEventEventArgs)
💡	OnMouseLeave(MouseEventEventArgs)
💡	OnMouseLeftButtonDown(MouseButtonEventArgs)
💡	OnMouseLeftButtonUp(MouseButtonEventArgs)
💡	OnMouseMove(MouseEventEventArgs)
💡	OnMouseRightButtonDown(MouseButtonEventArgs)

💡	OnMouseRightButtonUp(MouseEventArgs)
💡	OnMouseUp(MouseEventArgs)
💡	OnMouseWheel(MouseEventArgs)
💡	OnPreviewDragEnter(DragEventArgs)
💡	OnPreviewDragLeave(DragEventArgs)
💡	OnPreviewDragOver(DragEventArgs)
💡	OnPreviewDrop(DragEventArgs)
💡	OnPreviewGiveFeedback(GiveFeedbackEventArgs)
💡	OnPreviewGotKeyboardFocus(KeyboardFocusChangedEventArgs)
💡	OnPreviewKeyDown(KeyEventArgs)
💡	OnPreviewKeyUp(KeyEventArgs)
💡	OnPreviewLostKeyboardFocus(KeyboardFocusChangedEventArgs)
💡	OnPreviewMouseDoubleClick(MouseEventArgs)
💡	OnPreviewMouseDown(MouseEventArgs)
💡	OnPreviewMouseLeftButtonDown(MouseEventArgs)
💡	OnPreviewMouseLeftButtonUp(MouseEventArgs)
💡	OnPreviewMouseMove(MouseEventArgs)
💡	OnPreviewMouseRightButtonDown(MouseEventArgs)
💡	OnPreviewMouseRightButtonUp(MouseEventArgs)
💡	OnPreviewMouseUp(MouseEventArgs)
💡	OnPreviewMouseWheel(MouseEventArgs)
💡	OnPreviewQueryContinueDrag(QueryContinueDragEventArgs)
💡	OnPreviewStylusButtonDown(StylusEventArgs)
💡	OnPreviewStylusButtonUp(StylusEventArgs)
💡	OnPreviewStylusDown(StylusEventArgs)
💡	OnPreviewStylusInAirMove(StylusEventArgs)

💡	OnPreviewStylusInRange(StylusEventArgs)
💡	OnPreviewStylusMove(StylusEventArgs)
💡	OnPreviewStylusOutOfRange(StylusEventArgs)
💡	OnPreviewStylusSystemGesture(StylusSystemGestureEventArgs)
💡	OnPreviewStylusUp(StylusEventArgs)
💡	OnPreviewTextInput(TextCompositionEventArgs)
💡	OnPropertyChanged(DependencyPropertyChangedEventArgs)
💡	OnQueryContinueDrag(QueryContinueDragEventArgs)
💡	OnQueryCursor(QueryCursorEventArgs)
💡	OnRender(DrawingContext)
💡	OnRenderSizeChanged(SizeChangedEventArgs)
💡	OnSelectionChanged(SelectionChangedEventArgs)
💡	OnShuffleChanged(DependencyPropertyChangedEventArgs)
💡	OnStyleChanged(Style, Style)
💡	OnStylusButtonDown(StylusButtonEventArgs)
💡	OnStylusButtonUp(StylusButtonEventArgs)
💡	OnStylusDown(StylusDownEventArgs)
💡	OnStylusEnter(StylusEventArgs)
💡	OnStylusInAirMove(StylusEventArgs)
💡	OnStylusInRange(StylusEventArgs)
💡	OnStylusLeave(StylusEventArgs)
💡	OnStylusMove(StylusEventArgs)
💡	OnStylusOutOfRange(StylusEventArgs)
💡	OnStylusSystemGesture(StylusSystemGestureEventArgs)
💡	

	OnStylusUp(StylusEventArgs)
	OnTemplateChanged(ControlTemplate, ControlTemplate)
	OnTextInput(TextCompositionEventArgs)
	OnToolTipClosing(ToolTipEventArgs)
	OnToolTipOpening(ToolTipEventArgs)
	OnTransitionChanged(DependencyPropertyChangedEventArgs)
	OnTransitionSelectorChanged(DependencyPropertyChangedEventArgs)
	OnVisualChildrenChanged(DependencyObject, DependencyObject)
	OnVisualParentChanged(DependencyObject)
	Opacity
	OpacityMask
	OverridesDefaultStyle
	Padding
	Parent
	ParentLayoutInvalidated(UIElement)
	PersistId
	PointFromScreen(Point)
	PointToScreen(Point)
	PredictFocus(FocusNavigationDirection)
	PrepareContainerForItemOverride(DependencyObject, Object)
	PreviewDragEnter
	PreviewDragLeave

	PreviewDragOver
⚡	PreviewDrop
⚡	PreviewGiveFeedback
⚡	PreviewGotKeyboardFocus
⚡	PreviewKeyDown
⚡	PreviewKeyUp
⚡	PreviewLostKeyboardFocus
⚡	PreviewMouseDoubleClick
⚡	PreviewMouseDown
⚡	PreviewMouseLeftButtonDown
⚡	PreviewMouseLeftButtonUp
⚡	PreviewMouseMove
⚡	PreviewMouseRightButtonDown
⚡	PreviewMouseRightButtonUp
⚡	PreviewMouseUp
⚡	PreviewMouseWheel
⚡	PreviewQueryContinueDrag
⚡	PreviewStylusButtonDown
⚡	PreviewStylusButtonUp
⚡	PreviewStylusDown
⚡	PreviewStylusInAirMove
⚡	PreviewStylusInRange
⚡	PreviewStylusMove
⚡	PreviewStylusOutOfRange
⚡	PreviewStylusSystemGesture
⚡	PreviewStylusUp
⚡	

	PreviewTextInput
⚡	QueryContinueDrag
⚡	QueryCursor
≡ethyst	RaiseEvent(RoutedEventArgs)
≡ethyst	ReadLocalValue(DependencyProperty)
≡ethyst	RegisterName(String, Object)
≡ethyst	ReleaseMouseCapture()
≡ethyst	ReleaseStylusCapture()
≡ethyst	RemoveHandler(RoutedEventArgs, Delegate)
≡ethyst	RemoveLogicalChild(Object)
💡ethyst	RemoveVisualChild(Visual)
🖼	RenderSize
🖼	RenderTransform
🖼	RenderTransformOrigin
⚡	RequestBringIntoView
🖼	Resources
🖼	SelectedIndex
🖼	SelectedItem
🖼	SelectedValue
🖼	SelectedValuePath
⚡	SelectionChanged
≡ethyst	SetBinding(DependencyProperty, BindingBase)
≡ethyst	SetBinding(DependencyProperty, String)
≡ethyst	SetResourceReference(DependencyProperty, Object)
≡ethyst	SetValue(DependencyProperty, Object)
≡ethyst	SetValue(DependencyPropertyKey, Object)
💡ethyst	

	ShouldApplyItemContainerStyle(DependencyObject, Object)
≡	ShouldSerializeCommandBindings()
≡	ShouldSerializeGroupStyle()
≡	ShouldSerializeInputBindings()
≡	ShouldSerializeItems()
≡	ShouldSerializeProperty(DependencyProperty)
≡	ShouldSerializeResources()
≡	ShouldSerializeStyle()
≡	ShouldSerializeTriggers()
shuffle	Shuffle
◆ S	ShuffleProperty
⚡	SizeChanged
grid	SnapsToDevicePixels
⚡	SourceUpdated
grid	Style
⚡	StylusButtonDown
⚡	StylusButtonUp
⚡	StylusDown
⚡	StylusEnter
⚡	StylusInAirMove
⚡	StylusInRange
⚡	StylusLeave
⚡	StylusMove
⚡	StylusOutOfRange
grid	

	StylusPlugIns
	StylusSystemGesture
	StylusUp
	TabIndex
	Tag
	TargetUpdated
	Template
	TemplatedParent
	TextInput
	ToolTip
	ToolTipClosing
	ToolTipOpening
	ToString()
	TransformToAncestor(Visual)
	TransformToAncestor(Visual3D)
	TransformToDescendant(Visual)
	TransformToVisual(Visual)
	Transition
	TransitionNext()
	TransitionPrevious()
	TransitionProperty

	TransitionSelector
	S TransitionSelectorProperty
	TranslatePoint(Point, UIElement)
	Triggers
	TryFindResource(Object)
	Unloaded
	UnregisterName(String)
	UpdateLayout()
	VerifyAccess()
	VerticalAlignment
	VerticalContentAlignment
	Visibility
	VisualBitmapEffect
	VisualBitmapEffectInput
	VisualBitmapScalingMode
	VisualChildrenCount
	VisualClip
	VisualEdgeMode
	VisualOffset
	VisualOpacity
	VisualOpacityMask
	VisualParent
	VisualTransform
	VisualXSnappingGuidelines

	VisualYSnappingGuidelines
	Width

[-] Remarks

[Missing <remarks> documentation for
T:TransitionalControls.Slideshow]

[-] Inheritance Hierarchy

Object

 └ DispatcherObject

 └ DependencyObject

 └ Visual

 └ UIElement

 └ FrameworkElement

 └ Control

 └ ItemsControl

 └ Selector

 └ Slideshow

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional Slideshow Constructor

Namespaces ► Transitional.Controls ► Slideshow ► **Slideshow()**

C# ▾

Initializes a new [Slideshow](#) instance

Declaration Syntax

C#

Visual Basic

Visual C++

```
public Slideshow()
```

```
Public Sub New
```

```
public:  
Slideshow()
```

Remarks

[Missing <remarks> documentation for
M:Transitional.Controls.Slideshow.#ctor]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitional AutoAdvance Property

Namespaces ► Transitional.Controls ► Slideshow ► AutoAdvance

C# ▾

Gets or sets a value that indicates if [Slideshow](#) will automatically advance to the next item. [Slideshow](#) advances to the next item.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public bool AutoAdvance { get; set; }
```

Public Property AutoAdvance As Boolean

```
public:  
property bool AutoAdvance {  
    bool get ();  
    void set (bool value);  
}
```

Value

true if [Slideshow](#) will automatically advance to the next item; otherwise false.

Remarks

The amount of time that [Slideshow](#) will wait before advancing to the next item can be specified using the [AutoAdvanceDuration](#) property. This property defaults to **false**.

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)

Transitional AutoAdvanceDuration Property

Namespaces ► Transitional.Controls ► Slideshow ► AutoAdvanceDuration

C# ▾

Gets or sets a [Duration](#) that indicates how much time must pass before [Slideshow](#) advances to the next item.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public Duration AutoAdvanceDuration { get; set; }
```

```
Public Property AutoAdvanceDuration As Duration
```

```
public:  
property Duration AutoAdvanceDuration {  
    Duration get ();  
    void set (Duration value);  
}
```

Value

A [Duration](#) that indicates how much time must pass.

Remarks

This property defaults to 3 seconds and has no effect if [AutoAdvance](#) is set to [false](#).

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitional AutoAdvanceDurationProperty Field

Namespaces ► Transitional.Controls ► Slideshow ► AutoAdvanceDurationProperty

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public static readonly DependencyProperty AutoAdvanc
```

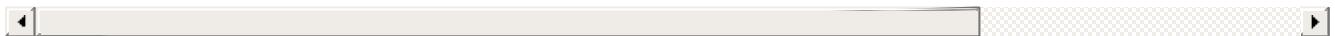
```
Public Shared ReadOnly AutoAdvanceDurationProperty A
```

```
public:  
static initonly DependencyProperty^ AutoAdvanceDurat
```

Remarks

[Missing <remarks> documentation for
F:Transitional.Controls.Slideshow.AutoAdvanceDurationProperty]

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional AutoAdvanceProperty Field

Namespaces ► Transitional.Controls ► Slideshow ► AutoAdvanceProperty

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public static readonly DependencyProperty AutoAdvanc
```

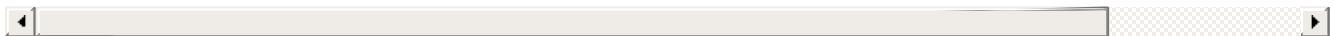
```
Public Shared ReadOnly AutoAdvanceProperty As Depend
```

```
public:  
static initonly DependencyProperty^ AutoAdvancePrope
```

Remarks

[Missing <remarks> documentation for
F:Transitional.Controls.Slideshow.AutoAdvanceProperty]

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional Controls **GetContainerForItemOverride** Method

Namespaces ► Transitional Controls ► Slideshow ►

GetContainerForItemOverride()

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
protected override DependencyObject GetContainerForI
```

```
Protected Overrides Function GetContainerForItemOver
```

```
protected:
```

```
virtual DependencyObject^ GetContainerForItemOverrid
```

Remarks

[Missing <remarks> documentation for
M:Transitional.Controls.Slideshow.GetContainerForItemOverride]

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional Controls InitializeComponent Method

Namespaces ► Transitional Controls ► Slideshow ►

InitializeComponent()

InitializeComponent

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public void InitializeComponent()
```

```
Public Sub InitializeComponent
```

```
public:  
virtual void InitializeComponent() sealed
```

Remarks

[Missing <remarks> documentation for
M:Transitional Controls.Slideshow.InitializeComponent]

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)

Transitional IsContinuous Property

Namespaces ► Transitional.Controls ► Slideshow ► IsContinuous

C# ▾

Gets or sets a value that indicates if [Slideshow](#) will treat the items in the list as a continuous loop.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public bool IsContinuous { get; set; }
```

Public Property IsContinuous As Boolean

```
public:  
property bool IsContinuous {  
    bool get ();  
    void set (bool value);  
}
```

Value

true if [Slideshow](#) will treat the items in the list as a continuous loop; otherwise false. The default is true.

Remarks

When this property is set to true (the default) and the last item in the list is displayed, [Slideshow](#) will transition to the first item in the list. Similarly, if the first item is displayed and a request is made to display the previous item, [Slideshow](#) will automatically transition to the last item in the list.

Transitional IsContinuousProperty Field

Namespaces ► Transitional.Controls ► Slideshow ► IsContinuousProperty

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public static readonly DependencyProperty IsContinuousP
```

```
Public Shared ReadOnly IsContinuousProperty As Depen
```

```
public:  
static initonly DependencyProperty^ IsContinuousProp
```

Remarks

[Missing <remarks> documentation for
F:Transitional.Controls.Slideshow.IsContinuousProperty]

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional **IsItemItsOwnContainerOverride** Method
(item)

Namespaces ► Transitional.Controls ► Slideshow ► **IsItemItsOwnContainerOverride(Object)**

C# ▾

❑ Declaration Syntax

C#

Visual Basic

Visual C++

```
protected override bool IsItemItsOwnContainerOverride(
    Object item
)
```

```
Protected Overrides Function IsItemItsOwnContainerOverrid
    item As Object
) As Boolean
```

```
protected:
virtual bool IsItemItsOwnContainerOverride(
    Object^ item
) override
```

❑ Parameters

item (Object)

❑ Remarks

[Missing <remarks> documentation for
M:Transitional.Controls.Slideshow.IsItemItsOwnContainerOverrid

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional OnAutoAdvanceChanged Method (e)

Namespaces ► Transitional.Controls ► Slideshow ►

OnAutoAdvanceChanged(DependencyPropertyChangedEventArgs)

C#

Occurs when the value of the [AutoAdvance](#) property has changed.

Declaration Syntax

C#

Visual Basic

Visual C++

```
protected virtual void OnAutoAdvanceChanged(  
    DependencyPropertyChangedEventArgs e  
)
```

```
Protected Overridable Sub OnAutoAdvanceChanged ( _  
    e As DependencyPropertyChangedEventArgs _  
)
```

```
protected:  
virtual void OnAutoAdvanceChanged(  
    DependencyPropertyChangedEventArgs e  
)
```

Parameters

e ([DependencyPropertyChangedEventArgs](#))

A [DependencyPropertyChangedEventArgs](#) containing event information.

Remarks

[Missing <remarks> documentation for
[M:Transitional.Controls.Slideshow.OnAutoAdvanceChanged\(Sys](#)

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional OnAutoAdvanceDurationChanged Method (e)

Namespaces ► Transitional.Controls ► Slideshow ►

OnAutoAdvanceDurationChanged(DependencyPropertyChangedEvent

C#

Occurs when the value of the [AutoAdvanceDuration](#) property has changed.

Declaration Syntax

C#

Visual Basic

Visual C++

```
protected virtual void OnAutoAdvanceDurationChanged(  
    DependencyPropertyChangedEventArgs e  
)
```

```
Protected Overridable Sub OnAutoAdvanceDurationChang  
    e As DependencyPropertyChangedEventArgs _  
)
```

```
protected:  
virtual void OnAutoAdvanceDurationChanged(  
    DependencyPropertyChangedEventArgs e  
)
```

Parameters

e ([DependencyPropertyChangedEventArgs](#))

A [DependencyPropertyChangedEventArgs](#) containing event information.

Remarks

[Missing <remarks> documentation for
[M:Transitional.Controls.Slideshow.OnAutoAdvanceDurationChan](#)



Transitional **OnIsContinuousChanged** Method (e)

Namespaces ► Transitional.Controls ► Slideshow ►

OnIsContinuousChanged(DependencyPropertyChangedEventArgs)

C#

Occurs when the value of the [IsContinuous](#) property has changed.

Declaration Syntax

C#

Visual Basic

Visual C++

```
protected virtual void OnIsContinuousChanged(  
    DependencyPropertyChangedEventArgs e  
)
```

```
Protected Overridable Sub OnIsContinuousChanged ( _  
    e As DependencyPropertyChangedEventArgs _  
)
```

```
protected:  
virtual void OnIsContinuousChanged(  
    DependencyPropertyChangedEventArgs e  
)
```

Parameters

e ([DependencyPropertyChangedEventArgs](#))

A [DependencyPropertyChangedEventArgs](#) containing event information.

Remarks

[Missing <remarks> documentation for
[M:Transitional.Controls.Slideshow.OnIsContinuousChanged\(Syst](#)

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional **On_shuffleChanged** Method (e)

Namespaces ► Transitional.Controls ► Slideshow ►

OnshuffleChanged(DependencyPropertyChangedEventArgs)

C# ▾

Occurs when the value of the [Shuffle](#) property has changed.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
protected virtual void OnshuffleChanged(  
    DependencyPropertyChangedEventArgs e  
)
```

```
Protected Overridable Sub OnshuffleChanged ( _  
    e As DependencyPropertyChangedEventArgs _  
)
```

```
protected:  
virtual void OnshuffleChanged(  
    DependencyPropertyChangedEventArgs e  
)
```

Parameters

e ([DependencyPropertyChangedEventArgs](#))

A [DependencyPropertyChangedEventArgs](#) containing event information.

Remarks

[Missing <remarks> documentation for
[M:Transitional.Controls.Slideshow.OnshuffleChanged\(System.Wi](#)

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional OnTransitionChanged Method (e)

Namespaces ► Transitional.Controls ► Slideshow ►

OnTransitionChanged(DependencyPropertyChangedEventArgs)

C# ▾

Occurs when the value of the [Transition](#) property has changed.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
protected virtual void OnTransitionChanged(  
    DependencyPropertyChangedEventArgs e  
)
```

```
Protected Overridable Sub OnTransitionChanged ( _  
    e As DependencyPropertyChangedEventArgs _  
)
```

```
protected:  
virtual void OnTransitionChanged(  
    DependencyPropertyChangedEventArgs e  
)
```

Parameters

e (DependencyPropertyChangedEventArgs)

A [DependencyPropertyChangedEventArgs](#) containing event information.

Remarks

[Missing <remarks> documentation for
[M:Transitional.Controls.Slideshow.OnTransitionChanged\(System](#)

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional OnTransitionSelectorChanged Method (e)

Namespaces ► Transitional.Controls ► Slideshow ►

OnTransitionSelectorChanged(DependencyPropertyChangedEventArgs e)

C#

Occurs when the value of the [TransitionSelector](#) property has changed.

Declaration Syntax

C#

Visual Basic

Visual C++

```
protected virtual void OnTransitionSelectorChanged(  
    DependencyPropertyChangedEventArgs e  
)
```

```
Protected Overridable Sub OnTransitionSelectorChange  
    e As DependencyPropertyChangedEventArgs _  
)
```

```
protected:  
virtual void OnTransitionSelectorChanged(  
    DependencyPropertyChangedEventArgs e  
)
```

Parameters

e (DependencyPropertyChangedEventArgs)

A [DependencyPropertyChangedEventArgs](#) containing event information.

Remarks

[Missing <remarks> documentation for
[M:Transitional.Controls.Slideshow.OnTransitionSelectorChanged](#)

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional **Shuffle** Property

Namespaces ► Transitional.Controls ► Slideshow ► **Shuffle**

C# ▾

Gets or sets a value that indicates if [Slideshow](#) will transition randomly between items in the list.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public bool Shuffle { get; set; }
```

Public Property **Shuffle** **As** Boolean

```
public:  
property bool Shuffle {  
    bool get ();  
    void set (bool value);  
}
```

Value

true if [Slideshow](#) will transition randomly between items in the list; otherwise false. The default is false.

Remarks

[Missing <remarks> documentation for
P:Transitional.Controls.Slideshow.Shuffle]

Assembly: [Transitional](#) (Module: [Transitional](#)) Version: 1.0.0.0 (1.0.0.0)

Transitional **ShuffleProperty** Field

Namespaces ► Transitional.Controls ► Slideshow ► **ShuffleProperty**

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public static readonly DependencyProperty ShufflePro
```

```
Public Shared ReadOnly ShuffleProperty As DependencyProperty
```

```
public:  
static initonly DependencyProperty^ ShuffleProperty
```

Remarks

[Missing <remarks> documentation for
F:Transitional.Controls.Slideshow.ShuffleProperty]

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional **Transition** Property

Namespaces ► Transitional.Controls ► Slideshow ► Transition

C# ▾

Gets or sets a single **Transition** that will be used to switch between content.

Declaration Syntax

C#

Visual Basic

Visual C++

```
public Transition Transition { get; set; }
```

Public Property Transition **As** Transition

```
public:  
property Transition^ Transition {  
    Transition^ get ();  
    void set (Transition^ value);  
}
```

Value

A single **Transition** that will be used to switch between content.

Remarks

To use more than one transition, see [TransitionSelector](#).

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitional Controls TransitionNext Method

Namespaces ► Transitional Controls ► Slideshow ► **TransitionNext()**

C# ▾

Causes the [Slideshow](#) to transition to the next item.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public void TransitionNext()
```

```
Public Sub TransitionNext
```

```
public:  
void TransitionNext()
```

Remarks

When determining the item to transition to, this method takes into account the values of the [Shuffle](#) and [IsContinuous](#) properties. No exception is thrown if there is no item to transition next.

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)

Transitional **TransitionPrevious** Method

Namespaces ► Transitional.Controls ► Slideshow ► **TransitionPrevious()**

C# ▾

Causes the [Slideshow](#) to transition to the previous item.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public void TransitionPrevious()
```

```
Public Sub TransitionPrevious
```

```
public:
```

```
void TransitionPrevious()
```

Remarks

This item always transitions to the logical previous item in the list, regardless of the value of the [Shuffle](#) property. However, this method will wrap around from the first logical item to the last logical item if the [IsContinuous](#) property is set to [true](#) (default).

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitional **TransitionProperty** Field

Namespaces ► Transitional.Controls ► Slideshow ► **TransitionProperty**

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public static readonly DependencyProperty Transition
```

```
Public Shared ReadOnly TransitionProperty As Depende
```

```
public:  
static initonly DependencyProperty^ TransitionProper
```

Remarks

[Missing <remarks> documentation for
`F:Transitional.Controls.Slideshow.TransitionProperty`]

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional TransitionSelector Property

Namespaces ► Transitional.Controls ► Slideshow ► TransitionSelector

C#

Gets or sets a class instance that will provide transitions to the Slideshow.

Declaration Syntax

C#

Visual Basic

Visual C++

```
public TransitionSelector TransitionSelector { get;
```

```
Public Property TransitionSelector As TransitionSele
```

```
public:  
property TransitionSelector^ TransitionSelector {  
    TransitionSelector^ get ();  
    void set (TransitionSelector^ value);  
}
```

Value

A **TransitionSelector** instance that will provide transitions.

Remarks

To use only a single transition, see the [Transition](#) property.

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional **TransitionSelectorProperty** Field

Namespaces ► [Transitional.Controls](#) ► [Slideshow](#) ► [TransitionSelectorProperty](#)

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public static readonly DependencyProperty Transition
```

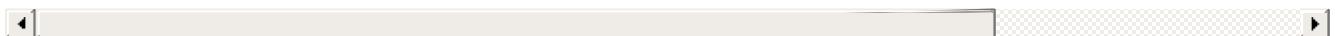
```
Public Shared ReadOnly TransitionSelectorProperty As
```

```
public:  
static initonly DependencyProperty^ TransitionSelect
```

Remarks

[Missing <remarks> documentation for
[F:Transitional.Controls.Slideshow.TransitionSelectorProperty](#)]

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional SlideshowItem Class

Namespaces ► Transitional.Controls ► SlideshowItem

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public class SlideshowItem : ContentControl
```

```
Public Class SlideshowItem  
    Inherits ContentControl
```

```
public ref class SlideshowItem : public ContentContr
```

Members

All Members	Constructors	Methods	Properties	Events
<input checked="" type="checkbox"/> Public		<input checked="" type="checkbox"/> Instance		<input checked="" type="checkbox"/> Declared
<input checked="" type="checkbox"/> Protected		<input checked="" type="checkbox"/> Static		<input checked="" type="checkbox"/> Inherited

Icon	Member
	SlideshowItem()
	ActualHeight
	ActualWidth
	AddChild(Object)
	AddHandler(RoutedEvent, Delegate)
	AddHandler(RoutedEvent, Delegate, Boolean)
	AddLogicalChild(Object)

	AddText(String)
≡	AddToEventRoute(EventRoute, RoutedEventArgs)
💡	AddVisualChild(Visual)
📅	AllowDrop
≡	ApplyAnimationClock(DependencyProperty, AnimationClock)
≡	ApplyAnimationClock(DependencyProperty, AnimationClock, HandoffBehavior)
≡	ApplyTemplate()
≡	Arrange(Rect)
💡	ArrangeCore(Rect)
💡	ArrangeOverride(Size)
📅	Background
≡	BeginAnimation(DependencyProperty, AnimationTimeline)
≡	BeginAnimation(DependencyProperty, AnimationTimeline, HandoffBehavior)
≡	BeginInit()
≡	BeginStoryboard(Storyboard)
≡	BeginStoryboard(Storyboard, HandoffBehavior)

	BeginStoryboard(Storyboard, HandoffBehavior, Boolean)
	BitmapEffect
	BitmapEffectInput
	BorderBrush
	BorderThickness
	BringIntoView()
	BringIntoView(Rect)
	CaptureMouse()
	CaptureStylus()
	CheckAccess()
	ClearValue(DependencyProperty)
	ClearValue(DependencyPropertyKey)
	Clip
	ClipToBounds
	CoerceValue(DependencyProperty)

	CommandBindings
	Content
	ContentTemplate
	ContentTemplateSelector
	ContextMenu
	ContextMenuClosing
	ContextMenuOpening
	Cursor
	DataContext
	DataContextChanged
	DefaultStyleKey
	DependencyObjectType
	DesiredSize
	Dispatcher
	DragEnter
	DragLeave

	DragOver
	Drop
	EndInit()
	Equals(Object)
	Finalize()
	FindCommonVisualAncestor(DependencyObject)
	FindName(String)
	FindResource(Object)
	FlowDirection
	Focus()
	Focusable
	FocusableChanged

	FocusVisualStyle
	FontFamily
	FontSize
	FontStretch
	FontStyle
	FontWeight
	ForceCursor
	Foreground
≡	GetAnimationBaseValue(DependencyProperty)
≡	GetBindingExpression(DependencyProperty)
≡	GetHashCode()
≡	GetLayoutClip(Size)
≡	GetLocalValueEnumerator()
≡	GetTemplateChild(String)
≡	GetType()

	GetUIParentCore()
	GetValue(DependencyProperty)
	GetVisualChild(Int32)
	GiveFeedback
	GotFocus
	GotKeyboardFocus
	GotMouseCapture
	GotStylusCapture
	HandlesScrolling
	HasAnimatedProperties
	HasContent
	Height
	HitTestCore(PointHitTestParameters)
	HitTestCore(GeometryHitTestParameters)
	HorizontalAlignment

	HorizontalContentAlignment
	InheritanceBehavior
	Initialized
	InputBindings
	InputHitTest(Point)
	InputScope
	InvalidateArrange()
	InvalidateMeasure()
	InvalidateProperty(DependencyProperty)
	InvalidateVisual()
	IsAncestorOf(DependencyObject)
	IsArrangeValid
	IsDescendantOf(DependencyObject)
	IsEnabled
	IsEnabledChanged

	IsEnabledCore
	IsFocused
	IsHitTestVisible
	IsHitTestVisibleChanged
	IsInitialized
	IsInputMethodEnabled
	IsKeyboardFocused
	IsKeyboardFocusedChanged
	IsKeyboardFocusWithin
	IsKeyboardFocusWithinChanged
	IsLoaded
	IsMeasureValid
	IsMouseCaptured
	IsMouseCapturedChanged
	IsMouseCaptureWithin
	IsMouseCaptureWithinChanged

	IsMouseDirectlyOver
⚡	IsMouseDirectlyOverChanged
📅	IsMouseOver
📅	IsSealed
📅	IsStylusCaptured
⚡	IsStylusCapturedChanged
📅	IsStylusCaptureWithin
⚡	IsStylusCaptureWithinChanged
📅	IsStylusDirectlyOver
⚡	IsStylusDirectlyOverChanged
📅	IsStylusOver
📅	IsTabStop
📅	IsVisible
⚡	IsVisibleChanged
⚡	KeyDown

	KeyUp
	Language
	LayoutTransform
	LayoutUpdated
	Loaded
	LogicalChildren
	LostFocus
	LostKeyboardFocus
	LostMouseCapture
	LostStylusCapture
	Margin
	MaxHeight
	MaxWidth
	Measure(Size)
	MeasureCore(Size)
	MeasureOverride(Size)

	 MemberwiseClone()
	 MinHeight
	 MinWidth
	MouseDoubleClick
	MouseDown
	MouseEnter
	MouseLeave
	MouseLeftButtonDown
	MouseLeftButtonUp
	MouseMove
	MouseRightButtonDown
	MouseRightButtonUp
	MouseUp
	MouseWheel

≡	MoveFocus(TraversalRequest)
≡	Name
💡	OnAccessKey(AccessKeyEventArgs)
≡	OnApplyTemplate()
💡	OnChildDesiredSizeChanged(UIElement)
💡	OnContentChanged(Object, Object)
💡	OnContentTemplateChanged(DataTemplate, DataTemplate)
💡	OnContentTemplateSelectorChanged(DataTemplateSelector, DataTemplateSelector)
💡	OnContextMenuClosing(ContextMenuEventArgs)
💡	OnContextMenuOpening(ContextMenuEventArgs)
💡	OnCreateAutomationPeer()
💡	OnDragEnter(DragEventArgs)
💡	OnDragLeave(DragEventArgs)
💡	OnDragOver(DragEventArgs)
💡	OnDrop(DragEventArgs)

💡	OnGiveFeedback(GiveFeedbackEventArgs)
💡	OnGotFocus(RoutedEventArgs)
💡	OnGotKeyboardFocus(KeyboardFocusChangedEventArgs)
💡	OnGotMouseCapture(MouseEventArgs)
💡	OnGotStylusCapture(StylusEventArgs)
💡	OnInitialized(EventArgs)
💡	OnIsKeyboardFocusedChanged(DependencyPropertyChangedE
💡	OnIsKeyboardFocusWithinChanged(DependencyPropertyChang
💡	OnIsMouseCapturedChanged(DependencyPropertyChangedEve
💡	OnIsMouseCaptureWithinChanged(DependencyPropertyChange
💡	OnIsMouseDirectlyOverChanged(DependencyPropertyChangedI
💡	OnIsStylusCapturedChanged(DependencyPropertyChangedEve
💡	OnIsStylusCaptureWithinChanged(DependencyPropertyChange
💡	OnIsStylusDirectlyOverChanged(DependencyPropertyChangedE
💡	OnKeyDown(KeyEventArgs)
💡	OnKeyUp(KeyEventArgs)

💡	OnLostFocus(RoutedEventArgs)
💡	OnLostKeyboardFocus(KeyboardFocusChangedEventArgs)
💡	OnLostMouseCapture(MouseEventArgs)
💡	OnLostStylusCapture(StylusEventArgs)
💡	OnMouseDoubleClick(MouseButtonEventArgs)
💡	OnMouseDown(MouseButtonEventArgs)
💡	OnMouseEnter(MouseEventArgs)
💡	OnMouseLeave(MouseEventArgs)
💡	OnMouseLeftButtonDown(MouseButtonEventArgs)
💡	OnMouseLeftButtonUp(MouseButtonEventArgs)
💡	OnMouseMove(MouseEventArgs)
💡	OnMouseRightButtonDown(MouseButtonEventArgs)
💡	OnMouseRightButtonUp(MouseButtonEventArgs)
💡	OnMouseUp(MouseButtonEventArgs)
💡	OnMouseWheel(MouseWheelEventArgs)

💡	OnPreviewDragEnter(DragEventArgs)
💡	OnPreviewDragLeave(DragEventArgs)
💡	OnPreviewDragOver(DragEventArgs)
💡	OnPreviewDrop(DragEventArgs)
💡	OnPreviewGiveFeedback(GiveFeedbackEventArgs)
💡	OnPreviewGotKeyboardFocus(KeyboardFocusChangedEventArgs)
💡	OnPreviewKeyDown(KeyEventArgs)
💡	OnPreviewKeyUp(KeyEventArgs)
💡	OnPreviewLostKeyboardFocus(KeyboardFocusChangedEventArgs)
💡	OnPreviewMouseDoubleClick(MouseEventArgs)
💡	OnPreviewMouseDown(MouseEventArgs)
💡	OnPreviewMouseLeftButtonDown(MouseEventArgs)
💡	OnPreviewMouseLeftButtonUp(MouseEventArgs)
💡	OnPreviewMouseMove(MouseEventArgs)
💡	OnPreviewMouseRightButtonDown(MouseEventArgs)
💡	OnPreviewMouseRightButtonUp(MouseEventArgs)

💡	OnPreviewMouseUp(MouseButtonEventArgs)
💡	OnPreviewMouseWheel(MouseWheelEventArgs)
💡	OnPreviewQueryContinueDrag(QueryContinueDragEventArgs)
💡	OnPreviewStylusButtonDown(StylusButtonEventArgs)
💡	OnPreviewStylusButtonUp(StylusButtonEventArgs)
💡	OnPreviewStylusDown(StylusDownEventArgs)
💡	OnPreviewStylusInAirMove(StylusEventArgs)
💡	OnPreviewStylusInRange(StylusEventArgs)
💡	OnPreviewStylusMove(StylusEventArgs)
💡	OnPreviewStylusOutOfRange(StylusEventArgs)
💡	OnPreviewStylusSystemGesture(StylusSystemGestureEventArgs)
💡	OnPreviewStylusUp(StylusEventArgs)
💡	OnPreviewTextInput(TextCompositionEventArgs)
💡	OnPropertyChanged(DependencyPropertyChangedEventArgs)
💡	OnQueryContinueDrag(QueryContinueDragEventArgs)

💡	OnQueryCursor(QueryCursorEventArgs)
💡	OnRender(DrawingContext)
💡	OnRenderSizeChanged(ChangedEventArgs)
💡	OnStyleChanged(Style, Style)
💡	OnStylusButtonDown(StylusEventArgs)
💡	OnStylusButtonUp(StylusEventArgs)
💡	OnStylusDown(StylusEventArgs)
💡	OnStylusEnter(StylusEventArgs)
💡	OnStylusInAirMove(StylusEventArgs)
💡	OnStylusInRange(StylusEventArgs)
💡	OnStylusLeave(StylusEventArgs)
💡	OnStylusMove(StylusEventArgs)
💡	OnStylusOutOfRange(StylusEventArgs)
💡	OnStylusSystemGesture(StylusEventArgs)
💡	OnStylusUp(StylusEventArgs)
💡	OnTemplateChanged(ControlTemplate, ControlTemplate)

	OnTextComposition(CompositionEventArgs)
	OnToolTipClosing(ToolTipEventArgs)
	OnToolTipOpening(ToolTipEventArgs)
	OnVisualChildrenChanged(DependencyObject, DependencyObject)
	OnVisualParentChanged(DependencyObject)
Icon: Grid	Opacity
Icon: Grid	OpacityMask
Icon: Grid	OverridesDefaultStyle
Icon: Grid	Padding
Icon: Grid	Parent
	ParentLayoutInvalidated(UIElement)
Icon: Grid	PersistId
Icon: Point	PointFromScreen(Point)
Icon: Point	PointToScreen(Point)
Icon: Point	PredictFocus(FocusNavigationDirection)

⚡	PreviewDragEnter
⚡	PreviewDragLeave
⚡	PreviewDragOver
⚡	PreviewDrop
⚡	PreviewGiveFeedback
⚡	PreviewGotKeyboardFocus
⚡	PreviewKeyDown
⚡	PreviewKeyUp
⚡	PreviewLostKeyboardFocus
⚡	PreviewMouseDoubleClick
⚡	PreviewMouseDown
⚡	PreviewMouseLeftButtonDown
⚡	PreviewMouseLeftButtonUp
⚡	PreviewMouseMove
⚡	PreviewMouseRightButtonDown
⚡	PreviewMouseRightButtonUp

⚡	PreviewMouseUp
⚡	PreviewMouseWheel
⚡	PreviewQueryContinueDrag
⚡	PreviewStylusButtonDown
⚡	PreviewStylusButtonUp
⚡	PreviewStylusDown
⚡	PreviewStylusInAirMove
⚡	PreviewStylusInRange
⚡	PreviewStylusMove
⚡	PreviewStylusOutOfRange
⚡	PreviewStylusSystemGesture
⚡	PreviewStylusUp
⚡	PreviewTextInput
⚡	QueryContinueDrag
⚡	QueryCursor
☰	

	RaiseEvent(RoutedEventArgs)
≡ ♪	ReadLocalValue(DependencyProperty)
≡ ♪	RegisterName(String, Object)
≡ ♪	ReleaseMouseCapture()
≡ ♪	ReleaseStylusCapture()
≡ ♪	RemoveHandler(RoutedEventArgs, Delegate)
☒ ♪	RemoveLogicalChild(Object)
💡 ♪	RemoveVisualChild(Visual)
✉	RenderSize
✉	RenderTransform
✉	RenderTransformOrigin
⚡	RequestBringIntoView
✉	Resources
≡ ♪	SetBinding(DependencyProperty, BindingBase)
≡ ♪	SetBinding(DependencyProperty, String)
≡ ♪	SetResourceReference(DependencyProperty, Object)

	SetValue(DependencyProperty, Object)
	SetValue(DependencyPropertyKey, Object)
	ShouldSerializeCommandBindings()
	ShouldSerializeContent()
	ShouldSerializeInputBindings()
	ShouldSerializeProperty(DependencyProperty)
	ShouldSerializeResources()
	ShouldSerializeStyle()
	ShouldSerializeTriggers()
	SizeChanged
	SnapsToDevicePixels
	SourceUpdated
	Style
	StylusButtonDown
	StylusButtonUp

	StylusDown
	StylusEnter
	StylusInAirMove
	StylusInRange
	StylusLeave
	StylusMove
	StylusOutOfRange
	StylusPlugIns
	StylusSystemGesture
	StylusUp
	TabIndex
	Tag
	TargetUpdated
	Template
	TemplatedParent
	TextInput

	 ToolTip
	 ToolTipClosing
	 ToolTipOpening
	 ToString()
	 TransformToAncestor(Visual)
	 TransformToAncestor(Visual3D)
	 TransformToDescendant(Visual)
	 TransformToVisual(Visual)
	 TranslatePoint(Point, UIElement)
	 Triggers
	 TryFindResource(Object)
	 Unloaded
	 UnregisterName(String)
	 UpdateLayout()
	 VerifyAccess()

	VerticalAlignment
	VerticalContentAlignment
	Visibility
	VisualBitmapEffect
	VisualBitmapEffectInput
	VisualBitmapScalingMode
	VisualChildrenCount
	VisualClip
	VisualEdgeMode
	VisualOffset
	VisualOpacity
	VisualOpacityMask
	VisualParent
	VisualTransform
	VisualXSnappingGuidelines
	VisualYSnappingGuidelines

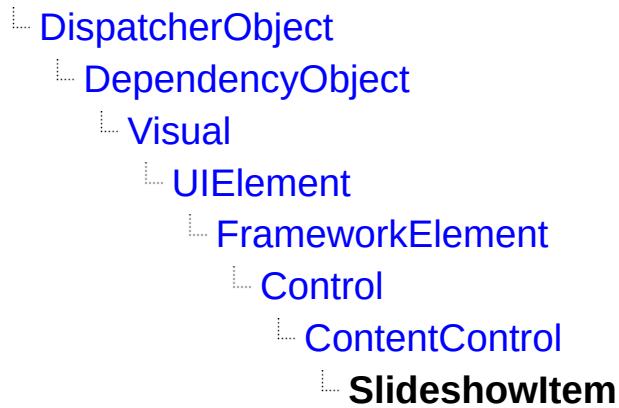
	Width
--	-------

[-] Remarks

[Missing <remarks> documentation for
`T:Transionals.Controls.SlidesshowItem`]

[-] Inheritance Hierarchy

Object



Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional斯 **SlideshowItem** 构造函数

Namespaces ► Transitional.Controls ► SlideshowItem ► **SlideshowItem()**

C# ▾

Initializes a new instance of the [SlideshowItem](#) class.

Declaration Syntax

C#

Visual Basic

Visual C++

```
public SlideshowItem()
```

```
Public Sub New
```

```
public:  
SlideshowItem()
```

Remarks

[Missing <remarks> documentation for
[M:Transitional.Controls.SlideshowItem.#ctor](#)]

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)

Transitions **TransitionElement** Class

Namespaces ► [Transitions.Controls](#) ► **TransitionElement**

C# ▾

An element that can display exactly one piece of visual content. When the content is changed, a transition is used to switch between the old and the new.

Declaration Syntax

C#

Visual Basic

Visual C++

```
public class TransitionElement : FrameworkElement
```

```
Public Class TransitionElement _  
    Inherits FrameworkElement
```

```
public ref class TransitionElement : public FrameworkElement
```

Members

All Members	Constructors	Methods	Properties	Fields	Events
-------------	--------------	---------	------------	--------	--------

<input checked="" type="checkbox"/> Public	<input checked="" type="checkbox"/> Instance	<input checked="" type="checkbox"/> Declared
<input checked="" type="checkbox"/> Protected	<input checked="" type="checkbox"/> Static	<input checked="" type="checkbox"/> Inherited

Icon	Member
≡	TransitionElement()
⊕	ActualHeight
⊕	ActualWidth
≡	AddHandler(RoutedEventArgs, Delegate)
≡	AddHandler(RoutedEventArgs, Delegate, Boolean)
⊕	AddLogicalChild(Object)
≡	AddToEventRoute(EventRoute, RoutedEventArgs)

	AddVisualChild(Visual)
	AllowDrop
	ApplyAnimationClock(DependencyProperty, AnimationClock)
	ApplyAnimationClock(DependencyProperty, AnimationClock, HandoffBehavior)
	ApplyTemplate()
	Arrange(Rect)
	ArrangeCore(Rect)
	ArrangeOverride(Size)
	BeginAnimation(DependencyProperty, AnimationTimeline)
	BeginAnimation(DependencyProperty, AnimationTimeline, HandoffBehavior)
	BeginInit()
	BeginStoryboard(Storyboard)
	BeginStoryboard(Storyboard, HandoffBehavior)
	BeginStoryboard(Storyboard, HandoffBehavior, Boolean)
	BeginTransition()
	BitmapEffect
	BitmapEffectInput
	BringIntoView()
	BringIntoView(Rect)
	CaptureMouse()
	CaptureStylus()
	CheckAccess()
	ClearValue(DependencyProperty)
	ClearValue(DependencyPropertyKey)

	Clip
	ClipToBounds
	CoerceValue(DependencyProperty)
	CommandBindings
	Content
	ContentProperty
	ContentTemplate
	ContentTemplateProperty
	ContentTemplateSelector
	ContentTemplateSelectorProperty
	ContextMenu
	ContextMenuClosing

	ContextMenuOpening
	Cursor
	DataContext
	DataContextChanged
	DefaultStyleKey
	DependencyObjectType
	DesiredSize
	Dispatcher
	DragEnter
	DragLeave
	DragOver
	Drop
	EndInit()
	Equals(Object)
	Finalize()
	FindCommonVisualAncestor(DependencyObject)
	FindName(String)
	FindResource(Object)
	FlowDirection
	Focus()
	Focusable
	FocusableChanged
	FocusVisualStyle

	ForceCursor
	GetAnimationBaseValue(DependencyProperty)
	GetBindingExpression(DependencyProperty)
	GetHashCode()
	GetLayoutClip(Size)
	GetLocalValueEnumerator()
	GetTemplateChild(String)
	GetType()
<hr/>	
	GetUIParentCore()
	GetValue(DependencyProperty)
	GetVisualChild(Int32)
<hr/>	
	GiveFeedback
	GotFocus
	GotKeyboardFocus
	GotMouseCapture
	GotStylusCapture
	HasAnimatedProperties
	Height
	HitTestCore(PointHitTestParameters)
	HitTestCore(GeometryHitTestParameters)
	HorizontalAlignment
	InheritanceBehavior
	Initialized
	InputBindings
	

	InputHitTest(Point)
	InputScope
	InvalidateArrange()
	InvalidateMeasure()
	InvalidateProperty(DependencyProperty)
	InvalidateVisual()
	IsAncestorOf(DependencyObject)
	IsArrangeValid
	IsDescendantOf(DependencyObject)
	IsEnabled
	IsEnabledChanged
	IsEnabledCore
	IsFocused
	IsHitTestVisible
	IsHitTestVisibleChanged
	IsInitialized
	IsInputMethodEnabled
	IsKeyboardFocused
	IsKeyboardFocusedChanged
	IsKeyboardFocusWithin
	IsKeyboardFocusWithinChanged
	IsLoaded
	IsMeasureValid
	IsMouseCaptured
	IsMouseCapturedChanged
	IsMouseCaptureWithin
	

	IsMouseCaptureWithinChanged
	IsMouseDirectlyOver
	IsMouseDirectlyOverChanged
	IsMouseOver
	IsSealed
	IsStylusCaptured
	IsStylusCapturedChanged
	IsStylusCaptureWithin
	IsStylusCaptureWithinChanged
	IsStylusDirectlyOver
	IsStylusDirectlyOverChanged
	IsStylusOver
	IsTransitioning
	IsTransitioningProperty
	IsVisible
	IsVisibleChanged
	KeyDown
	KeyUp
	Language
	LayoutTransform
	LayoutUpdated
	Loaded

	LogicalChildren
	LostFocus
	LostKeyboardFocus
	LostMouseCapture
	LostStylusCapture
	Margin
	MaxHeight
	MaxWidth
	Measure(Size)
	MeasureCore(Size)
	MeasureOverride(Size)
	MemberwiseClone()
	MinHeight
	MinWidth
	MouseDown
	MouseEnter
	MouseLeave
	MouseLeftButtonDown
	MouseLeftButtonUp
	MouseMove
	MouseRightButtonDown
	MouseRightButtonUp
	MouseUp
	MouseWheel

	<code>MoveFocus(TraversalRequest)</code>
	<code>Name</code>
	<code>NullContentTemplate</code>
	<code>NullContentTemplateProperty</code>
	<code>OnAccessKey(AccessKeyEventArgs)</code>
	<code>OnApplyTemplate()</code>
	<code>OnChildDesiredSizeChanged(UIElement)</code>
	<code>OnContextMenuClosing(ContextMenuEventArgs)</code>
	<code>OnContextMenuOpening(ContextMenuEventArgs)</code>
	<code>OnCreateAutomationPeer()</code>
	<code>OnDragEnter(DragEventArgs)</code>
	<code>OnDragLeave(DragEventArgs)</code>
	<code>OnDragOver(DragEventArgs)</code>
	<code>OnDrop(DragEventArgs)</code>
	<code>OnGiveFeedback(GiveFeedbackEventArgs)</code>
	<code>OnGotFocus(RoutedEventArgs)</code>
	<code>OnGotKeyboardFocus(KeyboardFocusChangedEventArgs)</code>
	<code>OnGotMouseCapture(MouseEventArgs)</code>
	<code>OnGotStylusCapture(StylusEventArgs)</code>
	<code>OnInitialized(EventArgs)</code>
	<code>OnIsKeyboardFocusedChanged(DependencyPropertyChangedE</code>
	<code>OnIsKeyboardFocusWithinChanged(DependencyPropertyChang</code>

💡	OnIsMouseCapturedChanged(DependencyPropertyChangedEventArgs)
💡	OnIsMouseCaptureWithinChanged(DependencyPropertyChangedEventArgs)
💡	OnIsMouseDirectlyOverChanged(DependencyPropertyChangedEventArgs)
💡	OnIsStylusCapturedChanged(DependencyPropertyChangedEventArgs)
💡	OnIsStylusCaptureWithinChanged(DependencyPropertyChangedEventArgs)
💡	OnIsStylusDirectlyOverChanged(DependencyPropertyChangedEventArgs)
💡	OnKeyDown(KeyEventArgs)
💡	OnKeyUp(KeyEventArgs)
💡	OnLostFocus(RoutedEventArgs)
💡	OnLostKeyboardFocus(KeyboardFocusChangedEventArgs)
💡	OnLostMouseCapture(MouseEventArgs)
💡	OnLostStylusCapture(StylusEventArgs)
💡	OnMouseDown(MouseButtonEventArgs)
💡	OnMouseEnter(MouseEventArgs)
💡	OnMouseLeave(MouseEventArgs)
💡	OnMouseLeftButtonDown(MouseButtonEventArgs)
💡	OnMouseLeftButtonUp(MouseButtonEventArgs)
💡	OnMouseMove(MouseEventArgs)
💡	OnMouseRightButtonDown(MouseButtonEventArgs)
💡	OnMouseRightButtonUp(MouseButtonEventArgs)
💡	OnMouseUp(MouseButtonEventArgs)
💡	OnMouseWheel(MouseWheelEventArgs)
💡	OnPreviewDragEnter(DragEventArgs)
💡	OnPreviewDragLeave(DragEventArgs)
💡	OnPreviewDragOver(DragEventArgs)
💡	OnPreviewDrop(DragEventArgs)

💡	OnPreviewGiveFeedback(GiveFeedbackEventArgs)
💡	OnPreviewGotKeyboardFocus(KeyboardFocusChangedEventArgs)
💡	OnPreviewKeyDown(KeyEventArgs)
💡	OnPreviewKeyUp(KeyEventArgs)
💡	OnPreviewLostKeyboardFocus(KeyboardFocusChangedEventArgs)
💡	OnPreviewMouseDown(MouseButtonEventArgs)
💡	OnPreviewMouseLeftButtonDown(MouseButtonEventArgs)
💡	OnPreviewMouseLeftButtonUp(MouseButtonEventArgs)
💡	OnPreviewMouseMove(MouseEventArgs)
💡	OnPreviewMouseRightButtonDown(MouseButtonEventArgs)
💡	OnPreviewMouseRightButtonUp(MouseButtonEventArgs)
💡	OnPreviewMouseUp(MouseButtonEventArgs)
💡	OnPreviewMouseWheel(MouseWheelEventArgs)
💡	OnPreviewQueryContinueDrag(QueryContinueDragEventArgs)
💡	OnPreviewStylusButtonDown(StylusButtonEventArgs)
💡	OnPreviewStylusButtonUp(StylusButtonEventArgs)
💡	OnPreviewStylusDown(StylusDownEventArgs)
💡	OnPreviewStylusInAirMove(StylusEventArgs)
💡	OnPreviewStylusInRange(StylusEventArgs)
💡	OnPreviewStylusMove(StylusEventArgs)
💡	OnPreviewStylusOutOfRange(StylusEventArgs)
💡	OnPreviewStylusSystemGesture(StylusSystemGestureEventArgs)
💡	OnPreviewStylusUp(StylusEventArgs)
💡	OnPreviewTextInput(TextCompositionEventArgs)
💡	OnPropertyChanged(DependencyPropertyChangedEventArgs)
💡	OnQueryContinueDrag(QueryContinueDragEventArgs)
💡	

	OnQueryCursor(QueryEventArgs)
💡	OnRender(DrawingContext)
💡	OnRenderSizeChanged(SizeChangedEventArgs)
💡	OnStyleChanged(Style, Style)
💡	OnStylusButtonDown(StylusButtonEventArgs)
💡	OnStylusButtonUp(StylusButtonEventArgs)
💡	OnStylusDown(StylusDownEventArgs)
💡	OnStylusEnter(StylusEventArgs)
💡	OnStylusInAirMove(StylusEventArgs)
💡	OnStylusInRange(StylusEventArgs)
💡	OnStylusLeave(StylusEventArgs)
💡	OnStylusMove(StylusEventArgs)
💡	OnStylusOutOfRange(StylusEventArgs)
💡	OnStylusSystemGesture(StylusSystemGestureEventArgs)
💡	OnStylusUp(StylusEventArgs)
💡	OnTextInput(TextCompositionEventArgs)
💡	OnToolTipClosing(ToolTipEventArgs)
💡	OnToolTipOpening(ToolTipEventArgs)
💡	OnTransitionBeginning()
💡	OnTransitionEnded()
💡	OnVisualChildrenChanged(DependencyObject, DependencyObject)
💡	OnVisualParentChanged(DependencyObject)
🖼️	Opacity
🖼️	OpacityMask

	OverridesDefaultStyle
	Parent
	ParentLayoutInvalidated(UIElement)
	PersistId
	PointFromScreen(Point)
	PointToScreen(Point)
	PredictFocus(FocusNavigationDirection)
	PreviewDragEnter
	PreviewDragLeave
	PreviewDragOver
	PreviewDrop
	PreviewGiveFeedback
	PreviewGotKeyboardFocus
	PreviewKeyDown
	PreviewKeyUp
	PreviewLostKeyboardFocus
	PreviewMouseDown
	PreviewMouseLeftButtonDown
	PreviewMouseLeftButtonUp
	PreviewMouseMove
	PreviewMouseRightButtonDown
	PreviewMouseRightButtonUp
	PreviewMouseUp
	PreviewMouseWheel
	PreviewQueryContinueDrag
	PreviewStylusButtonDown
	PreviewStylusDown

	PreviewStylusButtonUp
⚡	PreviewStylusDown
⚡	PreviewStylusInAirMove
⚡	PreviewStylusInRange
⚡	PreviewStylusMove
⚡	PreviewStylusOutOfRange
⚡	PreviewStylusSystemGesture
⚡	PreviewStylusUp
⚡	PreviewTextInput
⚡	QueryContinueDrag
⚡	QueryCursor
≡ethyst	RaiseEvent(RoutedEventArgs)
≡ethyst	ReadLocalValue(DependencyProperty)
≡ethyst	RegisterName(String, Object)
≡ethyst	ReleaseMouseCapture()
≡ethyst	ReleaseStylusCapture()
≡ethyst	RemoveHandler(RoutedEventArgs, Delegate)
≡ethyst	RemoveLogicalChild(Object)
💡	RemoveVisualChild(Visual)
📐	RenderSize
📐	RenderTransform
📐	RenderTransformOrigin
⚡	RequestBringIntoView
📅	Resources
≡ethyst	SetBinding(DependencyProperty, BindingBase)
≡ethyst	SetBinding(DependencyProperty, String)
≡ethyst	

	<code>SetResourceReference(DependencyProperty, Object)</code>
≡	<code>SetValue(DependencyProperty, Object)</code>
≡	<code>SetValue(DependencyPropertyKey, Object)</code>
≡	<code>ShouldSerializeCommandBindings()</code>
≡	<code>ShouldSerializeInputBindings()</code>
≡	<code>ShouldSerializeProperty(DependencyProperty)</code>
≡	<code>ShouldSerializeResources()</code>
≡	<code>ShouldSerializeStyle()</code>
≡	<code>ShouldSerializeTriggers()</code>
⚡	<code>SizeChanged</code>
📅	<code>SnapsToDevicePixels</code>
⚡	<code>SourceUpdated</code>
🎨	<code>Style</code>
⚡	<code>StylusButtonDown</code>
⚡	<code>StylusButtonUp</code>
⚡	<code>StylusDown</code>
⚡	<code>StylusEnter</code>
⚡	<code>StylusInAirMove</code>
⚡	<code>StylusInRange</code>
⚡	<code>StylusLeave</code>
⚡	<code>StylusMove</code>
⚡	<code>StylusOutOfRange</code>
📅	<code>StylusPlugIns</code>
⚡	<code>StylusSystemGesture</code>
⚡	<code>StylusUp</code>
📅	<code>Tag</code>
⚡	

	TargetUpdated
	TemplatedParent
	TextInput
	ToolTip
	ToolTipClosing
	ToolTipOpening
	ToString()
	TransformToAncestor(Visual)
	TransformToAncestor(Visual3D)
	TransformToDescendant(Visual)
	TransformToVisual(Visual)
	Transition
	TransitionBeginning
	TransitionBeginningEvent
	TransitionEnded
	TransitionEndedEvent



[TransitionProperty](#)



[TransitionSelector](#)



[TransitionSelectorProperty](#)



[TransitionToNullIgnored](#)



[TransitionToNullIgnoredProperty](#)



[TranslatePoint\(Point, UIElement\)](#)



[Triggers](#)



[TryFindResource\(Object\)](#)



[Unloaded](#)



[UnregisterName\(String\)](#)



[UpdateLayout\(\)](#)



[VerifyAccess\(\)](#)



[VerticalAlignment](#)



[Visibility](#)

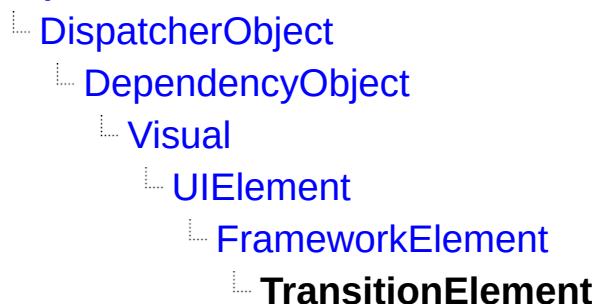
	VisualBitmapEffect
	VisualBitmapEffectInput
	VisualBitmapScalingMode
	VisualChildrenCount
	VisualClip
	VisualEdgeMode
	VisualOffset
	VisualOpacity
	VisualOpacityMask
	VisualParent
	VisualTransform
	VisualXSnappingGuidelines
	VisualYSnappingGuidelines
	Width

Remarks

[Missing <remarks> documentation for
T:Transitions.Controls.TransitionElement]

Inheritance Hierarchy

Object



Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional Controls TransitionElement Constructor

Namespaces ► Transitional Controls ► TransitionElement ► **TransitionElement()**

C# ▾

Initializes the `TransitionElement` instance.

Declaration Syntax

C#

Visual Basic

Visual C++

```
public TransitionElement()
```

```
Public Sub New
```

```
public:  
TransitionElement()
```

Remarks

[Missing <remarks> documentation for
`M:Transitional Controls.TransitionElement.#ctor`]

Assembly: `Transitional` (Module: `Transitional`) Version: 1.0.0.0 (1.0.0.0)

Transitional **ArrangeOverride Method (finalSize)**

Namespaces ► Transitional.Controls ► TransitionElement ► **ArrangeOverride(Size)**

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
protected override Size ArrangeOverride(  
    Size finalSize  
)
```

```
Protected Overrides Function ArrangeOverride ( _  
    finalSize As Size _  
) As Size
```

```
protected:  
virtual Size ArrangeOverride(  
    Size finalSize  
) override
```

Parameters

finalSize (Size)

Remarks

[Missing <remarks> documentation for
M:Transitional.Controls.TransitionElement.ArrangeOverride(System.Windows.Size)]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional Controls **BeginTransition** Method

Namespaces ► Transitional Controls ► TransitionElement ►

BeginTransition()

Starts the selected Transition.

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public void BeginTransition()
```

```
Public Sub BeginTransition
```

```
public:  
void BeginTransition( )
```

Remarks

[Missing <remarks> documentation for
M:Transitional Controls.TransitionElement.BeginTransition]

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)

Transitional Content Property

Namespaces ► Transitional.Controls ► TransitionElement ► Content

C# ▾

Gets or sets the content that is presented in the [TransitionElement](#). This is a dependency property.

Declaration Syntax

C#

Visual Basic

Visual C++

```
public Object Content { get; set; }
```

Public Property Content As Object

```
public:  
property Object^ Content {  
    Object^ get ();  
    void set (Object^ value);  
}
```

Value

The content that is presented in the [TransitionElement](#).

Remarks

If a transition is specified on the [Transition](#) property, changing the value of this property will automatically cause the transition to begin.

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitional ContentProperty Field

Namespaces ► Transitional.Controls ► TransitionElement ► ContentProperty

C# ▾

Identifies the Content dependency property.

Declaration Syntax

C#

Visual Basic

Visual C++

```
public static readonly DependencyProperty ContentPro
```

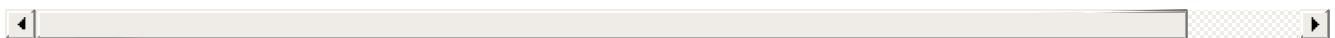
```
Public Shared ReadOnly ContentProperty As DependencyProperty
```

```
public:  
    static initonly DependencyProperty^ ContentProperty
```

Remarks

[Missing <remarks> documentation for
F:Transitional.Controls.TransitionElement.ContentProperty]

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional ContentTemplate Property

Namespaces ► Transitional.Controls ► TransitionElement ►

ContentTemplate

C#

Gets or sets the data template used to display the content of the [TransitionElement](#). This is a dependency property.

Declaration Syntax

C#

Visual Basic

Visual C++

```
public DataTemplate ContentTemplate { get; set; }
```

Public Property ContentTemplate As DataTemplate

```
public:  
property DataTemplate^ ContentTemplate {  
    DataTemplate^ get ();  
    void set (DataTemplate^ value);  
}
```

Remarks

Set this property to a [DataTemplate](#) to specify the appearance of the [TransitionElement](#). For more information on data templates, see [Data Templating Overview](#).

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

TransitionalContentTemplateProperty Field

Namespaces ► TransitionalControls ► TransitionElement ► ContentTemplateProperty

C# ▾

Identifies the ContentTemplate dependency property.

Declaration Syntax

C#

Visual Basic

Visual C++

```
public static readonly DependencyProperty ContentTem
```

```
Public Shared ReadOnly ContentTemplateProperty As De
```

```
public:  
static initonly DependencyProperty^ ContentTemplateP
```

Remarks

[Missing <remarks> documentation for
F:TransitionalControls.TransitionElement.ContentTemplatePrope

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional ContentTemplateSelector Property

Namespaces ► Transitional.Controls ► TransitionElement ► ContentTemplateSelector

C# ▾

Gets or sets a template selector that enables an application writer to provide custom template-selection logic. This is a dependency property.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public DataTemplateSelector ContentTemplateSelector
```

```
Public Property ContentTemplateSelector As DataTempl
```

```
public:  
property DataTemplateSelector^ ContentTemplateSelect  
    DataTemplateSelector^ get ();  
    void set (DataTemplateSelector^ value);  
}
```

Remarks

[Missing <remarks> documentation for
P:Transitional.Controls.TransitionElement.ContentTemplateSelect

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional ContentTemplateSelectorProperty Field

Namespaces ► Transitional.Controls ► TransitionElement ►

ContentTemplateSelectorProperty

C# ▾

Identifies the ContentTemplateSelector dependency property.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public static readonly DependencyProperty ContentTem
```

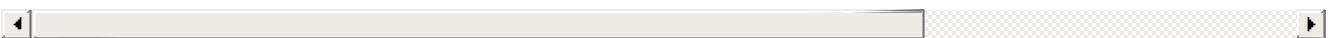
```
Public Shared ReadOnly ContentTemplateSelectorProper
```

```
public:  
    static initonly DependencyProperty^ ContentTemplateS
```

Remarks

[Missing <remarks> documentation for
`F:Transitional.Controls.TransitionElement.ContentTemplateSelector`]

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional GetVisualChild Method (index)

Namespaces ► Transitional.Controls ► TransitionElement ►

GetVisualChild(Int32)

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
protected override Visual GetVisualChild(  
    int index  
)
```

```
Protected Overrides Function GetVisualChild ( _  
    index As Integer _  
) As Visual
```

```
protected:  
virtual Visual^ GetVisualChild(  
    int index  
) override
```

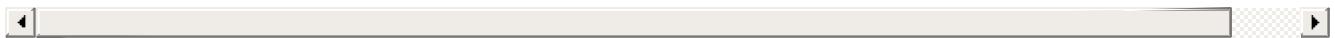
Parameters

index (Int32)

Remarks

[Missing <remarks> documentation for
M:Transitional.Controls.TransitionElement.GetVisualChild(System

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional IsTransitioning Property

Namespaces ► Transitional.Controls ► TransitionElement ► IsTransitioning

C# ▾

Gets a value that indicates if the selected transition is currently running.
This is a dependency property.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public bool IsTransitioning { get; private set; }
```

Public Property IsTransitioning As Boolean

```
public:  
property bool IsTransitioning {  
    bool get ();  
    void set (bool value);  
}
```

Value

true if the transition is running; otherwise false.

Remarks

[Missing <remarks> documentation for
P:Transitional.Controls.TransitionElement.IsTransitioning]

Assembly: Transitions (Module: Transitions) Version: 1.0.0.0 (1.0.0.0)

Transitional IsTransitioningProperty Field

Namespaces ► Transitional.Controls ► TransitionElement ► IsTransitioningProperty

C# ▾

Identifies the `IsTransitioning` dependency property.

Declaration Syntax

C#

Visual Basic

Visual C++

```
public static readonly DependencyProperty IsTransiti
```

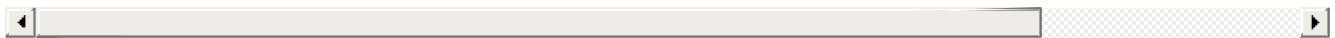
```
Public Shared ReadOnly IsTransitioningProperty As De
```

```
public:  
static initonly DependencyProperty^ IsTransitioningP
```

Remarks

[Missing <remarks> documentation for
`F:Transitional.Controls.TransitionElement.IsTransitioningProperty`]

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional MeasureOverride Method (availableSize)

Namespaces ► Transitional.Controls ► TransitionElement ► MeasureOverride(Size)

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
protected override Size MeasureOverride(  
    Size availableSize  
)
```

```
Protected Overrides Function MeasureOverride ( _  
    availableSize As Size _  
) As Size
```

```
protected:  
virtual Size MeasureOverride(  
    Size availableSize  
) override
```

Parameters

availableSize (Size)

Remarks

[Missing <remarks> documentation for
M:Transitional.Controls.TransitionElement.MeasureOverride(Syst

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional NullContentTemplate Property

Namespaces ► Transitional.Controls ► TransitionElement ►

NullContentTemplate

C# ▾

Gets or sets the [DataTemplate](#) that should be displayed whenever the [Content](#) property is set to [null](#). This is a dependency property.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public DataTemplate NullContentTemplate { get; set;
```

```
Public Property NullContentTemplate As DataTemplate
```

```
public:  
property DataTemplate^ NullContentTemplate {  
    DataTemplate^ get ();  
    void set (DataTemplate^ value);  
}
```

Value

A [DataTemplate](#) to display when no content is available; otherwise [null](#).

Remarks

The value of the [TransitionToNullIgnored](#) impacts whether this template transitioned.

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)

Transitional NullContentTemplateProperty Field

Namespaces ► Transitional.Controls ► TransitionElement ►

NullContentTemplateProperty

C# ▾

Identifies the NullContentTemplate dependency property.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public static readonly DependencyProperty NullContentTempl
```

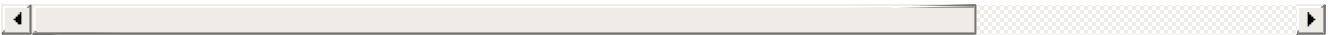
```
Public Shared ReadOnly NullContentTemplateProperty A
```

```
public:  
static initonly DependencyProperty^ NullContentTempl
```

Remarks

[Missing <remarks> documentation for
F:Transitional.Controls.TransitionElement.NullContentTemplatePi

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional OnTransitionBeginning Method

Namespaces ► Transitional.Controls ► TransitionElement ► **OnTransitionBeginning()**

C# ▾

Raises the [TransitionBeginning](#) event.

Declaration Syntax

C#

Visual Basic

Visual C++

```
protected virtual void OnTransitionBeginning()
```

```
Protected Overridable Sub OnTransitionBeginning
```

```
protected:
```

```
virtual void OnTransitionBeginning()
```

Remarks

[Missing <remarks> documentation for
[M:Transitional.Controls.TransitionElement.OnTransitionBeginning](#)

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)

Transitional OnTransitionEnded Method

Namespaces ► Transitional.Controls ► TransitionElement ►

OnTransitionEnded()

C# ▾

Raises the [TransitionEnded](#) event.

Declaration Syntax

C#

Visual Basic

Visual C++

```
protected virtual void OnTransitionEnded()
```

```
Protected Overridable Sub OnTransitionEnded
```

```
protected:
```

```
virtual void OnTransitionEnded()
```

Remarks

[Missing <remarks> documentation for
[M:Transitional.Controls.TransitionElement.OnTransitionEnded](#)]

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)

Transitional **Transition Property**

Namespaces ► Transitional.Controls ► TransitionElement ► **Transition**

C# ▾

Gets or sets the currently selected transition. This is a dependency property.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public Transition Transition { get; set; }
```

Public Property Transition As Transition

```
public:  
property Transition^ Transition {  
    Transition^ get ();  
    void set (Transition^ value);  
}
```

Value

The currently selected **Transition**.

Remarks

This transition will be used to animate between old content and new content whenever the value of the [Content](#) property has changed.

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitional TransitionBeginning Event

Namespaces ► Transitional.Controls ► TransitionElement ► TransitionBeginning

C# ▾

Occurs when the current transition is starting.

Declaration Syntax

C#

Visual Basic

Visual C++

```
public event RoutedEventHandler TransitionBeginning
```

```
Public Event TransitionBeginning As RoutedEventHandl
```

```
public:  
    event RoutedEventHandler^ TransitionBeginning {  
        void add (RoutedEventHandler^ value);  
        void remove (RoutedEventHandler^ value);  
    }
```

Remarks

[Missing <remarks> documentation for
E:Transitional.Controls.TransitionElement.TransitionBeginning]

Assembly: Transitions (Module: Transitions) Version: 1.0.0.0 (1.0.0.0)

Transitional TransitionBeginningEvent Field

Namespaces ► Transitional.Controls ► TransitionElement ► TransitionBeginningEvent

C# ▾

Identifies the TransitionBeginning routed event.

Declaration Syntax

C#

Visual Basic

Visual C++

```
public static readonly RoutedEvent TransitionBeginni
```

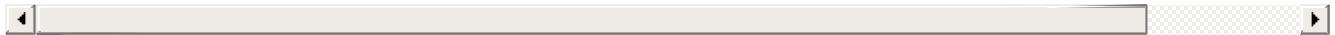
```
Public Shared ReadOnly TransitionBeginningEvent As R
```

```
public:  
static initonly RoutedEvent^ TransitionBeginningEven
```

Remarks

[Missing <remarks> documentation for
`F:Transitional.Controls.TransitionElement.TransitionBeginningEv`

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional **TransitionEnded** Event

Namespaces ► Transitional.Controls ► TransitionElement ► **TransitionEnded**

C# ▾

Occurs when the current transition has completed.

Declaration Syntax

C#

Visual Basic

Visual C++

```
public event RoutedEventHandler TransitionEnded
```

```
Public Event TransitionEnded As RoutedEventHandler
```

```
public:  
    event RoutedEventHandler^ TransitionEnded {  
        void add (RoutedEventHandler^ value);  
        void remove (RoutedEventHandler^ value);  
    }
```

Remarks

[Missing <remarks> documentation for
E:Transitional.Controls.TransitionElement.TransitionEnded]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitional **TransitionEndedEvent** Field

Namespaces ► Transitional.Controls ► TransitionElement ► **TransitionEndedEvent**

C# ▾

Identifies the **TransitionEnded** routed event.

Declaration Syntax

C#

Visual Basic

Visual C++

```
public static readonly RoutedEvent TransitionEndedEv
```

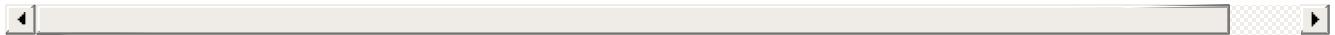
```
Public Shared ReadOnly TransitionEndedEvent As Route
```

```
public:  
    static initonly RoutedEvent^ TransitionEndedEvent
```

Remarks

[Missing <remarks> documentation for
F:Transitional.Controls.TransitionElement.TransitionEndedEvent]

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional **TransitionProperty** Field

Namespaces ► Transitional.Controls ► TransitionElement ► **TransitionProperty**

C# ▾

Identifies the [Transition](#) dependency property.

Declaration Syntax

C#

Visual Basic

Visual C++

```
public static readonly DependencyProperty Transition
```

```
Public Shared ReadOnly TransitionProperty As Depende
```

```
public:  
    static initonly DependencyProperty^ TransitionProper
```

Remarks

[Missing <remarks> documentation for
[F:Transitional.Controls.TransitionElement.TransitionProperty](#)]

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional TransitionSelector Property

Namespaces ► Transitional.Controls ► TransitionElement ► TransitionSelector

C# ▾

Gets or sets a transition selector that enables an application writer to provide custom transition selection logic. This is a dependency property

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public TransitionSelector TransitionSelector { get;
```

```
Public Property TransitionSelector As TransitionSele
```

```
public:  
property TransitionSelector^ TransitionSelector {  
    TransitionSelector^ get ();  
    void set (TransitionSelector^ value);  
}
```

Remarks

[Missing <remarks> documentation for
P:Transitional.Controls.TransitionElement.TransitionSelector]

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional TransitionSelectorProperty Field

Namespaces ► [Transitional.Controls](#) ► [TransitionElement](#) ► [TransitionSelectorProperty](#)

C# ▾

Identifies the [TransitionToNullIgnored](#) dependency property.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public static readonly DependencyProperty Transition
```

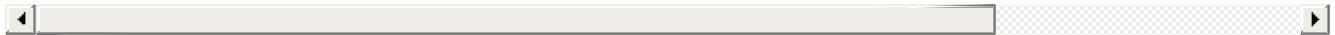
```
Public Shared ReadOnly TransitionSelectorProperty As
```

```
public:  
    static initonly DependencyProperty^ TransitionSelect
```

Remarks

[Missing <remarks> documentation for
[F:Transitional.Controls.TransitionElement.TransitionSelectorProp](#)

Assembly: [Transitional](#) (Module: [Transitional](#)) Version: 1.0.0.0 (1.0.0.0)



Transitional **TransitionToNullIgnored** Property

Namespaces ► Transitional.Controls ► TransitionElement ► **TransitionToNullIgnored**

C# ▾

Gets or sets a value that indicates if a transition should be applied when **Content** is changed from a value to **null**. This is a dependency property

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public bool TransitionToNullIgnored { get; set; }
```

Public Property TransitionToNullIgnored **As Boolean**

```
public:  
property bool TransitionToNullIgnored {  
    bool get ();  
    void set (bool value);  
}
```

Remarks

[Missing <remarks> documentation for
P:Transitional.Controls.TransitionElement.TransitionToNullIgnore

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitional **TransitionToNullIgnoredProperty** Field

Namespaces ► Transitional.Controls ► TransitionElement ► **TransitionToNullIgnoredProperty**

C# ▾

Identifies the **TransitionToNullIgnored** dependency property.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public static readonly DependencyProperty Transition
```

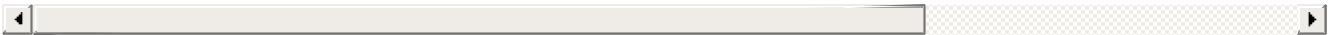
```
Public Shared ReadOnly TransitionToNullIgnoredProper
```

```
public:  
    static initonly DependencyProperty^ TransitionToNull
```

Remarks

[Missing <remarks> documentation for
F:Transitional.Controls.TransitionElement.TransitionToNullIgnore

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional VisualChildrenCount Property

Namespaces ► Transitional.Controls ► TransitionElement ► VisualChildrenCount

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
protected override int VisualChildrenCount { get; }
```

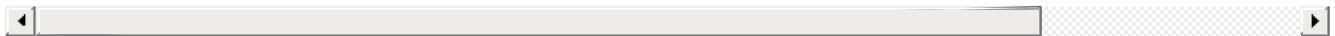
Protected Overrides ReadOnly Property VisualChildren

```
protected:  
virtual property int VisualChildrenCount {  
    int get () override;  
}
```

Remarks

[Missing <remarks> documentation for
P:Transitional.Controls.TransitionElement.VisualChildrenCount]

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional Namespace

Namespaces ► Transitional Namespace

C#

The Transitional namespace includes all of the “out of the box” transition that come with the Transitional framework.

Declaration Syntax

C#

Visual Basic

Visual C++

```
namespace Transitional.Transitions
```

```
Namespace Transitional.Transitions
```

```
namespace Transitional.Transitions
```

Types

All Types

Classes

Enumerations

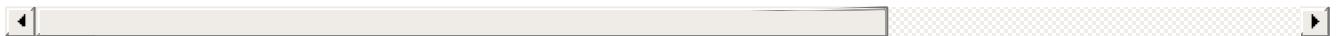
Icon	Type	Description
	CheckerboardTransition	Represents
	CheckerboardTransitionFrameworkElement	Stores the > Checkerbo Checkerboa
	DiagonalWipeTransition	Represents
	DiagonalWipeTransitionFrameworkElement	Stores the > DiagonalWi DiagonalWi

	DiamondsTransition	Represents
	DiamondsTransitionFrameworkElement	Stores the > DiamondsTi DiamondsTi
	DoorTransition	
	DotsTransition	Represents
	DotsTransitionFrameworkElement	Stores the > DotsTransiti
	DoubleRotateWipeTransition	Represents
	DoubleRotateWipeTransitionFrameworkElement	Stores the > DoubleRota DoubleRota
	ExplosionTransition	
	FadeAndBlurTransition	Represents
	FadeAndBlurTransitionFrameworkElement	Stores the > FadeAndBlu

		FadeAndBlurTransition
!	FadeAndGrowTransition	Represents
!	FadeAndGrowTransitionFrameworkElement	Stores the > FadeAndGrowTransition FadeAndGrowTransition
!	FadeTransition	
!	FlipTransition	
!	HorizontalBlindsTransition	Represents
!	HorizontalBlindsTransitionFrameworkElement	Stores the > HorizontalBlindsTransition HorizontalBlindsTransition
!	HorizontalWipeTransition	Represents
!	HorizontalWipeTransitionFrameworkElement	Stores the > HorizontalWipeTransition HorizontalWipeTransition
!	MeltTransition	Represents
!		

	MeltTransitionFrameworkElement	Stores the Xaml representation of the MeltTransition.
	PageTransition	
	RollTransition	Represents
	RollTransitionFrameworkElement	Stores the Xaml representation of the RollTransition.
	RotateDirection	
	RotateTransition	
	RotateWipeTransition	Represents
	RotateWipeTransitionFrameworkElement	Stores the Xaml representation of the RotateWipeTransition.
	StarTransition	Represents
	StarTransitionFrameworkElement	Stores the Xaml representation of the StarTransition.
	StoryboardTransition	
	TransitionDirection	

	TranslateTransition	
	TwoWayTransitionSelector	
	VerticalBlindsTransition	Represents
	VerticalBlindsTransitionFrameworkElement	Stores the > VerticalBlind VerticalBlind
	VerticalWipeTransition	Represents
	VerticalWipeTransitionFrameworkElement	Stores the > VerticalWipe VerticalWipe



Transitional CheckerboardTransition Class

Namespaces ► Transitional.Transitions ► CheckerboardTransition

C# ▾

Represents the CheckerboardTransition

Declaration Syntax

C#

Visual Basic

Visual C++

```
public class CheckerboardTransition : StoryboardTran
```

```
Public Class CheckerboardTransition _  
    Inherits StoryboardTransition
```

```
public ref class CheckerboardTransition : public Sto
```

Members

All Members	Constructors	Methods	Properties
<input checked="" type="checkbox"/> Public <input checked="" type="checkbox"/> Protected		<input checked="" type="checkbox"/> Instance <input checked="" type="checkbox"/> Static	<input checked="" type="checkbox"/> Declare <input checked="" type="checkbox"/> Inherit

Icon	Member	
≡	CheckerboardTransition()	(
≡	BeginTransition(TransitionElement, ContentPresenter, ContentPresenter)	(
≡	CheckAccess()	(
≡	ClearValue(DependencyProperty)	(
≡	ClearValue(DependencyPropertyKey)	(
≡	ClipToBounds	(
≡	CoerceValue(DependencyProperty)	(
≡	DependencyObjectType	(
≡		

	Dispatcher	(
⌚	Duration	(
💡	EndTransition(TransitionElement, ContentPresenter, ContentPresenter)	(
≡	Equals(Object)	(
💡	Finalize())
)
)
≡	GetHashCode()	(
≡	GetLocalValueEnumerator()	(
≡	GetType()	(
)
≡	GetValue(DependencyProperty)	(
≡	InvalidateProperty(DependencyProperty)	(
⌚	IsNewContentTopmost	(
⌚	IsSealed	(
💡	MemberwiseClone()	(
)
⌚	NewContentStoryboard	(
⌚	NewContentStyle	(
⌚	NullContentSupport	(
⌚	OldContentStoryboard	(
⌚	OldContentStyle	(
💡	OnDurationChanged(Duration, Duration)	(

💡	OnPropertyChanged(DependencyPropertyChangedEventArgs)
💡	OnTransitionEnded(TransitionElement, ContentPresenter, ContentPresenter)
💡	ReadLocalValue(DependencyProperty)
💡	SetValue(DependencyProperty, Object)
💡	SetValue(DependencyPropertyKey, Object)
💡	ShouldSerializeProperty(DependencyProperty)
💡	ToString()
💡	VerifyAccess()

Remarks

[Missing <remarks> documentation for
T:Transitional.Transitions.CheckerboardTransition]

Inheritance Hierarchy



Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional CheckerboardTransition Constructor

Namespaces ► Transitional.Transitions ► CheckerboardTransition ► **CheckerboardTransition()**

Initializes a new instance of the [CheckerboardTransition](#) class.

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public CheckerboardTransition()
```

```
Public Sub New
```

```
public:  
  CheckerboardTransition()
```

Remarks

[Missing <remarks> documentation for
[M:Transitional.Transitions.CheckerboardTransition.#ctor](#)]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitional OnDurationChanged Method (oldDuration, newDuration)

Namespaces ► [Transitional.Transitions](#) ► [CheckerboardTransition](#) ► [OnDurationChanged\(Duration, Duration\)](#)

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
protected override void OnDurationChanged(  
    Duration oldDuration,  
    Duration newDuration  
)
```

```
Protected Overrides Sub OnDurationChanged ( _  
    oldDuration As Duration, _  
    newDuration As Duration _  
)
```

```
protected:  
virtual void OnDurationChanged(  
    Duration oldDuration,  
    Duration newDuration  
) override
```

Parameters

oldDuration ([Duration](#))

newDuration ([Duration](#))

Remarks

[Missing <remarks> documentation for
[M:Transitional.Transitions.CheckerboardTransition.OnDurationC](#)

[◀]

[▶]

Transitional CheckerboardTransitionFrameworkElement

Class

Namespaces ► Transitional.Transitions ► CheckerboardTransitionFrameworkElement

C# ▾

Stores the XAML that defines the CheckerboardTransition

CheckerboardTransitionFrameworkElement

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public class CheckerboardTransitionFrameworkElement
```

```
Public Class CheckerboardTransitionFrameworkElement
    Inherits FrameworkElement
    Implements IComponentConnector
```

```
public ref class CheckerboardTransitionFrameworkElement
    IComponentConnector
```

Members

All Members	Constructors	Methods	Properties	Events
<input checked="" type="checkbox"/> Public		<input checked="" type="checkbox"/> Instance		<input checked="" type="checkbox"/> Declared
<input checked="" type="checkbox"/> Protected		<input checked="" type="checkbox"/> Static		<input checked="" type="checkbox"/> Inherited

Icon	Member
≡	CheckerboardTransitionFrameworkElement()
↙	ActualHeight
↙	ActualWidth
≡	AddHandler(RoutedEvent, Delegate)

	AddHandler(RoutedEvent, Delegate, Boolean)
	AddLogicalChild(Object)
	AddToEventRoute(EventRoute, RoutedEventArgs)
	AddVisualChild(Visual)
	AllowDrop
	ApplyAnimationClock(DependencyProperty, AnimationClock)
	ApplyAnimationClock(DependencyProperty, AnimationClock, HandoffBehavior)
	ApplyTemplate()
	Arrange(Rect)
	ArrangeCore(Rect)
	ArrangeOverride(Size)
	BeginAnimation(DependencyProperty, AnimationTimeline)
	BeginAnimation(DependencyProperty, AnimationTimeline, HandoffBehavior)
	BeginInit()
	BeginStoryboard(Storyboard)
	BeginStoryboard(Storyboard, HandoffBehavior)

	BeginInit(Storyboard, HandoffBehavior, Boolean)
	BitmapEffect
	BitmapEffectInput
	BringIntoView()
	BringIntoView(Rect)
	CaptureMouse()
	CaptureStylus()
	CheckAccess()
	ClearValue(DependencyProperty)
	ClearValue(DependencyPropertyKey)
	Clip
	ClipToBounds
	CoerceValue(DependencyProperty)
	CommandBindings
	ContextMenu

	ContextMenuClosing
	ContextMenuOpening
	Cursor
	DataContext
	DataContextChanged
	DefaultStyleKey
	DependencyObjectType
	DesiredSize
	Dispatcher
	DragEnter
	DragLeave
	DragOver
	Drop
	EndInit()
	Equals(Object)
	Finalize()

=	 FindCommonVisualAncestor(DependencyObject)
=	 FindName(String)
=	 FindResource(Object)
	FlowDirection
=	 Focus()
	Focusable
	FocusableChanged
	FocusVisualStyle
	ForceCursor
=	 GetAnimationBaseValue(DependencyProperty)
=	 GetBindingExpression(DependencyProperty)
=	 GetHashCode()

	GetLayoutClip(Size)
	GetLocalValueEnumerator()
	GetTemplateChild(String)
	GetType()
	GetUIParentCore()
	GetValue(DependencyProperty)
	GetVisualChild(Int32)
	GiveFeedback
	GotFocus
	GotKeyboardFocus
	GotMouseCapture
	GotStylusCapture
	HasAnimatedProperties
	Height

	HitTestCore(PointHitTestParameters)
	HitTestCore(GeometryHitTestParameters)
	HorizontalAlignment
	InheritanceBehavior
	InitializeComponent()
	Initialized
	InputBindings
	InputHitTest(Point)
	InputScope
	InvalidateArrange()
	InvalidateMeasure()
	InvalidateProperty(DependencyProperty)
	InvalidateVisual()
	IsAncestorOf(DependencyObject)
	IsArrangeValid
	IsDescendantOf(DependencyObject)

	isEnabled
	isEnabledChanged
	isEnabledCore
	isFocused
	isHitTestVisible
	isHitTestVisibleChanged
	isInitialized
	isInputMethodEnabled
	isKeyboardFocused
	isKeyboardFocusedChanged
	isKeyboardFocusWithin
	isKeyboardFocusWithinChanged
	isLoaded
	isMeasureValid
	isMouseCaptured

	IsMouseCapturedChanged
	IsMouseCaptureWithin
	IsMouseCaptureWithinChanged
	IsMouseDirectlyOver
	IsMouseDirectlyOverChanged
	IsMouseOver
	IsSealed
	IsStylusCaptured
	IsStylusCapturedChanged
	IsStylusCaptureWithin
	IsStylusCaptureWithinChanged
	IsStylusDirectlyOver
	IsStylusDirectlyOverChanged
	IsStylusOver
	IsVisible
	IsVisibleChanged

	KeyDown
	KeyUp
	Language
	LayoutTransform
	LayoutUpdated
	Loaded
	LogicalChildren
	LostFocus
	LostKeyboardFocus
	LostMouseCapture
	LostStylusCapture
	Margin
	MaxHeight
	MaxWidth
	Measure(Size)

	MeasureCore(Size)
	MeasureOverride(Size)
	MemberwiseClone()
	MinHeight
	MinWidth
	MouseDown
	MouseEnter
	MouseLeave
	MouseLeftButtonDown
	MouseLeftButtonUp
	MouseMove
	MouseRightButtonDown
	MouseRightButtonUp
	MouseUp

	MouseWheel
≡	MoveFocus(TraversalRequest)
��	Name
💡	OnAccessKey(AccessKeyEventArgs)
≡	OnApplyTemplate()
💡	OnChildDesiredSizeChanged(UIElement)
💡	OnContextMenuClosing(ContextMenuEventArgs)
💡	OnContextMenuOpening(ContextMenuEventArgs)
💡	OnCreateAutomationPeer()
💡	OnDragEnter(DragEventArgs)
💡	OnDragLeave(DragEventArgs)
💡	OnDragOver(DragEventArgs)
💡	OnDrop(DragEventArgs)
💡	OnGiveFeedback(GiveFeedbackEventArgs)
💡	OnGotFocus(RoutedEventArgs)
💡	OnGotKeyboardFocus(KeyboardFocusChangedEventArgs)

💡	OnGotMouseCapture(MouseEventArgs)
💡	OnGotStylusCapture(StylusEventArgs)
💡	OnInitialized(EventArgs)
💡	OnIsKeyboardFocusedChanged(DependencyPropertyChangedE
💡	OnIsKeyboardFocusWithinChanged(DependencyPropertyChangedChang
💡	OnIsMouseCapturedChanged(DependencyPropertyChangedEvent
💡	OnIsMouseCaptureWithinChanged(DependencyPropertyChangedChange
💡	OnIsMouseDirectlyOverChanged(DependencyPropertyChangedEvent
💡	OnIsStylusCapturedChanged(DependencyPropertyChangedEvent
💡	OnIsStylusCaptureWithinChanged(DependencyPropertyChangedChang
💡	OnIsStylusDirectlyOverChanged(DependencyPropertyChangedEvent
💡	OnKeyDown(KeyEventArgs)
💡	OnKeyUp(KeyEventArgs)
💡	OnLostFocus(RoutedEventArgs)
💡	OnLostKeyboardFocus(KeyboardFocusChangedEventArgs)

💡	OnLostMouseCapture(MouseEventArgs)
💡	OnLostStylusCapture(StylusEventArgs)
💡	OnMouseDown(MouseButtonEventArgs)
💡	OnMouseEnter(MouseEventArgs)
💡	OnMouseLeave(MouseEventArgs)
💡	OnMouseLeftButtonDown(MouseButtonEventArgs)
💡	OnMouseLeftButtonUp(MouseButtonEventArgs)
💡	OnMouseMove(MouseEventArgs)
💡	OnMouseRightButtonDown(MouseButtonEventArgs)
💡	OnMouseRightButtonUp(MouseButtonEventArgs)
💡	OnMouseUp(MouseButtonEventArgs)
💡	OnMouseWheel(MouseWheelEventArgs)
💡	OnPreviewDragEnter(DragEventArgs)
💡	OnPreviewDragLeave(DragEventArgs)
💡	OnPreviewDragOver(DragEventArgs)
💡	OnPreviewDrop(DragEventArgs)

💡	OnPreviewGiveFeedback(GiveFeedbackEventArgs)
💡	OnPreviewGotKeyboardFocus(KeyboardFocusChangedEventArgs)
💡	OnPreviewKeyDown(KeyEventEventArgs)
💡	OnPreviewKeyUp(KeyEventEventArgs)
💡	OnPreviewLostKeyboardFocus(KeyboardFocusChangedEventArgs)
💡	OnPreviewMouseDown(MouseButtonEventArgs)
💡	OnPreviewMouseLeftButtonDown(MouseButtonEventArgs)
💡	OnPreviewMouseLeftButtonUp(MouseButtonEventArgs)
💡	OnPreviewMouseMove(MouseEventEventArgs)
💡	OnPreviewMouseRightButtonDown(MouseButtonEventArgs)
💡	OnPreviewMouseRightButtonUp(MouseButtonEventArgs)
💡	OnPreviewMouseUp(MouseButtonEventArgs)
💡	OnPreviewMouseWheel(MouseWheelEventArgs)
💡	OnPreviewQueryContinueDrag(QueryContinueDragEventArgs)
💡	OnPreviewStylusButtonDown(StylusButtonEventArgs)

💡	OnPreviewStylusButtonUp(StylusButtonEventArgs)
💡	OnPreviewStylusDown(StylusDownEventArgs)
💡	OnPreviewStylusInAirMove(StylusEventArgs)
💡	OnPreviewStylusInRange(StylusEventArgs)
💡	OnPreviewStylusMove(StylusEventArgs)
💡	OnPreviewStylusOutOfRange(StylusEventArgs)
💡	OnPreviewStylusSystemGesture(StylusSystemGestureEventArgs)
💡	OnPreviewStylusUp(StylusEventArgs)
💡	OnPreviewTextInput(TextCompositionEventArgs)
💡	OnPropertyChanged(DependencyPropertyChangedEventArgs)
💡	OnQueryContinueDrag(QueryContinueDragEventArgs)
💡	OnQueryCursor(QueryCursorEventArgs)
💡	OnRender(DrawingContext)
💡	OnRenderSizeChanged(SizeChangedEventArgs)
💡	OnStyleChanged(Style, Style)
💡	OnStylusButtonDown(StylusButtonEventArgs)

💡	OnStylusButtonUp(StylusButtonEventArgs)
💡	OnStylusDown(StylusDownEventArgs)
💡	OnStylusEnter(StylusEventArgs)
💡	OnStylusInAirMove(StylusEventArgs)
💡	OnStylusInRange(StylusEventArgs)
💡	OnStylusLeave(StylusEventArgs)
💡	OnStylusMove(StylusEventArgs)
💡	OnStylusOutOfRange(StylusEventArgs)
💡	OnStylusSystemGesture(StylusSystemGestureEventArgs)
💡	OnStylusUp(StylusEventArgs)
💡	OnTextInput(TextCompositionEventArgs)
💡	OnToolTipClosing(ToolTipEventArgs)
💡	OnToolTipOpening(ToolTipEventArgs)
💡	OnVisualChildrenChanged(DependencyObject, DependencyObject)
💡	OnVisualParentChanged(DependencyObject)

	Opacity
	OpacityMask
	OverridesDefaultStyle
	Parent
	ParentLayoutInvalidated(UIElement)
	PersistId
	PointFromScreen(Point)
	PointToScreen(Point)
	PredictFocus(FocusNavigationDirection)
	PreviewDragEnter
	PreviewDragLeave
	PreviewDragOver
	PreviewDrop
	PreviewGiveFeedback
	PreviewGotKeyboardFocus
	PreviewKeyDown

⚡	PreviewKeyUp
⚡	PreviewLostKeyboardFocus
⚡	PreviewMouseDown
⚡	PreviewMouseLeftButtonDown
⚡	PreviewMouseLeftButtonUp
⚡	PreviewMouseMove
⚡	PreviewMouseRightButtonDown
⚡	PreviewMouseRightButtonUp
⚡	PreviewMouseUp
⚡	PreviewMouseWheel
⚡	PreviewQueryContinueDrag
⚡	PreviewStylusButtonDown
⚡	PreviewStylusButtonUp
⚡	PreviewStylusDown
⚡	PreviewStylusInAirMove

⚡	PreviewStylusInRange
⚡	PreviewStylusMove
⚡	PreviewStylusOutOfRange
⚡	PreviewStylusSystemGesture
⚡	PreviewStylusUp
⚡	PreviewTextInput
⚡	QueryContinueDrag
⚡	QueryCursor
≡ethyst	RaiseEvent(RoutedEventArgs)
≡ethyst	ReadLocalValue(DependencyProperty)
≡ethyst	RegisterName(String, Object)
≡ethyst	ReleaseMouseCapture()
≡ethyst	ReleaseStylusCapture()
≡ethyst	RemoveHandler(RoutedEventArgs, Delegate)
≡ethyst	RemoveLogicalChild(Object)
≡ethyst	RemoveVisualChild(Visual)

	RenderSize
	RenderTransform
	RenderTransformOrigin
	RequestBringIntoView
	Resources
	SetBinding(DependencyProperty, BindingBase)
	SetBinding(DependencyProperty, String)
	SetResourceReference(DependencyProperty, Object)
	SetValue(DependencyProperty, Object)
	SetValue(DependencyPropertyKey, Object)
	ShouldSerializeCommandBindings()
	ShouldSerializeInputBindings()
	ShouldSerializeProperty(DependencyProperty)
	ShouldSerializeResources()
	ShouldSerializeStyle()
	

	ShouldSerializeTriggers()
	SizeChanged
	SnapsToDevicePixels
	SourceUpdated
	Style
	StylusButtonDown
	StylusButtonUp
	StylusDown
	StylusEnter
	StylusInAirMove
	StylusInRange
	StylusLeave
	StylusMove
	StylusOutOfRange
	StylusPlugIns
	StylusSystemGesture

	StylusUp
	Tag
	TargetUpdated
	TemplatedParent
	TextInput
	ToolTip
	ToolTipClosing
	ToolTipOpening
	ToString()
	TransformToAncestor(Visual)
	TransformToAncestor(Visual3D)
	TransformToDescendant(Visual)
	TransformToVisual(Visual)
	TranslatePoint(Point, UIElement)

	Triggers
	TryFindResource(Object)
	Unloaded
	UnregisterName(String)
	UpdateLayout()
	VerifyAccess()
	VerticalAlignment
	Visibility
	VisualBitmapEffect
	VisualBitmapEffectInput
	VisualBitmapScalingMode
	VisualChildrenCount
	VisualClip
	VisualEdgeMode
	VisualOffset

	VisualOpacity
	VisualOpacityMask
	VisualParent
	VisualTransform
	VisualXSnappingGuidelines
	VisualYSnappingGuidelines
	Width

❑ Remarks

[Missing <remarks> documentation for
T:Transitional.Transitions.CheckerboardTransitionFrameworkEler

❑ Inheritance Hierarchy

[Object](#)

 └ [DispatcherObject](#)

 └ [DependencyObject](#)

 └ [Visual](#)

 └ [UIElement](#)

 └ [FrameworkElement](#)

 └ **CheckerboardTransitionFrameworkElement**

Assembly: [Transitional](#) (Module: [Transitional](#)) Version: 1.0.0.0 (1.0.0.0)



Transitional
CheckerboardTransitionFrameworkElement
Constructor

Namespaces ► Transitional.Transitions ► CheckerboardTransitionFrameworkElement ► **CheckerboardTransitionFrameworkElement()**

C# ▾

Initializes a new instance of the **CheckerboardTransitionFrameworkElement** class.

[-] **Declaration Syntax**

C#

Visual Basic

Visual C++ ▾

```
public CheckerboardTransitionFrameworkElement()
```

```
Public Sub New
```

```
public:  
    CheckerboardTransitionFrameworkElement()
```

[-] **Remarks**

[Missing <remarks> documentation for
M:Transitional.Transitions.CheckerboardTransitionFrameworkEle

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional InitializeComponent Method

Namespaces ► Transitional.Transitions ► CheckerboardTransitionFrameworkElement ► InitializeComponent()

InitializeComponent

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public void InitializeComponent()
```

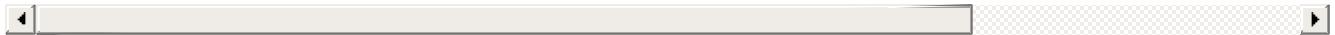
```
Public Sub InitializeComponent
```

```
public:  
virtual void InitializeComponent() sealed
```

Remarks

[Missing <remarks> documentation for
M:Transitional.Transitions.CheckerboardTransitionFrameworkEle

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



TransitionsDiagonalWipeTransition Class

Namespaces ► Transitions.Transitions ► DiagonalWipeTransition

C# ▾

Represents the DiagonalWipeTransition

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public class DiagonalWipeTransition : StoryboardTran
```

```
Public Class DiagonalWipeTransition _  
    Inherits StoryboardTransition
```

```
public ref class DiagonalWipeTransition : public Sto
```

Members

All Members

Constructors

Methods

Properties

Public

Protected

Instance

Static

Declared

Inherited

Icon

Member



DiagonalWipeTransition()



BeginTransition(TransitionElement, ContentPresenter,
ContentPresenter)



CheckAccess()



ClearValue(DependencyProperty)



ClearValue(DependencyPropertyKey)



ClipToBounds



CoerceValue(DependencyProperty)



DependencyObjectType



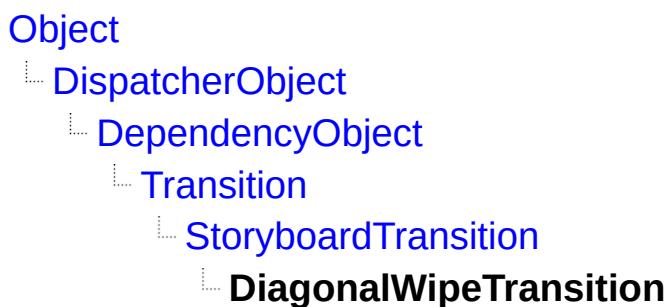
	Dispatcher	(
⌚	Duration	(
💡	EndTransition(TransitionElement, ContentPresenter, ContentPresenter)	(
≡	Equals(Object)	(
💡	Finalize())
)
)
≡	GetHashCode()	(
≡	GetLocalValueEnumerator()	(
≡	GetType()	(
)
≡	GetValue(DependencyProperty)	(
≡	InvalidateProperty(DependencyProperty)	(
⌚	IsNewContentTopmost	(
⌚	IsSealed	(
💡	MemberwiseClone()	(
)
⌚	NewContentStoryboard	(
⌚	NewContentStyle	(
⌚	NullContentSupport	(
⌚	OldContentStoryboard	(
⌚	OldContentStyle	(
💡	OnDurationChanged(Duration, Duration)	(

💡	OnPropertyChanged(DependencyPropertyChangedEventArgs)
💡	OnTransitionEnded(TransitionElement, ContentPresenter, ContentPresenter)
💡	ReadLocalValue(DependencyProperty)
💡	SetValue(DependencyProperty, Object)
💡	SetValue(DependencyPropertyKey, Object)
💡	ShouldSerializeProperty(DependencyProperty)
💡	ToString()
💡	VerifyAccess()

Remarks

[Missing <remarks> documentation for
T:Transitional.Transitions.DiagonalWipeTransition]

Inheritance Hierarchy



Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



TransitionalDiagonalWipeTransition Constructor

Namespaces ► Transitional.Transitions ► DiagonalWipeTransition ► **DiagonalWipeTransition()**

Initializes a new instance of the [DiagonalWipeTransition](#) class.

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public DiagonalWipeTransition()
```

```
Public Sub New
```

```
public:  
DiagonalWipeTransition()
```

Remarks

[Missing <remarks> documentation for
[M:Transitional.Transitions.DiagonalWipeTransition.#ctor](#)]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitional OnDurationChanged Method (oldDuration, newDuration)

Namespaces ► Transitional.Transitions ► DiagonalWipeTransition ► OnDurationChanged(Duration, Duration)

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
protected override void OnDurationChanged(  
    Duration oldDuration,  
    Duration newDuration  
)
```

```
Protected Overrides Sub OnDurationChanged ( _  
    oldDuration As Duration, _  
    newDuration As Duration _  
)
```

```
protected:  
virtual void OnDurationChanged(  
    Duration oldDuration,  
    Duration newDuration  
) override
```

Parameters

oldDuration (Duration)

newDuration (Duration)

Remarks

[Missing <remarks> documentation for
M:Transitional.Transitions.DiagonalWipeTransition.OnDurationCh

◀

▶

Transitions DiagonalWipeTransitionFrameworkElement Class

Namespaces ► [Transitions](#) ► [DiagonalWipeTransitionFrameworkElement](#)

C# ▾

Stores the XAML that defines the DiagonalWipeTransition

DiagonalWipeTransitionFrameworkElement

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public class DiagonalWipeTransitionFrameworkElement
```

```
Public Class DiagonalWipeTransitionFrameworkElement
    Inherits FrameworkElement
    Implements IComponentConnector
```

```
public ref class DiagonalWipeTransitionFrameworkElement
    implements IComponentConnector
```

Members

All Members	Constructors	Methods	Properties	Events
<input checked="" type="checkbox"/> Public		<input checked="" type="checkbox"/> Instance		<input checked="" type="checkbox"/> Declared
<input checked="" type="checkbox"/> Protected		<input checked="" type="checkbox"/> Static		<input checked="" type="checkbox"/> Inherited

Icon	Member
	DiagonalWipeTransitionFrameworkElement()
	ActualHeight
	ActualWidth
	AddHandler(RoutedEvent, Delegate)

	AddHandler(RoutedEvent, Delegate, Boolean)
	AddLogicalChild(Object)
	AddToEventRoute(EventRoute, RoutedEventArgs)
	AddVisualChild(Visual)
	AllowDrop
	ApplyAnimationClock(DependencyProperty, AnimationClock)
	ApplyAnimationClock(DependencyProperty, AnimationClock, HandoffBehavior)
	ApplyTemplate()
	Arrange(Rect)
	ArrangeCore(Rect)
	ArrangeOverride(Size)
	BeginAnimation(DependencyProperty, AnimationTimeline)
	BeginAnimation(DependencyProperty, AnimationTimeline, HandoffBehavior)
	BeginInit()
	BeginStoryboard(Storyboard)
	BeginStoryboard(Storyboard, HandoffBehavior)

	 BeginStoryboard(Storyboard, HandoffBehavior, Boolean)
	 BitmapEffect
	 BitmapEffectInput
	 BringIntoView()
	 BringIntoView(Rect)
	 CaptureMouse()
	 CaptureStylus()
	 CheckAccess()
	 ClearValue(DependencyProperty)
	 ClearValue(DependencyPropertyKey)
	 Clip
	 ClipToBounds
	 CoerceValue(DependencyProperty)
	 CommandBindings
	 ContextMenu

	ContextMenuClosing
	ContextMenuOpening
	Cursor
	DataContext
	DataContextChanged
	DefaultStyleKey
	DependencyObjectType
	DesiredSize
	Dispatcher
	DragEnter
	DragLeave
	DragOver
	Drop
	EndInit()
	Equals(Object)
	Finalize()

=	 FindCommonVisualAncestor(DependencyObject)
=	 FindName(String)
=	 FindResource(Object)
	FlowDirection
=	 Focus()
	Focusable
	FocusableChanged
	FocusVisualStyle
	ForceCursor
=	 GetAnimationBaseValue(DependencyProperty)
=	 GetBindingExpression(DependencyProperty)
=	 GetHashCode()

	GetLayoutClip(Size)
	GetLocalValueEnumerator()
	GetTemplateChild(String)
	GetType()
	GetUIParentCore()
	GetValue(DependencyProperty)
	GetVisualChild(Int32)
	GiveFeedback
	GotFocus
	GotKeyboardFocus
	GotMouseCapture
	GotStylusCapture
	HasAnimatedProperties
	Height

	HitTestCore(PointHitTestParameters)
	HitTestCore(GeometryHitTestParameters)
	HorizontalAlignment
	InheritanceBehavior
	InitializeComponent()
	Initialized
	InputBindings
	InputHitTest(Point)
	InputScope
	InvalidateArrange()
	InvalidateMeasure()
	InvalidateProperty(DependencyProperty)
	InvalidateVisual()
	IsAncestorOf(DependencyObject)
	IsArrangeValid
	IsDescendantOf(DependencyObject)

	isEnabled
	isEnabledChanged
	isEnabledCore
	isFocused
	isHitTestVisible
	isHitTestVisibleChanged
	isInitialized
	isInputMethodEnabled
	isKeyboardFocused
	isKeyboardFocusedChanged
	isKeyboardFocusWithin
	isKeyboardFocusWithinChanged
	isLoaded
	isMeasureValid
	isMouseCaptured

	IsMouseCapturedChanged
	IsMouseCaptureWithin
	IsMouseCaptureWithinChanged
	IsMouseDirectlyOver
	IsMouseDirectlyOverChanged
	IsMouseOver
	IsSealed
	IsStylusCaptured
	IsStylusCapturedChanged
	IsStylusCaptureWithin
	IsStylusCaptureWithinChanged
	IsStylusDirectlyOver
	IsStylusDirectlyOverChanged
	IsStylusOver
	IsVisible
	IsVisibleChanged

	KeyDown
	KeyUp
	Language
	LayoutTransform
	LayoutUpdated
	Loaded
	LogicalChildren
	LostFocus
	LostKeyboardFocus
	LostMouseCapture
	LostStylusCapture
	Margin
	MaxHeight
	MaxWidth
	Measure(Size)

	MeasureCore(Size)
	MeasureOverride(Size)
	MemberwiseClone()
	MinHeight
	MinWidth
	MouseDown
	MouseEnter
	MouseLeave
	MouseLeftButtonDown
	MouseLeftButtonUp
	MouseMove
	MouseRightButtonDown
	MouseRightButtonUp
	MouseUp

	MouseWheel
≡	MoveFocus(TraversalRequest)
��	Name
💡	OnAccessKey(AccessKeyEventArgs)
≡	OnApplyTemplate()
💡	OnChildDesiredSizeChanged(UIElement)
💡	OnContextMenuClosing(ContextMenuEventArgs)
💡	OnContextMenuOpening(ContextMenuEventArgs)
💡	OnCreateAutomationPeer()
💡	OnDragEnter(DragEventArgs)
💡	OnDragLeave(DragEventArgs)
💡	OnDragOver(DragEventArgs)
💡	OnDrop(DragEventArgs)
💡	OnGiveFeedback(GiveFeedbackEventArgs)
💡	OnGotFocus(RoutedEventArgs)
💡	OnGotKeyboardFocus(KeyboardFocusChangedEventArgs)

💡	OnGotMouseCapture(MouseEventArgs)
💡	OnGotStylusCapture(StylusEventArgs)
💡	OnInitialized(EventArgs)
💡	OnIsKeyboardFocusedChanged(DependencyPropertyChangedE
💡	OnIsKeyboardFocusWithinChanged(DependencyPropertyChangedChang
💡	OnIsMouseCapturedChanged(DependencyPropertyChangedEvent
💡	OnIsMouseCaptureWithinChanged(DependencyPropertyChangedChange
💡	OnIsMouseDirectlyOverChanged(DependencyPropertyChangedEvent
💡	OnIsStylusCapturedChanged(DependencyPropertyChangedEvent
💡	OnIsStylusCaptureWithinChanged(DependencyPropertyChangedChang
💡	OnIsStylusDirectlyOverChanged(DependencyPropertyChangedEvent
💡	OnKeyDown(KeyEventArgs)
💡	OnKeyUp(KeyEventArgs)
💡	OnLostFocus(RoutedEventArgs)
💡	OnLostKeyboardFocus(KeyboardFocusChangedEventArgs)

💡	OnLostMouseCapture(MouseEventArgs)
💡	OnLostStylusCapture(StylusEventArgs)
💡	OnMouseDown(MouseButtonEventArgs)
💡	OnMouseEnter(MouseEventArgs)
💡	OnMouseLeave(MouseEventArgs)
💡	OnMouseLeftButtonDown(MouseButtonEventArgs)
💡	OnMouseLeftButtonUp(MouseButtonEventArgs)
💡	OnMouseMove(MouseEventArgs)
💡	OnMouseRightButtonDown(MouseButtonEventArgs)
💡	OnMouseRightButtonUp(MouseButtonEventArgs)
💡	OnMouseUp(MouseButtonEventArgs)
💡	OnMouseWheel(MouseWheelEventArgs)
💡	OnPreviewDragEnter(DragEventArgs)
💡	OnPreviewDragLeave(DragEventArgs)
💡	OnPreviewDragOver(DragEventArgs)
💡	OnPreviewDrop(DragEventArgs)

💡	OnPreviewGiveFeedback(GiveFeedbackEventArgs)
💡	OnPreviewGotKeyboardFocus(KeyboardFocusChangedEventArgs)
💡	OnPreviewKeyDown(KeyEventEventArgs)
💡	OnPreviewKeyUp(KeyEventEventArgs)
💡	OnPreviewLostKeyboardFocus(KeyboardFocusChangedEventArgs)
💡	OnPreviewMouseDown(MouseButtonEventArgs)
💡	OnPreviewMouseLeftButtonDown(MouseButtonEventArgs)
💡	OnPreviewMouseLeftButtonUp(MouseButtonEventArgs)
💡	OnPreviewMouseMove(MouseEventEventArgs)
💡	OnPreviewMouseRightButtonDown(MouseButtonEventArgs)
💡	OnPreviewMouseRightButtonUp(MouseButtonEventArgs)
💡	OnPreviewMouseUp(MouseButtonEventArgs)
💡	OnPreviewMouseWheel(MouseWheelEventArgs)
💡	OnPreviewQueryContinueDrag(QueryContinueDragEventArgs)
💡	OnPreviewStylusButtonDown(StylusButtonEventArgs)

💡	OnPreviewStylusButtonUp(StylusButtonEventArgs)
💡	OnPreviewStylusDown(StylusDownEventArgs)
💡	OnPreviewStylusInAirMove(StylusEventArgs)
💡	OnPreviewStylusInRange(StylusEventArgs)
💡	OnPreviewStylusMove(StylusEventArgs)
💡	OnPreviewStylusOutOfRange(StylusEventArgs)
💡	OnPreviewStylusSystemGesture(StylusSystemGestureEventArgs)
💡	OnPreviewStylusUp(StylusEventArgs)
💡	OnPreviewTextInput(TextCompositionEventArgs)
💡	OnPropertyChanged(DependencyPropertyChangedEventArgs)
💡	OnQueryContinueDrag(QueryContinueDragEventArgs)
💡	OnQueryCursor(QueryCursorEventArgs)
💡	OnRender(DrawingContext)
💡	OnRenderSizeChanged(SizeChangedEventArgs)
💡	OnStyleChanged(Style, Style)
💡	OnStylusButtonDown(StylusButtonEventArgs)

💡	OnStylusButtonUp(StylusButtonEventArgs)
💡	OnStylusDown(StylusDownEventArgs)
💡	OnStylusEnter(StylusEventArgs)
💡	OnStylusInAirMove(StylusEventArgs)
💡	OnStylusInRange(StylusEventArgs)
💡	OnStylusLeave(StylusEventArgs)
💡	OnStylusMove(StylusEventArgs)
💡	OnStylusOutOfRange(StylusEventArgs)
💡	OnStylusSystemGesture(StylusSystemGestureEventArgs)
💡	OnStylusUp(StylusEventArgs)
💡	OnTextInput(TextCompositionEventArgs)
💡	OnToolTipClosing(ToolTipEventArgs)
💡	OnToolTipOpening(ToolTipEventArgs)
💡	OnVisualChildrenChanged(DependencyObject, DependencyObject)
💡	OnVisualParentChanged(DependencyObject)

	Opacity
	OpacityMask
	OverridesDefaultStyle
	Parent
	ParentLayoutInvalidated(UIElement)
	PersistId
	PointFromScreen(Point)
	PointToScreen(Point)
	PredictFocus(FocusNavigationDirection)
	PreviewDragEnter
	PreviewDragLeave
	PreviewDragOver
	PreviewDrop
	PreviewGiveFeedback
	PreviewGotKeyboardFocus
	PreviewKeyDown

⚡	PreviewKeyUp
⚡	PreviewLostKeyboardFocus
⚡	PreviewMouseDown
⚡	PreviewMouseLeftButtonDown
⚡	PreviewMouseLeftButtonUp
⚡	PreviewMouseMove
⚡	PreviewMouseRightButtonDown
⚡	PreviewMouseRightButtonUp
⚡	PreviewMouseUp
⚡	PreviewMouseWheel
⚡	PreviewQueryContinueDrag
⚡	PreviewStylusButtonDown
⚡	PreviewStylusButtonUp
⚡	PreviewStylusDown
⚡	PreviewStylusInAirMove

⚡	PreviewStylusInRange
⚡	PreviewStylusMove
⚡	PreviewStylusOutOfRange
⚡	PreviewStylusSystemGesture
⚡	PreviewStylusUp
⚡	PreviewTextInput
⚡	QueryContinueDrag
⚡	QueryCursor
≡ethyst	RaiseEvent(RoutedEventArgs)
≡ethyst	ReadLocalValue(DependencyProperty)
≡ethyst	RegisterName(String, Object)
≡ethyst	ReleaseMouseCapture()
≡ethyst	ReleaseStylusCapture()
≡ethyst	RemoveHandler(RoutedEventArgs, Delegate)
≡ethyst	RemoveLogicalChild(Object)
≡ethyst	RemoveVisualChild(Visual)

	RenderSize
	RenderTransform
	RenderTransformOrigin
	RequestBringIntoView
	Resources
	SetBinding(DependencyProperty, BindingBase)
	SetBinding(DependencyProperty, String)
	SetResourceReference(DependencyProperty, Object)
	SetValue(DependencyProperty, Object)
	SetValue(DependencyPropertyKey, Object)
	ShouldSerializeCommandBindings()
	ShouldSerializeInputBindings()
	ShouldSerializeProperty(DependencyProperty)
	ShouldSerializeResources()
	ShouldSerializeStyle()
	

	ShouldSerializeTriggers()
	SizeChanged
	SnapsToDevicePixels
	SourceUpdated
	Style
	StylusButtonDown
	StylusButtonUp
	StylusDown
	StylusEnter
	StylusInAirMove
	StylusInRange
	StylusLeave
	StylusMove
	StylusOutOfRange
	StylusPlugIns
	StylusSystemGesture

	StylusUp
	Tag
	TargetUpdated
	TemplatedParent
	TextInput
	ToolTip
	ToolTipClosing
	ToolTipOpening
	ToString()
	TransformToAncestor(Visual)
	TransformToAncestor(Visual3D)
	TransformToDescendant(Visual)
	TransformToVisual(Visual)
	TranslatePoint(Point, UIElement)

	Triggers
	TryFindResource(Object)
	Unloaded
	UnregisterName(String)
	UpdateLayout()
	VerifyAccess()
	VerticalAlignment
	Visibility
	VisualBitmapEffect
	VisualBitmapEffectInput
	VisualBitmapScalingMode
	VisualChildrenCount
	VisualClip
	VisualEdgeMode
	VisualOffset

	VisualOpacity
	VisualOpacityMask
	VisualParent
	VisualTransform
	VisualXSnappingGuidelines
	VisualYSnappingGuidelines
	Width

❑ Remarks

[Missing <remarks> documentation for
T:Transitional.Transitions.DiagonalWipeTransitionFrameworkElement

❑ Inheritance Hierarchy

[Object](#)

 └ [DispatcherObject](#)

 └ [DependencyObject](#)

 └ [Visual](#)

 └ [UIElement](#)

 └ [FrameworkElement](#)

 └ **DiagonalWipeTransitionFrameworkElement**

Assembly: [Transitional](#) (Module: [Transitional](#)) Version: 1.0.0.0 (1.0.0.0)



Transitions

DiagonalWipeTransitionFrameworkElement Constructor

Namespaces ► [Transitions](#) ► [DiagonalWipeTransitionFrameworkElement](#) ► [DiagonalWipeTransitionFrameworkElement\(\)](#)

C# ▾

Initializes a new instance of the [DiagonalWipeTransitionFrameworkElement](#) class.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public DiagonalWipeTransitionFrameworkElement()
```

```
Public Sub New
```

```
public:  
DiagonalWipeTransitionFrameworkElement()
```

Remarks

[Missing <remarks> documentation for M:Transitions.Transitions.DiagonalWipeTransitionFrameworkElement()]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional InitializeComponent Method

Namespaces ► Transitional.Transitions ► DiagonalWipeTransitionFrameworkElement ► InitializeComponent()

InitializeComponent

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public void InitializeComponent()
```

```
Public Sub InitializeComponent
```

```
public:  
virtual void InitializeComponent() sealed
```

Remarks

[Missing <remarks> documentation for
M:Transitional.Transitions.DiagonalWipeTransitionFrameworkElement.InitializeComponent]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional DiamondsTransition Class

Namespaces ► Transitional.Transitions ► DiamondsTransition

C# ▾

Represents the DiamondsTransition

Declaration Syntax

C#

Visual Basic

Visual C++

```
public class DiamondsTransition : StoryboardTransiti
```

```
Public Class DiamondsTransition
    Inherits StoryboardTransition
```

```
public ref class DiamondsTransition : public Storybo
```

Members

All Members	Constructors	Methods	Properties
<input checked="" type="checkbox"/> Public <input checked="" type="checkbox"/> Protected		<input checked="" type="checkbox"/> Instance <input checked="" type="checkbox"/> Static	<input checked="" type="checkbox"/> Declared <input checked="" type="checkbox"/> Inherited

Icon	Member	
≡	DiamondsTransition()	(
≡	BeginTransition(TransitionElement, ContentPresenter, ContentPresenter)	(
≡	CheckAccess()	(
≡	ClearValue(DependencyProperty)	(
≡	ClearValue(DependencyPropertyKey)	(
≡	ClipToBounds	(
≡	CoerceValue(DependencyProperty)	(
≡	DependencyObjectType	(
≡		

	Dispatcher	(
⌚	Duration	(
💡	EndTransition(TransitionElement, ContentPresenter, ContentPresenter)	(
≡	Equals(Object)	(
💡	Finalize())
)
)
≡	GetHashCode()	(
≡	GetLocalValueEnumerator()	(
≡	GetType()	(
)
≡	GetValue(DependencyProperty)	(
≡	InvalidateProperty(DependencyProperty)	(
⌚	IsNewContentTopmost	(
⌚	IsSealed	(
💡	MemberwiseClone()	(
)
⌚	NewContentStoryboard	(
⌚	NewContentStyle	(
⌚	NullContentSupport	(
⌚	OldContentStoryboard	(
⌚	OldContentStyle	(
💡	OnDurationChanged(Duration, Duration)	(

💡	OnPropertyChanged(DependencyPropertyChangedEventArgs)
💡	OnTransitionEnded(TransitionElement, ContentPresenter, ContentPresenter)
💡	ReadLocalValue(DependencyProperty)
💡	SetValue(DependencyProperty, Object)
💡	SetValue(DependencyPropertyKey, Object)
💡	ShouldSerializeProperty(DependencyProperty)
💡	ToString()
💡	VerifyAccess()

Remarks

[Missing <remarks> documentation for
T:Transitional.Transitions.DiamondsTransition]

Inheritance Hierarchy

```

Object
└ DispatcherObject
  └ DependencyObject
    └ Transition
      └ StoryboardTransition
        └ DiamondsTransition

```

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional DiamondsTransition Constructor

Namespaces ► Transitional.Transitions ► DiamondsTransition ► **DiamondsTransition()**

C# ▾

Initializes a new instance of the [DiamondsTransition](#) class.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public DiamondsTransition()
```

```
Public Sub New
```

```
public:  
DiamondsTransition()
```

Remarks

[Missing <remarks> documentation for
[M:Transitional.Transitions.DiamondsTransition.#ctor](#)]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitional OnDurationChanged Method (oldDuration, newDuration)

Namespaces ► Transitional.Transitions ► DiamondsTransition ► OnDurationChanged(Duration, Duration)

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
protected override void OnDurationChanged(  
    Duration oldDuration,  
    Duration newDuration  
)
```

```
Protected Overrides Sub OnDurationChanged ( _  
    oldDuration As Duration, _  
    newDuration As Duration _  
)
```

```
protected:  
virtual void OnDurationChanged(  
    Duration oldDuration,  
    Duration newDuration  
) override
```

Parameters

oldDuration (Duration)

newDuration (Duration)

Remarks

[Missing <remarks> documentation for
M:Transitional.Transitions.DiamondsTransition.OnDurationChang

[◀]

[▶]

Transitional DiamondsTransitionFrameworkElement Class

Namespaces ► Transitional.Transitions ► DiamondsTransitionFrameworkElement

C# ▾

Stores the XAML that defines the DiamondsTransition

DiamondsTransitionFrameworkElement

Declaration Syntax

C#

Visual Basic

Visual C++

```
public class DiamondsTransitionFrameworkElement : Fr
```

```
Public Class DiamondsTransitionFrameworkElement _  
    Inherits FrameworkElement _  
    Implements IComponentConnector
```

```
public ref class DiamondsTransitionFrameworkElement  
    IComponentConnector
```

Members

All Members	Constructors	Methods	Properties	Events
<input checked="" type="checkbox"/> Public		<input checked="" type="checkbox"/> Instance		<input checked="" type="checkbox"/> Declared
<input checked="" type="checkbox"/> Protected		<input checked="" type="checkbox"/> Static		<input checked="" type="checkbox"/> Inherited

Icon	Member
	DiamondsTransitionFrameworkElement()
	ActualHeight
	ActualWidth
	AddHandler(RoutedEvent, Delegate)

	AddHandler(RoutedEvent, Delegate, Boolean)
	AddLogicalChild(Object)
	AddToEventRoute(EventRoute, RoutedEventArgs)
	AddVisualChild(Visual)
	AllowDrop
	ApplyAnimationClock(DependencyProperty, AnimationClock)
	ApplyAnimationClock(DependencyProperty, AnimationClock, HandoffBehavior)
	ApplyTemplate()
	Arrange(Rect)
	ArrangeCore(Rect)
	ArrangeOverride(Size)
	BeginAnimation(DependencyProperty, AnimationTimeline)
	BeginAnimation(DependencyProperty, AnimationTimeline, HandoffBehavior)
	BeginInit()
	BeginStoryboard(Storyboard)
	BeginStoryboard(Storyboard, HandoffBehavior)

	 BeginStoryboard(Storyboard, HandoffBehavior, Boolean)
	 BitmapEffect
	 BitmapEffectInput
	 BringIntoView()
	 BringIntoView(Rect)
	 CaptureMouse()
	 CaptureStylus()
	 CheckAccess()
	 ClearValue(DependencyProperty)
	 ClearValue(DependencyPropertyKey)
	 Clip
	 ClipToBounds
	 CoerceValue(DependencyProperty)
	 CommandBindings
	 ContextMenu

	ContextMenuClosing
	ContextMenuOpening
	Cursor
	DataContext
	DataContextChanged
	DefaultStyleKey
	DependencyObjectType
	DesiredSize
	Dispatcher
	DragEnter
	DragLeave
	DragOver
	Drop
	EndInit()
	Equals(Object)
	Finalize()

=	 FindCommonVisualAncestor(DependencyObject)
=	 FindName(String)
=	 FindResource(Object)
	FlowDirection
=	 Focus()
	Focusable
	FocusableChanged
	FocusVisualStyle
	ForceCursor
=	 GetAnimationBaseValue(DependencyProperty)
=	 GetBindingExpression(DependencyProperty)
=	 GetHashCode()

	GetLayoutClip(Size)
	GetLocalValueEnumerator()
	GetTemplateChild(String)
	GetType()
	GetUIParentCore()
	GetValue(DependencyProperty)
	GetVisualChild(Int32)
	GiveFeedback
	GotFocus
	GotKeyboardFocus
	GotMouseCapture
	GotStylusCapture
	HasAnimatedProperties
	Height

	HitTestCore(PointHitTestParameters)
	HitTestCore(GeometryHitTestParameters)
	HorizontalAlignment
	InheritanceBehavior
	InitializeComponent()
	Initialized
	InputBindings
	InputHitTest(Point)
	InputScope
	InvalidateArrange()
	InvalidateMeasure()
	InvalidateProperty(DependencyProperty)
	InvalidateVisual()
	IsAncestorOf(DependencyObject)
	IsArrangeValid
	IsDescendantOf(DependencyObject)

	isEnabled
	isEnabledChanged
	isEnabledCore
	isFocused
	isHitTestVisible
	isHitTestVisibleChanged
	isInitialized
	isInputMethodEnabled
	isKeyboardFocused
	isKeyboardFocusedChanged
	isKeyboardFocusWithin
	isKeyboardFocusWithinChanged
	isLoaded
	isMeasureValid
	isMouseCaptured

	IsMouseCapturedChanged
	IsMouseCaptureWithin
	IsMouseCaptureWithinChanged
	IsMouseDirectlyOver
	IsMouseDirectlyOverChanged
	IsMouseOver
	IsSealed
	IsStylusCaptured
	IsStylusCapturedChanged
	IsStylusCaptureWithin
	IsStylusCaptureWithinChanged
	IsStylusDirectlyOver
	IsStylusDirectlyOverChanged
	IsStylusOver
	IsVisible
	IsVisibleChanged

	KeyDown
	KeyUp
	Language
	LayoutTransform
	LayoutUpdated
	Loaded
	LogicalChildren
	LostFocus
	LostKeyboardFocus
	LostMouseCapture
	LostStylusCapture
	Margin
	MaxHeight
	MaxWidth
	Measure(Size)

	MeasureCore(Size)
	MeasureOverride(Size)
	MemberwiseClone()
	MinHeight
	MinWidth
	MouseDown
	MouseEnter
	MouseLeave
	MouseLeftButtonDown
	MouseLeftButtonUp
	MouseMove
	MouseRightButtonDown
	MouseRightButtonUp
	MouseUp

	MouseWheel
≡	MoveFocus(TraversalRequest)
��	Name
💡	OnAccessKey(AccessKeyEventArgs)
≡	OnApplyTemplate()
💡	OnChildDesiredSizeChanged(UIElement)
💡	OnContextMenuClosing(ContextMenuEventArgs)
💡	OnContextMenuOpening(ContextMenuEventArgs)
💡	OnCreateAutomationPeer()
💡	OnDragEnter(DragEventArgs)
💡	OnDragLeave(DragEventArgs)
💡	OnDragOver(DragEventArgs)
💡	OnDrop(DragEventArgs)
💡	OnGiveFeedback(GiveFeedbackEventArgs)
💡	OnGotFocus(RoutedEventArgs)
💡	OnGotKeyboardFocus(KeyboardFocusChangedEventArgs)

💡	OnGotMouseCapture(MouseEventArgs)
💡	OnGotStylusCapture(StylusEventArgs)
💡	OnInitialized(EventArgs)
💡	OnIsKeyboardFocusedChanged(DependencyPropertyChangedE
💡	OnIsKeyboardFocusWithinChanged(DependencyPropertyChangedChang
💡	OnIsMouseCapturedChanged(DependencyPropertyChangedEvent
💡	OnIsMouseCaptureWithinChanged(DependencyPropertyChangedChange
💡	OnIsMouseDirectlyOverChanged(DependencyPropertyChangedEvent
💡	OnIsStylusCapturedChanged(DependencyPropertyChangedEvent
💡	OnIsStylusCaptureWithinChanged(DependencyPropertyChangedChang
💡	OnIsStylusDirectlyOverChanged(DependencyPropertyChangedEvent
💡	OnKeyDown(KeyEventArgs)
💡	OnKeyUp(KeyEventArgs)
💡	OnLostFocus(RoutedEventArgs)
💡	OnLostKeyboardFocus(KeyboardFocusChangedEventArgs)

💡	OnLostMouseCapture(MouseEventArgs)
💡	OnLostStylusCapture(StylusEventArgs)
💡	OnMouseDown(MouseButtonEventArgs)
💡	OnMouseEnter(MouseEventArgs)
💡	OnMouseLeave(MouseEventArgs)
💡	OnMouseLeftButtonDown(MouseButtonEventArgs)
💡	OnMouseLeftButtonUp(MouseButtonEventArgs)
💡	OnMouseMove(MouseEventArgs)
💡	OnMouseRightButtonDown(MouseButtonEventArgs)
💡	OnMouseRightButtonUp(MouseButtonEventArgs)
💡	OnMouseUp(MouseButtonEventArgs)
💡	OnMouseWheel(MouseWheelEventArgs)
💡	OnPreviewDragEnter(DragEventArgs)
💡	OnPreviewDragLeave(DragEventArgs)
💡	OnPreviewDragOver(DragEventArgs)
💡	OnPreviewDrop(DragEventArgs)

💡	OnPreviewGiveFeedback(GiveFeedbackEventArgs)
💡	OnPreviewGotKeyboardFocus(KeyboardFocusChangedEventArgs)
💡	OnPreviewKeyDown(KeyEventEventArgs)
💡	OnPreviewKeyUp(KeyEventEventArgs)
💡	OnPreviewLostKeyboardFocus(KeyboardFocusChangedEventArgs)
💡	OnPreviewMouseDown(MouseButtonEventArgs)
💡	OnPreviewMouseLeftButtonDown(MouseButtonEventArgs)
💡	OnPreviewMouseLeftButtonUp(MouseButtonEventArgs)
💡	OnPreviewMouseMove(MouseEventEventArgs)
💡	OnPreviewMouseRightButtonDown(MouseButtonEventArgs)
💡	OnPreviewMouseRightButtonUp(MouseButtonEventArgs)
💡	OnPreviewMouseUp(MouseButtonEventArgs)
💡	OnPreviewMouseWheel(MouseWheelEventArgs)
💡	OnPreviewQueryContinueDrag(QueryContinueDragEventArgs)
💡	OnPreviewStylusButtonDown(StylusButtonEventArgs)

💡	OnPreviewStylusButtonUp(StylusButtonEventArgs)
💡	OnPreviewStylusDown(StylusDownEventArgs)
💡	OnPreviewStylusInAirMove(StylusEventArgs)
💡	OnPreviewStylusInRange(StylusEventArgs)
💡	OnPreviewStylusMove(StylusEventArgs)
💡	OnPreviewStylusOutOfRange(StylusEventArgs)
💡	OnPreviewStylusSystemGesture(StylusSystemGestureEventArgs)
💡	OnPreviewStylusUp(StylusEventArgs)
💡	OnPreviewTextInput(TextCompositionEventArgs)
💡	OnPropertyChanged(DependencyPropertyChangedEventArgs)
💡	OnQueryContinueDrag(QueryContinueDragEventArgs)
💡	OnQueryCursor(QueryCursorEventArgs)
💡	OnRender(DrawingContext)
💡	OnRenderSizeChanged(SizeChangedEventArgs)
💡	OnStyleChanged(Style, Style)
💡	OnStylusButtonDown(StylusButtonEventArgs)

💡	OnStylusButtonUp(StylusButtonEventArgs)
💡	OnStylusDown(StylusDownEventArgs)
💡	OnStylusEnter(StylusEventArgs)
💡	OnStylusInAirMove(StylusEventArgs)
💡	OnStylusInRange(StylusEventArgs)
💡	OnStylusLeave(StylusEventArgs)
💡	OnStylusMove(StylusEventArgs)
💡	OnStylusOutOfRange(StylusEventArgs)
💡	OnStylusSystemGesture(StylusSystemGestureEventArgs)
💡	OnStylusUp(StylusEventArgs)
💡	OnTextInput(TextCompositionEventArgs)
💡	OnToolTipClosing(ToolTipEventArgs)
💡	OnToolTipOpening(ToolTipEventArgs)
💡	OnVisualChildrenChanged(DependencyObject, DependencyObject)
💡	OnVisualParentChanged(DependencyObject)

	Opacity
	OpacityMask
	OverridesDefaultStyle
	Parent
	ParentLayoutInvalidated(UIElement)
	PersistId
	PointFromScreen(Point)
	PointToScreen(Point)
	PredictFocus(FocusNavigationDirection)
	PreviewDragEnter
	PreviewDragLeave
	PreviewDragOver
	PreviewDrop
	PreviewGiveFeedback
	PreviewGotKeyboardFocus
	PreviewKeyDown

⚡	PreviewKeyUp
⚡	PreviewLostKeyboardFocus
⚡	PreviewMouseDown
⚡	PreviewMouseLeftButtonDown
⚡	PreviewMouseLeftButtonUp
⚡	PreviewMouseMove
⚡	PreviewMouseRightButtonDown
⚡	PreviewMouseRightButtonUp
⚡	PreviewMouseUp
⚡	PreviewMouseWheel
⚡	PreviewQueryContinueDrag
⚡	PreviewStylusButtonDown
⚡	PreviewStylusButtonUp
⚡	PreviewStylusDown
⚡	PreviewStylusInAirMove

⚡	PreviewStylusInRange
⚡	PreviewStylusMove
⚡	PreviewStylusOutOfRange
⚡	PreviewStylusSystemGesture
⚡	PreviewStylusUp
⚡	PreviewTextInput
⚡	QueryContinueDrag
⚡	QueryCursor
≡ethyst	RaiseEvent(RoutedEventArgs)
≡ethyst	ReadLocalValue(DependencyProperty)
≡ethyst	RegisterName(String, Object)
≡ethyst	ReleaseMouseCapture()
≡ethyst	ReleaseStylusCapture()
≡ethyst	RemoveHandler(RoutedEventArgs, Delegate)
≡ethyst	RemoveLogicalChild(Object)
≡ethyst	RemoveVisualChild(Visual)

	RenderSize
	RenderTransform
	RenderTransformOrigin
	RequestBringIntoView
	Resources
	SetBinding(DependencyProperty, BindingBase)
	SetBinding(DependencyProperty, String)
	SetResourceReference(DependencyProperty, Object)
	SetValue(DependencyProperty, Object)
	SetValue(DependencyPropertyKey, Object)
	ShouldSerializeCommandBindings()
	ShouldSerializeInputBindings()
	ShouldSerializeProperty(DependencyProperty)
	ShouldSerializeResources()
	ShouldSerializeStyle()
	

	ShouldSerializeTriggers()
	SizeChanged
	SnapsToDevicePixels
	SourceUpdated
	Style
	StylusButtonDown
	StylusButtonUp
	StylusDown
	StylusEnter
	StylusInAirMove
	StylusInRange
	StylusLeave
	StylusMove
	StylusOutOfRange
	StylusPlugIns
	StylusSystemGesture

	StylusUp
	Tag
	TargetUpdated
	TemplatedParent
	TextInput
	ToolTip
	ToolTipClosing
	ToolTipOpening
	ToString()
	TransformToAncestor(Visual)
	TransformToAncestor(Visual3D)
	TransformToDescendant(Visual)
	TransformToVisual(Visual)
	TranslatePoint(Point, UIElement)

	Triggers
	TryFindResource(Object)
	Unloaded
	UnregisterName(String)
	UpdateLayout()
	VerifyAccess()
	VerticalAlignment
	Visibility
	VisualBitmapEffect
	VisualBitmapEffectInput
	VisualBitmapScalingMode
	VisualChildrenCount
	VisualClip
	VisualEdgeMode
	VisualOffset

	VisualOpacity
	VisualOpacityMask
	VisualParent
	VisualTransform
	VisualXSnappingGuidelines
	VisualYSnappingGuidelines
	Width

❑ Remarks

[Missing <remarks> documentation for
T:Transitional.Transitions.DiamondsTransitionFrameworkElement]

❑ Inheritance Hierarchy

[Object](#)

 └ [DispatcherObject](#)

 └ [DependencyObject](#)

 └ [Visual](#)

 └ [UIElement](#)

 └ [FrameworkElement](#)

 └ **DiamondsTransitionFrameworkElement**

Assembly: [Transitional](#) (Module: [Transitional](#)) Version: 1.0.0.0 (1.0.0.0)



Transitional
DiamondsTransitionFrameworkElement
Constructor

Namespaces ► Transitional.Transitions ►
DiamondsTransitionFrameworkElement ►
DiamondsTransitionFrameworkElement()

C# ▾

Initializes a new instance of the [DiamondsTransitionFrameworkElement](#) class.

[-] **Declaration Syntax**

C#

Visual Basic

Visual C++ ▾

```
public DiamondsTransitionFrameworkElement()
```

```
Public Sub New
```

```
public:  
DiamondsTransitionFrameworkElement()
```

[-] **Remarks**

[Missing <remarks> documentation for
[M:Transitional.Transitions.DiamondsTransitionFrameworkElement](#)

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



TransitionalInitializeComponent Method

Namespaces ► Transitional.Transitions ►
DiamondsTransitionFrameworkElement ► **InitializeComponent()**

InitializeComponent

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public void InitializeComponent()
```

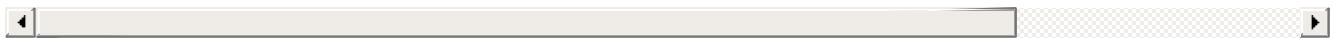
```
Public Sub InitializeComponent
```

```
public:  
virtual void InitializeComponent() sealed
```

Remarks

[Missing <remarks> documentation for
M:Transitional.Transitions.DiamondsTransitionFrameworkElement.InitializeComponent]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



TransitionalDoorTransition Class

Namespaces ► Transitional.Transitions ► DoorTransition

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public class DoorTransition : Transition3D
```

```
Public Class DoorTransition
    Inherits Transition3D
```

```
public ref class DoorTransition : public Transition3D
```

Members

All Members

Constructors

Methods

Properties

Public
 Protected

Instance
 Static

Declared
 Inherited

Icon Member

	DoorTransition()	(
	BeginTransition(TransitionElement, ContentPresenter, ContentPresenter)	(
	BeginTransition3D(TransitionElement, ContentPresenter, ContentPresenter, Viewport3D)	(
	CheckAccess()	(
	ClearValue(DependencyProperty)	(
	ClearValue(DependencyPropertyKey)	(
	ClipToBounds	(
	CoerceValue(DependencyProperty)	(

	CreateCamera(UIElement, Double)	(
	DependencyObjectType	(
	Dispatcher	(
	Duration	(
	EndTransition(TransitionElement, ContentPresenter, ContentPresenter)	(
	Equals(Object)	(
	FieldOfView	(
	Finalize()	(
)
)
	GetHashCode()	(
	GetLocalValueEnumerator()	(
	GetType()	(
)
	GetValue(DependencyProperty)	(
	InvalidateProperty(DependencyProperty)	(
	IsNewContentTopmost	(
	IsSealed	(
	Light	(
	MemberwiseClone()	(
)
	NullContentSupport	(
	OnDurationChanged(Duration, Duration)	(
	OnPropertyChanged(DependencyPropertyChangedEventArgs)	(
)

	OnTransitionEnded(TransitionElement, ContentPresenter, ContentPresenter)	(
≡	ReadLocalValue(DependencyProperty)	(
≡	SetValue(DependencyProperty, Object)	(
≡	SetValue(DependencyPropertyKey, Object)	(
≡	ShouldSerializeProperty(DependencyProperty)	(
≡	ToString()	{
		(
≡	VerifyAccess()	(

Remarks

[Missing <remarks> documentation for T:Transitional.Transitions.DoorTransition]

Inheritance Hierarchy

```
Object
└ DispatcherObject
  └ DependencyObject
    └ Transition
      └ Transition3D
        └ DoorTransition
```

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



TransitionalDoorTransition Constructor

Namespaces ► Transitional.Transitions ► DoorTransition ► **DoorTransition()**

C# ▾

Initializes a new instance of the [DoorTransition](#) class.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public DoorTransition()
```

```
Public Sub New
```

```
public:  
DoorTransition()
```

Remarks

[Missing <remarks> documentation for
[M:Transitional.Transitions.DoorTransition.#ctor](#)]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitional

BeginTransition3D Method (transitionElement, oldContent, newContent, viewport)

Namespaces ► Transitional.Transitions ► DoorTransition ►
**BeginTransition3D(TransitionElement, ContentPresenter,
ContentPresenter, Viewport3D)**

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
protected override void BeginTransition3D(  
    TransitionElement transitionElement,  
    ContentPresenter oldContent,  
    ContentPresenter newContent,  
    Viewport3D viewport  
)
```

```
Protected Overrides Sub BeginTransition3D ( _  
    transitionElement As TransitionElement, _  
    oldContent As ContentPresenter, _  
    newContent As ContentPresenter, _  
    viewport As Viewport3D _  
)
```

```
protected:  
virtual void BeginTransition3D(  
    TransitionElement^ transitionElement,  
    ContentPresenter^ oldContent,  
    ContentPresenter^ newContent,  
    Viewport3D^ viewport  
) override
```

Parameters

transitionElement ([TransitionElement](#))

oldContent ([ContentPresenter](#))

newContent ([ContentPresenter](#))

viewport ([Viewport3D](#))

■ Remarks

[Missing <remarks> documentation for
[M:Transitional.Transitions.DoorTransition.BeginTransition3D\(Transitional\)](#)

Assembly: [Transitional](#) (Module: [Transitional](#)) Version: 1.0.0.0 (1.0.0.0)



Transitional DotsTransition Class

Namespaces ► Transitional.Transitions ► DotsTransition

C# ▾

Represents the DotsTransition

Declaration Syntax

C#

Visual Basic

Visual C++

```
public class DotsTransition : StoryboardTransition
```

```
Public Class DotsTransition
    Inherits StoryboardTransition
```

```
public ref class DotsTransition : public StoryboardT
```

Members

All Members	Constructors	Methods	Properties
<input checked="" type="checkbox"/> Public <input checked="" type="checkbox"/> Protected		<input checked="" type="checkbox"/> Instance <input checked="" type="checkbox"/> Static	<input checked="" type="checkbox"/> Declared <input checked="" type="checkbox"/> Inherited

Icon	Member	
≡	DotsTransition()	(
≡	BeginTransition(TransitionElement, ContentPresenter, ContentPresenter)	(
≡	CheckAccess()	(
≡	ClearValue(DependencyProperty)	(
≡	ClearValue(DependencyPropertyKey)	(
≡	ClipToBounds	(
≡	CoerceValue(DependencyProperty)	(
≡	DependencyObjectType	(
≡		

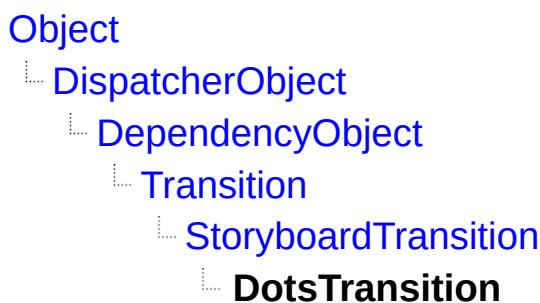
	Dispatcher	(
⌚	Duration	(
💡	EndTransition(TransitionElement, ContentPresenter, ContentPresenter)	(
≡	Equals(Object)	(
💡	Finalize())
)
)
≡	GetHashCode()	(
≡	GetLocalValueEnumerator()	(
≡	GetType()	(
)
≡	GetValue(DependencyProperty)	(
≡	InvalidateProperty(DependencyProperty)	(
⌚	IsNewContentTopmost	(
⌚	IsSealed	(
💡	MemberwiseClone()	(
)
⌚	NewContentStoryboard	(
⌚	NewContentStyle	(
⌚	NullContentSupport	(
⌚	OldContentStoryboard	(
⌚	OldContentStyle	(
💡	OnDurationChanged(Duration, Duration)	(

💡	OnPropertyChanged(DependencyPropertyChangedEventArgs)
💡	OnTransitionEnded(TransitionElement, ContentPresenter, ContentPresenter)
💡	ReadLocalValue(DependencyProperty)
💡	SetValue(DependencyProperty, Object)
💡	SetValue(DependencyPropertyKey, Object)
💡	ShouldSerializeProperty(DependencyProperty)
💡	ToString()
💡	VerifyAccess()

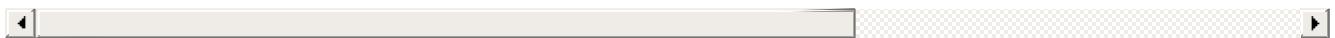
Remarks

[Missing <remarks> documentation for
T:Transitional.Transitions.DotsTransition]

Inheritance Hierarchy



Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional DotsTransition Constructor

Namespaces ► Transitional.Transitions ► DotsTransition ► **DotsTransition()**

C# ▾

Initializes a new instance of the [DotsTransition](#) class.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public DotsTransition()
```

```
Public Sub New
```

```
public:  
DotsTransition()
```

Remarks

[Missing <remarks> documentation for
[M:Transitional.Transitions.DotsTransition.#ctor](#)]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitional OnDurationChanged Method (oldDuration, newDuration)

Namespaces ► Transitional.Transitions ► DotsTransition ► OnDurationChanged(Duration, Duration)

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
protected override void OnDurationChanged(  
    Duration oldDuration,  
    Duration newDuration  
)
```

```
Protected Overrides Sub OnDurationChanged ( _  
    oldDuration As Duration, _  
    newDuration As Duration _  
)
```

```
protected:  
virtual void OnDurationChanged(  
    Duration oldDuration,  
    Duration newDuration  
) override
```

Parameters

oldDuration (Duration)

newDuration (Duration)

Remarks

[Missing <remarks> documentation for
M:Transitional.Transitions.DotsTransition.OnDurationChanged(S)

[◀]

[▶]

Transitional DotsTransitionFrameworkElement Class

Namespaces ► Transitional.Transitions ► **DotsTransitionFrameworkElement**

C# ▾

Stores the XAML that defines the DotsTransition

DotsTransitionFrameworkElement

Declaration Syntax

C#

Visual Basic

Visual C++

```
public class DotsTransitionFrameworkElement : FrameworkElement
```

```
Public Class DotsTransitionFrameworkElement
    Inherits FrameworkElement
    Implements IComponentConnector
```

```
public ref class DotsTransitionFrameworkElement : public FrameworkElement
    implements IComponentConnector
```

Members

All Members	Constructors	Methods	Properties	Events
<input checked="" type="checkbox"/> Public		<input checked="" type="checkbox"/> Instance		<input checked="" type="checkbox"/> Declared
<input checked="" type="checkbox"/> Protected		<input checked="" type="checkbox"/> Static		<input checked="" type="checkbox"/> Inherited

Icon	Member
≡	DotsTransitionFrameworkElement()
↙	ActualHeight
↙	ActualWidth
≡	AddHandler(RoutedEvent, Delegate)
≡	AddHandler(RoutedEvent, Delegate, Boolean)

	AddLogicalChild(Object)
≡	AddToEventRoute(EventRoute, RoutedEventArgs)
💡	AddVisualChild(Visual)
📥	AllowDrop
≡	ApplyAnimationClock(DependencyProperty, AnimationClock)
≡	ApplyAnimationClock(DependencyProperty, AnimationClock, HandoffBehavior)
≡	ApplyTemplate()
≡	Arrange(Rect)
💡	ArrangeCore(Rect)
💡	ArrangeOverride(Size)
≡	BeginAnimation(DependencyProperty, AnimationTimeline)
≡	BeginAnimation(DependencyProperty, AnimationTimeline, HandoffBehavior)
≡	BeginInit()
≡	BeginStoryboard(Storyboard)
≡	BeginStoryboard(Storyboard, HandoffBehavior)
≡	

	BeginStoryboard(Storyboard, HandoffBehavior, Boolean)
	BitmapEffect
	BitmapEffectInput
	BringIntoView()
	BringIntoView(Rect)
	CaptureMouse()
	CaptureStylus()
	CheckAccess()
	ClearValue(DependencyProperty)
	ClearValue(DependencyPropertyKey)
	Clip
	ClipToBounds
	CoerceValue(DependencyProperty)
	CommandBindings
	ContextMenu
	ContextMenuClosing

	ContextMenuOpening
	Cursor
	DataContext
	DataContextChanged
	DefaultStyleKey
	DependencyObjectType
	DesiredSize
	Dispatcher
	DragEnter
	DragLeave
	DragOver
	Drop
	EndInit()
	Equals(Object)
	Finalize()

≡	FindCommonVisualAncestor(DependencyObject)
≡	FindName(String)
≡	FindResource(Object)
	FlowDirection
≡	Focus()
	Focusable
	FocusableChanged
	FocusVisualStyle
	ForceCursor
≡	GetAnimationBaseValue(DependencyProperty)
≡	GetBindingExpression(DependencyProperty)
≡	GetHashCode()

	GetLayoutClip(Size)
	GetLocalValueEnumerator()
	GetTemplateChild(String)
	GetType()
	GetUIParentCore()
	GetValue(DependencyProperty)
	GetVisualChild(Int32)
	GiveFeedback
	GotFocus
	GotKeyboardFocus
	GotMouseCapture
	GotStylusCapture
	HasAnimatedProperties
	Height
	HitTestCore(PointHitTestParameters)

	💡 HitTestCore(GeometryHitTestParameters)
📝	HorizontalAlignment
📝	InheritanceBehavior
≡💡	InitializeComponent()
⚡	Initialized
📝	InputBindings
≡💡	InputHitTest(Point)
📝	InputScope
≡💡	InvalidateArrange()
≡💡	InvalidateMeasure()
≡💡	InvalidateProperty(DependencyProperty)
≡💡	InvalidateVisual()
≡💡	IsAncestorOf(DependencyObject)
📝	IsArrangeValid
≡💡	IsDescendantOf(DependencyObject)

	IsEnabled
	IsEnabledChanged
	IsEnabledCore
	IsFocused
	IsHitTestVisible
	IsHitTestVisibleChanged
	IsInitialized
	IsInputMethodEnabled
	IsKeyboardFocused
	IsKeyboardFocusedChanged
	IsKeyboardFocusWithin
	IsKeyboardFocusWithinChanged
	IsLoaded
	IsMeasureValid
	IsMouseCaptured
	IsMouseCapturedChanged

	IsMouseCaptureWithin
⚡	IsMouseCaptureWithinChanged
	IsMouseDirectlyOver
⚡	IsMouseDirectlyOverChanged
📅	IsMouseOver
	IsSealed
📅	IsStylusCaptured
⚡	IsStylusCapturedChanged
📅	IsStylusCaptureWithin
⚡	IsStylusCaptureWithinChanged
📅	IsStylusDirectlyOver
⚡	IsStylusDirectlyOverChanged
📅	IsStylusOver
	IsVisible
⚡	IsVisibleChanged

	KeyDown
	KeyUp
	Language
	LayoutTransform
	LayoutUpdated
	Loaded
	LogicalChildren
	LostFocus
	LostKeyboardFocus
	LostMouseCapture
	LostStylusCapture
	Margin
	MaxHeight
	MaxWidth
	Measure(Size)
	MeasureCore(Size)

	💡 MeasureOverride(Size)
	💡 MemberwiseClone()
📝	MinHeight
📝	MinWidth
⚡	MouseDown
⚡	MouseEnter
⚡	MouseLeave
⚡	MouseLeftButtonDown
⚡	MouseLeftButtonUp
⚡	MouseMove
⚡	MouseRightButtonDown
⚡	MouseRightButtonUp
⚡	MouseUp
⚡	MouseWheel

≡	MoveFocus(TraversalRequest)
⊕	Name
💡	OnAccessKey(AccessKeyEventArgs)
≡	OnApplyTemplate()
💡	OnChildDesiredSizeChanged(UIElement)
💡	OnContextMenuClosing(ContextMenuEventArgs)
💡	OnContextMenuOpening(ContextMenuEventArgs)
💡	OnCreateAutomationPeer()
💡	OnDragEnter(DragEventArgs)
💡	OnDragLeave(DragEventArgs)
💡	OnDragOver(DragEventArgs)
💡	OnDrop(DragEventArgs)
💡	OnGiveFeedback(GiveFeedbackEventArgs)
💡	OnGotFocus(RoutedEventArgs)
💡	OnGotKeyboardFocus(KeyboardFocusChangedEventArgs)

💡	OnGotMouseCapture(MouseEventArgs)
💡	OnGotStylusCapture(StylusEventArgs)
💡	OnInitialized(EventArgs)
💡	OnIsKeyboardFocusedChanged(DependencyPropertyChangedE
💡	OnIsKeyboardFocusWithinChanged(DependencyPropertyChang
💡	OnIsMouseCapturedChanged(DependencyPropertyChangedEve
💡	OnIsMouseCaptureWithinChanged(DependencyPropertyChange
💡	OnIsMouseDirectlyOverChanged(DependencyPropertyChangedI
💡	OnIsStylusCapturedChanged(DependencyPropertyChangedEvent
💡	OnIsStylusCaptureWithinChanged(DependencyPropertyChange
💡	OnIsStylusDirectlyOverChanged(DependencyPropertyChangedE
💡	OnKeyDown(KeyEventArgs)
💡	OnKeyUp(KeyEventArgs)
💡	OnLostFocus(RoutedEventArgs)
💡	OnLostKeyboardFocus(KeyboardFocusChangedEventArgs)
💡	OnLostMouseCapture(MouseEventArgs)

💡	OnLostStylusCapture(StylusEventArgs)
💡	OnMouseDown(MouseButtonEventArgs)
💡	OnMouseEnter(MouseEventArgs)
💡	OnMouseLeave(MouseEventArgs)
💡	OnMouseLeftButtonDown(MouseButtonEventArgs)
💡	OnMouseLeftButtonUp(MouseButtonEventArgs)
💡	OnMouseMove(MouseEventArgs)
💡	OnMouseRightButtonDown(MouseButtonEventArgs)
💡	OnMouseRightButtonUp(MouseButtonEventArgs)
💡	OnMouseUp(MouseButtonEventArgs)
💡	OnMouseWheel(MouseWheelEventArgs)
💡	OnPreviewDragEnter(DragEventArgs)
💡	OnPreviewDragLeave(DragEventArgs)
💡	OnPreviewDragOver(DragEventArgs)
💡	OnPreviewDrop(DragEventArgs)

💡	OnPreviewGiveFeedback(GiveFeedbackEventArgs)
💡	OnPreviewGotKeyboardFocus(KeyboardFocusChangedEventArgs)
💡	OnPreviewKeyDown(KeyEventArgs)
💡	OnPreviewKeyUp(KeyEventArgs)
💡	OnPreviewLostKeyboardFocus(KeyboardFocusChangedEventArgs)
💡	OnPreviewMouseDown(MouseButtonEventArgs)
💡	OnPreviewMouseLeftButtonDown(MouseButtonEventArgs)
💡	OnPreviewMouseLeftButtonUp(MouseButtonEventArgs)
💡	OnPreviewMouseMove(MouseEventArgs)
💡	OnPreviewMouseRightButtonDown(MouseButtonEventArgs)
💡	OnPreviewMouseRightButtonUp(MouseButtonEventArgs)
💡	OnPreviewMouseUp(MouseButtonEventArgs)
💡	OnPreviewMouseWheel(MouseWheelEventArgs)
💡	OnPreviewQueryContinueDrag(QueryContinueDragEventArgs)
💡	OnPreviewStylusButtonDown(StylusButtonEventArgs)
💡	OnPreviewStylusButtonUp(StylusButtonEventArgs)

💡	OnPreviewStylusDown(StylusDownEventArgs)
💡	OnPreviewStylusInAirMove(StylusEventArgs)
💡	OnPreviewStylusInRange(StylusEventArgs)
💡	OnPreviewStylusMove(StylusEventArgs)
💡	OnPreviewStylusOutOfRange(StylusEventArgs)
💡	OnPreviewStylusSystemGesture(StylusSystemGestureEventArgs)
💡	OnPreviewStylusUp(StylusEventArgs)
💡	OnPreviewTextInput(TextCompositionEventArgs)
💡	OnPropertyChanged(DependencyPropertyChangedEventArgs)
💡	OnQueryContinueDrag(QueryContinueDragEventArgs)
💡	OnQueryCursor(QueryCursorEventArgs)
💡	OnRender(DrawingContext)
💡	OnRenderSizeChanged(SizeChangedEventArgs)
💡	OnStyleChanged(Style, Style)
💡	OnStylusButtonDown(StylusButtonEventArgs)

	OnStylusButtonUp(StylusButtonEventArgs)
	OnStylusDown(StylusDownEventArgs)
	OnStylusEnter(StylusEventArgs)
	OnStylusInAirMove(StylusEventArgs)
	OnStylusInRange(StylusEventArgs)
	OnStylusLeave(StylusEventArgs)
	OnStylusMove(StylusEventArgs)
	OnStylusOutOfRange(StylusEventArgs)
	OnStylusSystemGesture(StylusSystemGestureEventArgs)
	OnStylusUp(StylusEventArgs)
	OnTextInput(TextCompositionEventArgs)
	OnToolTipClosing(ToolTipEventArgs)
	OnToolTipOpening(ToolTipEventArgs)
	OnVisualChildrenChanged(DependencyObject, DependencyObject)
	OnVisualParentChanged(DependencyObject)
	Opacity

	OpacityMask
	OverridesDefaultStyle
	Parent
≡	ParentLayoutInvalidated(UIElement)
	PersistId
≡	PointFromScreen(Point)
≡	PointToScreen(Point)
≡	PredictFocus(FocusNavigationDirection)
⚡	PreviewDragEnter
⚡	PreviewDragLeave
⚡	PreviewDragOver
⚡	PreviewDrop
⚡	PreviewGiveFeedback
⚡	PreviewGotKeyboardFocus
⚡	PreviewKeyDown

⚡	PreviewKeyUp
⚡	PreviewLostKeyboardFocus
⚡	PreviewMouseDown
⚡	PreviewMouseLeftButtonDown
⚡	PreviewMouseLeftButtonUp
⚡	PreviewMouseMove
⚡	PreviewMouseRightButtonDown
⚡	PreviewMouseRightButtonUp
⚡	PreviewMouseUp
⚡	PreviewMouseWheel
⚡	PreviewQueryContinueDrag
⚡	PreviewStylusButtonDown
⚡	PreviewStylusButtonUp
⚡	PreviewStylusDown
⚡	PreviewStylusInAirMove
⚡	PreviewStylusInRange

⚡	PreviewStylusMove
⚡	PreviewStylusOutOfRange
⚡	PreviewStylusSystemGesture
⚡	PreviewStylusUp
⚡	PreviewTextInput
⚡	QueryContinueDrag
⚡	QueryCursor
≡ethyst	RaiseEvent(RoutedEventArgs)
≡ethyst	ReadLocalValue(DependencyProperty)
≡ethyst	RegisterName(String, Object)
≡ethyst	ReleaseMouseCapture()
≡ethyst	ReleaseStylusCapture()
≡ethyst	RemoveHandler(RoutedEvent, Delegate)
≡ethyst	RemoveLogicalChild(Object)
💡ethyst	RemoveVisualChild(Visual)

	RenderSize
	RenderTransform
	RenderTransformOrigin
	RequestBringIntoView
	Resources
	SetBinding(DependencyProperty, BindingBase)
	SetBinding(DependencyProperty, String)
	SetResourceReference(DependencyProperty, Object)
	SetValue(DependencyProperty, Object)
	SetValue(DependencyPropertyKey, Object)
	ShouldSerializeCommandBindings()
	ShouldSerializeInputBindings()
	ShouldSerializeProperty(DependencyProperty)
	ShouldSerializeResources()
	ShouldSerializeStyle()
	ShouldSerializeTriggers()

	SizeChanged
	SnapsToDevicePixels
	SourceUpdated
	Style
	StylusButtonDown
	StylusButtonUp
	StylusDown
	StylusEnter
	StylusInAirMove
	StylusInRange
	StylusLeave
	StylusMove
	StylusOutOfRange
	StylusPlugIns
	StylusSystemGesture

	StylusUp
	Tag
	TargetUpdated
	TemplatedParent
	TextInput
	ToolTip
	ToolTipClosing
	ToolTipOpening
	ToString()
	TransformToAncestor(Visual)
	TransformToAncestor(Visual3D)
	TransformToDescendant(Visual)
	TransformToVisual(Visual)
	TranslatePoint(Point, UIElement)

	Triggers
	TryFindResource(Object)
	Unloaded
	UnregisterName(String)
	UpdateLayout()
	VerifyAccess()
	VerticalAlignment
	Visibility
	VisualBitmapEffect
	VisualBitmapEffectInput
	VisualBitmapScalingMode
	VisualChildrenCount
	VisualClip
	VisualEdgeMode
	VisualOffset
	VisualOpacity

	VisualOpacityMask
	VisualParent
	VisualTransform
	VisualXSnappingGuidelines
	VisualYSnappingGuidelines
	Width

[-] Remarks

[Missing <remarks> documentation for
`T:Transitional.Transitions.DotsTransitionFrameworkElement`]

[-] Inheritance Hierarchy

Object

- └ DispatcherObject
- └ DependencyObject
- └ Visual
- └ UIElement
- └ FrameworkElement
- └ **DotsTransitionFrameworkElement**

Assembly: `Transitional` (Module: `Transitional`) Version: 1.0.0.0 (1.0.0.0)



Transitional
DotsTransitionFrameworkElement
Constructor

Namespaces ► Transitional.Transitions ►
DotsTransitionFrameworkElement ►
DotsTransitionFrameworkElement()

C# ▾

Initializes a new instance of the **DotsTransitionFrameworkElement** class

[-] **Declaration Syntax**

C#

Visual Basic

Visual C++ ▾

public DotsTransitionFrameworkElement()

Public Sub New

public:

DotsTransitionFrameworkElement()

[-] **Remarks**

[Missing <remarks> documentation for
M:Transitional.Transitions.DotsTransitionFrameworkElement.#ctc

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)

TransitionalInitializeComponent Method

Namespaces ► Transitional.Transitions ► DotsTransitionFrameworkElement ► InitializeComponent()

C# ▾

InitializeComponent

Declaration Syntax

C#

Visual Basic

Visual C++

```
public void InitializeComponent()
```

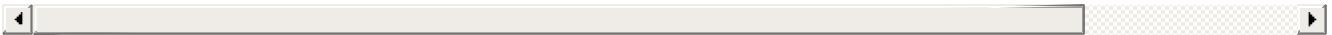
```
Public Sub InitializeComponent
```

```
public:  
virtual void InitializeComponent() sealed
```

Remarks

[Missing <remarks> documentation for
M:Transitional.Transitions.DotsTransitionFrameworkElement.InitializeComponent]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



TransitionsDoubleRotateWipeTransition Class

Namespaces ► [Transitions](#).[Transitions](#) ►

DoubleRotateWipeTransition

C# ▾

Represents the DoubleRotateWipeTransition

Declaration Syntax

C#

Visual Basic

Visual C++

```
public class DoubleRotateWipeTransition : Storyboard
```

```
Public Class DoubleRotateWipeTransition _  
    Inherits StoryboardTransition
```

```
public ref class DoubleRotateWipeTransition : public
```

Members

All Members	Constructors	Methods	Properties
<input checked="" type="checkbox"/> Public <input checked="" type="checkbox"/> Protected		<input checked="" type="checkbox"/> Instance <input checked="" type="checkbox"/> Static	<input checked="" type="checkbox"/> Declare <input checked="" type="checkbox"/> Inherit

Icon	Member	
≡	DoubleRotateWipeTransition()	(
≡	BeginTransition(TransitionElement, ContentPresenter, ContentPresenter)	(
≡	CheckAccess()	(
≡	ClearValue(DependencyProperty)	(
≡	ClearValue(DependencyPropertyKey)	(
≡	ClipToBounds	(
≡	CoerceValue(DependencyProperty)	(
≡	DependencyObjectType	(

	Dispatcher	(
	Duration	(
	EndTransition(TransitionElement, ContentPresenter, ContentPresenter)	(
	Equals(Object)	(
	Finalize()	(
)
)
)
)
	GetHashCode()	(
	GetLocalValueEnumerator()	(
	GetType()	(
)
)
	GetValue(DependencyProperty)	(
	InvalidateProperty(DependencyProperty)	(
	IsNewContentTopmost	(
	IsSealed	(
	MemberwiseClone()	(
)
)
)
	NewContentStoryboard	(
	NewContentStyle	(
	NullContentSupport	(
	OldContentStoryboard	(
	OldContentStyle	(
	OnDurationChanged(Duration, Duration)	(

💡	OnPropertyChanged(DependencyPropertyChangedEventArgs)
💡	OnTransitionEnded(TransitionElement, ContentPresenter, ContentPresenter)
💡	ReadLocalValue(DependencyProperty)
💡	SetValue(DependencyProperty, Object)
💡	SetValue(DependencyPropertyKey, Object)
💡	ShouldSerializeProperty(DependencyProperty)
💡	ToString()
💡	VerifyAccess()

Remarks

[Missing <remarks> documentation for
T:Transitional.Transitions.DoubleRotateWipeTransition]

Inheritance Hierarchy

Object

 └ DispatcherObject

 └ DependencyObject

 └ Transition

 └ StoryboardTransition

 └ **DoubleRotateWipeTransition**

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional DoubleRotateWipeTransition Constructor

Namespaces ► Transitional.Transitions ►

DoubleRotateWipeTransition ► DoubleRotateWipeTransition()

C# ▾

Initializes a new instance of the [DoubleRotateWipeTransition](#) class.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public DoubleRotateWipeTransition()
```

```
Public Sub New
```

```
public:  
DoubleRotateWipeTransition()
```

Remarks

[Missing <remarks> documentation for
[M:Transitional.Transitions.DoubleRotateWipeTransition.#ctor](#)]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitional OnDurationChanged Method (oldDuration, newDuration)

Namespaces ► Transitional.Transitions ► DoubleRotateWipeTransition ► OnDurationChanged(Duration, Duration)

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
protected override void OnDurationChanged(  
    Duration oldDuration,  
    Duration newDuration  
)
```

```
Protected Overrides Sub OnDurationChanged ( _  
    oldDuration As Duration, _  
    newDuration As Duration _  
)
```

```
protected:  
virtual void OnDurationChanged(  
    Duration oldDuration,  
    Duration newDuration  
) override
```

Parameters

oldDuration (Duration)

newDuration (Duration)

Remarks

[Missing <remarks> documentation for
M:Transitional.Transitions.DoubleRotateWipeTransition.OnDurationChanged]



Transitions

DoubleRotateWipeTransitionFrameworkElement Class

Namespaces ► [Transitions](#).[Transitions](#) ► **DoubleRotateWipeTransitionFrameworkElement**

C# ▾

Stores the XAML that defines the DoubleRotateWipeTransition

DoubleRotateWipeTransitionFrameworkElement

Declaration Syntax

C#

Visual Basic

Visual C++

```
public class DoubleRotateWipeTransitionFrameworkElement
```

```
Public Class DoubleRotateWipeTransitionFrameworkElement
    Inherits FrameworkElement
    Implements IComponentConnector
```

```
public ref class DoubleRotateWipeTransitionFrameworkElement
    implements IComponentConnector
```

Members

All Members	Constructors	Methods	Properties	Events
<input checked="" type="checkbox"/> Public		<input checked="" type="checkbox"/> Instance		<input checked="" type="checkbox"/> Declared
<input checked="" type="checkbox"/> Protected		<input checked="" type="checkbox"/> Static		<input checked="" type="checkbox"/> Inherited

Icon	Member
	DoubleRotateWipeTransitionFrameworkElement()
	ActualHeight
	ActualWidth
	AddHandler(RoutedEvent, Delegate)

	AddHandler(RoutedEvent, Delegate, Boolean)
	AddLogicalChild(Object)
	AddToEventRoute(EventRoute, RoutedEventArgs)
	AddVisualChild(Visual)
	AllowDrop
	ApplyAnimationClock(DependencyProperty, AnimationClock)
	ApplyAnimationClock(DependencyProperty, AnimationClock, HandoffBehavior)
	ApplyTemplate()
	Arrange(Rect)
	ArrangeCore(Rect)
	ArrangeOverride(Size)
	BeginAnimation(DependencyProperty, AnimationTimeline)
	BeginAnimation(DependencyProperty, AnimationTimeline, HandoffBehavior)
	BeginInit()
	BeginStoryboard(Storyboard)
	BeginStoryboard(Storyboard, HandoffBehavior)

	 BeginStoryboard(Storyboard, HandoffBehavior, Boolean)
	 BitmapEffect
	 BitmapEffectInput
	 BringIntoView()
	 BringIntoView(Rect)
	 CaptureMouse()
	 CaptureStylus()
	 CheckAccess()
	 ClearValue(DependencyProperty)
	 ClearValue(DependencyPropertyKey)
	 Clip
	 ClipToBounds
	 CoerceValue(DependencyProperty)
	 CommandBindings
	 ContextMenu

	ContextMenuClosing
	ContextMenuOpening
	Cursor
	DataContext
	DataContextChanged
	DefaultStyleKey
	DependencyObjectType
	DesiredSize
	Dispatcher
	DragEnter
	DragLeave
	DragOver
	Drop
	EndInit()
	Equals(Object)
	Finalize()

≡	FindCommonVisualAncestor(DependencyObject)
≡	FindName(String)
≡	FindResource(Object)
↙	FlowDirection
≡	Focus()
↙	Focusable
⚡	FocusableChanged
↙	FocusVisualStyle
↙	ForceCursor
≡	GetAnimationBaseValue(DependencyProperty)
≡	GetBindingExpression(DependencyProperty)
≡	GetHashCode()

	GetLayoutClip(Size)
	GetLocalValueEnumerator()
	GetTemplateChild(String)
	GetType()
	GetUIParentCore()
	GetValue(DependencyProperty)
	GetVisualChild(Int32)
	GiveFeedback
	GotFocus
	GotKeyboardFocus
	GotMouseCapture
	GotStylusCapture
	HasAnimatedProperties
	Height

	HitTestCore(PointHitTestParameters)
	HitTestCore(GeometryHitTestParameters)
	HorizontalAlignment
	InheritanceBehavior
	InitializeComponent()
	Initialized
	InputBindings
	InputHitTest(Point)
	InputScope
	InvalidateArrange()
	InvalidateMeasure()
	InvalidateProperty(DependencyProperty)
	InvalidateVisual()
	IsAncestorOf(DependencyObject)
	IsArrangeValid
	IsDescendantOf(DependencyObject)

	isEnabled
	isEnabledChanged
	isEnabledCore
	isFocused
	isHitTestVisible
	isHitTestVisibleChanged
	isInitialized
	isInputMethodEnabled
	isKeyboardFocused
	isKeyboardFocusedChanged
	isKeyboardFocusWithin
	isKeyboardFocusWithinChanged
	isLoaded
	isMeasureValid
	isMouseCaptured

	IsMouseCapturedChanged
	IsMouseCaptureWithin
	IsMouseCaptureWithinChanged
	IsMouseDirectlyOver
	IsMouseDirectlyOverChanged
	IsMouseOver
	IsSealed
	IsStylusCaptured
	IsStylusCapturedChanged
	IsStylusCaptureWithin
	IsStylusCaptureWithinChanged
	IsStylusDirectlyOver
	IsStylusDirectlyOverChanged
	IsStylusOver
	IsVisible
	IsVisibleChanged

	KeyDown
	KeyUp
	Language
	LayoutTransform
	LayoutUpdated
	Loaded
	LogicalChildren
	LostFocus
	LostKeyboardFocus
	LostMouseCapture
	LostStylusCapture
	Margin
	MaxHeight
	MaxWidth
	Measure(Size)

	MeasureCore(Size)
	MeasureOverride(Size)
	MemberwiseClone()
	MinHeight
	MinWidth
	MouseDown
	MouseEnter
	MouseLeave
	MouseLeftButtonDown
	MouseLeftButtonUp
	MouseMove
	MouseRightButtonDown
	MouseRightButtonUp
	MouseUp

	MouseWheel
≡	MoveFocus(TraversalRequest)
��	Name
💡	OnAccessKey(AccessKeyEventArgs)
≡	OnApplyTemplate()
💡	OnChildDesiredSizeChanged(UIElement)
💡	OnContextMenuClosing(ContextMenuEventArgs)
💡	OnContextMenuOpening(ContextMenuEventArgs)
💡	OnCreateAutomationPeer()
💡	OnDragEnter(DragEventArgs)
💡	OnDragLeave(DragEventArgs)
💡	OnDragOver(DragEventArgs)
💡	OnDrop(DragEventArgs)
💡	OnGiveFeedback(GiveFeedbackEventArgs)
💡	OnGotFocus(RoutedEventArgs)
💡	OnGotKeyboardFocus(KeyboardFocusChangedEventArgs)

💡	OnGotMouseCapture(MouseEventArgs)
💡	OnGotStylusCapture(StylusEventArgs)
💡	OnInitialized(EventArgs)
💡	OnIsKeyboardFocusedChanged(DependencyPropertyChangedE
💡	OnIsKeyboardFocusWithinChanged(DependencyPropertyChangedChang
💡	OnIsMouseCapturedChanged(DependencyPropertyChangedEvent
💡	OnIsMouseCaptureWithinChanged(DependencyPropertyChangedChange
💡	OnIsMouseDirectlyOverChanged(DependencyPropertyChangedEvent
💡	OnIsStylusCapturedChanged(DependencyPropertyChangedEvent
💡	OnIsStylusCaptureWithinChanged(DependencyPropertyChangedChang
💡	OnIsStylusDirectlyOverChanged(DependencyPropertyChangedEvent
💡	OnKeyDown(KeyEventArgs)
💡	OnKeyUp(KeyEventArgs)
💡	OnLostFocus(RoutedEventArgs)
💡	OnLostKeyboardFocus(KeyboardFocusChangedEventArgs)

💡	OnLostMouseCapture(MouseEventArgs)
💡	OnLostStylusCapture(StylusEventArgs)
💡	OnMouseDown(MouseButtonEventArgs)
💡	OnMouseEnter(MouseEventArgs)
💡	OnMouseLeave(MouseEventArgs)
💡	OnMouseLeftButtonDown(MouseButtonEventArgs)
💡	OnMouseLeftButtonUp(MouseButtonEventArgs)
💡	OnMouseMove(MouseEventArgs)
💡	OnMouseRightButtonDown(MouseButtonEventArgs)
💡	OnMouseRightButtonUp(MouseButtonEventArgs)
💡	OnMouseUp(MouseButtonEventArgs)
💡	OnMouseWheel(MouseWheelEventArgs)
💡	OnPreviewDragEnter(DragEventArgs)
💡	OnPreviewDragLeave(DragEventArgs)
💡	OnPreviewDragOver(DragEventArgs)
💡	OnPreviewDrop(DragEventArgs)

💡	OnPreviewGiveFeedback(GiveFeedbackEventArgs)
💡	OnPreviewGotKeyboardFocus(KeyboardFocusChangedEventArgs)
💡	OnPreviewKeyDown(KeyEventEventArgs)
💡	OnPreviewKeyUp(KeyEventEventArgs)
💡	OnPreviewLostKeyboardFocus(KeyboardFocusChangedEventArgs)
💡	OnPreviewMouseDown(MouseButtonEventArgs)
💡	OnPreviewMouseLeftButtonDown(MouseButtonEventArgs)
💡	OnPreviewMouseLeftButtonUp(MouseButtonEventArgs)
💡	OnPreviewMouseMove(MouseEventEventArgs)
💡	OnPreviewMouseRightButtonDown(MouseButtonEventArgs)
💡	OnPreviewMouseRightButtonUp(MouseButtonEventArgs)
💡	OnPreviewMouseUp(MouseButtonEventArgs)
💡	OnPreviewMouseWheel(MouseWheelEventArgs)
💡	OnPreviewQueryContinueDrag(QueryContinueDragEventArgs)
💡	OnPreviewStylusButtonDown(StylusButtonEventArgs)

💡	OnPreviewStylusButtonUp(StylusButtonEventArgs)
💡	OnPreviewStylusDown(StylusDownEventArgs)
💡	OnPreviewStylusInAirMove(StylusEventArgs)
💡	OnPreviewStylusInRange(StylusEventArgs)
💡	OnPreviewStylusMove(StylusEventArgs)
💡	OnPreviewStylusOutOfRange(StylusEventArgs)
💡	OnPreviewStylusSystemGesture(StylusSystemGestureEventArgs)
💡	OnPreviewStylusUp(StylusEventArgs)
💡	OnPreviewTextInput(TextCompositionEventArgs)
💡	OnPropertyChanged(DependencyPropertyChangedEventArgs)
💡	OnQueryContinueDrag(QueryContinueDragEventArgs)
💡	OnQueryCursor(QueryCursorEventArgs)
💡	OnRender(DrawingContext)
💡	OnRenderSizeChanged(SizeChangedEventArgs)
💡	OnStyleChanged(Style, Style)
💡	OnStylusButtonDown(StylusButtonEventArgs)

💡	OnStylusButtonUp(StylusButtonEventArgs)
💡	OnStylusDown(StylusDownEventArgs)
💡	OnStylusEnter(StylusEventArgs)
💡	OnStylusInAirMove(StylusEventArgs)
💡	OnStylusInRange(StylusEventArgs)
💡	OnStylusLeave(StylusEventArgs)
💡	OnStylusMove(StylusEventArgs)
💡	OnStylusOutOfRange(StylusEventArgs)
💡	OnStylusSystemGesture(StylusSystemGestureEventArgs)
💡	OnStylusUp(StylusEventArgs)
💡	OnTextInput(TextCompositionEventArgs)
💡	OnToolTipClosing(ToolTipEventArgs)
💡	OnToolTipOpening(ToolTipEventArgs)
💡	OnVisualChildrenChanged(DependencyObject, DependencyObject)
💡	OnVisualParentChanged(DependencyObject)

	Opacity
	OpacityMask
	OverridesDefaultStyle
	Parent
	ParentLayoutInvalidated(UIElement)
	PersistId
	PointFromScreen(Point)
	PointToScreen(Point)
	PredictFocus(FocusNavigationDirection)
	PreviewDragEnter
	PreviewDragLeave
	PreviewDragOver
	PreviewDrop
	PreviewGiveFeedback
	PreviewGotKeyboardFocus
	PreviewKeyDown

⚡	PreviewKeyUp
⚡	PreviewLostKeyboardFocus
⚡	PreviewMouseDown
⚡	PreviewMouseLeftButtonDown
⚡	PreviewMouseLeftButtonUp
⚡	PreviewMouseMove
⚡	PreviewMouseRightButtonDown
⚡	PreviewMouseRightButtonUp
⚡	PreviewMouseUp
⚡	PreviewMouseWheel
⚡	PreviewQueryContinueDrag
⚡	PreviewStylusButtonDown
⚡	PreviewStylusButtonUp
⚡	PreviewStylusDown
⚡	PreviewStylusInAirMove

⚡	PreviewStylusInRange
⚡	PreviewStylusMove
⚡	PreviewStylusOutOfRange
⚡	PreviewStylusSystemGesture
⚡	PreviewStylusUp
⚡	PreviewTextInput
⚡	QueryContinueDrag
⚡	QueryCursor
≡ethyst	RaiseEvent(RoutedEventArgs)
≡ethyst	ReadLocalValue(DependencyProperty)
≡ethyst	RegisterName(String, Object)
≡ethyst	ReleaseMouseCapture()
≡ethyst	ReleaseStylusCapture()
≡ethyst	RemoveHandler(RoutedEventArgs, Delegate)
≡ethyst	RemoveLogicalChild(Object)
≡ethyst	RemoveVisualChild(Visual)

	RenderSize
	RenderTransform
	RenderTransformOrigin
	RequestBringIntoView
	Resources
	SetBinding(DependencyProperty, BindingBase)
	SetBinding(DependencyProperty, String)
	SetResourceReference(DependencyProperty, Object)
	SetValue(DependencyProperty, Object)
	SetValue(DependencyPropertyKey, Object)
	ShouldSerializeCommandBindings()
	ShouldSerializeInputBindings()
	ShouldSerializeProperty(DependencyProperty)
	ShouldSerializeResources()
	ShouldSerializeStyle()
	

	ShouldSerializeTriggers()
	SizeChanged
	SnapsToDevicePixels
	SourceUpdated
	Style
	StylusButtonDown
	StylusButtonUp
	StylusDown
	StylusEnter
	StylusInAirMove
	StylusInRange
	StylusLeave
	StylusMove
	StylusOutOfRange
	StylusPlugIns
	StylusSystemGesture

	StylusUp
	Tag
	TargetUpdated
	TemplatedParent
	TextInput
	ToolTip
	ToolTipClosing
	ToolTipOpening
	ToString()
	TransformToAncestor(Visual)
	TransformToAncestor(Visual3D)
	TransformToDescendant(Visual)
	TransformToVisual(Visual)
	TranslatePoint(Point, UIElement)

	Triggers
	TryFindResource(Object)
	Unloaded
	UnregisterName(String)
	UpdateLayout()
	VerifyAccess()
	VerticalAlignment
	Visibility
	VisualBitmapEffect
	VisualBitmapEffectInput
	VisualBitmapScalingMode
	VisualChildrenCount
	VisualClip
	VisualEdgeMode
	VisualOffset

	VisualOpacity
	VisualOpacityMask
	VisualParent
	VisualTransform
	VisualXSnappingGuidelines
	VisualYSnappingGuidelines
	Width

❑ Remarks

[Missing <remarks> documentation for
T:Transitional.Transitions.DoubleRotateWipeTransitionFramework]

❑ Inheritance Hierarchy

[Object](#)

 └ [DispatcherObject](#)

 └ [DependencyObject](#)

 └ [Visual](#)

 └ [UIElement](#)

 └ [FrameworkElement](#)

 └ **DoubleRotateWipeTransitionFrameworkElement**

Assembly: [Transitional](#) (Module: [Transitional](#)) Version: 1.0.0.0 (1.0.0.0)



Transitional
DoubleRotateWipeTransitionFrameworkElement

Constructor

Namespaces ► Transitional.Transitions ► DoubleRotateWipeTransitionFrameworkElement ► **DoubleRotateWipeTransitionFrameworkElement()**

C# ▾

Initializes a new instance of the DoubleRotateWipeTransitionFrameworkElement class.

- Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public DoubleRotateWipeTransitionFrameworkElement()
```

```
Public Sub New
```

```
public:  
DoubleRotateWipeTransitionFrameworkElement()
```

- Remarks

[Missing <remarks> documentation for M:Transitional.Transitions.DoubleRotateWipeTransitionFrameworkElement()]

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



TransitionalInitializeComponent Method

Namespaces ► Transitional.Transitions ► DoubleRotateWipeTransitionFrameworkElement ► InitializeComponent()

InitializeComponent

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public void InitializeComponent()
```

```
Public Sub InitializeComponent
```

```
public:  
virtual void InitializeComponent() sealed
```

Remarks

[Missing <remarks> documentation for
M:Transitional.InitializeComponent]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional **ExplosionTransition** Class

Namespaces ► Transitional.Transitions ► **ExplosionTransition**

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public class ExplosionTransition : Transition3D
```

```
Public Class ExplosionTransition _  
    Inherits Transition3D
```

```
public ref class ExplosionTransition : public Transi
```

Members

All Members

Constructors

Methods

Properties

Public
 Protected

Instance
 Static

Declared
 Inherited

Icon Member

 [ExplosionTransition\(\)](#)

 [BeginTransition\(TransitionElement, ContentPresenter, ContentPresenter\)](#)

 [BeginTransition3D\(TransitionElement, ContentPresenter, ContentPresenter, Viewport3D\)](#)

 [CheckAccess\(\)](#)

 [ClearValue\(DependencyProperty\)](#)

 [ClearValue\(DependencyPropertyKey\)](#)

 [ClipToBounds](#)

 [CoerceValue\(DependencyProperty\)](#)



	CreateCamera(UIElement, Double)	(
	DependencyObjectType	(
	Dispatcher	(
	Duration	(
	EndTransition(TransitionElement, ContentPresenter, ContentPresenter)	(
	Equals(Object)	(
	FieldOfView	(
	Finalize()	(
		(
		(
	GetHashCode()	(
	GetLocalValueEnumerator()	(
	GetType()	(
		(
	GetValue(DependencyProperty)	(
	InvalidateProperty(DependencyProperty)	(
	IsNewContentTopmost	(
	IsSealed	(
	Light	(
	MemberwiseClone()	(
		(
	NullContentSupport	(
	OnDurationChanged(Duration, Duration)	(
	OnPropertyChanged(DependencyPropertyChangedEventArgs)	(
		(

	OnTransitionEnded(TransitionElement, ContentPresenter, ContentPresenter)	(
≡	ReadLocalValue(DependencyProperty)	(
≡	SetValue(DependencyProperty, Object)	(
≡	SetValue(DependencyPropertyKey, Object)	(
≡	ShouldSerializeProperty(DependencyProperty)	(
≡	ToString()	{
		(
≡	VerifyAccess()	(

Remarks

[Missing <remarks> documentation for
T:Transitional.Transitions.ExplosionTransition]

Inheritance Hierarchy

Object



Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional ExplosionTransition Constructor

Namespaces ► Transitional.Transitions ► ExplosionTransition ► **ExplosionTransition()**

C# ▾

Initializes a new instance of the [ExplosionTransition](#) class.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public ExplosionTransition()
```

```
Public Sub New
```

```
public:  
ExplosionTransition()
```

Remarks

[Missing <remarks> documentation for
[M:Transitional.Transitions.ExplosionTransition.#ctor](#)]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitional

BeginTransition3D Method (transitionElement, oldContent, newContent, viewport)

Namespaces ► Transitional.Transitions ► ExplosionTransition ►

**BeginTransition3D(TransitionElement, ContentPresenter,
ContentPresenter, Viewport3D)**

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
protected override void BeginTransition3D(  
    TransitionElement transitionElement,  
    ContentPresenter oldContent,  
    ContentPresenter newContent,  
    Viewport3D viewport  
)
```

```
Protected Overrides Sub BeginTransition3D ( _  
    transitionElement As TransitionElement, _  
    oldContent As ContentPresenter, _  
    newContent As ContentPresenter, _  
    viewport As Viewport3D _  
)
```

```
protected:  
virtual void BeginTransition3D(  
    TransitionElement^ transitionElement,  
    ContentPresenter^ oldContent,  
    ContentPresenter^ newContent,  
    Viewport3D^ viewport  
) override
```

Parameters

transitionElement ([TransitionElement](#))

oldContent ([ContentPresenter](#))

newContent ([ContentPresenter](#))

viewport ([Viewport3D](#))

■ Remarks

[Missing <remarks> documentation for
[M:Transitional.Transitions.ExplosionTransition.BeginTransition3D](#)

Assembly: [Transitional](#) (Module: [Transitional](#)) Version: 1.0.0.0 (1.0.0.0)



TransitionsFadeAndBlurTransition Class

Namespaces ► Transitions.Transitions ► FadeAndBlurTransition

C# ▾

Represents the FadeAndBlurTransition

Declaration Syntax

C#

Visual Basic

Visual C++

```
public class FadeAndBlurTransition : StoryboardTrans
```

```
Public Class FadeAndBlurTransition _  
    Inherits StoryboardTransition
```

```
public ref class FadeAndBlurTransition : public Stor
```

Members

All Members

Constructors

Methods

Properties

Public
 Protected

Instance
 Static

Declared
 Inherited

Icon	Member	
	FadeAndBlurTransition()	(
	BeginTransition(TransitionElement, ContentPresenter, ContentPresenter)	(
	CheckAccess()	(
	ClearValue(DependencyProperty)	(
	ClearValue(DependencyPropertyKey)	(
	ClipToBounds	(
	CoerceValue(DependencyProperty)	(
	DependencyObjectType	(

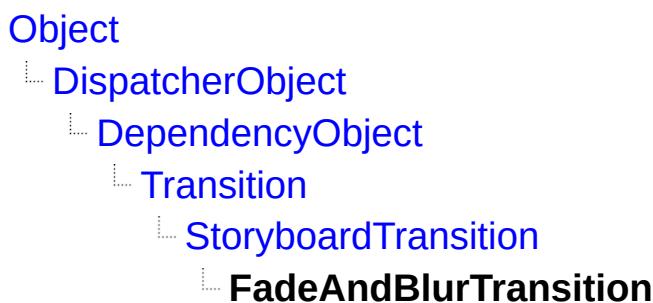
	Dispatcher	(
⌚	Duration	(
💡	EndTransition(TransitionElement, ContentPresenter, ContentPresenter)	(
≡	Equals(Object)	(
💡	Finalize())
)
)
≡	GetHashCode()	(
≡	GetLocalValueEnumerator()	(
≡	GetType()	(
)
≡	GetValue(DependencyProperty)	(
≡	InvalidateProperty(DependencyProperty)	(
⌚	IsNewContentTopmost	(
⌚	IsSealed	(
💡	MemberwiseClone()	(
)
⌚	NewContentStoryboard	(
⌚	NewContentStyle	(
⌚	NullContentSupport	(
⌚	OldContentStoryboard	(
⌚	OldContentStyle	(
💡	OnDurationChanged(Duration, Duration)	(

💡	OnPropertyChanged(DependencyPropertyChangedEventArgs)
💡	OnTransitionEnded(TransitionElement, ContentPresenter, ContentPresenter)
💡	ReadLocalValue(DependencyProperty)
💡	SetValue(DependencyProperty, Object)
💡	SetValue(DependencyPropertyKey, Object)
💡	ShouldSerializeProperty(DependencyProperty)
💡	ToString()
💡	VerifyAccess()

Remarks

[Missing <remarks> documentation for
T:Transitional.Transitions.FadeAndBlurTransition]

Inheritance Hierarchy



Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional **FadeAndBlurTransition** Constructor

Namespaces ► Transitional.Transitions ► FadeAndBlurTransition ► **FadeAndBlurTransition()**

Initializes a new instance of the [FadeAndBlurTransition](#) class.

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public FadeAndBlurTransition()
```

```
Public Sub New
```

```
public:  
FadeAndBlurTransition()
```

Remarks

[Missing <remarks> documentation for
[M:Transitional.Transitions.FadeAndBlurTransition.#ctor](#)]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitional
OnDurationChanged Method (oldDuration, newDuration)

Namespaces ► Transitional.Transitions ► FadeAndBlurTransition ► OnDurationChanged(Duration, Duration)

C# ▾

❑ Declaration Syntax

C#

Visual Basic

Visual C++

```
protected override void OnDurationChanged(  
    Duration oldDuration,  
    Duration newDuration  
)
```

```
Protected Overrides Sub OnDurationChanged ( _  
    oldDuration As Duration, _  
    newDuration As Duration _  
)
```

```
protected:  
virtual void OnDurationChanged(  
    Duration oldDuration,  
    Duration newDuration  
) override
```

❑ Parameters

oldDuration ([Duration](#))

newDuration ([Duration](#))

❑ Remarks

[Missing <remarks> documentation for
[M:Transitional.Transitions.FadeAndBlurTransition.OnDurationChanged](#)

[◀]

[▶]

Transitions

FadeAndBlurTransitionFrameworkElement Class

Namespaces ► [Transitions](#).[Transitions](#) ► [FadeAndBlurTransitionFrameworkElement](#)

C#

Stores the XAML that defines the FadeAndBlurTransition

FadeAndBlurTransitionFrameworkElement

Declaration Syntax

C#

Visual Basic

Visual C++

```
public class FadeAndBlurTransitionFrameworkElement :
```

```
Public Class FadeAndBlurTransitionFrameworkElement _  
    Inherits FrameworkElement _  
    Implements IComponentConnector
```

```
public ref class FadeAndBlurTransitionFrameworkEle  
    IComponentConnector
```

Members

All Members	Constructors	Methods	Properties	Events
<input checked="" type="checkbox"/> Public		<input checked="" type="checkbox"/> Instance		<input checked="" type="checkbox"/> Declared
<input checked="" type="checkbox"/> Protected		<input checked="" type="checkbox"/> Static		<input checked="" type="checkbox"/> Inherited

Icon	Member
	FadeAndBlurTransitionFrameworkElement()
	ActualHeight
	ActualWidth
	AddHandler(RoutedEvent, Delegate)

	AddHandler(RoutedEvent, Delegate, Boolean)
	AddLogicalChild(Object)
	AddToEventRoute(EventRoute, RoutedEventArgs)
	AddVisualChild(Visual)
	AllowDrop
	ApplyAnimationClock(DependencyProperty, AnimationClock)
	ApplyAnimationClock(DependencyProperty, AnimationClock, HandoffBehavior)
	ApplyTemplate()
	Arrange(Rect)
	ArrangeCore(Rect)
	ArrangeOverride(Size)
	BeginAnimation(DependencyProperty, AnimationTimeline)
	BeginAnimation(DependencyProperty, AnimationTimeline, HandoffBehavior)
	BeginInit()
	BeginStoryboard(Storyboard)
	BeginStoryboard(Storyboard, HandoffBehavior)

	 BeginStoryboard(Storyboard, HandoffBehavior, Boolean)
	 BitmapEffect
	 BitmapEffectInput
	 BringIntoView()
	 BringIntoView(Rect)
	 CaptureMouse()
	 CaptureStylus()
	 CheckAccess()
	 ClearValue(DependencyProperty)
	 ClearValue(DependencyPropertyKey)
	 Clip
	 ClipToBounds
	 CoerceValue(DependencyProperty)
	 CommandBindings
	 ContextMenu

	ContextMenuClosing
	ContextMenuOpening
	Cursor
	DataContext
	DataContextChanged
	DefaultStyleKey
	DependencyObjectType
	DesiredSize
	Dispatcher
	DragEnter
	DragLeave
	DragOver
	Drop
	EndInit()
	Equals(Object)
	Finalize()

≡	FindCommonVisualAncestor(DependencyObject)
≡	FindName(String)
≡	FindResource(Object)
↙	FlowDirection
≡	Focus()
↙	Focusable
⚡	FocusableChanged
↙	FocusVisualStyle
↙	ForceCursor
≡	GetAnimationBaseValue(DependencyProperty)
≡	GetBindingExpression(DependencyProperty)
≡	GetHashCode()

	GetLayoutClip(Size)
	GetLocalValueEnumerator()
	GetTemplateChild(String)
	GetType()
	GetUIParentCore()
	GetValue(DependencyProperty)
	GetVisualChild(Int32)
	GiveFeedback
	GotFocus
	GotKeyboardFocus
	GotMouseCapture
	GotStylusCapture
	HasAnimatedProperties
	Height

	HitTestCore(PointHitTestParameters)
	HitTestCore(GeometryHitTestParameters)
	HorizontalAlignment
	InheritanceBehavior
	InitializeComponent()
	Initialized
	InputBindings
	InputHitTest(Point)
	InputScope
	InvalidateArrange()
	InvalidateMeasure()
	InvalidateProperty(DependencyProperty)
	InvalidateVisual()
	IsAncestorOf(DependencyObject)
	IsArrangeValid
	IsDescendantOf(DependencyObject)

	isEnabled
	isEnabledChanged
	isEnabledCore
	isFocused
	isHitTestVisible
	isHitTestVisibleChanged
	isInitialized
	isInputMethodEnabled
	isKeyboardFocused
	isKeyboardFocusedChanged
	isKeyboardFocusWithin
	isKeyboardFocusWithinChanged
	isLoaded
	isMeasureValid
	isMouseCaptured

	IsMouseCapturedChanged
	IsMouseCaptureWithin
	IsMouseCaptureWithinChanged
	IsMouseDirectlyOver
	IsMouseDirectlyOverChanged
	IsMouseOver
	IsSealed
	IsStylusCaptured
	IsStylusCapturedChanged
	IsStylusCaptureWithin
	IsStylusCaptureWithinChanged
	IsStylusDirectlyOver
	IsStylusDirectlyOverChanged
	IsStylusOver
	IsVisible
	IsVisibleChanged

	KeyDown
	KeyUp
	Language
	LayoutTransform
	LayoutUpdated
	Loaded
	LogicalChildren
	LostFocus
	LostKeyboardFocus
	LostMouseCapture
	LostStylusCapture
	Margin
	MaxHeight
	MaxWidth
	Measure(Size)

	MeasureCore(Size)
	MeasureOverride(Size)
	MemberwiseClone()
	MinHeight
	MinWidth
	MouseDown
	MouseEnter
	MouseLeave
	MouseLeftButtonDown
	MouseLeftButtonUp
	MouseMove
	MouseRightButtonDown
	MouseRightButtonUp
	MouseUp

	MouseWheel
≡	MoveFocus(TraversalRequest)
��	Name
💡	OnAccessKey(AccessKeyEventArgs)
≡	OnApplyTemplate()
💡	OnChildDesiredSizeChanged(UIElement)
💡	OnContextMenuClosing(ContextMenuEventArgs)
💡	OnContextMenuOpening(ContextMenuEventArgs)
💡	OnCreateAutomationPeer()
💡	OnDragEnter(DragEventArgs)
💡	OnDragLeave(DragEventArgs)
💡	OnDragOver(DragEventArgs)
💡	OnDrop(DragEventArgs)
💡	OnGiveFeedback(GiveFeedbackEventArgs)
💡	OnGotFocus(RoutedEventArgs)
💡	OnGotKeyboardFocus(KeyboardFocusChangedEventArgs)

💡	OnGotMouseCapture(MouseEventArgs)
💡	OnGotStylusCapture(StylusEventArgs)
💡	OnInitialized(EventArgs)
💡	OnIsKeyboardFocusedChanged(DependencyPropertyChangedE
💡	OnIsKeyboardFocusWithinChanged(DependencyPropertyChangedChang
💡	OnIsMouseCapturedChanged(DependencyPropertyChangedEvent
💡	OnIsMouseCaptureWithinChanged(DependencyPropertyChangedChange
💡	OnIsMouseDirectlyOverChanged(DependencyPropertyChangedEvent
💡	OnIsStylusCapturedChanged(DependencyPropertyChangedEvent
💡	OnIsStylusCaptureWithinChanged(DependencyPropertyChangedChang
💡	OnIsStylusDirectlyOverChanged(DependencyPropertyChangedEvent
💡	OnKeyDown(KeyEventArgs)
💡	OnKeyUp(KeyEventArgs)
💡	OnLostFocus(RoutedEventArgs)
💡	OnLostKeyboardFocus(KeyboardFocusChangedEventArgs)

💡	OnLostMouseCapture(MouseEventArgs)
💡	OnLostStylusCapture(StylusEventArgs)
💡	OnMouseDown(MouseButtonEventArgs)
💡	OnMouseEnter(MouseEventArgs)
💡	OnMouseLeave(MouseEventArgs)
💡	OnMouseLeftButtonDown(MouseButtonEventArgs)
💡	OnMouseLeftButtonUp(MouseButtonEventArgs)
💡	OnMouseMove(MouseEventArgs)
💡	OnMouseRightButtonDown(MouseButtonEventArgs)
💡	OnMouseRightButtonUp(MouseButtonEventArgs)
💡	OnMouseUp(MouseButtonEventArgs)
💡	OnMouseWheel(MouseWheelEventArgs)
💡	OnPreviewDragEnter(DragEventArgs)
💡	OnPreviewDragLeave(DragEventArgs)
💡	OnPreviewDragOver(DragEventArgs)
💡	OnPreviewDrop(DragEventArgs)

💡	OnPreviewGiveFeedback(GiveFeedbackEventArgs)
💡	OnPreviewGotKeyboardFocus(KeyboardFocusChangedEventArgs)
💡	OnPreviewKeyDown(KeyEventEventArgs)
💡	OnPreviewKeyUp(KeyEventEventArgs)
💡	OnPreviewLostKeyboardFocus(KeyboardFocusChangedEventArgs)
💡	OnPreviewMouseDown(MouseButtonEventArgs)
💡	OnPreviewMouseLeftButtonDown(MouseButtonEventArgs)
💡	OnPreviewMouseLeftButtonUp(MouseButtonEventArgs)
💡	OnPreviewMouseMove(MouseEventEventArgs)
💡	OnPreviewMouseRightButtonDown(MouseButtonEventArgs)
💡	OnPreviewMouseRightButtonUp(MouseButtonEventArgs)
💡	OnPreviewMouseUp(MouseButtonEventArgs)
💡	OnPreviewMouseWheel(MouseWheelEventArgs)
💡	OnPreviewQueryContinueDrag(QueryContinueDragEventArgs)
💡	OnPreviewStylusButtonDown(StylusButtonEventArgs)

💡	OnPreviewStylusButtonUp(StylusButtonEventArgs)
💡	OnPreviewStylusDown(StylusDownEventArgs)
💡	OnPreviewStylusInAirMove(StylusEventArgs)
💡	OnPreviewStylusInRange(StylusEventArgs)
💡	OnPreviewStylusMove(StylusEventArgs)
💡	OnPreviewStylusOutOfRange(StylusEventArgs)
💡	OnPreviewStylusSystemGesture(StylusSystemGestureEventArgs)
💡	OnPreviewStylusUp(StylusEventArgs)
💡	OnPreviewTextInput(TextCompositionEventArgs)
💡	OnPropertyChanged(DependencyPropertyChangedEventArgs)
💡	OnQueryContinueDrag(QueryContinueDragEventArgs)
💡	OnQueryCursor(QueryCursorEventArgs)
💡	OnRender(DrawingContext)
💡	OnRenderSizeChanged(SizeChangedEventArgs)
💡	OnStyleChanged(Style, Style)
💡	OnStylusButtonDown(StylusButtonEventArgs)

💡	OnStylusButtonUp(StylusButtonEventArgs)
💡	OnStylusDown(StylusDownEventArgs)
💡	OnStylusEnter(StylusEventArgs)
💡	OnStylusInAirMove(StylusEventArgs)
💡	OnStylusInRange(StylusEventArgs)
💡	OnStylusLeave(StylusEventArgs)
💡	OnStylusMove(StylusEventArgs)
💡	OnStylusOutOfRange(StylusEventArgs)
💡	OnStylusSystemGesture(StylusSystemGestureEventArgs)
💡	OnStylusUp(StylusEventArgs)
💡	OnTextInput(TextCompositionEventArgs)
💡	OnToolTipClosing(ToolTipEventArgs)
💡	OnToolTipOpening(ToolTipEventArgs)
💡	OnVisualChildrenChanged(DependencyObject, DependencyObject)
💡	OnVisualParentChanged(DependencyObject)

	Opacity
	OpacityMask
	OverridesDefaultStyle
	Parent
	ParentLayoutInvalidated(UIElement)
	PersistId
	PointFromScreen(Point)
	PointToScreen(Point)
	PredictFocus(FocusNavigationDirection)
	PreviewDragEnter
	PreviewDragLeave
	PreviewDragOver
	PreviewDrop
	PreviewGiveFeedback
	PreviewGotKeyboardFocus
	PreviewKeyDown

⚡	PreviewKeyUp
⚡	PreviewLostKeyboardFocus
⚡	PreviewMouseDown
⚡	PreviewMouseLeftButtonDown
⚡	PreviewMouseLeftButtonUp
⚡	PreviewMouseMove
⚡	PreviewMouseRightButtonDown
⚡	PreviewMouseRightButtonUp
⚡	PreviewMouseUp
⚡	PreviewMouseWheel
⚡	PreviewQueryContinueDrag
⚡	PreviewStylusButtonDown
⚡	PreviewStylusButtonUp
⚡	PreviewStylusDown
⚡	PreviewStylusInAirMove

⚡	PreviewStylusInRange
⚡	PreviewStylusMove
⚡	PreviewStylusOutOfRange
⚡	PreviewStylusSystemGesture
⚡	PreviewStylusUp
⚡	PreviewTextInput
⚡	QueryContinueDrag
⚡	QueryCursor
≡ethyst	RaiseEvent(RoutedEventArgs)
≡ethyst	ReadLocalValue(DependencyProperty)
≡ethyst	RegisterName(String, Object)
≡ethyst	ReleaseMouseCapture()
≡ethyst	ReleaseStylusCapture()
≡ethyst	RemoveHandler(RoutedEventArgs, Delegate)
≡ethyst	RemoveLogicalChild(Object)
≡ethyst	RemoveVisualChild(Visual)

	RenderSize
	RenderTransform
	RenderTransformOrigin
	RequestBringIntoView
	Resources
	SetBinding(DependencyProperty, BindingBase)
	SetBinding(DependencyProperty, String)
	SetResourceReference(DependencyProperty, Object)
	SetValue(DependencyProperty, Object)
	SetValue(DependencyPropertyKey, Object)
	ShouldSerializeCommandBindings()
	ShouldSerializeInputBindings()
	ShouldSerializeProperty(DependencyProperty)
	ShouldSerializeResources()
	ShouldSerializeStyle()
	

	ShouldSerializeTriggers()
	SizeChanged
	SnapsToDevicePixels
	SourceUpdated
	Style
	StylusButtonDown
	StylusButtonUp
	StylusDown
	StylusEnter
	StylusInAirMove
	StylusInRange
	StylusLeave
	StylusMove
	StylusOutOfRange
	StylusPlugIns
	StylusSystemGesture

	StylusUp
	Tag
	TargetUpdated
	TemplatedParent
	TextInput
	ToolTip
	ToolTipClosing
	ToolTipOpening
	ToString()
	TransformToAncestor(Visual)
	TransformToAncestor(Visual3D)
	TransformToDescendant(Visual)
	TransformToVisual(Visual)
	TranslatePoint(Point, UIElement)

	Triggers
	TryFindResource(Object)
	Unloaded
	UnregisterName(String)
	UpdateLayout()
	VerifyAccess()
	VerticalAlignment
	Visibility
	VisualBitmapEffect
	VisualBitmapEffectInput
	VisualBitmapScalingMode
	VisualChildrenCount
	VisualClip
	VisualEdgeMode
	VisualOffset

	VisualOpacity
	VisualOpacityMask
	VisualParent
	VisualTransform
	VisualXSnappingGuidelines
	VisualYSnappingGuidelines
	Width

❑ Remarks

[Missing <remarks> documentation for
T:Transitional.Transitions.FadeAndBlurTransitionFrameworkElement

❑ Inheritance Hierarchy

[Object](#)

└ [DispatcherObject](#)

└ [DependencyObject](#)

└ [Visual](#)

└ [UIElement](#)

└ [FrameworkElement](#)

└ **FadeAndBlurTransitionFrameworkElement**

Assembly: [Transitional](#) (Module: [Transitional](#)) Version: 1.0.0.0 (1.0.0.0)



Transitions

FadeAndBlurTransitionFrameworkElement

Constructor

Namespaces ► [Transitions](#).[Transitions](#) ► [FadeAndBlurTransitionFrameworkElement](#) ► [FadeAndBlurTransitionFrameworkElement\(\)](#)

C# ▾

Initializes a new instance of the [FadeAndBlurTransitionFrameworkElement](#) class.

[-] Declaration Syntax

C#

Visual Basic

Visual C++

```
public FadeAndBlurTransitionFrameworkElement()
```

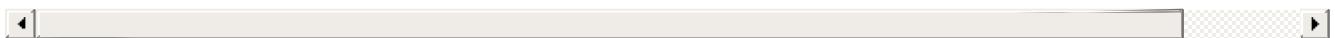
```
Public Sub New
```

```
public:  
FadeAndBlurTransitionFrameworkElement()
```

[-] Remarks

[Missing <remarks> documentation for
[M:Transitions.Transitions.FadeAndBlurTransitionFrameworkElement\(\)](#)

Assembly: [Transitions](#) (Module: [Transitions](#)) Version: 1.0.0.0 (1.0.0.0)



Transitional InitializeComponent Method

Namespaces ► Transitional.Transitions ► FadeAndBlurTransitionFrameworkElement ► InitializeComponent()

InitializeComponent

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public void InitializeComponent()
```

```
Public Sub InitializeComponent
```

```
public:  
virtual void InitializeComponent() sealed
```

Remarks

[Missing <remarks> documentation for
[M:Transitional.Transitions.FadeAndBlurTransitionFrameworkElement.InitializeComponent](#)

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



TransitionsFadeAndGrowTransition Class

Namespaces ► Transitions.Transitions ► FadeAndGrowTransition

C# ▾

Represents the FadeAndGrowTransition

Declaration Syntax

C#

Visual Basic

Visual C++

```
public class FadeAndGrowTransition : StoryboardTrans
```

```
Public Class FadeAndGrowTransition _  
    Inherits StoryboardTransition
```

```
public ref class FadeAndGrowTransition : public Stor
```

Members

All Members	Constructors	Methods	Properties
<input checked="" type="checkbox"/> Public <input checked="" type="checkbox"/> Protected		<input checked="" type="checkbox"/> Instance <input checked="" type="checkbox"/> Static	<input checked="" type="checkbox"/> Declared <input checked="" type="checkbox"/> Inherited

Icon	Member	
≡	FadeAndGrowTransition()	(
≡	BeginTransition(TransitionElement, ContentPresenter, ContentPresenter)	(
≡	CheckAccess()	(
≡	ClearValue(DependencyProperty)	(
≡	ClearValue(DependencyPropertyKey)	(
≡	ClipToBounds	(
≡	CoerceValue(DependencyProperty)	(
≡	DependencyObjectType	(
≡		

	Dispatcher	(
⌚	Duration	(
💡	EndTransition(TransitionElement, ContentPresenter, ContentPresenter)	(
≡	Equals(Object)	(
💡	Finalize())
)
)
≡	GetHashCode()	(
≡	GetLocalValueEnumerator()	(
≡	GetType()	(
)
≡	GetValue(DependencyProperty)	(
≡	InvalidateProperty(DependencyProperty)	(
⌚	IsNewContentTopmost	(
⌚	IsSealed	(
💡	MemberwiseClone()	(
)
⌚	NewContentStoryboard	(
⌚	NewContentStyle	(
⌚	NullContentSupport	(
⌚	OldContentStoryboard	(
⌚	OldContentStyle	(
💡	OnDurationChanged(Duration, Duration)	(

💡	OnPropertyChanged(DependencyPropertyChangedEventArgs)
💡	OnTransitionEnded(TransitionElement, ContentPresenter, ContentPresenter)
💡	ReadLocalValue(DependencyProperty)
💡	SetValue(DependencyProperty, Object)
💡	SetValue(DependencyPropertyKey, Object)
💡	ShouldSerializeProperty(DependencyProperty)
💡	ToString()
💡	VerifyAccess()

Remarks

[Missing <remarks> documentation for
T:Transitional.Transitions.FadeAndGrowTransition]

Inheritance Hierarchy

Object

- └ DispatcherObject
- └ DependencyObject
- └ Transition
- └ StoryboardTransition
- └ **FadeAndGrowTransition**

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional FadeAndGrowTransition Constructor

Namespaces ► Transitional.Transitions ► FadeAndGrowTransition ► **FadeAndGrowTransition()**

C# ▾

Initializes a new instance of the [FadeAndGrowTransition](#) class.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public FadeAndGrowTransition()
```

```
Public Sub New
```

```
public:  
FadeAndGrowTransition()
```

Remarks

[Missing <remarks> documentation for
[M:Transitional.Transitions.FadeAndGrowTransition.#ctor](#)]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitional
OnDurationChanged Method (oldDuration, newDuration)

Namespaces ► Transitional.Transitions ► FadeAndGrowTransition ► OnDurationChanged(Duration, Duration)

C# ▾

❑ Declaration Syntax

C#

Visual Basic

Visual C++

```
protected override void OnDurationChanged(  
    Duration oldDuration,  
    Duration newDuration  
)
```

```
Protected Overrides Sub OnDurationChanged ( _  
    oldDuration As Duration, _  
    newDuration As Duration _  
)
```

```
protected:  
virtual void OnDurationChanged(  
    Duration oldDuration,  
    Duration newDuration  
) override
```

❑ Parameters

oldDuration ([Duration](#))

newDuration ([Duration](#))

❑ Remarks

[Missing <remarks> documentation for
[M:Transitional.Transitions.FadeAndGrowTransition.OnDurationC](#)

[◀]

[▶]

TransitionsFadeAndGrowTransitionFrameworkElement Class

Namespaces ► [Transitions](#).[Transitions](#) ► **FadeAndGrowTransitionFrameworkElement**

C#

Stores the XAML that defines the FadeAndGrowTransition

FadeAndGrowTransitionFrameworkElement

Declaration Syntax

C#

Visual Basic

Visual C++

```
public class FadeAndGrowTransitionFrameworkElement :
```

```
Public Class FadeAndGrowTransitionFrameworkElement _  
    Inherits FrameworkElement _  
    Implements IComponentConnector
```

```
public ref class FadeAndGrowTransitionFrameworkElement  
    implements IComponentConnector
```

Members

All Members	Constructors	Methods	Properties	Events
<input checked="" type="checkbox"/> Public		<input checked="" type="checkbox"/> Instance		<input checked="" type="checkbox"/> Declared
<input checked="" type="checkbox"/> Protected		<input checked="" type="checkbox"/> Static		<input checked="" type="checkbox"/> Inherited

Icon	Member
	FadeAndGrowTransitionFrameworkElement()
	ActualHeight
	ActualWidth
	AddHandler(RoutedEvent, Delegate)

	AddHandler(RoutedEvent, Delegate, Boolean)
	AddLogicalChild(Object)
	AddToEventRoute(EventRoute, RoutedEventArgs)
	AddVisualChild(Visual)
	AllowDrop
	ApplyAnimationClock(DependencyProperty, AnimationClock)
	ApplyAnimationClock(DependencyProperty, AnimationClock, HandoffBehavior)
	ApplyTemplate()
	Arrange(Rect)
	ArrangeCore(Rect)
	ArrangeOverride(Size)
	BeginAnimation(DependencyProperty, AnimationTimeline)
	BeginAnimation(DependencyProperty, AnimationTimeline, HandoffBehavior)
	BeginInit()
	BeginStoryboard(Storyboard)
	BeginStoryboard(Storyboard, HandoffBehavior)

	BeginInit(Storyboard, HandoffBehavior, Boolean)
	BitmapEffect
	BitmapEffectInput
	BringIntoView()
	BringIntoView(Rect)
	CaptureMouse()
	CaptureStylus()
	CheckAccess()
	ClearValue(DependencyProperty)
	ClearValue(DependencyPropertyKey)
	Clip
	ClipToBounds
	CoerceValue(DependencyProperty)
	CommandBindings
	ContextMenu

	ContextMenuClosing
	ContextMenuOpening
	Cursor
	DataContext
	DataContextChanged
	DefaultStyleKey
	DependencyObjectType
	DesiredSize
	Dispatcher
	DragEnter
	DragLeave
	DragOver
	Drop
	EndInit()
	Equals(Object)
	Finalize()

=	 FindCommonVisualAncestor(DependencyObject)
=	 FindName(String)
=	 FindResource(Object)
	FlowDirection
=	 Focus()
	Focusable
	FocusableChanged
	FocusVisualStyle
	ForceCursor
=	 GetAnimationBaseValue(DependencyProperty)
=	 GetBindingExpression(DependencyProperty)
=	 GetHashCode()

	GetLayoutClip(Size)
	GetLocalValueEnumerator()
	GetTemplateChild(String)
	GetType()
	GetUIParentCore()
	GetValue(DependencyProperty)
	GetVisualChild(Int32)
	GiveFeedback
	GotFocus
	GotKeyboardFocus
	GotMouseCapture
	GotStylusCapture
	HasAnimatedProperties
	Height

	HitTestCore(PointHitTestParameters)
	HitTestCore(GeometryHitTestParameters)
	HorizontalAlignment
	InheritanceBehavior
	InitializeComponent()
	Initialized
	InputBindings
	InputHitTest(Point)
	InputScope
	InvalidateArrange()
	InvalidateMeasure()
	InvalidateProperty(DependencyProperty)
	InvalidateVisual()
	IsAncestorOf(DependencyObject)
	IsArrangeValid
	IsDescendantOf(DependencyObject)

	isEnabled
	isEnabledChanged
	isEnabledCore
	isFocused
	isHitTestVisible
	isHitTestVisibleChanged
	isInitialized
	isInputMethodEnabled
	isKeyboardFocused
	isKeyboardFocusedChanged
	isKeyboardFocusWithin
	isKeyboardFocusWithinChanged
	isLoaded
	isMeasureValid
	isMouseCaptured

	IsMouseCapturedChanged
	IsMouseCaptureWithin
	IsMouseCaptureWithinChanged
	IsMouseDirectlyOver
	IsMouseDirectlyOverChanged
	IsMouseOver
	IsSealed
	IsStylusCaptured
	IsStylusCapturedChanged
	IsStylusCaptureWithin
	IsStylusCaptureWithinChanged
	IsStylusDirectlyOver
	IsStylusDirectlyOverChanged
	IsStylusOver
	IsVisible
	IsVisibleChanged

	KeyDown
	KeyUp
	Language
	LayoutTransform
	LayoutUpdated
	Loaded
	LogicalChildren
	LostFocus
	LostKeyboardFocus
	LostMouseCapture
	LostStylusCapture
	Margin
	MaxHeight
	MaxWidth
	Measure(Size)

	MeasureCore(Size)
	MeasureOverride(Size)
	MemberwiseClone()
	MinHeight
	MinWidth
	MouseDown
	MouseEnter
	MouseLeave
	MouseLeftButtonDown
	MouseLeftButtonUp
	MouseMove
	MouseRightButtonDown
	MouseRightButtonUp
	MouseUp

	MouseWheel
≡	MoveFocus(TraversalRequest)
��	Name
💡	OnAccessKey(AccessKeyEventArgs)
≡	OnApplyTemplate()
💡	OnChildDesiredSizeChanged(UIElement)
💡	OnContextMenuClosing(ContextMenuEventArgs)
💡	OnContextMenuOpening(ContextMenuEventArgs)
💡	OnCreateAutomationPeer()
💡	OnDragEnter(DragEventArgs)
💡	OnDragLeave(DragEventArgs)
💡	OnDragOver(DragEventArgs)
💡	OnDrop(DragEventArgs)
💡	OnGiveFeedback(GiveFeedbackEventArgs)
💡	OnGotFocus(RoutedEventArgs)
💡	OnGotKeyboardFocus(KeyboardFocusChangedEventArgs)

💡	OnGotMouseCapture(MouseEventArgs)
💡	OnGotStylusCapture(StylusEventArgs)
💡	OnInitialized(EventArgs)
💡	OnIsKeyboardFocusedChanged(DependencyPropertyChangedE
💡	OnIsKeyboardFocusWithinChanged(DependencyPropertyChange
💡	OnIsMouseCapturedChanged(DependencyPropertyChangedEve
💡	OnIsMouseCaptureWithinChanged(DependencyPropertyChange
💡	OnIsMouseDirectlyOverChanged(DependencyPropertyChangedI
💡	OnIsStylusCapturedChanged(DependencyPropertyChangedEvent
💡	OnIsStylusCaptureWithinChanged(DependencyPropertyChangedE
💡	OnIsStylusDirectlyOverChanged(DependencyPropertyChangedE
💡	OnKeyDown(KeyEventArgs)
💡	OnKeyUp(KeyEventArgs)
💡	OnLostFocus(RoutedEventArgs)
💡	OnLostKeyboardFocus(KeyboardFocusChangedEventArgs)

💡	OnLostMouseCapture(MouseEventArgs)
💡	OnLostStylusCapture(StylusEventArgs)
💡	OnMouseDown(MouseButtonEventArgs)
💡	OnMouseEnter(MouseEventArgs)
💡	OnMouseLeave(MouseEventArgs)
💡	OnMouseLeftButtonDown(MouseButtonEventArgs)
💡	OnMouseLeftButtonUp(MouseButtonEventArgs)
💡	OnMouseMove(MouseEventArgs)
💡	OnMouseRightButtonDown(MouseButtonEventArgs)
💡	OnMouseRightButtonUp(MouseButtonEventArgs)
💡	OnMouseUp(MouseButtonEventArgs)
💡	OnMouseWheel(MouseWheelEventArgs)
💡	OnPreviewDragEnter(DragEventArgs)
💡	OnPreviewDragLeave(DragEventArgs)
💡	OnPreviewDragOver(DragEventArgs)
💡	OnPreviewDrop(DragEventArgs)

💡	OnPreviewGiveFeedback(GiveFeedbackEventArgs)
💡	OnPreviewGotKeyboardFocus(KeyboardFocusChangedEventArgs)
💡	OnPreviewKeyDown(KeyEventEventArgs)
💡	OnPreviewKeyUp(KeyEventEventArgs)
💡	OnPreviewLostKeyboardFocus(KeyboardFocusChangedEventArgs)
💡	OnPreviewMouseDown(MouseButtonEventArgs)
💡	OnPreviewMouseLeftButtonDown(MouseButtonEventArgs)
💡	OnPreviewMouseLeftButtonUp(MouseButtonEventArgs)
💡	OnPreviewMouseMove(MouseEventEventArgs)
💡	OnPreviewMouseRightButtonDown(MouseButtonEventArgs)
💡	OnPreviewMouseRightButtonUp(MouseButtonEventArgs)
💡	OnPreviewMouseUp(MouseButtonEventArgs)
💡	OnPreviewMouseWheel(MouseWheelEventArgs)
💡	OnPreviewQueryContinueDrag(QueryContinueDragEventArgs)
💡	OnPreviewStylusButtonDown(StylusButtonEventArgs)

💡	OnPreviewStylusButtonUp(StylusButtonEventArgs)
💡	OnPreviewStylusDown(StylusDownEventArgs)
💡	OnPreviewStylusInAirMove(StylusEventArgs)
💡	OnPreviewStylusInRange(StylusEventArgs)
💡	OnPreviewStylusMove(StylusEventArgs)
💡	OnPreviewStylusOutOfRange(StylusEventArgs)
💡	OnPreviewStylusSystemGesture(StylusSystemGestureEventArgs)
💡	OnPreviewStylusUp(StylusEventArgs)
💡	OnPreviewTextInput(TextCompositionEventArgs)
💡	OnPropertyChanged(DependencyPropertyChangedEventArgs)
💡	OnQueryContinueDrag(QueryContinueDragEventArgs)
💡	OnQueryCursor(QueryCursorEventArgs)
💡	OnRender(DrawingContext)
💡	OnRenderSizeChanged(SizeChangedEventArgs)
💡	OnStyleChanged(Style, Style)
💡	OnStylusButtonDown(StylusButtonEventArgs)

💡	OnStylusButtonUp(StylusButtonEventArgs)
💡	OnStylusDown(StylusDownEventArgs)
💡	OnStylusEnter(StylusEventArgs)
💡	OnStylusInAirMove(StylusEventArgs)
💡	OnStylusInRange(StylusEventArgs)
💡	OnStylusLeave(StylusEventArgs)
💡	OnStylusMove(StylusEventArgs)
💡	OnStylusOutOfRange(StylusEventArgs)
💡	OnStylusSystemGesture(StylusSystemGestureEventArgs)
💡	OnStylusUp(StylusEventArgs)
💡	OnTextInput(TextCompositionEventArgs)
💡	OnToolTipClosing(ToolTipEventArgs)
💡	OnToolTipOpening(ToolTipEventArgs)
💡	OnVisualChildrenChanged(DependencyObject, DependencyObject)
💡	OnVisualParentChanged(DependencyObject)

	Opacity
	OpacityMask
	OverridesDefaultStyle
	Parent
	ParentLayoutInvalidated(UIElement)
	PersistId
	PointFromScreen(Point)
	PointToScreen(Point)
	PredictFocus(FocusNavigationDirection)
	PreviewDragEnter
	PreviewDragLeave
	PreviewDragOver
	PreviewDrop
	PreviewGiveFeedback
	PreviewGotKeyboardFocus
	PreviewKeyDown

⚡	PreviewKeyUp
⚡	PreviewLostKeyboardFocus
⚡	PreviewMouseDown
⚡	PreviewMouseLeftButtonDown
⚡	PreviewMouseLeftButtonUp
⚡	PreviewMouseMove
⚡	PreviewMouseRightButtonDown
⚡	PreviewMouseRightButtonUp
⚡	PreviewMouseUp
⚡	PreviewMouseWheel
⚡	PreviewQueryContinueDrag
⚡	PreviewStylusButtonDown
⚡	PreviewStylusButtonUp
⚡	PreviewStylusDown
⚡	PreviewStylusInAirMove

⚡	PreviewStylusInRange
⚡	PreviewStylusMove
⚡	PreviewStylusOutOfRange
⚡	PreviewStylusSystemGesture
⚡	PreviewStylusUp
⚡	PreviewTextInput
⚡	QueryContinueDrag
⚡	QueryCursor
≡ethyst	RaiseEvent(RoutedEventArgs)
≡ethyst	ReadLocalValue(DependencyProperty)
≡ethyst	RegisterName(String, Object)
≡ethyst	ReleaseMouseCapture()
≡ethyst	ReleaseStylusCapture()
≡ethyst	RemoveHandler(RoutedEventArgs, Delegate)
≡ethyst	RemoveLogicalChild(Object)
≡ethyst	RemoveVisualChild(Visual)

	RenderSize
	RenderTransform
	RenderTransformOrigin
	RequestBringIntoView
	Resources
	SetBinding(DependencyProperty, BindingBase)
	SetBinding(DependencyProperty, String)
	SetResourceReference(DependencyProperty, Object)
	SetValue(DependencyProperty, Object)
	SetValue(DependencyPropertyKey, Object)
	ShouldSerializeCommandBindings()
	ShouldSerializeInputBindings()
	ShouldSerializeProperty(DependencyProperty)
	ShouldSerializeResources()
	ShouldSerializeStyle()
	

	ShouldSerializeTriggers()
	SizeChanged
	SnapsToDevicePixels
	SourceUpdated
	Style
	StylusButtonDown
	StylusButtonUp
	StylusDown
	StylusEnter
	StylusInAirMove
	StylusInRange
	StylusLeave
	StylusMove
	StylusOutOfRange
	StylusPlugIns
	StylusSystemGesture

	StylusUp
	Tag
	TargetUpdated
	TemplatedParent
	TextInput
	ToolTip
	ToolTipClosing
	ToolTipOpening
	ToString()
	TransformToAncestor(Visual)
	TransformToAncestor(Visual3D)
	TransformToDescendant(Visual)
	TransformToVisual(Visual)
	TranslatePoint(Point, UIElement)

	Triggers
	TryFindResource(Object)
	Unloaded
	UnregisterName(String)
	UpdateLayout()
	VerifyAccess()
	VerticalAlignment
	Visibility
	VisualBitmapEffect
	VisualBitmapEffectInput
	VisualBitmapScalingMode
	VisualChildrenCount
	VisualClip
	VisualEdgeMode
	VisualOffset

	VisualOpacity
	VisualOpacityMask
	VisualParent
	VisualTransform
	VisualXSnappingGuidelines
	VisualYSnappingGuidelines
	Width

❑ Remarks

[Missing <remarks> documentation for
T:Transitional.Transitions.FadeAndGrowTransitionFrameworkElement]

❑ Inheritance Hierarchy

Object

 └ DispatcherObject

 └ DependencyObject

 └ Visual

 └ UIElement

 └ FrameworkElement

 └ **FadeAndGrowTransitionFrameworkElement**

Assembly: **Transitional** (Module: **Transitional**) Version: 1.0.0.0 (1.0.0.0)



Transitions

FadeAndGrowTransitionFrameworkElement

Constructor

Namespaces ► [Transitions](#) ► [FadeAndGrowTransitionFrameworkElement](#) ► [FadeAndGrowTransitionFrameworkElement\(\)](#)

C# ▾

Initializes a new instance of the [FadeAndGrowTransitionFrameworkElement](#) class.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public FadeAndGrowTransitionFrameworkElement()
```

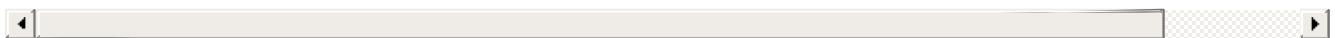
```
Public Sub New
```

```
public:  
FadeAndGrowTransitionFrameworkElement()
```

Remarks

[Missing <remarks> documentation for
[M:Transitions.Transitions.FadeAndGrowTransitionFrameworkElement](#)]

Assembly: [Transitions](#) (Module: [Transitions](#)) Version: 1.0.0.0 (1.0.0.0)



Transitional InitializeComponent Method

Namespaces ► Transitional.Transitions ► FadeAndGrowTransitionFrameworkElement ► InitializeComponent()

InitializeComponent

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public void InitializeComponent()
```

```
Public Sub InitializeComponent
```

```
public:  
virtual void InitializeComponent() sealed
```

Remarks

[Missing <remarks> documentation for
M:Transitional.Transitions.FadeAndGrowTransitionFrameworkEle

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional FadeTransition Class

Namespaces ► Transitional.Transitions ► FadeTransition

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public class FadeTransition : Transition
```

```
Public Class FadeTransition
    Inherits Transition
```

```
public ref class FadeTransition : public Transition
```

Members

All Members

Constructors

Methods

Properties

Public
 Protected

Instance
 Static

Declared
 Inherited

Icon Member

	FadeTransition()
	BeginTransition(TransitionElement, ContentPresenter, ContentPresenter)
	CheckAccess()
	ClearValue(DependencyProperty)
	ClearValue(DependencyPropertyKey)
	ClipToBounds
	CoerceValue(DependencyProperty)
	DependencyObjectType
	Dispatcher

	Duration	(
	EndTransition(TransitionElement, ContentPresenter, ContentPresenter)	(
	Equals(Object)	(
	Finalize())
)
)
	GetHashCode()	(
	GetLocalValueEnumerator()	(
	GetType()	(
)
	GetValue(DependencyProperty)	(
	InvalidateProperty(DependencyProperty)	(
	IsNewContentTopmost	(
	IsSealed	(
	MemberwiseClone()	(
)
	NullContentSupport	(
	OnDurationChanged(Duration, Duration)	(
	OnPropertyChanged(DependencyPropertyChangedEventArgs)	(
	OnTransitionEnded(TransitionElement, ContentPresenter, ContentPresenter)	(
)
	ReadLocalValue(DependencyProperty)	(
	SetValue(DependencyProperty, Object)	(
	SetValue(DependencyPropertyKey, Object)	(

≡	ShouldSerializeProperty(DependencyProperty)	(
≡	ToString()	(
		(
≡	VerifyAccess()	(

Remarks

[Missing <remarks> documentation for
T:Transitional.Transitions.FadeTransition]

Inheritance Hierarchy

Object

- └ DispatcherObject
- └ DependencyObject
- └ Transition
- └ **FadeTransition**

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional FadeTransition Constructor

Namespaces ► Transitional.Transitions ► FadeTransition ► **FadeTransition()**

C# ▾

Initializes a new instance of the [FadeTransition](#) class.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public FadeTransition()
```

```
Public Sub New
```

```
public:  
FadeTransition()
```

Remarks

[Missing <remarks> documentation for
[M:Transitional.Transitions.FadeTransition.#ctor](#)]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitional

BeginTransition Method (transitionElement, oldContent, newContent)

Namespaces ► [Transitional.Transitions](#) ► [FadeTransition](#) ►

**BeginTransition(TransitionElement, ContentPresenter,
ContentPresenter)**

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
protected internal override void BeginTransition(  
    TransitionElement transitionElement,  
    ContentPresenter oldContent,  
    ContentPresenter newContent  
)
```

```
Protected Friend Overrides Sub BeginTransition ( _  
    transitionElement As TransitionElement, _  
    oldContent As ContentPresenter, _  
    newContent As ContentPresenter _  
)
```

```
protected public:  
virtual void BeginTransition(  
    TransitionElement^ transitionElement,  
    ContentPresenter^ oldContent,  
    ContentPresenter^ newContent  
) override
```

Parameters

transitionElement ([TransitionElement](#))

oldContent ([ContentPresenter](#))

newContent ([ContentPresenter](#))

Remarks

[Missing <remarks> documentation for
M:Transitional.Transitions.FadeTransition.BeginTransition(Transi

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional **OnTransitionEnded** Method
(transitionElement, oldContent, newContent)

Namespaces ► [Transitional.Transitions](#) ► [FadeTransition](#) ►

**OnTransitionEnded(TransitionElement, ContentPresenter,
ContentPresenter)**

C# ▾

▀ Declaration Syntax

C#

Visual Basic

Visual C++

```
protected override void OnTransitionEnded(  
    TransitionElement transitionElement,  
    ContentPresenter oldContent,  
    ContentPresenter newContent  
)
```

```
Protected Overrides Sub OnTransitionEnded ( _  
    transitionElement As TransitionElement, _  
    oldContent As ContentPresenter, _  
    newContent As ContentPresenter _  
)
```

```
protected:  
virtual void OnTransitionEnded(  
    TransitionElement^ transitionElement,  
    ContentPresenter^ oldContent,  
    ContentPresenter^ newContent  
) override
```

▀ Parameters

transitionElement ([TransitionElement](#))

oldContent ([ContentPresenter](#))

newContent ([ContentPresenter](#))

▀ Remarks

[Missing <remarks> documentation for
M:Transitional.Transitions.FadeTransition.OnTransitionEnded(Tra

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional FlipTransition Class

Namespaces ► Transitional.Transitions ► FlipTransition

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public class FlipTransition : Transition3D
```

```
Public Class FlipTransition
    Inherits Transition3D
```

```
public ref class FlipTransition : public Transition3D
```

Members

All Members	Constructors	Methods	Properties	Fields
<input checked="" type="checkbox"/> Public		<input checked="" type="checkbox"/> Instance		<input checked="" type="checkbox"/> Declared
<input checked="" type="checkbox"/> Protected		<input checked="" type="checkbox"/> Static		<input checked="" type="checkbox"/> Inherited

Icon	Member	
≡	FlipTransition()	(
≡	BeginTransition(TransitionElement, ContentPresenter, ContentPresenter)	(
💡	BeginTransition3D(TransitionElement, ContentPresenter, ContentPresenter, Viewport3D)	(
≡	CheckAccess()	(
≡	ClearValue(DependencyProperty)	(
≡	ClearValue(DependencyPropertyKey)	(
🖼	ClipToBounds	(
≡	CoerceValue(DependencyProperty)	(
💡	CreateCamera(UIElement, Double)	(
🖼		

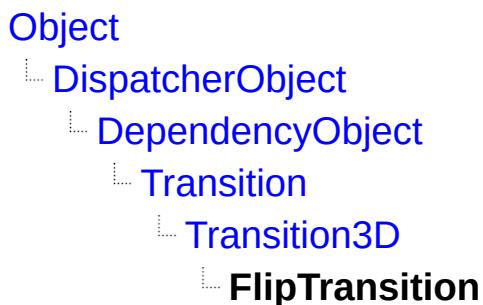
	DependencyObjectType	(
	Direction)
S	DirectionProperty)
	Dispatcher)
	Duration)
	EndTransition(TransitionElement, ContentPresenter, ContentPresenter))
	Equals(Object))
	FieldOfView)
	Finalize())
)
)
	GetHashCode())
	GetLocalValueEnumerator())
	GetType())
)
	GetValue(DependencyProperty))
	InvalidateProperty(DependencyProperty))
	IsNewContentTopmost)
	IsSealed)
	Light)
	MemberwiseClone())
)
	NullContentSupport)
	OnDurationChanged(Duration, Duration))
)

	OnPropertyChanged(DependencyPropertyChangedEventArgs)	(
💡	OnTransitionEnded(TransitionElement, ContentPresenter, ContentPresenter)	(
💡	ReadLocalValue(DependencyProperty)	(
💡	SetValue(DependencyProperty, Object)	(
💡	SetValue(DependencyPropertyKey, Object)	(
📝	ShouldSerializeProperty(DependencyProperty)	(
💡	ToString()	(
		(
💡	VerifyAccess()	(

Remarks

[Missing <remarks> documentation for
T:Transitional.Transitions.FlipTransition]

Inheritance Hierarchy



Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional FlipTransition Constructor

Namespaces ► Transitional.Transitions ► FlipTransition ► **FlipTransition()**

C# ▾

Initializes a new instance of the [FlipTransition](#) class.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public FlipTransition()
```

```
Public Sub New
```

```
public:  
FlipTransition()
```

Remarks

[Missing <remarks> documentation for
[M:Transitional.Transitions.FlipTransition.#ctor](#)]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitions

BeginTransition3D Method (transitionElement, oldContent, newContent, viewport)

Namespaces ► Transitions.Transitions ► FlipTransition ►
**BeginTransition3D(TransitionElement, ContentPresenter,
ContentPresenter, Viewport3D)**

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
protected override void BeginTransition3D(  
    TransitionElement transitionElement,  
    ContentPresenter oldContent,  
    ContentPresenter newContent,  
    Viewport3D viewport  
)
```

```
Protected Overrides Sub BeginTransition3D ( _  
    transitionElement As TransitionElement, _  
    oldContent As ContentPresenter, _  
    newContent As ContentPresenter, _  
    viewport As Viewport3D _  
)
```

```
protected:  
virtual void BeginTransition3D(  
    TransitionElement^ transitionElement,  
    ContentPresenter^ oldContent,  
    ContentPresenter^ newContent,  
    Viewport3D^ viewport  
) override
```

Parameters

transitionElement ([TransitionElement](#))

oldContent ([ContentPresenter](#))

newContent ([ContentPresenter](#))

viewport ([Viewport3D](#))

■ Remarks

[Missing <remarks> documentation for
[M:Transitional.Transitions.FlipTransition.BeginTransition3D\(Transitional\)](#)

Assembly: [Transitional](#) (Module: [Transitional](#)) Version: 1.0.0.0 (1.0.0.0)



Transitional Direction Property

Namespaces ► Transitional.Transitions ► FlipTransition ► Direction

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++
C#

```
public RotateDirection Direction { get; set; }
```

```
Public Property Direction As RotateDirection
```

```
public:  
property RotateDirection Direction {  
    RotateDirection get ();  
    void set (RotateDirection value);  
}
```

Remarks

[Missing <remarks> documentation for
P:Transitional.Transitions.FlipTransition.Direction]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitional DirectionProperty Field

Namespaces ► Transitional.Transitions ► FlipTransition ► DirectionProperty

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public static readonly DependencyProperty DirectionP
```

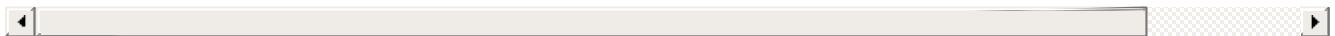
```
Public Shared ReadOnly DependencyProperty As Dependen
```

```
public:  
static initonly DependencyProperty^ DirectionPropert
```

Remarks

[Missing <remarks> documentation for
F:Transitional.Transitions.FlipTransition.DirectionProperty]

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



TransitionsHorizontalBlindsTransition Class

Namespaces ► [Transitions](#).[Transitions](#) ► [HorizontalBlindsTransition](#)

Represents the HorizontalBlindsTransition

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public class HorizontalBlindsTransition : Storyboard
```

```
Public Class HorizontalBlindsTransition _  
    Inherits StoryboardTransition
```

```
public ref class HorizontalBlindsTransition : public
```

Members

All Members

Constructors

Methods

Properties

Public

Protected

Instance

Static

Declare

Inherit

Icon

Icon	Member	
≡	HorizontalBlindsTransition()	(
≡	BeginTransition(TransitionElement, ContentPresenter, ContentPresenter)	(
≡	CheckAccess()	(
≡	ClearValue(DependencyProperty)	(
≡	ClearValue(DependencyPropertyKey)	(
≡	ClipToBounds	(
≡	CoerceValue(DependencyProperty)	(
≡	DependencyObjectType	(

	Dispatcher	(
	Duration	(
	EndTransition(TransitionElement, ContentPresenter, ContentPresenter)	(
	Equals(Object)	(
	Finalize()	(
)
)
)
)
	GetHashCode()	(
	GetLocalValueEnumerator()	(
	GetType()	(
)
)
	GetValue(DependencyProperty)	(
	InvalidateProperty(DependencyProperty)	(
	IsNewContentTopmost	(
	IsSealed	(
	MemberwiseClone()	(
)
)
)
	NewContentStoryboard	(
	NewContentStyle	(
	NullContentSupport	(
	OldContentStoryboard	(
	OldContentStyle	(
	OnDurationChanged(Duration, Duration)	(

💡	OnPropertyChanged(DependencyPropertyChangedEventArgs)
💡	OnTransitionEnded(TransitionElement, ContentPresenter, ContentPresenter)
💡	ReadLocalValue(DependencyProperty)
💡	SetValue(DependencyProperty, Object)
💡	SetValue(DependencyPropertyKey, Object)
💡	ShouldSerializeProperty(DependencyProperty)
💡	ToString()
💡	VerifyAccess()

Remarks

[Missing <remarks> documentation for
T:Transitional.Transitions.HorizontalBlindsTransition]

Inheritance Hierarchy



Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



TransitionalHorizontalBlindsTransition Constructor

Namespaces ► Transitional.Transitions ► HorizontalBlindsTransition
► **HorizontalBlindsTransition()**

C#

Initializes a new instance of the [HorizontalBlindsTransition](#) class.

Declaration Syntax

C#

Visual Basic

Visual C++

```
public HorizontalBlindsTransition()
```

```
Public Sub New
```

```
public:  
HorizontalBlindsTransition()
```

Remarks

[Missing <remarks> documentation for
[M:Transitional.Transitions.HorizontalBlindsTransition.#ctor](#)]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitional OnDurationChanged Method (oldDuration, newDuration)

Namespaces ► [Transitional.Transitions](#) ► [HorizontalBlindsTransition](#)
► **OnDurationChanged(Duration, Duration)**

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
protected override void OnDurationChanged(  
    Duration oldDuration,  
    Duration newDuration  
)
```

```
Protected Overrides Sub OnDurationChanged ( _  
    oldDuration As Duration, _  
    newDuration As Duration _  
)
```

```
protected:  
virtual void OnDurationChanged(  
    Duration oldDuration,  
    Duration newDuration  
) override
```

Parameters

oldDuration ([Duration](#))

newDuration ([Duration](#))

Remarks

[Missing <remarks> documentation for
[M:Transitional.Transitions.HorizontalBlindsTransition.OnDuration](#)

[◀]

[▶]

Transitions

HorizontalBlindsTransitionFrameworkElement Class

Namespaces ► [Transitions](#) ► [HorizontalBlindsTransitionFrameworkElement](#)

C#

Stores the XAML that defines the HorizontalBlindsTransition

HorizontalBlindsTransitionFrameworkElement

Declaration Syntax

C#

Visual Basic

Visual C++

```
public class HorizontalBlindsTransitionFrameworkElement
```

```
Public Class HorizontalBlindsTransitionFrameworkElement
    Inherits FrameworkElement
    Implements IComponentConnector
```

```
public ref class HorizontalBlindsTransitionFramework
    IComponentConnector
```

Members

All Members	Constructors	Methods	Properties	Events
<input checked="" type="checkbox"/> Public		<input checked="" type="checkbox"/> Instance		<input checked="" type="checkbox"/> Declared
<input checked="" type="checkbox"/> Protected		<input checked="" type="checkbox"/> Static		<input checked="" type="checkbox"/> Inherited

Icon	Member
	HorizontalBlindsTransitionFrameworkElement()
	ActualHeight
	ActualWidth
	AddHandler(RoutedEvent, Delegate)

	AddHandler(RoutedEvent, Delegate, Boolean)
	AddLogicalChild(Object)
	AddToEventRoute(EventRoute, RoutedEventArgs)
	AddVisualChild(Visual)
	AllowDrop
	ApplyAnimationClock(DependencyProperty, AnimationClock)
	ApplyAnimationClock(DependencyProperty, AnimationClock, HandoffBehavior)
	ApplyTemplate()
	Arrange(Rect)
	ArrangeCore(Rect)
	ArrangeOverride(Size)
	BeginAnimation(DependencyProperty, AnimationTimeline)
	BeginAnimation(DependencyProperty, AnimationTimeline, HandoffBehavior)
	BeginInit()
	BeginStoryboard(Storyboard)
	BeginStoryboard(Storyboard, HandoffBehavior)

	BeginInit(Storyboard, HandoffBehavior, Boolean)
	BitmapEffect
	BitmapEffectInput
	BringIntoView()
	BringIntoView(Rect)
	CaptureMouse()
	CaptureStylus()
	CheckAccess()
	ClearValue(DependencyProperty)
	ClearValue(DependencyPropertyKey)
	Clip
	ClipToBounds
	CoerceValue(DependencyProperty)
	CommandBindings
	ContextMenu

	ContextMenuClosing
	ContextMenuOpening
	Cursor
	DataContext
	DataContextChanged
	DefaultStyleKey
	DependencyObjectType
	DesiredSize
	Dispatcher
	DragEnter
	DragLeave
	DragOver
	Drop
	EndInit()
	Equals(Object)
	Finalize()

=	 FindCommonVisualAncestor(DependencyObject)
=	 FindName(String)
=	 FindResource(Object)
	FlowDirection
=	 Focus()
	Focusable
	FocusableChanged
	FocusVisualStyle
	ForceCursor
=	 GetAnimationBaseValue(DependencyProperty)
=	 GetBindingExpression(DependencyProperty)
=	 GetHashCode()

	GetLayoutClip(Size)
	GetLocalValueEnumerator()
	GetTemplateChild(String)
	GetType()
	GetUIParentCore()
	GetValue(DependencyProperty)
	GetVisualChild(Int32)
	GiveFeedback
	GotFocus
	GotKeyboardFocus
	GotMouseCapture
	GotStylusCapture
	HasAnimatedProperties
	Height

	HitTestCore(PointHitTestParameters)
	HitTestCore(GeometryHitTestParameters)
	HorizontalAlignment
	InheritanceBehavior
	InitializeComponent()
	Initialized
	InputBindings
	InputHitTest(Point)
	InputScope
	InvalidateArrange()
	InvalidateMeasure()
	InvalidateProperty(DependencyProperty)
	InvalidateVisual()
	IsAncestorOf(DependencyObject)
	IsArrangeValid
	IsDescendantOf(DependencyObject)

	isEnabled
	isEnabledChanged
	isEnabledCore
	isFocused
	isHitTestVisible
	isHitTestVisibleChanged
	isInitialized
	isInputMethodEnabled
	isKeyboardFocused
	isKeyboardFocusedChanged
	isKeyboardFocusWithin
	isKeyboardFocusWithinChanged
	isLoaded
	isMeasureValid
	isMouseCaptured

	IsMouseCapturedChanged
	IsMouseCaptureWithin
	IsMouseCaptureWithinChanged
	IsMouseDirectlyOver
	IsMouseDirectlyOverChanged
	IsMouseOver
	IsSealed
	IsStylusCaptured
	IsStylusCapturedChanged
	IsStylusCaptureWithin
	IsStylusCaptureWithinChanged
	IsStylusDirectlyOver
	IsStylusDirectlyOverChanged
	IsStylusOver
	IsVisible
	IsVisibleChanged

	KeyDown
	KeyUp
	Language
	LayoutTransform
	LayoutUpdated
	Loaded
	LogicalChildren
	LostFocus
	LostKeyboardFocus
	LostMouseCapture
	LostStylusCapture
	Margin
	MaxHeight
	MaxWidth
	Measure(Size)

	MeasureCore(Size)
	MeasureOverride(Size)
	MemberwiseClone()
	MinHeight
	MinWidth
	MouseDown
	MouseEnter
	MouseLeave
	MouseLeftButtonDown
	MouseLeftButtonUp
	MouseMove
	MouseRightButtonDown
	MouseRightButtonUp
	MouseUp

	MouseWheel
≡	MoveFocus(TraversalRequest)
��	Name
💡	OnAccessKey(AccessKeyEventArgs)
≡	OnApplyTemplate()
💡	OnChildDesiredSizeChanged(UIElement)
💡	OnContextMenuClosing(ContextMenuEventArgs)
💡	OnContextMenuOpening(ContextMenuEventArgs)
💡	OnCreateAutomationPeer()
💡	OnDragEnter(DragEventArgs)
💡	OnDragLeave(DragEventArgs)
💡	OnDragOver(DragEventArgs)
💡	OnDrop(DragEventArgs)
💡	OnGiveFeedback(GiveFeedbackEventArgs)
💡	OnGotFocus(RoutedEventArgs)
💡	OnGotKeyboardFocus(KeyboardFocusChangedEventArgs)

💡	OnGotMouseCapture(MouseEventArgs)
💡	OnGotStylusCapture(StylusEventArgs)
💡	OnInitialized(EventArgs)
💡	OnIsKeyboardFocusedChanged(DependencyPropertyChangedE
💡	OnIsKeyboardFocusWithinChanged(DependencyPropertyChangedChang
💡	OnIsMouseCapturedChanged(DependencyPropertyChangedEvent
💡	OnIsMouseCaptureWithinChanged(DependencyPropertyChangedChange
💡	OnIsMouseDirectlyOverChanged(DependencyPropertyChangedEvent
💡	OnIsStylusCapturedChanged(DependencyPropertyChangedEvent
💡	OnIsStylusCaptureWithinChanged(DependencyPropertyChangedChang
💡	OnIsStylusDirectlyOverChanged(DependencyPropertyChangedEvent
💡	OnKeyDown(KeyEventArgs)
💡	OnKeyUp(KeyEventArgs)
💡	OnLostFocus(RoutedEventArgs)
💡	OnLostKeyboardFocus(KeyboardFocusChangedEventArgs)

💡	OnLostMouseCapture(MouseEventArgs)
💡	OnLostStylusCapture(StylusEventArgs)
💡	OnMouseDown(MouseButtonEventArgs)
💡	OnMouseEnter(MouseEventArgs)
💡	OnMouseLeave(MouseEventArgs)
💡	OnMouseLeftButtonDown(MouseButtonEventArgs)
💡	OnMouseLeftButtonUp(MouseButtonEventArgs)
💡	OnMouseMove(MouseEventArgs)
💡	OnMouseRightButtonDown(MouseButtonEventArgs)
💡	OnMouseRightButtonUp(MouseButtonEventArgs)
💡	OnMouseUp(MouseButtonEventArgs)
💡	OnMouseWheel(MouseWheelEventArgs)
💡	OnPreviewDragEnter(DragEventArgs)
💡	OnPreviewDragLeave(DragEventArgs)
💡	OnPreviewDragOver(DragEventArgs)
💡	OnPreviewDrop(DragEventArgs)

💡	OnPreviewGiveFeedback(GiveFeedbackEventArgs)
💡	OnPreviewGotKeyboardFocus(KeyboardFocusChangedEventArgs)
💡	OnPreviewKeyDown(KeyEventEventArgs)
💡	OnPreviewKeyUp(KeyEventEventArgs)
💡	OnPreviewLostKeyboardFocus(KeyboardFocusChangedEventArgs)
💡	OnPreviewMouseDown(MouseButtonEventArgs)
💡	OnPreviewMouseLeftButtonDown(MouseButtonEventArgs)
💡	OnPreviewMouseLeftButtonUp(MouseButtonEventArgs)
💡	OnPreviewMouseMove(MouseEventEventArgs)
💡	OnPreviewMouseRightButtonDown(MouseButtonEventArgs)
💡	OnPreviewMouseRightButtonUp(MouseButtonEventArgs)
💡	OnPreviewMouseUp(MouseButtonEventArgs)
💡	OnPreviewMouseWheel(MouseWheelEventArgs)
💡	OnPreviewQueryContinueDrag(QueryContinueDragEventArgs)
💡	OnPreviewStylusButtonDown(StylusButtonEventArgs)

💡	OnPreviewStylusButtonUp(StylusButtonEventArgs)
💡	OnPreviewStylusDown(StylusDownEventArgs)
💡	OnPreviewStylusInAirMove(StylusEventArgs)
💡	OnPreviewStylusInRange(StylusEventArgs)
💡	OnPreviewStylusMove(StylusEventArgs)
💡	OnPreviewStylusOutOfRange(StylusEventArgs)
💡	OnPreviewStylusSystemGesture(StylusSystemGestureEventArgs)
💡	OnPreviewStylusUp(StylusEventArgs)
💡	OnPreviewTextInput(TextCompositionEventArgs)
💡	OnPropertyChanged(DependencyPropertyChangedEventArgs)
💡	OnQueryContinueDrag(QueryContinueDragEventArgs)
💡	OnQueryCursor(QueryCursorEventArgs)
💡	OnRender(DrawingContext)
💡	OnRenderSizeChanged(SizeChangedEventArgs)
💡	OnStyleChanged(Style, Style)
💡	OnStylusButtonDown(StylusButtonEventArgs)

💡	OnStylusButtonUp(StylusButtonEventArgs)
💡	OnStylusDown(StylusDownEventArgs)
💡	OnStylusEnter(StylusEventArgs)
💡	OnStylusInAirMove(StylusEventArgs)
💡	OnStylusInRange(StylusEventArgs)
💡	OnStylusLeave(StylusEventArgs)
💡	OnStylusMove(StylusEventArgs)
💡	OnStylusOutOfRange(StylusEventArgs)
💡	OnStylusSystemGesture(StylusSystemGestureEventArgs)
💡	OnStylusUp(StylusEventArgs)
💡	OnTextInput(TextCompositionEventArgs)
💡	OnToolTipClosing(ToolTipEventArgs)
💡	OnToolTipOpening(ToolTipEventArgs)
💡	OnVisualChildrenChanged(DependencyObject, DependencyObject)
💡	OnVisualParentChanged(DependencyObject)

	Opacity
	OpacityMask
	OverridesDefaultStyle
	Parent
	ParentLayoutInvalidated(UIElement)
	PersistId
	PointFromScreen(Point)
	PointToScreen(Point)
	PredictFocus(FocusNavigationDirection)
	PreviewDragEnter
	PreviewDragLeave
	PreviewDragOver
	PreviewDrop
	PreviewGiveFeedback
	PreviewGotKeyboardFocus
	PreviewKeyDown

⚡	PreviewKeyUp
⚡	PreviewLostKeyboardFocus
⚡	PreviewMouseDown
⚡	PreviewMouseLeftButtonDown
⚡	PreviewMouseLeftButtonUp
⚡	PreviewMouseMove
⚡	PreviewMouseRightButtonDown
⚡	PreviewMouseRightButtonUp
⚡	PreviewMouseUp
⚡	PreviewMouseWheel
⚡	PreviewQueryContinueDrag
⚡	PreviewStylusButtonDown
⚡	PreviewStylusButtonUp
⚡	PreviewStylusDown
⚡	PreviewStylusInAirMove

⚡	PreviewStylusInRange
⚡	PreviewStylusMove
⚡	PreviewStylusOutOfRange
⚡	PreviewStylusSystemGesture
⚡	PreviewStylusUp
⚡	PreviewTextInput
⚡	QueryContinueDrag
⚡	QueryCursor
≡ethyst	RaiseEvent(RoutedEventArgs)
≡ethyst	ReadLocalValue(DependencyProperty)
≡ethyst	RegisterName(String, Object)
≡ethyst	ReleaseMouseCapture()
≡ethyst	ReleaseStylusCapture()
≡ethyst	RemoveHandler(RoutedEventArgs, Delegate)
≡ethyst	RemoveLogicalChild(Object)
≡ethyst	RemoveVisualChild(Visual)

	RenderSize
	RenderTransform
	RenderTransformOrigin
	RequestBringIntoView
	Resources
	SetBinding(DependencyProperty, BindingBase)
	SetBinding(DependencyProperty, String)
	SetResourceReference(DependencyProperty, Object)
	SetValue(DependencyProperty, Object)
	SetValue(DependencyPropertyKey, Object)
	ShouldSerializeCommandBindings()
	ShouldSerializeInputBindings()
	ShouldSerializeProperty(DependencyProperty)
	ShouldSerializeResources()
	ShouldSerializeStyle()
	

	ShouldSerializeTriggers()
	SizeChanged
	SnapsToDevicePixels
	SourceUpdated
	Style
	StylusButtonDown
	StylusButtonUp
	StylusDown
	StylusEnter
	StylusInAirMove
	StylusInRange
	StylusLeave
	StylusMove
	StylusOutOfRange
	StylusPlugIns
	StylusSystemGesture

	StylusUp
	Tag
	TargetUpdated
	TemplatedParent
	TextInput
	ToolTip
	ToolTipClosing
	ToolTipOpening
	ToString()
	TransformToAncestor(Visual)
	TransformToAncestor(Visual3D)
	TransformToDescendant(Visual)
	TransformToVisual(Visual)
	TranslatePoint(Point, UIElement)

	Triggers
	TryFindResource(Object)
	Unloaded
	UnregisterName(String)
	UpdateLayout()
	VerifyAccess()
	VerticalAlignment
	Visibility
	VisualBitmapEffect
	VisualBitmapEffectInput
	VisualBitmapScalingMode
	VisualChildrenCount
	VisualClip
	VisualEdgeMode
	VisualOffset

	VisualOpacity
	VisualOpacityMask
	VisualParent
	VisualTransform
	VisualXSnappingGuidelines
	VisualYSnappingGuidelines
	Width

❑ Remarks

[Missing <remarks> documentation for
T:Transitional.Transitions.HorizontalBlindsTransitionFrameworkElement

❑ Inheritance Hierarchy

[Object](#)

 └ [DispatcherObject](#)

 └ [DependencyObject](#)

 └ [Visual](#)

 └ [UIElement](#)

 └ [FrameworkElement](#)

 └ **HorizontalBlindsTransitionFrameworkElement**

Assembly: [Transitional](#) (Module: [Transitional](#)) Version: 1.0.0.0 (1.0.0.0)



Transitional
HorizontalBlindsTransitionFrameworkElement
Constructor

Namespaces ► Transitional.Transitions ►
HorizontalBlindsTransitionFrameworkElement ►
HorizontalBlindsTransitionFrameworkElement()

C# ▾

Initializes a new instance of the
HorizontalBlindsTransitionFrameworkElement class.

[-] **Declaration Syntax**

C#

Visual Basic

Visual C++ ▾

```
public HorizontalBlindsTransitionFrameworkElement()
```

```
Public Sub New
```

```
public:  
HorizontalBlindsTransitionFrameworkElement()
```

[-] **Remarks**

[Missing <remarks> documentation for
M:Transitional.Transitions.HorizontalBlindsTransitionFrameworkE

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



TransitionalInitializeComponent Method

Namespaces ► Transitional.Transitions ►
HorizontalBlindsTransitionFrameworkElement ►
InitializeComponent()

InitializeComponent

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public void InitializeComponent()
```

```
Public Sub InitializeComponent
```

```
public:  
virtual void InitializeComponent() sealed
```

Remarks

[Missing <remarks> documentation for
M:Transitional.Transitions.HorizontalBlindsTransitionFramework!]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



TransitionsHorizontalWipeTransition Class

Namespaces ► Transitions.Transitions ► HorizontalWipeTransition

C# ▾

Represents the HorizontalWipeTransition

Declaration Syntax

C#

Visual Basic

Visual C++

```
public class HorizontalWipeTransition : StoryboardTr
```

```
Public Class HorizontalWipeTransition _  
    Inherits StoryboardTransition
```

```
public ref class HorizontalWipeTransition : public S
```

Members

All Members	Constructors	Methods	Properties
<input checked="" type="checkbox"/> Public <input checked="" type="checkbox"/> Protected		<input checked="" type="checkbox"/> Instance <input checked="" type="checkbox"/> Static	<input checked="" type="checkbox"/> Declared <input checked="" type="checkbox"/> Inherited

Icon	Member	
≡	HorizontalWipeTransition()	(
≡	BeginTransition(TransitionElement, ContentPresenter, ContentPresenter)	(
≡	CheckAccess()	(
≡	ClearValue(DependencyProperty)	(
≡	ClearValue(DependencyPropertyKey)	(
≡	ClipToBounds	(
≡	CoerceValue(DependencyProperty)	(
≡	DependencyObjectType	(
≡		

	Dispatcher	(
⌚	Duration	(
💡	EndTransition(TransitionElement, ContentPresenter, ContentPresenter)	(
≡	Equals(Object)	(
💡	Finalize())
)
)
≡	GetHashCode()	(
≡	GetLocalValueEnumerator()	(
≡	GetType()	(
)
≡	GetValue(DependencyProperty)	(
≡	InvalidateProperty(DependencyProperty)	(
⌚	IsNewContentTopmost	(
⌚	IsSealed	(
💡	MemberwiseClone()	(
)
⌚	NewContentStoryboard	(
⌚	NewContentStyle	(
⌚	NullContentSupport	(
⌚	OldContentStoryboard	(
⌚	OldContentStyle	(
💡	OnDurationChanged(Duration, Duration)	(

💡	OnPropertyChanged(DependencyPropertyChangedEventArgs)
💡	OnTransitionEnded(TransitionElement, ContentPresenter, ContentPresenter)
💡	ReadLocalValue(DependencyProperty)
💡	SetValue(DependencyProperty, Object)
💡	SetValue(DependencyPropertyKey, Object)
💡	ShouldSerializeProperty(DependencyProperty)
💡	ToString()
💡	VerifyAccess()

Remarks

[Missing <remarks> documentation for
T:Transitional.Transitions.HorizontalWipeTransition]

Inheritance Hierarchy

```

Object
└ DispatcherObject
  └ DependencyObject
    └ Transition
      └ StoryboardTransition
        └ HorizontalWipeTransition

```

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional HorizontalWipeTransition Constructor

Namespaces ► Transitional.Transitions ► HorizontalWipeTransition
► **HorizontalWipeTransition()**

C# ▾

Initializes a new instance of the [HorizontalWipeTransition](#) class.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public HorizontalWipeTransition()
```

```
Public Sub New
```

```
public:  
HorizontalWipeTransition()
```

Remarks

[Missing <remarks> documentation for
[M:Transitional.Transitions.HorizontalWipeTransition.#ctor](#)]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitional OnDurationChanged Method (oldDuration, newDuration)

Namespaces ► [Transitional.Transitions](#) ► [HorizontalWipeTransition](#)
► **OnDurationChanged(Duration, Duration)**

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
protected override void OnDurationChanged(  
    Duration oldDuration,  
    Duration newDuration  
)
```

```
Protected Overrides Sub OnDurationChanged ( _  
    oldDuration As Duration, _  
    newDuration As Duration _  
)
```

```
protected:  
virtual void OnDurationChanged(  
    Duration oldDuration,  
    Duration newDuration  
) override
```

Parameters

oldDuration ([Duration](#))

newDuration ([Duration](#))

Remarks

[Missing <remarks> documentation for
[M:Transitional.Transitions.HorizontalWipeTransition.OnDurationC](#)

[◀]

[▶]

Transitions

HorizontalWipeTransitionFrameworkElement Class

Namespaces ► [Transitions](#).[Transitions](#) ► **HorizontalWipeTransitionFrameworkElement**

C#

Stores the XAML that defines the HorizontalWipeTransition

HorizontalWipeTransitionFrameworkElement

Declaration Syntax

C#

Visual Basic

Visual C++

```
public class HorizontalWipeTransitionFrameworkElement
```

```
Public Class HorizontalWipeTransitionFrameworkElement  
    Inherits FrameworkElement  
    Implements IComponentConnector
```

```
public ref class HorizontalWipeTransitionFrameworkElement  
    implements IComponentConnector
```

Members

All Members	Constructors	Methods	Properties	Events
<input checked="" type="checkbox"/> Public		<input checked="" type="checkbox"/> Instance		<input checked="" type="checkbox"/> Declared
<input checked="" type="checkbox"/> Protected		<input checked="" type="checkbox"/> Static		<input checked="" type="checkbox"/> Inherited

Icon	Member
	HorizontalWipeTransitionFrameworkElement()
	ActualHeight
	ActualWidth
	AddHandler(RoutedEvent, Delegate)

	AddHandler(RoutedEvent, Delegate, Boolean)
	AddLogicalChild(Object)
	AddToEventRoute(EventRoute, RoutedEventArgs)
	AddVisualChild(Visual)
	AllowDrop
	ApplyAnimationClock(DependencyProperty, AnimationClock)
	ApplyAnimationClock(DependencyProperty, AnimationClock, HandoffBehavior)
	ApplyTemplate()
	Arrange(Rect)
	ArrangeCore(Rect)
	ArrangeOverride(Size)
	BeginAnimation(DependencyProperty, AnimationTimeline)
	BeginAnimation(DependencyProperty, AnimationTimeline, HandoffBehavior)
	BeginInit()
	BeginStoryboard(Storyboard)
	BeginStoryboard(Storyboard, HandoffBehavior)

	BeginInit(Storyboard, HandoffBehavior, Boolean)
	BitmapEffect
	BitmapEffectInput
	BringIntoView()
	BringIntoView(Rect)
	CaptureMouse()
	CaptureStylus()
	CheckAccess()
	ClearValue(DependencyProperty)
	ClearValue(DependencyPropertyKey)
	Clip
	ClipToBounds
	CoerceValue(DependencyProperty)
	CommandBindings
	ContextMenu

	ContextMenuClosing
	ContextMenuOpening
	Cursor
	DataContext
	DataContextChanged
	DefaultStyleKey
	DependencyObjectType
	DesiredSize
	Dispatcher
	DragEnter
	DragLeave
	DragOver
	Drop
	EndInit()
	Equals(Object)
	Finalize()

=	 FindCommonVisualAncestor(DependencyObject)
=	 FindName(String)
=	 FindResource(Object)
	FlowDirection
=	 Focus()
	Focusable
	FocusableChanged
	FocusVisualStyle
	ForceCursor
=	 GetAnimationBaseValue(DependencyProperty)
=	 GetBindingExpression(DependencyProperty)
=	 GetHashCode()

	GetLayoutClip(Size)
	GetLocalValueEnumerator()
	GetTemplateChild(String)
	GetType()
	GetUIParentCore()
	GetValue(DependencyProperty)
	GetVisualChild(Int32)
	GiveFeedback
	GotFocus
	GotKeyboardFocus
	GotMouseCapture
	GotStylusCapture
	HasAnimatedProperties
	Height

	HitTestCore(PointHitTestParameters)
	HitTestCore(GeometryHitTestParameters)
	HorizontalAlignment
	InheritanceBehavior
	InitializeComponent()
	Initialized
	InputBindings
	InputHitTest(Point)
	InputScope
	InvalidateArrange()
	InvalidateMeasure()
	InvalidateProperty(DependencyProperty)
	InvalidateVisual()
	IsAncestorOf(DependencyObject)
	IsArrangeValid
	IsDescendantOf(DependencyObject)

	isEnabled
	isEnabledChanged
	isEnabledCore
	isFocused
	isHitTestVisible
	isHitTestVisibleChanged
	isInitialized
	isInputMethodEnabled
	isKeyboardFocused
	isKeyboardFocusedChanged
	isKeyboardFocusWithin
	isKeyboardFocusWithinChanged
	isLoaded
	isMeasureValid
	isMouseCaptured

	IsMouseCapturedChanged
	IsMouseCaptureWithin
	IsMouseCaptureWithinChanged
	IsMouseDirectlyOver
	IsMouseDirectlyOverChanged
	IsMouseOver
	IsSealed
	IsStylusCaptured
	IsStylusCapturedChanged
	IsStylusCaptureWithin
	IsStylusCaptureWithinChanged
	IsStylusDirectlyOver
	IsStylusDirectlyOverChanged
	IsStylusOver
	IsVisible
	IsVisibleChanged

	KeyDown
	KeyUp
	Language
	LayoutTransform
	LayoutUpdated
	Loaded
	LogicalChildren
	LostFocus
	LostKeyboardFocus
	LostMouseCapture
	LostStylusCapture
	Margin
	MaxHeight
	MaxWidth
	Measure(Size)

	MeasureCore(Size)
	MeasureOverride(Size)
	MemberwiseClone()
	MinHeight
	MinWidth
	MouseDown
	MouseEnter
	MouseLeave
	MouseLeftButtonDown
	MouseLeftButtonUp
	MouseMove
	MouseRightButtonDown
	MouseRightButtonUp
	MouseUp

	MouseWheel
≡	MoveFocus(TraversalRequest)
��	Name
💡	OnAccessKey(AccessKeyEventArgs)
≡	OnApplyTemplate()
💡	OnChildDesiredSizeChanged(UIElement)
💡	OnContextMenuClosing(ContextMenuEventArgs)
💡	OnContextMenuOpening(ContextMenuEventArgs)
💡	OnCreateAutomationPeer()
💡	OnDragEnter(DragEventArgs)
💡	OnDragLeave(DragEventArgs)
💡	OnDragOver(DragEventArgs)
💡	OnDrop(DragEventArgs)
💡	OnGiveFeedback(GiveFeedbackEventArgs)
💡	OnGotFocus(RoutedEventArgs)
💡	OnGotKeyboardFocus(KeyboardFocusChangedEventArgs)

💡	OnGotMouseCapture(MouseEventArgs)
💡	OnGotStylusCapture(StylusEventArgs)
💡	OnInitialized(EventArgs)
💡	OnIsKeyboardFocusedChanged(DependencyPropertyChangedE
💡	OnIsKeyboardFocusWithinChanged(DependencyPropertyChange
💡	OnIsMouseCapturedChanged(DependencyPropertyChangedEve
💡	OnIsMouseCaptureWithinChanged(DependencyPropertyChange
💡	OnIsMouseDirectlyOverChanged(DependencyPropertyChangedI
💡	OnIsStylusCapturedChanged(DependencyPropertyChangedEvent
💡	OnIsStylusCaptureWithinChanged(DependencyPropertyChangedE
💡	OnIsStylusDirectlyOverChanged(DependencyPropertyChangedE
💡	OnKeyDown(KeyEventArgs)
💡	OnKeyUp(KeyEventArgs)
💡	OnLostFocus(RoutedEventArgs)
💡	OnLostKeyboardFocus(KeyboardFocusChangedEventArgs)

💡	OnLostMouseCapture(MouseEventArgs)
💡	OnLostStylusCapture(StylusEventArgs)
💡	OnMouseDown(MouseButtonEventArgs)
💡	OnMouseEnter(MouseEventArgs)
💡	OnMouseLeave(MouseEventArgs)
💡	OnMouseLeftButtonDown(MouseButtonEventArgs)
💡	OnMouseLeftButtonUp(MouseButtonEventArgs)
💡	OnMouseMove(MouseEventArgs)
💡	OnMouseRightButtonDown(MouseButtonEventArgs)
💡	OnMouseRightButtonUp(MouseButtonEventArgs)
💡	OnMouseUp(MouseButtonEventArgs)
💡	OnMouseWheel(MouseWheelEventArgs)
💡	OnPreviewDragEnter(DragEventArgs)
💡	OnPreviewDragLeave(DragEventArgs)
💡	OnPreviewDragOver(DragEventArgs)
💡	OnPreviewDrop(DragEventArgs)

💡	OnPreviewGiveFeedback(GiveFeedbackEventArgs)
💡	OnPreviewGotKeyboardFocus(KeyboardFocusChangedEventArgs)
💡	OnPreviewKeyDown(KeyEventEventArgs)
💡	OnPreviewKeyUp(KeyEventEventArgs)
💡	OnPreviewLostKeyboardFocus(KeyboardFocusChangedEventArgs)
💡	OnPreviewMouseDown(MouseButtonEventArgs)
💡	OnPreviewMouseLeftButtonDown(MouseButtonEventArgs)
💡	OnPreviewMouseLeftButtonUp(MouseButtonEventArgs)
💡	OnPreviewMouseMove(MouseEventEventArgs)
💡	OnPreviewMouseRightButtonDown(MouseButtonEventArgs)
💡	OnPreviewMouseRightButtonUp(MouseButtonEventArgs)
💡	OnPreviewMouseUp(MouseButtonEventArgs)
💡	OnPreviewMouseWheel(MouseWheelEventArgs)
💡	OnPreviewQueryContinueDrag(QueryContinueDragEventArgs)
💡	OnPreviewStylusButtonDown(StylusButtonEventArgs)

💡	OnPreviewStylusButtonUp(StylusButtonEventArgs)
💡	OnPreviewStylusDown(StylusDownEventArgs)
💡	OnPreviewStylusInAirMove(StylusEventArgs)
💡	OnPreviewStylusInRange(StylusEventArgs)
💡	OnPreviewStylusMove(StylusEventArgs)
💡	OnPreviewStylusOutOfRange(StylusEventArgs)
💡	OnPreviewStylusSystemGesture(StylusSystemGestureEventArgs)
💡	OnPreviewStylusUp(StylusEventArgs)
💡	OnPreviewTextInput(TextCompositionEventArgs)
💡	OnPropertyChanged(DependencyPropertyChangedEventArgs)
💡	OnQueryContinueDrag(QueryContinueDragEventArgs)
💡	OnQueryCursor(QueryCursorEventArgs)
💡	OnRender(DrawingContext)
💡	OnRenderSizeChanged(SizeChangedEventArgs)
💡	OnStyleChanged(Style, Style)
💡	OnStylusButtonDown(StylusButtonEventArgs)

💡	OnStylusButtonUp(StylusButtonEventArgs)
💡	OnStylusDown(StylusDownEventArgs)
💡	OnStylusEnter(StylusEventArgs)
💡	OnStylusInAirMove(StylusEventArgs)
💡	OnStylusInRange(StylusEventArgs)
💡	OnStylusLeave(StylusEventArgs)
💡	OnStylusMove(StylusEventArgs)
💡	OnStylusOutOfRange(StylusEventArgs)
💡	OnStylusSystemGesture(StylusSystemGestureEventArgs)
💡	OnStylusUp(StylusEventArgs)
💡	OnTextInput(TextCompositionEventArgs)
💡	OnToolTipClosing(ToolTipEventArgs)
💡	OnToolTipOpening(ToolTipEventArgs)
💡	OnVisualChildrenChanged(DependencyObject, DependencyObject)
💡	OnVisualParentChanged(DependencyObject)

	Opacity
	OpacityMask
	OverridesDefaultStyle
	Parent
	ParentLayoutInvalidated(UIElement)
	PersistId
	PointFromScreen(Point)
	PointToScreen(Point)
	PredictFocus(FocusNavigationDirection)
	PreviewDragEnter
	PreviewDragLeave
	PreviewDragOver
	PreviewDrop
	PreviewGiveFeedback
	PreviewGotKeyboardFocus
	PreviewKeyDown

⚡	PreviewKeyUp
⚡	PreviewLostKeyboardFocus
⚡	PreviewMouseDown
⚡	PreviewMouseLeftButtonDown
⚡	PreviewMouseLeftButtonUp
⚡	PreviewMouseMove
⚡	PreviewMouseRightButtonDown
⚡	PreviewMouseRightButtonUp
⚡	PreviewMouseUp
⚡	PreviewMouseWheel
⚡	PreviewQueryContinueDrag
⚡	PreviewStylusButtonDown
⚡	PreviewStylusButtonUp
⚡	PreviewStylusDown
⚡	PreviewStylusInAirMove

⚡	PreviewStylusInRange
⚡	PreviewStylusMove
⚡	PreviewStylusOutOfRange
⚡	PreviewStylusSystemGesture
⚡	PreviewStylusUp
⚡	PreviewTextInput
⚡	QueryContinueDrag
⚡	QueryCursor
≡ethyst	RaiseEvent(RoutedEventArgs)
≡ethyst	ReadLocalValue(DependencyProperty)
≡ethyst	RegisterName(String, Object)
≡ethyst	ReleaseMouseCapture()
≡ethyst	ReleaseStylusCapture()
≡ethyst	RemoveHandler(RoutedEventArgs, Delegate)
≡ethyst	RemoveLogicalChild(Object)
≡ethyst	RemoveVisualChild(Visual)

	RenderSize
	RenderTransform
	RenderTransformOrigin
	RequestBringIntoView
	Resources
	SetBinding(DependencyProperty, BindingBase)
	SetBinding(DependencyProperty, String)
	SetResourceReference(DependencyProperty, Object)
	SetValue(DependencyProperty, Object)
	SetValue(DependencyPropertyKey, Object)
	ShouldSerializeCommandBindings()
	ShouldSerializeInputBindings()
	ShouldSerializeProperty(DependencyProperty)
	ShouldSerializeResources()
	ShouldSerializeStyle()
	

	ShouldSerializeTriggers()
	SizeChanged
	SnapsToDevicePixels
	SourceUpdated
	Style
	StylusButtonDown
	StylusButtonUp
	StylusDown
	StylusEnter
	StylusInAirMove
	StylusInRange
	StylusLeave
	StylusMove
	StylusOutOfRange
	StylusPlugIns
	StylusSystemGesture

	StylusUp
	Tag
	TargetUpdated
	TemplatedParent
	TextInput
	ToolTip
	ToolTipClosing
	ToolTipOpening
	ToString()
	TransformToAncestor(Visual)
	TransformToAncestor(Visual3D)
	TransformToDescendant(Visual)
	TransformToVisual(Visual)
	TranslatePoint(Point, UIElement)

	Triggers
	TryFindResource(Object)
	Unloaded
	UnregisterName(String)
	UpdateLayout()
	VerifyAccess()
	VerticalAlignment
	Visibility
	VisualBitmapEffect
	VisualBitmapEffectInput
	VisualBitmapScalingMode
	VisualChildrenCount
	VisualClip
	VisualEdgeMode
	VisualOffset

	VisualOpacity
	VisualOpacityMask
	VisualParent
	VisualTransform
	VisualXSnappingGuidelines
	VisualYSnappingGuidelines
	Width

❑ Remarks

[Missing <remarks> documentation for
T:Transitional.Transitions.HorizontalWipeTransitionFrameworkElement]

❑ Inheritance Hierarchy

[Object](#)

 └ [DispatcherObject](#)

 └ [DependencyObject](#)

 └ [Visual](#)

 └ [UIElement](#)

 └ [FrameworkElement](#)

 └ **HorizontalWipeTransitionFrameworkElement**

Assembly: [Transitional](#) (Module: [Transitional](#)) Version: 1.0.0.0 (1.0.0.0)



Transitions

HorizontalWipeTransitionFrameworkElement Constructor

Namespaces ► [Transitions](#) ► [HorizontalWipeTransitionFrameworkElement](#) ► [HorizontalWipeTransitionFrameworkElement\(\)](#)

C# ▾

Initializes a new instance of the [HorizontalWipeTransitionFrameworkElement](#) class.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public HorizontalWipeTransitionFrameworkElement()
```

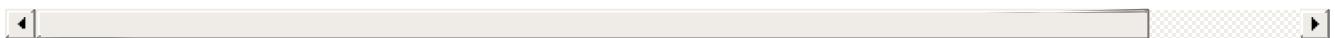
```
Public Sub New
```

```
public:  
HorizontalWipeTransitionFrameworkElement()
```

Remarks

[Missing <remarks> documentation for
[M:Transitions.Transitions.HorizontalWipeTransitionFrameworkEl](#)

Assembly: [Transitions](#) (Module: [Transitions](#)) Version: 1.0.0.0 (1.0.0.0)



Transitional InitializeComponent Method

Namespaces ► Transitional.Transitions ►
HorizontalWipeTransitionFrameworkElement ► **InitializeComponent()**

InitializeComponent

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public void InitializeComponent()
```

```
Public Sub InitializeComponent
```

```
public:  
virtual void InitializeComponent() sealed
```

Remarks

[Missing <remarks> documentation for
M:Transitional.Transitions.HorizontalWipeTransitionFrameworkEl

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional MeltTransition Class

Namespaces ► Transitional.Transitions ► MeltTransition

C# ▾

Represents the MeltTransition

Declaration Syntax

C#

Visual Basic

Visual C++

```
public class MeltTransition : StoryboardTransition
```

```
Public Class MeltTransition
    Inherits StoryboardTransition
```

```
public ref class MeltTransition : public StoryboardT
```

Members

All Members	Constructors	Methods	Properties
<input checked="" type="checkbox"/> Public <input checked="" type="checkbox"/> Protected		<input checked="" type="checkbox"/> Instance <input checked="" type="checkbox"/> Static	<input checked="" type="checkbox"/> Declared <input checked="" type="checkbox"/> Inherited

Icon	Member	
≡	MeltTransition()	(
≡	BeginTransition(TransitionElement, ContentPresenter, ContentPresenter)	(
≡	CheckAccess()	(
≡	ClearValue(DependencyProperty)	(
≡	ClearValue(DependencyPropertyKey)	(
≡	ClipToBounds	(
≡	CoerceValue(DependencyProperty)	(
≡	DependencyObjectType	(
≡		

	Dispatcher	(
⌚	Duration	(
💡	EndTransition(TransitionElement, ContentPresenter, ContentPresenter)	(
≡	Equals(Object)	(
💡	Finalize())
)
)
≡	GetHashCode()	(
≡	GetLocalValueEnumerator()	(
≡	GetType()	(
)
≡	GetValue(DependencyProperty)	(
≡	InvalidateProperty(DependencyProperty)	(
⌚	IsNewContentTopmost	(
⌚	IsSealed	(
💡	MemberwiseClone()	(
)
⌚	NewContentStoryboard	(
⌚	NewContentStyle	(
⌚	NullContentSupport	(
⌚	OldContentStoryboard	(
⌚	OldContentStyle	(
💡	OnDurationChanged(Duration, Duration)	(

💡	OnPropertyChanged(DependencyPropertyChangedEventArgs)
💡	OnTransitionEnded(TransitionElement, ContentPresenter, ContentPresenter)
💡	ReadLocalValue(DependencyProperty)
💡	SetValue(DependencyProperty, Object)
💡	SetValue(DependencyPropertyKey, Object)
💡	ShouldSerializeProperty(DependencyProperty)
💡	ToString()
💡	VerifyAccess()

Remarks

[Missing <remarks> documentation for T:Transitional.Transitions.MeltTransition]

Inheritance Hierarchy



Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional MeltTransition Constructor

Namespaces ► Transitional.Transitions ► MeltTransition ► **MeltTransition()**

C# ▾

Initializes a new instance of the [MeltTransition](#) class.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public MeltTransition()
```

```
Public Sub New
```

```
public:  
MeltTransition()
```

Remarks

[Missing <remarks> documentation for
[M:Transitional.Transitions.MeltTransition.#ctor](#)]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitional OnDurationChanged Method (oldDuration, newDuration)

Namespaces ► Transitional.Transitions ► MeltTransition ► OnDurationChanged(Duration, Duration)

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
protected override void OnDurationChanged(  
    Duration oldDuration,  
    Duration newDuration  
)
```

```
Protected Overrides Sub OnDurationChanged ( _  
    oldDuration As Duration, _  
    newDuration As Duration _  
)
```

```
protected:  
virtual void OnDurationChanged(  
    Duration oldDuration,  
    Duration newDuration  
) override
```

Parameters

oldDuration (Duration)

newDuration (Duration)

Remarks

[Missing <remarks> documentation for
M:Transitional.Transitions.MeltTransition.OnDurationChanged(Sy

[◀]

[▶]

Transitional MeltTransitionFrameworkElement Class

Namespaces ► Transitional.Transitions ► MeltTransitionFrameworkElement

C# ▾

Stores the XAML that defines the MeltTransition

MeltTransitionFrameworkElement

Declaration Syntax

C#

Visual Basic

Visual C++

```
public class MeltTransitionFrameworkElement : FrameworkElement
```

```
Public Class MeltTransitionFrameworkElement
    Inherits FrameworkElement
    Implements IComponentConnector
```

```
public ref class MeltTransitionFrameworkElement : public FrameworkElement
    implements IComponentConnector
```

Members

All Members	Constructors	Methods	Properties	Events
<input checked="" type="checkbox"/> Public		<input checked="" type="checkbox"/> Instance		<input checked="" type="checkbox"/> Declared
<input checked="" type="checkbox"/> Protected		<input checked="" type="checkbox"/> Static		<input checked="" type="checkbox"/> Inherited

Icon	Member
	MeltTransitionFrameworkElement()
	ActualHeight
	ActualWidth
	AddHandler(RoutedEvent, Delegate)
	AddHandler(RoutedEvent, Delegate, Boolean)

	AddLogicalChild(Object)
≡	AddToEventRoute(EventRoute, RoutedEventArgs)
💡	AddVisualChild(Visual)
📥	AllowDrop
≡	ApplyAnimationClock(DependencyProperty, AnimationClock)
≡	ApplyAnimationClock(DependencyProperty, AnimationClock, HandoffBehavior)
≡	ApplyTemplate()
≡	Arrange(Rect)
💡	ArrangeCore(Rect)
💡	ArrangeOverride(Size)
≡	BeginAnimation(DependencyProperty, AnimationTimeline)
≡	BeginAnimation(DependencyProperty, AnimationTimeline, HandoffBehavior)
≡	BeginInit()
≡	BeginStoryboard(Storyboard)
≡	BeginStoryboard(Storyboard, HandoffBehavior)
≡	

	BeginStoryboard(Storyboard, HandoffBehavior, Boolean)
	BitmapEffect
	BitmapEffectInput
	BringIntoView()
	BringIntoView(Rect)
	CaptureMouse()
	CaptureStylus()
	CheckAccess()
	ClearValue(DependencyProperty)
	ClearValue(DependencyPropertyKey)
	Clip
	ClipToBounds
	CoerceValue(DependencyProperty)
	CommandBindings
	ContextMenu
	ContextMenuClosing

	ContextMenuOpening
	Cursor
	DataContext
	DataContextChanged
	DefaultStyleKey
	DependencyObjectType
	DesiredSize
	Dispatcher
	DragEnter
	DragLeave
	DragOver
	Drop
	EndInit()
	Equals(Object)
	Finalize()

≡	FindCommonVisualAncestor(DependencyObject)
≡	FindName(String)
≡	FindResource(Object)
	FlowDirection
≡	Focus()
	Focusable
	FocusableChanged
	FocusVisualStyle
	ForceCursor
≡	GetAnimationBaseValue(DependencyProperty)
≡	GetBindingExpression(DependencyProperty)
≡	GetHashCode()

	GetLayoutClip(Size)
	GetLocalValueEnumerator()
	GetTemplateChild(String)
	GetType()
	GetUIParentCore()
	GetValue(DependencyProperty)
	GetVisualChild(Int32)
	GiveFeedback
	GotFocus
	GotKeyboardFocus
	GotMouseCapture
	GotStylusCapture
	HasAnimatedProperties
	Height
	HitTestCore(PointHitTestParameters)

	💡 HitTestCore(GeometryHitTestParameters)
📝	HorizontalAlignment
📝	InheritanceBehavior
≡💡	InitializeComponent()
⚡	Initialized
📝	InputBindings
≡💡	InputHitTest(Point)
📝	InputScope
≡💡	InvalidateArrange()
≡💡	InvalidateMeasure()
≡💡	InvalidateProperty(DependencyProperty)
≡💡	InvalidateVisual()
≡💡	IsAncestorOf(DependencyObject)
📝	IsArrangeValid
≡💡	IsDescendantOf(DependencyObject)

	IsEnabled
	IsEnabledChanged
	IsEnabledCore
	IsFocused
	IsHitTestVisible
	IsHitTestVisibleChanged
	IsInitialized
	IsInputMethodEnabled
	IsKeyboardFocused
	IsKeyboardFocusedChanged
	IsKeyboardFocusWithin
	IsKeyboardFocusWithinChanged
	IsLoaded
	IsMeasureValid
	IsMouseCaptured
	IsMouseCapturedChanged

	IsMouseCaptureWithin
⚡	IsMouseCaptureWithinChanged
	IsMouseDirectlyOver
⚡	IsMouseDirectlyOverChanged
📅	IsMouseOver
	IsSealed
📅	IsStylusCaptured
⚡	IsStylusCapturedChanged
📅	IsStylusCaptureWithin
⚡	IsStylusCaptureWithinChanged
📅	IsStylusDirectlyOver
⚡	IsStylusDirectlyOverChanged
📅	IsStylusOver
	IsVisible
⚡	IsVisibleChanged

	KeyDown
	KeyUp
	Language
	LayoutTransform
	LayoutUpdated
	Loaded
	LogicalChildren
	LostFocus
	LostKeyboardFocus
	LostMouseCapture
	LostStylusCapture
	Margin
	MaxHeight
	MaxWidth
	Measure(Size)
	MeasureCore(Size)

	💡 MeasureOverride(Size)
	💡 MemberwiseClone()
📝	MinHeight
📝	MinWidth
⚡	MouseDown
⚡	MouseEnter
⚡	MouseLeave
⚡	MouseLeftButtonDown
⚡	MouseLeftButtonUp
⚡	MouseMove
⚡	MouseRightButtonDown
⚡	MouseRightButtonUp
⚡	MouseUp
⚡	MouseWheel

≡	MoveFocus(TraversalRequest)
⊕	Name
💡	OnAccessKey(AccessKeyEventArgs)
≡	OnApplyTemplate()
💡	OnChildDesiredSizeChanged(UIElement)
💡	OnContextMenuClosing(ContextMenuEventArgs)
💡	OnContextMenuOpening(ContextMenuEventArgs)
💡	OnCreateAutomationPeer()
💡	OnDragEnter(DragEventArgs)
💡	OnDragLeave(DragEventArgs)
💡	OnDragOver(DragEventArgs)
💡	OnDrop(DragEventArgs)
💡	OnGiveFeedback(GiveFeedbackEventArgs)
💡	OnGotFocus(RoutedEventArgs)
💡	OnGotKeyboardFocus(KeyboardFocusChangedEventArgs)

💡	OnGotMouseCapture(MouseEventArgs)
💡	OnGotStylusCapture(StylusEventArgs)
💡	OnInitialized(EventArgs)
💡	OnIsKeyboardFocusedChanged(DependencyPropertyChangedE
💡	OnIsKeyboardFocusWithinChanged(DependencyPropertyChang
💡	OnIsMouseCapturedChanged(DependencyPropertyChangedEve
💡	OnIsMouseCaptureWithinChanged(DependencyPropertyChange
💡	OnIsMouseDirectlyOverChanged(DependencyPropertyChangedI
💡	OnIsStylusCapturedChanged(DependencyPropertyChangedEvent
💡	OnIsStylusCaptureWithinChanged(DependencyPropertyChange
💡	OnIsStylusDirectlyOverChanged(DependencyPropertyChangedE
💡	OnKeyDown(KeyEventArgs)
💡	OnKeyUp(KeyEventArgs)
💡	OnLostFocus(RoutedEventArgs)
💡	OnLostKeyboardFocus(KeyboardFocusChangedEventArgs)
💡	OnLostMouseCapture(MouseEventArgs)

💡	OnLostStylusCapture(StylusEventArgs)
💡	OnMouseDown(MouseButtonEventArgs)
💡	OnMouseEnter(MouseEventArgs)
💡	OnMouseLeave(MouseEventArgs)
💡	OnMouseLeftButtonDown(MouseButtonEventArgs)
💡	OnMouseLeftButtonUp(MouseButtonEventArgs)
💡	OnMouseMove(MouseEventArgs)
💡	OnMouseRightButtonDown(MouseButtonEventArgs)
💡	OnMouseRightButtonUp(MouseButtonEventArgs)
💡	OnMouseUp(MouseButtonEventArgs)
💡	OnMouseWheel(MouseWheelEventArgs)
💡	OnPreviewDragEnter(DragEventArgs)
💡	OnPreviewDragLeave(DragEventArgs)
💡	OnPreviewDragOver(DragEventArgs)
💡	OnPreviewDrop(DragEventArgs)

💡	OnPreviewGiveFeedback(GiveFeedbackEventArgs)
💡	OnPreviewGotKeyboardFocus(KeyboardFocusChangedEventArgs)
💡	OnPreviewKeyDown(KeyEventArgs)
💡	OnPreviewKeyUp(KeyEventArgs)
💡	OnPreviewLostKeyboardFocus(KeyboardFocusChangedEventArgs)
💡	OnPreviewMouseDown(MouseButtonEventArgs)
💡	OnPreviewMouseLeftButtonDown(MouseButtonEventArgs)
💡	OnPreviewMouseLeftButtonUp(MouseButtonEventArgs)
💡	OnPreviewMouseMove(MouseEventArgs)
💡	OnPreviewMouseRightButtonDown(MouseButtonEventArgs)
💡	OnPreviewMouseRightButtonUp(MouseButtonEventArgs)
💡	OnPreviewMouseUp(MouseButtonEventArgs)
💡	OnPreviewMouseWheel(MouseWheelEventArgs)
💡	OnPreviewQueryContinueDrag(QueryContinueDragEventArgs)
💡	OnPreviewStylusButtonDown(StylusButtonEventArgs)
💡	OnPreviewStylusButtonUp(StylusButtonEventArgs)

💡	OnPreviewStylusDown(StylusDownEventArgs)
💡	OnPreviewStylusInAirMove(StylusEventArgs)
💡	OnPreviewStylusInRange(StylusEventArgs)
💡	OnPreviewStylusMove(StylusEventArgs)
💡	OnPreviewStylusOutOfRange(StylusEventArgs)
💡	OnPreviewStylusSystemGesture(StylusSystemGestureEventArgs)
💡	OnPreviewStylusUp(StylusEventArgs)
💡	OnPreviewTextInput(TextCompositionEventArgs)
💡	OnPropertyChanged(DependencyPropertyChangedEventArgs)
💡	OnQueryContinueDrag(QueryContinueDragEventArgs)
💡	OnQueryCursor(QueryCursorEventArgs)
💡	OnRender(DrawingContext)
💡	OnRenderSizeChanged(SizeChangedEventArgs)
💡	OnStyleChanged(Style, Style)
💡	OnStylusButtonDown(StylusButtonEventArgs)

	OnStylusButtonUp(StylusButtonEventArgs)
	OnStylusDown(StylusDownEventArgs)
	OnStylusEnter(StylusEventArgs)
	OnStylusInAirMove(StylusEventArgs)
	OnStylusInRange(StylusEventArgs)
	OnStylusLeave(StylusEventArgs)
	OnStylusMove(StylusEventArgs)
	OnStylusOutOfRange(StylusEventArgs)
	OnStylusSystemGesture(StylusSystemGestureEventArgs)
	OnStylusUp(StylusEventArgs)
	OnTextInput(TextCompositionEventArgs)
	OnToolTipClosing(ToolTipEventArgs)
	OnToolTipOpening(ToolTipEventArgs)
	OnVisualChildrenChanged(DependencyObject, DependencyObject)
	OnVisualParentChanged(DependencyObject)
	Opacity

	OpacityMask
	OverridesDefaultStyle
	Parent
≡	ParentLayoutInvalidated(UIElement)
	PersistId
≡	PointFromScreen(Point)
≡	PointToScreen(Point)
≡	PredictFocus(FocusNavigationDirection)
⚡	PreviewDragEnter
⚡	PreviewDragLeave
⚡	PreviewDragOver
⚡	PreviewDrop
⚡	PreviewGiveFeedback
⚡	PreviewGotKeyboardFocus
⚡	PreviewKeyDown

⚡	PreviewKeyUp
⚡	PreviewLostKeyboardFocus
⚡	PreviewMouseDown
⚡	PreviewMouseLeftButtonDown
⚡	PreviewMouseLeftButtonUp
⚡	PreviewMouseMove
⚡	PreviewMouseRightButtonDown
⚡	PreviewMouseRightButtonUp
⚡	PreviewMouseUp
⚡	PreviewMouseWheel
⚡	PreviewQueryContinueDrag
⚡	PreviewStylusButtonDown
⚡	PreviewStylusButtonUp
⚡	PreviewStylusDown
⚡	PreviewStylusInAirMove
⚡	PreviewStylusInRange

⚡	PreviewStylusMove
⚡	PreviewStylusOutOfRange
⚡	PreviewStylusSystemGesture
⚡	PreviewStylusUp
⚡	PreviewTextInput
⚡	QueryContinueDrag
⚡	QueryCursor
≡ethyst	RaiseEvent(RoutedEventArgs)
≡ethyst	ReadLocalValue(DependencyProperty)
≡ethyst	RegisterName(String, Object)
≡ethyst	ReleaseMouseCapture()
≡ethyst	ReleaseStylusCapture()
≡ethyst	RemoveHandler(RoutedEvent, Delegate)
≡ethyst	RemoveLogicalChild(Object)
💡ethyst	RemoveVisualChild(Visual)

	RenderSize
	RenderTransform
	RenderTransformOrigin
	RequestBringIntoView
	Resources
	SetBinding(DependencyProperty, BindingBase)
	SetBinding(DependencyProperty, String)
	SetResourceReference(DependencyProperty, Object)
	SetValue(DependencyProperty, Object)
	SetValue(DependencyPropertyKey, Object)
	ShouldSerializeCommandBindings()
	ShouldSerializeInputBindings()
	ShouldSerializeProperty(DependencyProperty)
	ShouldSerializeResources()
	ShouldSerializeStyle()
	ShouldSerializeTriggers()

	SizeChanged
	SnapsToDevicePixels
	SourceUpdated
	Style
	StylusButtonDown
	StylusButtonUp
	StylusDown
	StylusEnter
	StylusInAirMove
	StylusInRange
	StylusLeave
	StylusMove
	StylusOutOfRange
	StylusPlugIns
	StylusSystemGesture

	StylusUp
	Tag
	TargetUpdated
	TemplatedParent
	TextInput
	ToolTip
	ToolTipClosing
	ToolTipOpening
	ToString()
	TransformToAncestor(Visual)
	TransformToAncestor(Visual3D)
	TransformToDescendant(Visual)
	TransformToVisual(Visual)
	TranslatePoint(Point, UIElement)

	Triggers
	TryFindResource(Object)
	Unloaded
	UnregisterName(String)
	UpdateLayout()
	VerifyAccess()
	VerticalAlignment
	Visibility
	VisualBitmapEffect
	VisualBitmapEffectInput
	VisualBitmapScalingMode
	VisualChildrenCount
	VisualClip
	VisualEdgeMode
	VisualOffset
	VisualOpacity

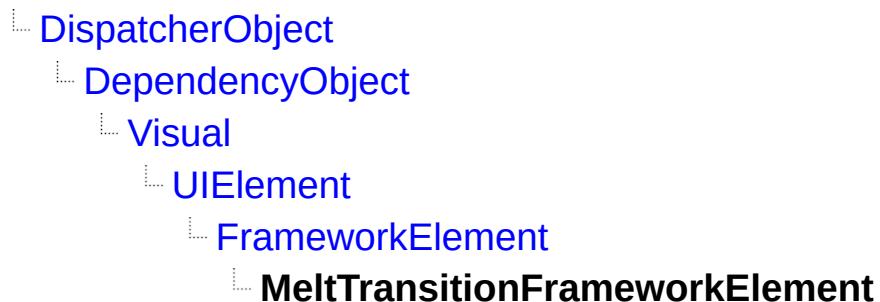
	VisualOpacityMask
	VisualParent
	VisualTransform
	VisualXSnappingGuidelines
	VisualYSnappingGuidelines
	Width

Remarks

[Missing <remarks> documentation for
`T:Transitional.Transitions.MeltTransitionFrameworkElement`]

Inheritance Hierarchy

`Object`



Assembly: `Transitional` (Module: `Transitional`) Version: 1.0.0.0 (1.0.0.0)



Transitional
MeltTransitionFrameworkElement
Constructor

Namespaces ► Transitional.Transitions ►
MeltTransitionFrameworkElement ►
MeltTransitionFrameworkElement()

C# ▾

Initializes a new instance of the **MeltTransitionFrameworkElement** class

[-] Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public MeltTransitionFrameworkElement()
```

```
Public Sub New
```

```
public:
```

```
MeltTransitionFrameworkElement()
```

[-] Remarks

[Missing <remarks> documentation for
M:Transitional.Transitions.MeltTransitionFrameworkElement.#cto

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)

TransitionalInitializeComponent Method

Namespaces ► Transitional.Transitions ► MeltTransitionFrameworkElement ► InitializeComponent()

InitializeComponent

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public void InitializeComponent()
```

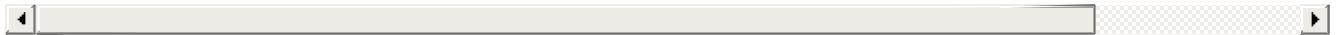
```
Public Sub InitializeComponent
```

```
public:  
virtual void InitializeComponent() sealed
```

Remarks

[Missing <remarks> documentation for
M:Transitional.Transitions.MeltTransitionFrameworkElement.InitializeComponent]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional PageTransition Class

Namespaces ► Transitional.Transitions ► PageTransition

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public class PageTransition : Transition3D
```

```
Public Class PageTransition
    Inherits Transition3D
```

```
public ref class PageTransition : public Transition3D
```

Members

All Members

Constructors

Methods

Properties

Public
 Protected

Instance
 Static

Declared
 Inherited

Icon Member

	PageTransition()	(
	BeginTransition(TransitionElement, ContentPresenter, ContentPresenter)	(
	BeginTransition3D(TransitionElement, ContentPresenter, ContentPresenter, Viewport3D)	(
	CheckAccess()	(
	ClearValue(DependencyProperty)	(
	ClearValue(DependencyPropertyKey)	(
	ClipToBounds	(
	CoerceValue(DependencyProperty)	(

	CreateCamera(UIElement, Double)	(
	DependencyObjectType	(
	Dispatcher	(
	Duration	(
	EndTransition(TransitionElement, ContentPresenter, ContentPresenter)	(
	Equals(Object)	(
	FieldOfView	(
	Finalize()	(
		(
		(
	GetHashCode()	(
	GetLocalValueEnumerator()	(
	GetType()	(
		(
	GetValue(DependencyProperty)	(
	InvalidateProperty(DependencyProperty)	(
	IsNewContentTopmost	(
	IsSealed	(
	Light	(
	MemberwiseClone()	(
		(
	NullContentSupport	(
	OnDurationChanged(Duration, Duration)	(
	OnPropertyChanged(DependencyPropertyChangedEventArgs)	(
		(

	OnTransitionEnded(TransitionElement, ContentPresenter, ContentPresenter)	(
≡	ReadLocalValue(DependencyProperty)	(
≡	SetValue(DependencyProperty, Object)	(
≡	SetValue(DependencyPropertyKey, Object)	(
≡	ShouldSerializeProperty(DependencyProperty)	(
≡	ToString()	{
		(
≡	VerifyAccess()	(

Remarks

[Missing <remarks> documentation for
T:Transitional.Transitions.PageTransition]

Inheritance Hierarchy

Object

- └ DispatcherObject
- └ DependencyObject
- └ Transition
- └ Transition3D
- └ **PageTransition**

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional

PageTransition Constructor

Namespaces ► Transitional.Transitions ► PageTransition ► **PageTransition()**

C# ▾

Initializes a new instance of the [PageTransition](#) class.

[-] **Declaration Syntax**

C#

Visual Basic

Visual C++ ▾

```
public PageTransition()
```

```
Public Sub New
```

```
public:  
PageTransition()
```

[-] **Remarks**

[Missing <remarks> documentation for
[M:Transitional.Transitions.PageTransition.#ctor](#)]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitions

BeginTransition3D Method (transitionElement, oldContent, newContent, viewport)

Namespaces ► [Transitions](#) ► [PageTransition](#) ► **BeginTransition3D(TransitionElement, ContentPresenter, ContentPresenter, Viewport3D)**

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
protected override void BeginTransition3D(  
    TransitionElement transitionElement,  
    ContentPresenter oldContent,  
    ContentPresenter newContent,  
    Viewport3D viewport  
)
```

```
Protected Overrides Sub BeginTransition3D ( _  
    transitionElement As TransitionElement, _  
    oldContent As ContentPresenter, _  
    newContent As ContentPresenter, _  
    viewport As Viewport3D _  
)
```

```
protected:  
virtual void BeginTransition3D(  
    TransitionElement^ transitionElement,  
    ContentPresenter^ oldContent,  
    ContentPresenter^ newContent,  
    Viewport3D^ viewport  
) override
```

Parameters

transitionElement ([TransitionElement](#))

oldContent ([ContentPresenter](#))

newContent ([ContentPresenter](#))

viewport ([Viewport3D](#))

■ Remarks

[Missing <remarks> documentation for
[M:Transitional.Transitions.PageTransition.BeginTransition3D\(Tra](#)

Assembly: [Transitional](#) (Module: [Transitional](#)) Version: 1.0.0.0 (1.0.0.0)



Transitional RollTransition Class

Namespaces ► Transitional.Transitions ► RollTransition

C# ▾

Represents the RollTransition

Declaration Syntax

C#

Visual Basic

Visual C++

```
public class RollTransition : StoryboardTransition
```

```
Public Class RollTransition
    Inherits StoryboardTransition
```

```
public ref class RollTransition : public StoryboardT
```

Members

All Members	Constructors	Methods	Properties
<input checked="" type="checkbox"/> Public <input checked="" type="checkbox"/> Protected		<input checked="" type="checkbox"/> Instance <input checked="" type="checkbox"/> Static	<input checked="" type="checkbox"/> Declared <input checked="" type="checkbox"/> Inherited

Icon	Member	
≡	RollTransition()	(
≡	BeginTransition(TransitionElement, ContentPresenter, ContentPresenter)	(
≡	CheckAccess()	(
≡	ClearValue(DependencyProperty)	(
≡	ClearValue(DependencyPropertyKey)	(
≡	ClipToBounds	(
≡	CoerceValue(DependencyProperty)	(
≡	DependencyObjectType	(
≡		

	Dispatcher	(
⌚	Duration	(
💡	EndTransition(TransitionElement, ContentPresenter, ContentPresenter)	(
≡	Equals(Object)	(
💡	Finalize())
)
)
≡	GetHashCode()	(
≡	GetLocalValueEnumerator()	(
≡	GetType()	(
)
≡	GetValue(DependencyProperty)	(
≡	InvalidateProperty(DependencyProperty)	(
⌚	IsNewContentTopmost	(
⌚	IsSealed	(
💡	MemberwiseClone()	(
)
⌚	NewContentStoryboard	(
⌚	NewContentStyle	(
⌚	NullContentSupport	(
⌚	OldContentStoryboard	(
⌚	OldContentStyle	(
💡	OnDurationChanged(Duration, Duration)	(

💡	OnPropertyChanged(DependencyPropertyChangedEventArgs)
💡	OnTransitionEnded(TransitionElement, ContentPresenter, ContentPresenter)
💡	ReadLocalValue(DependencyProperty)
💡	SetValue(DependencyProperty, Object)
💡	SetValue(DependencyPropertyKey, Object)
💡	ShouldSerializeProperty(DependencyProperty)
💡	ToString()
💡	VerifyAccess()

Remarks

[Missing <remarks> documentation for
T:Transitional.Transitions.RollTransition]

Inheritance Hierarchy



Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional RollTransition Constructor

Namespaces ► Transitional.Transitions ► RollTransition ► **RollTransition()**

C# ▾

Initializes a new instance of the [RollTransition](#) class.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public RollTransition()
```

```
Public Sub New
```

```
public:  
RollTransition()
```

Remarks

[Missing <remarks> documentation for
[M:Transitional.Transitions.RollTransition.#ctor](#)]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitional OnDurationChanged Method (oldDuration, newDuration)

Namespaces ► Transitional.Transitions ► RollTransition ► OnDurationChanged(Duration, Duration)

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
protected override void OnDurationChanged(  
    Duration oldDuration,  
    Duration newDuration  
)
```

```
Protected Overrides Sub OnDurationChanged ( _  
    oldDuration As Duration, _  
    newDuration As Duration _  
)
```

```
protected:  
virtual void OnDurationChanged(  
    Duration oldDuration,  
    Duration newDuration  
) override
```

Parameters

oldDuration (Duration)

newDuration (Duration)

Remarks

[Missing <remarks> documentation for
M:Transitional.Transitions.RollTransition.OnDurationChanged(Sy

◀

▶

Transitions RollTransitionFrameworkElement Class

Namespaces ► Transitions.Transitions ►

RollTransitionFrameworkElement

C# ▾

Stores the XAML that defines the RollTransition

RollTransitionFrameworkElement

Declaration Syntax

C#

Visual Basic

Visual C++

```
public class RollTransitionFrameworkElement : FrameworkElement, IComponentConnector
```

```
Public Class RollTransitionFrameworkElement
    Inherits FrameworkElement
    Implements IComponentConnector
```

```
public ref class RollTransitionFrameworkElement : public FrameworkElement, IComponentConnector
```

Members

All Members	Constructors	Methods	Properties	Events
<input checked="" type="checkbox"/> Public		<input checked="" type="checkbox"/> Instance		<input checked="" type="checkbox"/> Declared
<input checked="" type="checkbox"/> Protected		<input checked="" type="checkbox"/> Static		<input checked="" type="checkbox"/> Inherited

Icon	Member
	RollTransitionFrameworkElement()
	ActualHeight
	ActualWidth
	AddHandler(RoutedEvent, Delegate)
	AddHandler(RoutedEvent, Delegate, Boolean)

	AddLogicalChild(Object)
≡	AddToEventRoute(EventRoute, RoutedEventArgs)
💡	AddVisualChild(Visual)
📥	AllowDrop
≡	ApplyAnimationClock(DependencyProperty, AnimationClock)
≡	ApplyAnimationClock(DependencyProperty, AnimationClock, HandoffBehavior)
≡	ApplyTemplate()
≡	Arrange(Rect)
💡	ArrangeCore(Rect)
💡	ArrangeOverride(Size)
≡	BeginAnimation(DependencyProperty, AnimationTimeline)
≡	BeginAnimation(DependencyProperty, AnimationTimeline, HandoffBehavior)
≡	BeginInit()
≡	BeginStoryboard(Storyboard)
≡	BeginStoryboard(Storyboard, HandoffBehavior)
≡	

	BeginStoryboard(Storyboard, HandoffBehavior, Boolean)
	BitmapEffect
	BitmapEffectInput
	BringIntoView()
	BringIntoView(Rect)
	CaptureMouse()
	CaptureStylus()
	CheckAccess()
	ClearValue(DependencyProperty)
	ClearValue(DependencyPropertyKey)
	Clip
	ClipToBounds
	CoerceValue(DependencyProperty)
	CommandBindings
	ContextMenu
	ContextMenuClosing

	ContextMenuOpening
	Cursor
	DataContext
	DataContextChanged
	DefaultStyleKey
	DependencyObjectType
	DesiredSize
	Dispatcher
	DragEnter
	DragLeave
	DragOver
	Drop
	EndInit()
	Equals(Object)
	Finalize()

≡	FindCommonVisualAncestor(DependencyObject)
≡	FindName(String)
≡	FindResource(Object)
	FlowDirection
≡	Focus()
	Focusable
	FocusableChanged
	FocusVisualStyle
	ForceCursor
≡	GetAnimationBaseValue(DependencyProperty)
≡	GetBindingExpression(DependencyProperty)
≡	GetHashCode()

	GetLayoutClip(Size)
	GetLocalValueEnumerator()
	GetTemplateChild(String)
	GetType()
	GetUIParentCore()
	GetValue(DependencyProperty)
	GetVisualChild(Int32)
	GiveFeedback
	GotFocus
	GotKeyboardFocus
	GotMouseCapture
	GotStylusCapture
	HasAnimatedProperties
	Height
	HitTestCore(PointHitTestParameters)

💡	HitTestCore(GeometryHitTestParameters)
🎨	HorizontalAlignment
📅	InheritanceBehavior
≡💡	InitializeComponent()
⚡	Initialized
📠	InputBindings
≡💡	InputHitTest(Point)
📠	InputScope
≡💡	InvalidateArrange()
≡💡	InvalidateMeasure()
≡💡	InvalidateProperty(DependencyProperty)
≡💡	InvalidateVisual()
≡💡	IsAncestorOf(DependencyObject)
📠	IsArrangeValid
≡💡	IsDescendantOf(DependencyObject)

	IsEnabled
	IsEnabledChanged
	IsEnabledCore
	IsFocused
	IsHitTestVisible
	IsHitTestVisibleChanged
	IsInitialized
	IsInputMethodEnabled
	IsKeyboardFocused
	IsKeyboardFocusedChanged
	IsKeyboardFocusWithin
	IsKeyboardFocusWithinChanged
	IsLoaded
	IsMeasureValid
	IsMouseCaptured
	IsMouseCapturedChanged

	IsMouseCaptureWithin
⚡	IsMouseCaptureWithinChanged
	IsMouseDirectlyOver
⚡	IsMouseDirectlyOverChanged
📅	IsMouseOver
	IsSealed
📅	IsStylusCaptured
⚡	IsStylusCapturedChanged
📅	IsStylusCaptureWithin
⚡	IsStylusCaptureWithinChanged
📅	IsStylusDirectlyOver
⚡	IsStylusDirectlyOverChanged
📅	IsStylusOver
	IsVisible
⚡	IsVisibleChanged

	KeyDown
	KeyUp
	Language
	LayoutTransform
	LayoutUpdated
	Loaded
	LogicalChildren
	LostFocus
	LostKeyboardFocus
	LostMouseCapture
	LostStylusCapture
	Margin
	MaxHeight
	MaxWidth
	Measure(Size)
	MeasureCore(Size)

	💡 MeasureOverride(Size)
	💡 MemberwiseClone()
📝	MinHeight
📝	MinWidth
⚡	MouseDown
⚡	MouseEnter
⚡	MouseLeave
⚡	MouseLeftButtonDown
⚡	MouseLeftButtonUp
⚡	MouseMove
⚡	MouseRightButtonDown
⚡	MouseRightButtonUp
⚡	MouseUp
⚡	MouseWheel

≡	MoveFocus(TraversalRequest)
⊕	Name
💡	OnAccessKey(AccessKeyEventArgs)
≡	OnApplyTemplate()
💡	OnChildDesiredSizeChanged(UIElement)
💡	OnContextMenuClosing(ContextMenuEventArgs)
💡	OnContextMenuOpening(ContextMenuEventArgs)
💡	OnCreateAutomationPeer()
💡	OnDragEnter(DragEventArgs)
💡	OnDragLeave(DragEventArgs)
💡	OnDragOver(DragEventArgs)
💡	OnDrop(DragEventArgs)
💡	OnGiveFeedback(GiveFeedbackEventArgs)
💡	OnGotFocus(RoutedEventArgs)
💡	OnGotKeyboardFocus(KeyboardFocusChangedEventArgs)

💡	OnGotMouseCapture(MouseEventArgs)
💡	OnGotStylusCapture(StylusEventArgs)
💡	OnInitialized(EventArgs)
💡	OnIsKeyboardFocusedChanged(DependencyPropertyChangedE
💡	OnIsKeyboardFocusWithinChanged(DependencyPropertyChang
💡	OnIsMouseCapturedChanged(DependencyPropertyChangedEve
💡	OnIsMouseCaptureWithinChanged(DependencyPropertyChange
💡	OnIsMouseDirectlyOverChanged(DependencyPropertyChangedI
💡	OnIsStylusCapturedChanged(DependencyPropertyChangedEvent
💡	OnIsStylusCaptureWithinChanged(DependencyPropertyChange
💡	OnIsStylusDirectlyOverChanged(DependencyPropertyChangedE
💡	OnKeyDown(KeyEventArgs)
💡	OnKeyUp(KeyEventArgs)
💡	OnLostFocus(RoutedEventArgs)
💡	OnLostKeyboardFocus(KeyboardFocusChangedEventArgs)
💡	OnLostMouseCapture(MouseEventArgs)

💡	OnLostStylusCapture(StylusEventArgs)
💡	OnMouseDown(MouseButtonEventArgs)
💡	OnMouseEnter(MouseEventArgs)
💡	OnMouseLeave(MouseEventArgs)
💡	OnMouseLeftButtonDown(MouseButtonEventArgs)
💡	OnMouseLeftButtonUp(MouseButtonEventArgs)
💡	OnMouseMove(MouseEventArgs)
💡	OnMouseRightButtonDown(MouseButtonEventArgs)
💡	OnMouseRightButtonUp(MouseButtonEventArgs)
💡	OnMouseUp(MouseButtonEventArgs)
💡	OnMouseWheel(MouseWheelEventArgs)
💡	OnPreviewDragEnter(DragEventArgs)
💡	OnPreviewDragLeave(DragEventArgs)
💡	OnPreviewDragOver(DragEventArgs)
💡	OnPreviewDrop(DragEventArgs)

💡	OnPreviewGiveFeedback(GiveFeedbackEventArgs)
💡	OnPreviewGotKeyboardFocus(KeyboardFocusChangedEventArgs)
💡	OnPreviewKeyDown(KeyEventArgs)
💡	OnPreviewKeyUp(KeyEventArgs)
💡	OnPreviewLostKeyboardFocus(KeyboardFocusChangedEventArgs)
💡	OnPreviewMouseDown(MouseButtonEventArgs)
💡	OnPreviewMouseLeftButtonDown(MouseButtonEventArgs)
💡	OnPreviewMouseLeftButtonUp(MouseButtonEventArgs)
💡	OnPreviewMouseMove(MouseEventArgs)
💡	OnPreviewMouseRightButtonDown(MouseButtonEventArgs)
💡	OnPreviewMouseRightButtonUp(MouseButtonEventArgs)
💡	OnPreviewMouseUp(MouseButtonEventArgs)
💡	OnPreviewMouseWheel(MouseWheelEventArgs)
💡	OnPreviewQueryContinueDrag(QueryContinueDragEventArgs)
💡	OnPreviewStylusButtonDown(StylusButtonEventArgs)
💡	OnPreviewStylusButtonUp(StylusButtonEventArgs)

💡	OnPreviewStylusDown(StylusDownEventArgs)
💡	OnPreviewStylusInAirMove(StylusEventArgs)
💡	OnPreviewStylusInRange(StylusEventArgs)
💡	OnPreviewStylusMove(StylusEventArgs)
💡	OnPreviewStylusOutOfRange(StylusEventArgs)
💡	OnPreviewStylusSystemGesture(StylusSystemGestureEventArgs)
💡	OnPreviewStylusUp(StylusEventArgs)
💡	OnPreviewTextInput(TextCompositionEventArgs)
💡	OnPropertyChanged(DependencyPropertyChangedEventArgs)
💡	OnQueryContinueDrag(QueryContinueDragEventArgs)
💡	OnQueryCursor(QueryCursorEventArgs)
💡	OnRender(DrawingContext)
💡	OnRenderSizeChanged(SizeChangedEventArgs)
💡	OnStyleChanged(Style, Style)
💡	OnStylusButtonDown(StylusButtonEventArgs)

	OnStylusButtonUp(StylusButtonEventArgs)
	OnStylusDown(StylusDownEventArgs)
	OnStylusEnter(StylusEventArgs)
	OnStylusInAirMove(StylusEventArgs)
	OnStylusInRange(StylusEventArgs)
	OnStylusLeave(StylusEventArgs)
	OnStylusMove(StylusEventArgs)
	OnStylusOutOfRange(StylusEventArgs)
	OnStylusSystemGesture(StylusSystemGestureEventArgs)
	OnStylusUp(StylusEventArgs)
	OnTextInput(TextCompositionEventArgs)
	OnToolTipClosing(ToolTipEventArgs)
	OnToolTipOpening(ToolTipEventArgs)
	OnVisualChildrenChanged(DependencyObject, DependencyObject)
	OnVisualParentChanged(DependencyObject)
	Opacity

	OpacityMask
	OverridesDefaultStyle
	Parent
≡	ParentLayoutInvalidated(UIElement)
	PersistId
≡	PointFromScreen(Point)
≡	PointToScreen(Point)
≡	PredictFocus(FocusNavigationDirection)
⚡	PreviewDragEnter
⚡	PreviewDragLeave
⚡	PreviewDragOver
⚡	PreviewDrop
⚡	PreviewGiveFeedback
⚡	PreviewGotKeyboardFocus
⚡	PreviewKeyDown

⚡	PreviewKeyUp
⚡	PreviewLostKeyboardFocus
⚡	PreviewMouseDown
⚡	PreviewMouseLeftButtonDown
⚡	PreviewMouseLeftButtonUp
⚡	PreviewMouseMove
⚡	PreviewMouseRightButtonDown
⚡	PreviewMouseRightButtonUp
⚡	PreviewMouseUp
⚡	PreviewMouseWheel
⚡	PreviewQueryContinueDrag
⚡	PreviewStylusButtonDown
⚡	PreviewStylusButtonUp
⚡	PreviewStylusDown
⚡	PreviewStylusInAirMove
⚡	PreviewStylusInRange

⚡	PreviewStylusMove
⚡	PreviewStylusOutOfRange
⚡	PreviewStylusSystemGesture
⚡	PreviewStylusUp
⚡	PreviewTextInput
⚡	QueryContinueDrag
⚡	QueryCursor
≡ethyst	RaiseEvent(RoutedEventArgs)
≡ethyst	ReadLocalValue(DependencyProperty)
≡ethyst	RegisterName(String, Object)
≡ethyst	ReleaseMouseCapture()
≡ethyst	ReleaseStylusCapture()
≡ethyst	RemoveHandler(RoutedEvent, Delegate)
≡ethyst	RemoveLogicalChild(Object)
💡ethyst	RemoveVisualChild(Visual)

	RenderSize
	RenderTransform
	RenderTransformOrigin
	RequestBringIntoView
	Resources
	SetBinding(DependencyProperty, BindingBase)
	SetBinding(DependencyProperty, String)
	SetResourceReference(DependencyProperty, Object)
	SetValue(DependencyProperty, Object)
	SetValue(DependencyPropertyKey, Object)
	ShouldSerializeCommandBindings()
	ShouldSerializeInputBindings()
	ShouldSerializeProperty(DependencyProperty)
	ShouldSerializeResources()
	ShouldSerializeStyle()
	ShouldSerializeTriggers()

	SizeChanged
	SnapsToDevicePixels
	SourceUpdated
	Style
	StylusButtonDown
	StylusButtonUp
	StylusDown
	StylusEnter
	StylusInAirMove
	StylusInRange
	StylusLeave
	StylusMove
	StylusOutOfRange
	StylusPlugIns
	StylusSystemGesture

	StylusUp
	Tag
	TargetUpdated
	TemplatedParent
	TextInput
	ToolTip
	ToolTipClosing
	ToolTipOpening
	ToString()
	TransformToAncestor(Visual)
	TransformToAncestor(Visual3D)
	TransformToDescendant(Visual)
	TransformToVisual(Visual)
	TranslatePoint(Point, UIElement)

	Triggers
	TryFindResource(Object)
	Unloaded
	UnregisterName(String)
	UpdateLayout()
	VerifyAccess()
	VerticalAlignment
	Visibility
	VisualBitmapEffect
	VisualBitmapEffectInput
	VisualBitmapScalingMode
	VisualChildrenCount
	VisualClip
	VisualEdgeMode
	VisualOffset
	VisualOpacity

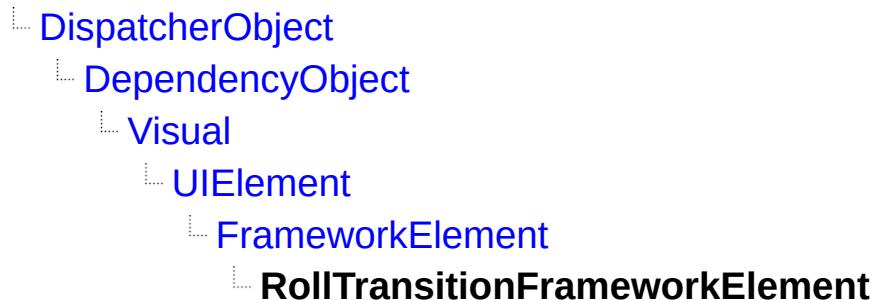
	VisualOpacityMask
	VisualParent
	VisualTransform
	VisualXSnappingGuidelines
	VisualYSnappingGuidelines
	Width

[-] Remarks

[Missing <remarks> documentation for
T:Transitional.Transitions.RollTransitionFrameworkElement]

[-] Inheritance Hierarchy

Object



Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional

RollTransitionFrameworkElement Constructor

Namespaces ► Transitional.Transitions ►
RollTransitionFrameworkElement ►
RollTransitionFrameworkElement()

C# ▾

Initializes a new instance of the [RollTransitionFrameworkElement](#) class.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public RollTransitionFrameworkElement()
```

```
Public Sub New
```

```
public:  
RollTransitionFrameworkElement()
```

Remarks

[Missing <remarks> documentation for
[M:Transitional.Transitions.RollTransitionFrameworkElement.#ctor](#)]

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)

Transitional InitializeComponent Method

Namespaces ► Transitional.Transitions ► RollTransitionFrameworkElement ► InitializeComponent()

InitializeComponent

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public void InitializeComponent()
```

```
Public Sub InitializeComponent
```

```
public:  
virtual void InitializeComponent() sealed
```

Remarks

[Missing <remarks> documentation for
M:Transitional.Transitions.RollTransitionFrameworkElement.InitializeComponent]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional RotateDirection Enumeration

Namespaces ► Transitional.Transitions ► RotateDirection

C# ▾

- Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public enum RotateDirection
```

```
Public Enumeration RotateDirection
```

```
public enum class RotateDirection
```

- Members

Member	Description
Up	
Down	
Left	
Right	

- Remarks

[Missing <remarks> documentation for
T:Transitional.Transitions.RotateDirection]

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)

Transitional RotateTransition Class

Namespaces ► Transitional.Transitions ► RotateTransition

C# ▾

- Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public class RotateTransition : Transition3D
```

```
Public Class RotateTransition
    Inherits Transition3D
```

```
public ref class RotateTransition : public Transition3D
```

- Members

All Members	Constructors	Methods	Properties	Fields
<input checked="" type="checkbox"/> Public		<input checked="" type="checkbox"/> Instance		<input checked="" type="checkbox"/> Declared
<input checked="" type="checkbox"/> Protected		<input checked="" type="checkbox"/> Static		<input checked="" type="checkbox"/> Inherited

Icon	Member	()
≡	RotateTransition()		
!	Angle		
• S	AngleProperty		
≡	BeginTransition(TransitionElement, ContentPresenter, ContentPresenter)	()
≡	BeginTransition3D(TransitionElement, ContentPresenter, ContentPresenter, Viewport3D)	()
≡	CheckAccess()	()
≡	ClearValue(DependencyProperty)	()
≡	ClearValue(DependencyPropertyKey)	()
!	ClipToBounds	()
≡			

	CoerceValue(DependencyProperty)	(
	Contained	
 	ContainedProperty	
	CreateCamera(UIElement, Double)	(
	DependencyObjectType	(
	Direction	
 	DirectionProperty	
	Dispatcher	(
	Duration	(
	EndTransition(TransitionElement, ContentPresenter, ContentPresenter)	(
	Equals(Object)	(
	FieldOfView	(
	Finalize()	(
		(
		(
	GetHashCode()	(
	GetLocalValueEnumerator()	(
	GetType()	(
		(
	GetValue(DependencyProperty)	(
	InvalidateProperty(DependencyProperty)	(
	IsNewContentTopmost	(
	IsSealed	(
	Light	(
	MemberwiseClone()	(

	NullContentSupport	(
	OnDurationChanged(Duration, Duration)	(
	OnPropertyChanged(DependencyPropertyChangedEventArgs)	(
	OnTransitionEnded(TransitionElement, ContentPresenter, ContentPresenter)	(
	ReadLocalValue(DependencyProperty)	(
	SetValue(DependencyProperty, Object)	(
	SetValue(DependencyPropertyKey, Object)	(
	ShouldSerializeProperty(DependencyProperty)	(
	ToString())
	VerifyAccess()	(

Remarks

[Missing <remarks> documentation for
T:Transitional.Transitions.RotateTransition]

Inheritance Hierarchy

```
Object
  └ DispatcherObject
    └ DependencyObject
      └ Transition
        └ Transition3D
          └ RotateTransition
```

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional RotateTransition Constructor

Namespaces ► Transitional.Transitions ► RotateTransition ► RotateTransition()

C# ▾

Initializes a new instance of the [RotateTransition](#) class.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public RotateTransition()
```

```
Public Sub New
```

```
public:  
RotateTransition()
```

Remarks

[Missing <remarks> documentation for
[M:Transitional.Transitions.RotateTransition.#ctor](#)]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitional Angle Property

Namespaces ► Transitional.Transitions ► RotateTransition ► Angle

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

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

Public Property Angle As Double

```
public:  
property double Angle {  
    double get ();  
    void set (double value);  
}
```

Remarks

[Missing <remarks> documentation for
P:Transitional.Transitions.RotateTransition.Angle]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitional AngleProperty Field

Namespaces ► Transitional.Transitions ► RotateTransition ► AngleProperty

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public static readonly DependencyProperty AnglePrope
```

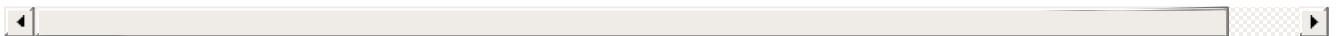
```
Public Shared ReadOnly AngleProperty As DependencyPr
```

```
public:  
static initonly DependencyProperty^ AngleProperty
```

Remarks

[Missing <remarks> documentation for
F:Transitional.Transitions.RotateTransition.AngleProperty]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitions

BeginTransition3D Method (transitionElement, oldContent, newContent, viewport)

Namespaces ► [Transitions](#).[Transitions](#) ► [RotateTransition](#) ► **BeginTransition3D(TransitionElement, ContentPresenter, ContentPresenter, Viewport3D)**

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
protected override void BeginTransition3D(  
    TransitionElement transitionElement,  
    ContentPresenter oldContent,  
    ContentPresenter newContent,  
    Viewport3D viewport  
)
```

```
Protected Overrides Sub BeginTransition3D ( _  
    transitionElement As TransitionElement, _  
    oldContent As ContentPresenter, _  
    newContent As ContentPresenter, _  
    viewport As Viewport3D _  
)
```

```
protected:  
virtual void BeginTransition3D(  
    TransitionElement^ transitionElement,  
    ContentPresenter^ oldContent,  
    ContentPresenter^ newContent,  
    Viewport3D^ viewport  
) override
```

Parameters

transitionElement ([TransitionElement](#))

oldContent ([ContentPresenter](#))

newContent ([ContentPresenter](#))

viewport ([Viewport3D](#))

■ Remarks

[Missing <remarks> documentation for
[M:Transitional.Transitions.RotateTransition.BeginTransition3D\(Tr](#)

Assembly: [Transitional](#) (Module: [Transitional](#)) Version: 1.0.0.0 (1.0.0.0)



Transitional Contained Property

Namespaces ► Transitional.Transitions ► RotateTransition ► Contained

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public bool Contained { get; set; }
```

Public Property Contained As Boolean

```
public:  
property bool Contained {  
    bool get ();  
    void set (bool value);  
}
```

Remarks

[Missing <remarks> documentation for
P:Transitional.Transitions.RotateTransition.Contained]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitional ContainedProperty Field

Namespaces ► Transitional.Transitions ► RotateTransition ► ContainedProperty

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public static readonly DependencyProperty ContainedP
```

```
Public Shared ReadOnly ContainedProperty As Dependen
```

```
public:  
static initonly DependencyProperty^ ContainedPropert
```

Remarks

[Missing <remarks> documentation for
F:Transitional.Transitions.RotateTransition.ContainedProperty]

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional Direction Property

Namespaces ► Transitional.Transitions ► RotateTransition ► Direction

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public RotateDirection Direction { get; set; }
```

Public Property **Direction** **As** RotateDirection

```
public:  
property RotateDirection Direction {  
    RotateDirection get ();  
    void set (RotateDirection value);  
}
```

Remarks

[Missing <remarks> documentation for
P:Transitional.Transitions.RotateTransition.Direction]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitional DirectionProperty Field

Namespaces ► Transitional.Transitions ► RotateTransition ► DirectionProperty

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public static readonly DependencyProperty DirectionP
```

```
Public Shared ReadOnly DependencyProperty As Dependen
```

```
public:  
static initonly DependencyProperty^ DirectionPropert
```

Remarks

[Missing <remarks> documentation for
F:Transitional.Transitions.RotateTransition.DirectionProperty]

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitions RotateWipeTransition Class

Namespaces ► [Transitions](#).[Transitions](#) ► **RotateWipeTransition**

C# ▾

Represents the RotateWipeTransition

Declaration Syntax

C#

Visual Basic

Visual C++

```
public class RotateWipeTransition : StoryboardTransi
```

```
Public Class RotateWipeTransition
    Inherits StoryboardTransition
```

```
public ref class RotateWipeTransition : public Story
```

Members

All Members

Constructors

Methods

Properties

Public
 Protected

Instance
 Static

Declared
 Inherited

Icon	Member	
	RotateWipeTransition()	(
	BeginTransition(TransitionElement, ContentPresenter, ContentPresenter)	(
	CheckAccess()	(
	ClearValue(DependencyProperty)	(
	ClearValue(DependencyPropertyKey)	(
	ClipToBounds	(
	CoerceValue(DependencyProperty)	(
	DependencyObjectType	(

	Dispatcher	(
⌚	Duration	(
💡	EndTransition(TransitionElement, ContentPresenter, ContentPresenter)	(
≡	Equals(Object)	(
💡	Finalize())
)
)
≡	GetHashCode()	(
≡	GetLocalValueEnumerator()	(
≡	GetType()	(
)
≡	GetValue(DependencyProperty)	(
≡	InvalidateProperty(DependencyProperty)	(
⌚	IsNewContentTopmost	(
⌚	IsSealed	(
💡	MemberwiseClone()	(
)
⌚	NewContentStoryboard	(
⌚	NewContentStyle	(
⌚	NullContentSupport	(
⌚	OldContentStoryboard	(
⌚	OldContentStyle	(
💡	OnDurationChanged(Duration, Duration)	(

💡	OnPropertyChanged(DependencyPropertyChangedEventArgs)
💡	OnTransitionEnded(TransitionElement, ContentPresenter, ContentPresenter)
💡	ReadLocalValue(DependencyProperty)
💡	SetValue(DependencyProperty, Object)
💡	SetValue(DependencyPropertyKey, Object)
💡	ShouldSerializeProperty(DependencyProperty)
💡	ToString()
💡	VerifyAccess()

Remarks

[Missing <remarks> documentation for
T:Transitional.Transitions.RotateWipeTransition]

Inheritance Hierarchy

```

Object
└ DispatcherObject
  └ DependencyObject
    └ Transition
      └ StoryboardTransition
        └ RotateWipeTransition

```

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional RotateWipeTransition Constructor

Namespaces ► Transitional.Transitions ► RotateWipeTransition ► **RotateWipeTransition()**

C# ▾

Initializes a new instance of the [RotateWipeTransition](#) class.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public RotateWipeTransition()
```

```
Public Sub New
```

```
public:  
RotateWipeTransition()
```

Remarks

[Missing <remarks> documentation for
[M:Transitional.Transitions.RotateWipeTransition.#ctor](#)]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitional **OnDurationChanged** Method (oldDuration, newDuration)

Namespaces ► Transitional.Transitions ► RotateWipeTransition ► **OnDurationChanged(Duration, Duration)**

C# ▾

❑ Declaration Syntax

C#

Visual Basic

Visual C++

```
protected override void OnDurationChanged(  
    Duration oldDuration,  
    Duration newDuration  
)
```

```
Protected Overrides Sub OnDurationChanged ( _  
    oldDuration As Duration, _  
    newDuration As Duration _  
)
```

```
protected:  
virtual void OnDurationChanged(  
    Duration oldDuration,  
    Duration newDuration  
) override
```

❑ Parameters

oldDuration ([Duration](#))

newDuration ([Duration](#))

❑ Remarks

[Missing <remarks> documentation for
[M:Transitional.Transitions.RotateWipeTransition.OnDurationChanged](#)

◀

▶

Transitions

RotateWipeTransitionFrameworkElement Class

Namespaces ► [Transitions](#).[Transitions](#) ► **RotateWipeTransitionFrameworkElement**

C# ▾

Stores the XAML that defines the RotateWipeTransition

RotateWipeTransitionFrameworkElement

Declaration Syntax

C#

Visual Basic

Visual C++

```
public class RotateWipeTransitionFrameworkElement :
```

```
Public Class RotateWipeTransitionFrameworkElement _  
    Inherits FrameworkElement _  
    Implements IComponentConnector
```

```
public ref class RotateWipeTransitionFrameworkElement  
    IComponentConnector
```

Members

All Members	Constructors	Methods	Properties	Events
<input checked="" type="checkbox"/> Public		<input checked="" type="checkbox"/> Instance		<input checked="" type="checkbox"/> Declared
<input checked="" type="checkbox"/> Protected		<input checked="" type="checkbox"/> Static		<input checked="" type="checkbox"/> Inherited

Icon	Member
	RotateWipeTransitionFrameworkElement()
	ActualHeight
	ActualWidth
	AddHandler(RoutedEvent, Delegate)

	AddHandler(RoutedEvent, Delegate, Boolean)
	AddLogicalChild(Object)
	AddToEventRoute(EventRoute, RoutedEventArgs)
	AddVisualChild(Visual)
	AllowDrop
	ApplyAnimationClock(DependencyProperty, AnimationClock)
	ApplyAnimationClock(DependencyProperty, AnimationClock, HandoffBehavior)
	ApplyTemplate()
	Arrange(Rect)
	ArrangeCore(Rect)
	ArrangeOverride(Size)
	BeginAnimation(DependencyProperty, AnimationTimeline)
	BeginAnimation(DependencyProperty, AnimationTimeline, HandoffBehavior)
	BeginInit()
	BeginStoryboard(Storyboard)
	BeginStoryboard(Storyboard, HandoffBehavior)

	 BeginStoryboard(Storyboard, HandoffBehavior, Boolean)
	 BitmapEffect
	 BitmapEffectInput
	 BringIntoView()
	 BringIntoView(Rect)
	 CaptureMouse()
	 CaptureStylus()
	 CheckAccess()
	 ClearValue(DependencyProperty)
	 ClearValue(DependencyPropertyKey)
	 Clip
	 ClipToBounds
	 CoerceValue(DependencyProperty)
	 CommandBindings
	 ContextMenu

	ContextMenuClosing
	ContextMenuOpening
	Cursor
	DataContext
	DataContextChanged
	DefaultStyleKey
	DependencyObjectType
	DesiredSize
	Dispatcher
	DragEnter
	DragLeave
	DragOver
	Drop
	EndInit()
	Equals(Object)
	Finalize()

=	 FindCommonVisualAncestor(DependencyObject)
=	 FindName(String)
=	 FindResource(Object)
	FlowDirection
=	 Focus()
	Focusable
	FocusableChanged
	FocusVisualStyle
	ForceCursor
=	 GetAnimationBaseValue(DependencyProperty)
=	 GetBindingExpression(DependencyProperty)
=	 GetHashCode()

	GetLayoutClip(Size)
	GetLocalValueEnumerator()
	GetTemplateChild(String)
	GetType()
	GetUIParentCore()
	GetValue(DependencyProperty)
	GetVisualChild(Int32)
	GiveFeedback
	GotFocus
	GotKeyboardFocus
	GotMouseCapture
	GotStylusCapture
	HasAnimatedProperties
	Height

	HitTestCore(PointHitTestParameters)
	HitTestCore(GeometryHitTestParameters)
	HorizontalAlignment
	InheritanceBehavior
	InitializeComponent()
	Initialized
	InputBindings
	InputHitTest(Point)
	InputScope
	InvalidateArrange()
	InvalidateMeasure()
	InvalidateProperty(DependencyProperty)
	InvalidateVisual()
	IsAncestorOf(DependencyObject)
	IsArrangeValid
	IsDescendantOf(DependencyObject)

	isEnabled
	isEnabledChanged
	isEnabledCore
	isFocused
	isHitTestVisible
	isHitTestVisibleChanged
	isInitialized
	isInputMethodEnabled
	isKeyboardFocused
	isKeyboardFocusedChanged
	isKeyboardFocusWithin
	isKeyboardFocusWithinChanged
	isLoaded
	isMeasureValid
	isMouseCaptured

	IsMouseCapturedChanged
	IsMouseCaptureWithin
	IsMouseCaptureWithinChanged
	IsMouseDirectlyOver
	IsMouseDirectlyOverChanged
	IsMouseOver
	IsSealed
	IsStylusCaptured
	IsStylusCapturedChanged
	IsStylusCaptureWithin
	IsStylusCaptureWithinChanged
	IsStylusDirectlyOver
	IsStylusDirectlyOverChanged
	IsStylusOver
	IsVisible
	IsVisibleChanged

	KeyDown
	KeyUp
	Language
	LayoutTransform
	LayoutUpdated
	Loaded
	LogicalChildren
	LostFocus
	LostKeyboardFocus
	LostMouseCapture
	LostStylusCapture
	Margin
	MaxHeight
	MaxWidth
	Measure(Size)

	MeasureCore(Size)
	MeasureOverride(Size)
	MemberwiseClone()
	MinHeight
	MinWidth
	MouseDown
	MouseEnter
	MouseLeave
	MouseLeftButtonDown
	MouseLeftButtonUp
	MouseMove
	MouseRightButtonDown
	MouseRightButtonUp
	MouseUp

	MouseWheel
≡	MoveFocus(TraversalRequest)
��	Name
💡	OnAccessKey(AccessKeyEventArgs)
≡	OnApplyTemplate()
💡	OnChildDesiredSizeChanged(UIElement)
💡	OnContextMenuClosing(ContextMenuEventArgs)
💡	OnContextMenuOpening(ContextMenuEventArgs)
💡	OnCreateAutomationPeer()
💡	OnDragEnter(DragEventArgs)
💡	OnDragLeave(DragEventArgs)
💡	OnDragOver(DragEventArgs)
💡	OnDrop(DragEventArgs)
💡	OnGiveFeedback(GiveFeedbackEventArgs)
💡	OnGotFocus(RoutedEventArgs)
💡	OnGotKeyboardFocus(KeyboardFocusChangedEventArgs)

💡	OnGotMouseCapture(MouseEventArgs)
💡	OnGotStylusCapture(StylusEventArgs)
💡	OnInitialized(EventArgs)
💡	OnIsKeyboardFocusedChanged(DependencyPropertyChangedE
💡	OnIsKeyboardFocusWithinChanged(DependencyPropertyChange
💡	OnIsMouseCapturedChanged(DependencyPropertyChangedEve
💡	OnIsMouseCaptureWithinChanged(DependencyPropertyChange
💡	OnIsMouseDirectlyOverChanged(DependencyPropertyChangedI
💡	OnIsStylusCapturedChanged(DependencyPropertyChangedEvent
💡	OnIsStylusCaptureWithinChanged(DependencyPropertyChangedE
💡	OnIsStylusDirectlyOverChanged(DependencyPropertyChangedE
💡	OnKeyDown(KeyEventArgs)
💡	OnKeyUp(KeyEventArgs)
💡	OnLostFocus(RoutedEventArgs)
💡	OnLostKeyboardFocus(KeyboardFocusChangedEventArgs)

💡	OnLostMouseCapture(MouseEventArgs)
💡	OnLostStylusCapture(StylusEventArgs)
💡	OnMouseDown(MouseButtonEventArgs)
💡	OnMouseEnter(MouseEventArgs)
💡	OnMouseLeave(MouseEventArgs)
💡	OnMouseLeftButtonDown(MouseButtonEventArgs)
💡	OnMouseLeftButtonUp(MouseButtonEventArgs)
💡	OnMouseMove(MouseEventArgs)
💡	OnMouseRightButtonDown(MouseButtonEventArgs)
💡	OnMouseRightButtonUp(MouseButtonEventArgs)
💡	OnMouseUp(MouseButtonEventArgs)
💡	OnMouseWheel(MouseWheelEventArgs)
💡	OnPreviewDragEnter(DragEventArgs)
💡	OnPreviewDragLeave(DragEventArgs)
💡	OnPreviewDragOver(DragEventArgs)
💡	OnPreviewDrop(DragEventArgs)

💡	OnPreviewGiveFeedback(GiveFeedbackEventArgs)
💡	OnPreviewGotKeyboardFocus(KeyboardFocusChangedEventArgs)
💡	OnPreviewKeyDown(KeyEventEventArgs)
💡	OnPreviewKeyUp(KeyEventEventArgs)
💡	OnPreviewLostKeyboardFocus(KeyboardFocusChangedEventArgs)
💡	OnPreviewMouseDown(MouseButtonEventArgs)
💡	OnPreviewMouseLeftButtonDown(MouseButtonEventArgs)
💡	OnPreviewMouseLeftButtonUp(MouseButtonEventArgs)
💡	OnPreviewMouseMove(MouseEventEventArgs)
💡	OnPreviewMouseRightButtonDown(MouseButtonEventArgs)
💡	OnPreviewMouseRightButtonUp(MouseButtonEventArgs)
💡	OnPreviewMouseUp(MouseButtonEventArgs)
💡	OnPreviewMouseWheel(MouseWheelEventArgs)
💡	OnPreviewQueryContinueDrag(QueryContinueDragEventArgs)
💡	OnPreviewStylusButtonDown(StylusButtonEventArgs)

💡	OnPreviewStylusButtonUp(StylusButtonEventArgs)
💡	OnPreviewStylusDown(StylusDownEventArgs)
💡	OnPreviewStylusInAirMove(StylusEventArgs)
💡	OnPreviewStylusInRange(StylusEventArgs)
💡	OnPreviewStylusMove(StylusEventArgs)
💡	OnPreviewStylusOutOfRange(StylusEventArgs)
💡	OnPreviewStylusSystemGesture(StylusSystemGestureEventArgs)
💡	OnPreviewStylusUp(StylusEventArgs)
💡	OnPreviewTextInput(TextCompositionEventArgs)
💡	OnPropertyChanged(DependencyPropertyChangedEventArgs)
💡	OnQueryContinueDrag(QueryContinueDragEventArgs)
💡	OnQueryCursor(QueryCursorEventArgs)
💡	OnRender(DrawingContext)
💡	OnRenderSizeChanged(SizeChangedEventArgs)
💡	OnStyleChanged(Style, Style)
💡	OnStylusButtonDown(StylusButtonEventArgs)

💡	OnStylusButtonUp(StylusButtonEventArgs)
💡	OnStylusDown(StylusDownEventArgs)
💡	OnStylusEnter(StylusEventArgs)
💡	OnStylusInAirMove(StylusEventArgs)
💡	OnStylusInRange(StylusEventArgs)
💡	OnStylusLeave(StylusEventArgs)
💡	OnStylusMove(StylusEventArgs)
💡	OnStylusOutOfRange(StylusEventArgs)
💡	OnStylusSystemGesture(StylusSystemGestureEventArgs)
💡	OnStylusUp(StylusEventArgs)
💡	OnTextInput(TextCompositionEventArgs)
💡	OnToolTipClosing(ToolTipEventArgs)
💡	OnToolTipOpening(ToolTipEventArgs)
💡	OnVisualChildrenChanged(DependencyObject, DependencyObject)
💡	OnVisualParentChanged(DependencyObject)

	Opacity
	OpacityMask
	OverridesDefaultStyle
	Parent
	ParentLayoutInvalidated(UIElement)
	PersistId
	PointFromScreen(Point)
	PointToScreen(Point)
	PredictFocus(FocusNavigationDirection)
	PreviewDragEnter
	PreviewDragLeave
	PreviewDragOver
	PreviewDrop
	PreviewGiveFeedback
	PreviewGotKeyboardFocus
	PreviewKeyDown

⚡	PreviewKeyUp
⚡	PreviewLostKeyboardFocus
⚡	PreviewMouseDown
⚡	PreviewMouseLeftButtonDown
⚡	PreviewMouseLeftButtonUp
⚡	PreviewMouseMove
⚡	PreviewMouseRightButtonDown
⚡	PreviewMouseRightButtonUp
⚡	PreviewMouseUp
⚡	PreviewMouseWheel
⚡	PreviewQueryContinueDrag
⚡	PreviewStylusButtonDown
⚡	PreviewStylusButtonUp
⚡	PreviewStylusDown
⚡	PreviewStylusInAirMove

⚡	PreviewStylusInRange
⚡	PreviewStylusMove
⚡	PreviewStylusOutOfRange
⚡	PreviewStylusSystemGesture
⚡	PreviewStylusUp
⚡	PreviewTextInput
⚡	QueryContinueDrag
⚡	QueryCursor
≡ethyst	RaiseEvent(RoutedEventArgs)
≡ethyst	ReadLocalValue(DependencyProperty)
≡ethyst	RegisterName(String, Object)
≡ethyst	ReleaseMouseCapture()
≡ethyst	ReleaseStylusCapture()
≡ethyst	RemoveHandler(RoutedEventArgs, Delegate)
≡ethyst	RemoveLogicalChild(Object)
≡ethyst	RemoveVisualChild(Visual)

	RenderSize
	RenderTransform
	RenderTransformOrigin
	RequestBringIntoView
	Resources
	SetBinding(DependencyProperty, BindingBase)
	SetBinding(DependencyProperty, String)
	SetResourceReference(DependencyProperty, Object)
	SetValue(DependencyProperty, Object)
	SetValue(DependencyPropertyKey, Object)
	ShouldSerializeCommandBindings()
	ShouldSerializeInputBindings()
	ShouldSerializeProperty(DependencyProperty)
	ShouldSerializeResources()
	ShouldSerializeStyle()
	

	ShouldSerializeTriggers()
	SizeChanged
	SnapsToDevicePixels
	SourceUpdated
	Style
	StylusButtonDown
	StylusButtonUp
	StylusDown
	StylusEnter
	StylusInAirMove
	StylusInRange
	StylusLeave
	StylusMove
	StylusOutOfRange
	StylusPlugIns
	StylusSystemGesture

	StylusUp
	Tag
	TargetUpdated
	TemplatedParent
	TextInput
	ToolTip
	ToolTipClosing
	ToolTipOpening
	ToString()
	TransformToAncestor(Visual)
	TransformToAncestor(Visual3D)
	TransformToDescendant(Visual)
	TransformToVisual(Visual)
	TranslatePoint(Point, UIElement)

	Triggers
	TryFindResource(Object)
	Unloaded
	UnregisterName(String)
	UpdateLayout()
	VerifyAccess()
	VerticalAlignment
	Visibility
	VisualBitmapEffect
	VisualBitmapEffectInput
	VisualBitmapScalingMode
	VisualChildrenCount
	VisualClip
	VisualEdgeMode
	VisualOffset

	VisualOpacity
	VisualOpacityMask
	VisualParent
	VisualTransform
	VisualXSnappingGuidelines
	VisualYSnappingGuidelines
	Width

❑ Remarks

[Missing <remarks> documentation for
T:Transitional.Transitions.RotateWipeTransitionFrameworkElement]

❑ Inheritance Hierarchy

Object

 └ DispatcherObject

 └ DependencyObject

 └ Visual

 └ UIElement

 └ FrameworkElement

 └ **RotateWipeTransitionFrameworkElement**

Assembly: **Transitional** (Module: **Transitional**) Version: 1.0.0.0 (1.0.0.0)



Transitional

RotateWipeTransitionFrameworkElement Constructor

Namespaces ► Transitional.Transitions ►
RotateWipeTransitionFrameworkElement ►
RotateWipeTransitionFrameworkElement()

C# ▾

Initializes a new instance of the [RotateWipeTransitionFrameworkElement](#) class.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public RotateWipeTransitionFrameworkElement()
```

```
Public Sub New
```

```
public:  
RotateWipeTransitionFrameworkElement()
```

Remarks

[Missing <remarks> documentation for
[M:Transitional.Transitions.RotateWipeTransitionFrameworkElement](#)

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional InitializeComponent Method

Namespaces ► Transitional.Transitions ► RotateWipeTransitionFrameworkElement ► InitializeComponent()

C# ▾

InitializeComponent

Declaration Syntax

C#

Visual Basic

Visual C++

```
public void InitializeComponent()
```

```
Public Sub InitializeComponent
```

```
public:  
virtual void InitializeComponent() sealed
```

Remarks

[Missing <remarks> documentation for
M:Transitional.Transitions.RotateWipeTransitionFrameworkElement.InitializeComponent]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional StarTransition Class

Namespaces ► Transitional.Transitions ► StarTransition

C# ▾

Represents the StarTransition

Declaration Syntax

C#

Visual Basic

Visual C++

```
public class StarTransition : StoryboardTransition
```

```
Public Class StarTransition
    Inherits StoryboardTransition
```

```
public ref class StarTransition : public StoryboardT
```

Members

All Members	Constructors	Methods	Properties
<input checked="" type="checkbox"/> Public <input checked="" type="checkbox"/> Protected		<input checked="" type="checkbox"/> Instance <input checked="" type="checkbox"/> Static	<input checked="" type="checkbox"/> Declared <input checked="" type="checkbox"/> Inherited

Icon	Member	
≡	StarTransition()	(
≡	BeginTransition(TransitionElement, ContentPresenter, ContentPresenter)	(
≡	CheckAccess()	(
≡	ClearValue(DependencyProperty)	(
≡	ClearValue(DependencyPropertyKey)	(
≡	ClipToBounds	(
≡	CoerceValue(DependencyProperty)	(
≡	DependencyObjectType	(
≡		

	Dispatcher	(
⌚	Duration	(
💡	EndTransition(TransitionElement, ContentPresenter, ContentPresenter)	(
≡	Equals(Object)	(
💡	Finalize())
)
)
≡	GetHashCode()	(
≡	GetLocalValueEnumerator()	(
≡	GetType()	(
)
≡	GetValue(DependencyProperty)	(
≡	InvalidateProperty(DependencyProperty)	(
⌚	IsNewContentTopmost	(
⌚	IsSealed	(
💡	MemberwiseClone()	(
)
⌚	NewContentStoryboard	(
⌚	NewContentStyle	(
⌚	NullContentSupport	(
⌚	OldContentStoryboard	(
⌚	OldContentStyle	(
💡	OnDurationChanged(Duration, Duration)	(

💡	OnPropertyChanged(DependencyPropertyChangedEventArgs)
💡	OnTransitionEnded(TransitionElement, ContentPresenter, ContentPresenter)
💡	ReadLocalValue(DependencyProperty)
💡	SetValue(DependencyProperty, Object)
💡	SetValue(DependencyPropertyKey, Object)
💡	ShouldSerializeProperty(DependencyProperty)
💡	ToString()
💡	VerifyAccess()

Remarks

[Missing <remarks> documentation for
T:Transitional.Transitions.StarTransition]

Inheritance Hierarchy



Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional StarTransition Constructor

Namespaces ► Transitional.Transitions ► StarTransition ► **StarTransition()**

C# ▾

Initializes a new instance of the [StarTransition](#) class.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public StarTransition()
```

```
Public Sub New
```

```
public:  
StarTransition()
```

Remarks

[Missing <remarks> documentation for
[M:Transitional.Transitions.StarTransition.#ctor](#)]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitional OnDurationChanged Method (oldDuration, newDuration)

Namespaces ► [Transitional.Transitions](#) ► [StarTransition](#) ► [OnDurationChanged\(Duration, Duration\)](#)

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
protected override void OnDurationChanged(  
    Duration oldDuration,  
    Duration newDuration  
)
```

```
Protected Overrides Sub OnDurationChanged ( _  
    oldDuration As Duration, _  
    newDuration As Duration _  
)
```

```
protected:  
virtual void OnDurationChanged(  
    Duration oldDuration,  
    Duration newDuration  
) override
```

Parameters

oldDuration ([Duration](#))

newDuration ([Duration](#))

Remarks

[Missing <remarks> documentation for
[M:Transitional.Transitions.StarTransition.OnDurationChanged\(Sy](#)

[◀]

[▶]

Transitional StarTransitionFrameworkElement Class

Namespaces ► Transitional.Transitions ► **StarTransitionFrameworkElement**

C# ▾

Stores the XAML that defines the StarTransition

StarTransitionFrameworkElement

Declaration Syntax

C#

Visual Basic

Visual C++

```
public class StarTransitionFrameworkElement : FrameworkElement
```

```
Public Class StarTransitionFrameworkElement
    Inherits FrameworkElement
    Implements IComponentConnector
```

```
public ref class StarTransitionFrameworkElement : public FrameworkElement
    implements IComponentConnector
```

Members

All Members	Constructors	Methods	Properties	Events
<input checked="" type="checkbox"/> Public		<input checked="" type="checkbox"/> Instance		<input checked="" type="checkbox"/> Declared
<input checked="" type="checkbox"/> Protected		<input checked="" type="checkbox"/> Static		<input checked="" type="checkbox"/> Inherited

Icon	Member
	StarTransitionFrameworkElement()
	ActualHeight
	ActualWidth
	AddHandler(RoutedEvent, Delegate)
	AddHandler(RoutedEvent, Delegate, Boolean)

	AddLogicalChild(Object)
≡	AddToEventRoute(EventRoute, RoutedEventArgs)
💡	AddVisualChild(Visual)
📥	AllowDrop
≡	ApplyAnimationClock(DependencyProperty, AnimationClock)
≡	ApplyAnimationClock(DependencyProperty, AnimationClock, HandoffBehavior)
≡	ApplyTemplate()
≡	Arrange(Rect)
💡	ArrangeCore(Rect)
💡	ArrangeOverride(Size)
≡	BeginAnimation(DependencyProperty, AnimationTimeline)
≡	BeginAnimation(DependencyProperty, AnimationTimeline, HandoffBehavior)
≡	BeginInit()
≡	BeginStoryboard(Storyboard)
≡	BeginStoryboard(Storyboard, HandoffBehavior)
≡	

	BeginStoryboard(Storyboard, HandoffBehavior, Boolean)
	BitmapEffect
	BitmapEffectInput
	BringIntoView()
	BringIntoView(Rect)
	CaptureMouse()
	CaptureStylus()
	CheckAccess()
	ClearValue(DependencyProperty)
	ClearValue(DependencyPropertyKey)
	Clip
	ClipToBounds
	CoerceValue(DependencyProperty)
	CommandBindings
	ContextMenu
	ContextMenuClosing

	ContextMenuOpening
	Cursor
	DataContext
	DataContextChanged
	DefaultStyleKey
	DependencyObjectType
	DesiredSize
	Dispatcher
	DragEnter
	DragLeave
	DragOver
	Drop
	EndInit()
	Equals(Object)
	Finalize()

≡	FindCommonVisualAncestor(DependencyObject)
≡	FindName(String)
≡	FindResource(Object)
	FlowDirection
≡	Focus()
	Focusable
	FocusableChanged
	FocusVisualStyle
	ForceCursor
≡	GetAnimationBaseValue(DependencyProperty)
≡	GetBindingExpression(DependencyProperty)
≡	GetHashCode()

	GetLayoutClip(Size)
	GetLocalValueEnumerator()
	GetTemplateChild(String)
	GetType()
	GetUIParentCore()
	GetValue(DependencyProperty)
	GetVisualChild(Int32)
	GiveFeedback
	GotFocus
	GotKeyboardFocus
	GotMouseCapture
	GotStylusCapture
	HasAnimatedProperties
	Height
	HitTestCore(PointHitTestParameters)

	💡 HitTestCore(GeometryHitTestParameters)
📝	HorizontalAlignment
📝	InheritanceBehavior
💡	InitializeComponent()
⚡	Initialized
📝	InputBindings
💡	InputHitTest(Point)
📝	InputScope
💡	InvalidateArrange()
💡	InvalidateMeasure()
💡	InvalidateProperty(DependencyProperty)
💡	InvalidateVisual()
💡	IsAncestorOf(DependencyObject)
📝	IsArrangeValid
💡	IsDescendantOf(DependencyObject)

	IsEnabled
	IsEnabledChanged
	IsEnabledCore
	IsFocused
	IsHitTestVisible
	IsHitTestVisibleChanged
	IsInitialized
	IsInputMethodEnabled
	IsKeyboardFocused
	IsKeyboardFocusedChanged
	IsKeyboardFocusWithin
	IsKeyboardFocusWithinChanged
	IsLoaded
	IsMeasureValid
	IsMouseCaptured
	IsMouseCapturedChanged

	IsMouseCaptureWithin
⚡	IsMouseCaptureWithinChanged
	IsMouseDirectlyOver
⚡	IsMouseDirectlyOverChanged
📅	IsMouseOver
	IsSealed
📅	IsStylusCaptured
⚡	IsStylusCapturedChanged
📅	IsStylusCaptureWithin
⚡	IsStylusCaptureWithinChanged
📅	IsStylusDirectlyOver
⚡	IsStylusDirectlyOverChanged
📅	IsStylusOver
	IsVisible
⚡	IsVisibleChanged

	KeyDown
	KeyUp
	Language
	LayoutTransform
	LayoutUpdated
	Loaded
	LogicalChildren
	LostFocus
	LostKeyboardFocus
	LostMouseCapture
	LostStylusCapture
	Margin
	MaxHeight
	MaxWidth
	Measure(Size)
	MeasureCore(Size)

	💡 MeasureOverride(Size)
	💡 MemberwiseClone()
📝	MinHeight
📝	MinWidth
⚡	MouseDown
⚡	MouseEnter
⚡	MouseLeave
⚡	MouseLeftButtonDown
⚡	MouseLeftButtonUp
⚡	MouseMove
⚡	MouseRightButtonDown
⚡	MouseRightButtonUp
⚡	MouseUp
⚡	MouseWheel

≡	MoveFocus(TraversalRequest)
⊕	Name
💡	OnAccessKey(AccessKeyEventArgs)
≡	OnApplyTemplate()
💡	OnChildDesiredSizeChanged(UIElement)
💡	OnContextMenuClosing(ContextMenuEventArgs)
💡	OnContextMenuOpening(ContextMenuEventArgs)
💡	OnCreateAutomationPeer()
💡	OnDragEnter(DragEventArgs)
💡	OnDragLeave(DragEventArgs)
💡	OnDragOver(DragEventArgs)
💡	OnDrop(DragEventArgs)
💡	OnGiveFeedback(GiveFeedbackEventArgs)
💡	OnGotFocus(RoutedEventArgs)
💡	OnGotKeyboardFocus(KeyboardFocusChangedEventArgs)

💡	OnGotMouseCapture(MouseEventArgs)
💡	OnGotStylusCapture(StylusEventArgs)
💡	OnInitialized(EventArgs)
💡	OnIsKeyboardFocusedChanged(DependencyPropertyChangedE
💡	OnIsKeyboardFocusWithinChanged(DependencyPropertyChang
💡	OnIsMouseCapturedChanged(DependencyPropertyChangedEve
💡	OnIsMouseCaptureWithinChanged(DependencyPropertyChange
💡	OnIsMouseDirectlyOverChanged(DependencyPropertyChangedI
💡	OnIsStylusCapturedChanged(DependencyPropertyChangedEvent
💡	OnIsStylusCaptureWithinChanged(DependencyPropertyChange
💡	OnIsStylusDirectlyOverChanged(DependencyPropertyChangedE
💡	OnKeyDown(KeyEventArgs)
💡	OnKeyUp(KeyEventArgs)
💡	OnLostFocus(RoutedEventArgs)
💡	OnLostKeyboardFocus(KeyboardFocusChangedEventArgs)
💡	OnLostMouseCapture(MouseEventArgs)

💡	OnLostStylusCapture(StylusEventArgs)
💡	OnMouseDown(MouseButtonEventArgs)
💡	OnMouseEnter(MouseEventArgs)
💡	OnMouseLeave(MouseEventArgs)
💡	OnMouseLeftButtonDown(MouseButtonEventArgs)
💡	OnMouseLeftButtonUp(MouseButtonEventArgs)
💡	OnMouseMove(MouseEventArgs)
💡	OnMouseRightButtonDown(MouseButtonEventArgs)
💡	OnMouseRightButtonUp(MouseButtonEventArgs)
💡	OnMouseUp(MouseButtonEventArgs)
💡	OnMouseWheel(MouseWheelEventArgs)
💡	OnPreviewDragEnter(DragEventArgs)
💡	OnPreviewDragLeave(DragEventArgs)
💡	OnPreviewDragOver(DragEventArgs)
💡	OnPreviewDrop(DragEventArgs)

💡	OnPreviewGiveFeedback(GiveFeedbackEventArgs)
💡	OnPreviewGotKeyboardFocus(KeyboardFocusChangedEventArgs)
💡	OnPreviewKeyDown(KeyEventArgs)
💡	OnPreviewKeyUp(KeyEventArgs)
💡	OnPreviewLostKeyboardFocus(KeyboardFocusChangedEventArgs)
💡	OnPreviewMouseDown(MouseButtonEventArgs)
💡	OnPreviewMouseLeftButtonDown(MouseButtonEventArgs)
💡	OnPreviewMouseLeftButtonUp(MouseButtonEventArgs)
💡	OnPreviewMouseMove(MouseEventArgs)
💡	OnPreviewMouseRightButtonDown(MouseButtonEventArgs)
💡	OnPreviewMouseRightButtonUp(MouseButtonEventArgs)
💡	OnPreviewMouseUp(MouseButtonEventArgs)
💡	OnPreviewMouseWheel(MouseWheelEventArgs)
💡	OnPreviewQueryContinueDrag(QueryContinueDragEventArgs)
💡	OnPreviewStylusButtonDown(StylusButtonEventArgs)
💡	OnPreviewStylusButtonUp(StylusButtonEventArgs)

💡	OnPreviewStylusDown(StylusDownEventArgs)
💡	OnPreviewStylusInAirMove(StylusEventArgs)
💡	OnPreviewStylusInRange(StylusEventArgs)
💡	OnPreviewStylusMove(StylusEventArgs)
💡	OnPreviewStylusOutOfRange(StylusEventArgs)
💡	OnPreviewStylusSystemGesture(StylusSystemGestureEventArgs)
💡	OnPreviewStylusUp(StylusEventArgs)
💡	OnPreviewTextInput(TextCompositionEventArgs)
💡	OnPropertyChanged(DependencyPropertyChangedEventArgs)
💡	OnQueryContinueDrag(QueryContinueDragEventArgs)
💡	OnQueryCursor(QueryCursorEventArgs)
💡	OnRender(DrawingContext)
💡	OnRenderSizeChanged(SizeChangedEventArgs)
💡	OnStyleChanged(Style, Style)
💡	OnStylusButtonDown(StylusButtonEventArgs)

	OnStylusButtonUp(StylusButtonEventArgs)
	OnStylusDown(StylusDownEventArgs)
	OnStylusEnter(StylusEventArgs)
	OnStylusInAirMove(StylusEventArgs)
	OnStylusInRange(StylusEventArgs)
	OnStylusLeave(StylusEventArgs)
	OnStylusMove(StylusEventArgs)
	OnStylusOutOfRange(StylusEventArgs)
	OnStylusSystemGesture(StylusSystemGestureEventArgs)
	OnStylusUp(StylusEventArgs)
	OnTextInput(TextCompositionEventArgs)
	OnToolTipClosing(ToolTipEventArgs)
	OnToolTipOpening(ToolTipEventArgs)
	OnVisualChildrenChanged(DependencyObject, DependencyObject)
	OnVisualParentChanged(DependencyObject)
	Opacity

	OpacityMask
	OverridesDefaultStyle
	Parent
≡	ParentLayoutInvalidated(UIElement)
	PersistId
≡	PointFromScreen(Point)
≡	PointToScreen(Point)
≡	PredictFocus(FocusNavigationDirection)
⚡	PreviewDragEnter
⚡	PreviewDragLeave
⚡	PreviewDragOver
⚡	PreviewDrop
⚡	PreviewGiveFeedback
⚡	PreviewGotKeyboardFocus
⚡	PreviewKeyDown

⚡	PreviewKeyUp
⚡	PreviewLostKeyboardFocus
⚡	PreviewMouseDown
⚡	PreviewMouseLeftButtonDown
⚡	PreviewMouseLeftButtonUp
⚡	PreviewMouseMove
⚡	PreviewMouseRightButtonDown
⚡	PreviewMouseRightButtonUp
⚡	PreviewMouseUp
⚡	PreviewMouseWheel
⚡	PreviewQueryContinueDrag
⚡	PreviewStylusButtonDown
⚡	PreviewStylusButtonUp
⚡	PreviewStylusDown
⚡	PreviewStylusInAirMove
⚡	PreviewStylusInRange

⚡	PreviewStylusMove
⚡	PreviewStylusOutOfRange
⚡	PreviewStylusSystemGesture
⚡	PreviewStylusUp
⚡	PreviewTextInput
⚡	QueryContinueDrag
⚡	QueryCursor
≡ethyst	RaiseEvent(RoutedEventArgs)
≡ethyst	ReadLocalValue(DependencyProperty)
≡ethyst	RegisterName(String, Object)
≡ethyst	ReleaseMouseCapture()
≡ethyst	ReleaseStylusCapture()
≡ethyst	RemoveHandler(RoutedEvent, Delegate)
≡ethyst	RemoveLogicalChild(Object)
💡ethyst	RemoveVisualChild(Visual)

	RenderSize
	RenderTransform
	RenderTransformOrigin
	RequestBringIntoView
	Resources
	SetBinding(DependencyProperty, BindingBase)
	SetBinding(DependencyProperty, String)
	SetResourceReference(DependencyProperty, Object)
	SetValue(DependencyProperty, Object)
	SetValue(DependencyPropertyKey, Object)
	ShouldSerializeCommandBindings()
	ShouldSerializeInputBindings()
	ShouldSerializeProperty(DependencyProperty)
	ShouldSerializeResources()
	ShouldSerializeStyle()
	ShouldSerializeTriggers()

	SizeChanged
	SnapsToDevicePixels
	SourceUpdated
	Style
	StylusButtonDown
	StylusButtonUp
	StylusDown
	StylusEnter
	StylusInAirMove
	StylusInRange
	StylusLeave
	StylusMove
	StylusOutOfRange
	StylusPlugIns
	StylusSystemGesture

	StylusUp
	Tag
	TargetUpdated
	TemplatedParent
	TextInput
	ToolTip
	ToolTipClosing
	ToolTipOpening
	ToString()
	TransformToAncestor(Visual)
	TransformToAncestor(Visual3D)
	TransformToDescendant(Visual)
	TransformToVisual(Visual)
	TranslatePoint(Point, UIElement)

	Triggers
	TryFindResource(Object)
	Unloaded
	UnregisterName(String)
	UpdateLayout()
	VerifyAccess()
	VerticalAlignment
	Visibility
	VisualBitmapEffect
	VisualBitmapEffectInput
	VisualBitmapScalingMode
	VisualChildrenCount
	VisualClip
	VisualEdgeMode
	VisualOffset
	VisualOpacity

	VisualOpacityMask
	VisualParent
	VisualTransform
	VisualXSnappingGuidelines
	VisualYSnappingGuidelines
	Width

[-] Remarks

[Missing <remarks> documentation for
T:Transitional.Transitions.StarTransitionFrameworkElement]

[-] Inheritance Hierarchy

Object

- └ DispatcherObject
- └ DependencyObject
- └ Visual
- └ UIElement
- └ FrameworkElement
- └ **StarTransitionFrameworkElement**

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional
StarTransitionFrameworkElement
Constructor

Namespaces ► Transitional.Transitions ►
StarTransitionFrameworkElement ►
StarTransitionFrameworkElement()

C# ▾

Initializes a new instance of the **StarTransitionFrameworkElement** class

▀ Declaration Syntax

C#

Visual Basic

Visual C++ ▾

public StarTransitionFrameworkElement()

Public Sub New

public:

StarTransitionFrameworkElement()

▀ Remarks

[Missing <remarks> documentation for
M:Transitional.Transitions.StarTransitionFrameworkElement.#cto

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)

TransitionalInitializeComponent Method

Namespaces ► Transitional.Transitions ► StarTransitionFrameworkElement ► InitializeComponent()

InitializeComponent

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public void InitializeComponent()
```

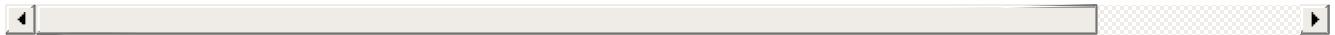
```
Public Sub InitializeComponent
```

```
public:  
virtual void InitializeComponent() sealed
```

Remarks

[Missing <remarks> documentation for
M:Transitional.Transitions.StarTransitionFrameworkElement.InitializeComponent]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



TransitionsStoryboardTransition Class

Namespaces ► [Transitions](#).[Transitions](#) ► **StoryboardTransition**

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public abstract class StoryboardTransition : Transition
```

```
Public MustInherit Class StoryboardTransition _  
    Inherits Transition
```

```
public ref class StoryboardTransition abstract : pub
```

Members

All Members	Constructors	Methods	Properties	Fields
<input checked="" type="checkbox"/> Public		<input checked="" type="checkbox"/> Instance		<input checked="" type="checkbox"/> Declared
<input checked="" type="checkbox"/> Protected		<input checked="" type="checkbox"/> Static		<input checked="" type="checkbox"/> Inherited

Icon	Member	
💡	StoryboardTransition()	(
💡	BeginTransition(TransitionElement, ContentPresenter, ContentPresenter)	(
💡	CheckAccess()	(
💡	ClearValue(DependencyProperty)	(
💡	ClearValue(DependencyPropertyKey)	(
📅	ClipToBounds	(
💡	CoerceValue(DependencyProperty)	(
📅	DependencyObjectType	(
📅	Dispatcher	(
📅	Duration	(

	EndTransition(TransitionElement, ContentPresenter, ContentPresenter)	(
	Equals(Object)	(
	Finalize()	(
)
)
	GetHashCode()	(
	GetLocalValueEnumerator()	(
	GetType()	(
)
	GetValue(DependencyProperty)	(
	InvalidateProperty(DependencyProperty)	(
	IsNewContentTopmost	(
	IsSealed	(
	MemberwiseClone()	(
)
	NewContentStoryboard	
	NewContentStoryboardProperty	
	NewContentStyle	
	NewContentStyleProperty	
	NullContentSupport	(
	OldContentStoryboard	
	OldContentStoryboardProperty	
	OldContentStyle	
	OldContentStyleProperty	

	OnDurationChanged(Duration, Duration)	(
💡	OnPropertyChanged(DependencyPropertyChangedEventArgs)	(
💡	OnTransitionEnded(TransitionElement, ContentPresenter, ContentPresenter)	(
)
💡	ReadLocalValue(DependencyProperty)	(
💡	SetValue(DependencyProperty, Object)	(
💡	SetValue(DependencyPropertyKey, Object)	(
💡	ShouldSerializeProperty(DependencyProperty)	(
💡	ToString()	(
)
)
💡	VerifyAccess()	(

Remarks

[Missing <remarks> documentation for
T:Transitions.TransitionsStoryboardTransition]

Inheritance Hierarchy



- └ FadeAndGrowTransition
 - └ VerticalWipeTransition
 - └ MeltTransition
 - └ CheckerboardTransition
 - └ DotsTransition
 - └ DiagonalWipeTransition
 - └ DiamondsTransition
 - └ RotateWipeTransition
 - └ FadeAndBlurTransition

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



TransitionalStoryboardTransition Constructor

Namespaces ► Transitional.Transitions ► StoryboardTransition ► **StoryboardTransition()**

C# ▾

Initializes a new instance of the [StoryboardTransition](#) class.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
protected StoryboardTransition()
```

```
Protected Sub New
```

```
protected:  
StoryboardTransition()
```

Remarks

[Missing <remarks> documentation for
[M:Transitional.TransitionsStoryboardTransition.#ctor](#)]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitional
BeginTransition Method
(transitionElement, oldContent, newContent)

Namespaces ► Transitional.Transitions ► StoryboardTransition ►
**BeginTransition(TransitionElement, ContentPresenter,
ContentPresenter)**

C# ▾

▀ Declaration Syntax

C#

Visual Basic

Visual C++

```
protected internal override void BeginTransition(  
    TransitionElement transitionElement,  
    ContentPresenter oldContent,  
    ContentPresenter newContent  
)
```

```
Protected Friend Overrides Sub BeginTransition ( _  
    transitionElement As TransitionElement, _  
    oldContent As ContentPresenter, _  
    newContent As ContentPresenter _  
)
```

```
protected public:  
virtual void BeginTransition(  
    TransitionElement^ transitionElement,  
    ContentPresenter^ oldContent,  
    ContentPresenter^ newContent  
) override
```

▀ Parameters

transitionElement ([TransitionElement](#))

oldContent ([ContentPresenter](#))

newContent ([ContentPresenter](#))

▀ Remarks

[Missing <remarks> documentation for
M:Transitional.TransitionsStoryboardTransition.BeginTransition(

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional NewContentStoryboard Property

Namespaces ► Transitional.Transitions ► StoryboardTransition ► **NewContentStoryboard**

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public Storyboard NewContentStoryboard { get; set; }
```

Public Property NewContentStoryboard **As** Storyboard

```
public:  
property Storyboard^ NewContentStoryboard {  
    Storyboard^ get ();  
    void set (Storyboard^ value);  
}
```

Remarks

[Missing <remarks> documentation for
P:Transitional.TransitionsStoryboardTransition.NewContentStory

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional NewContentStoryboardProperty Field

Namespaces ► Transitional.Transitions ► StoryboardTransition ► **NewContentStoryboardProperty**

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public static readonly DependencyProperty NewContent
```

```
Public Shared ReadOnly NewContentStoryboardProperty
```

```
public:  
static initonly DependencyProperty^ NewContentStoryb
```

Remarks

[Missing <remarks> documentation for
`F:Transitional.TransitionsStoryboardTransition.NewContentStory`

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional NewContentStyle Property

Namespaces ► Transitional.Transitions ► StoryboardTransition ► **NewContentStyle**

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public Style NewContentStyle { get; set; }
```

Public Property NewContentStyle **As** Style

```
public:  
property Style^ NewContentStyle {  
    Style^ get ();  
    void set (Style^ value);  
}
```

Remarks

[Missing <remarks> documentation for
P:Transitional.TransitionsStoryboardTransition.NewContentStyle]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitional NewContentStyleProperty Field

Namespaces ► Transitional.Transitions ► StoryboardTransition ► NewContentStyleProperty

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public static readonly DependencyProperty NewContent
```

```
Public Shared ReadOnly NewContentStyleProperty As De
```

```
public:  
static initonly DependencyProperty^ NewContentStyleP
```

Remarks

[Missing <remarks> documentation for
F:Transitional.TransitionsStoryboardTransition.NewContentStyle

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional OldContentStoryboard Property

Namespaces ► Transitional.Transitions ► StoryboardTransition ► OldContentStoryboard

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public Storyboard OldContentStoryboard { get; set; }
```

Public Property OldContentStoryboard As Storyboard

```
public:  
property Storyboard^ OldContentStoryboard {  
    Storyboard^ get ();  
    void set (Storyboard^ value);  
}
```

Remarks

[Missing <remarks> documentation for
P:Transitional.TransitionsStoryboardTransition.OldContentStory]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional OldContentStoryboardProperty Field

Namespaces ► Transitional.Transitions ► StoryboardTransition ► OldContentStoryboardProperty

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public static readonly DependencyProperty OldContent
```

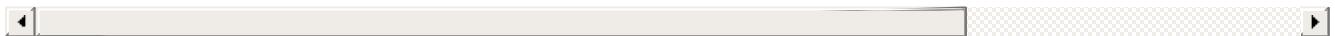
```
Public Shared ReadOnly OldContentStoryboardProperty
```

```
public:  
static initonly DependencyProperty^ OldContentStoryb
```

Remarks

[Missing <remarks> documentation for
F:Transitional.TransitionsStoryboardTransition.OldContentStory

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional OldContentStyle Property

Namespaces ► Transitional.Transitions ► StoryboardTransition ► OldContentStyle

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public Style OldContentStyle { get; set; }
```

Public Property OldContentStyle As Style

```
public:  
property Style^ OldContentStyle {  
    Style^ get ();  
    void set (Style^ value);  
}
```

Remarks

[Missing <remarks> documentation for
P:Transitional.TransitionsStoryboardTransition.OldContentStyle]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitional OldContentStyleProperty Field

Namespaces ► Transitional.Transitions ► StoryboardTransition ► OldContentStyleProperty

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public static readonly DependencyProperty OldContent
```

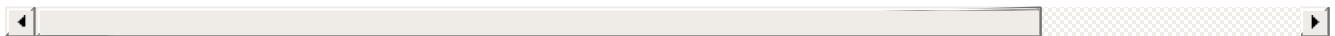
```
Public Shared ReadOnly OldContentStyleProperty As De
```

```
public:  
static initonly DependencyProperty^ OldContentStyleP
```

Remarks

[Missing <remarks> documentation for
`F:Transitional.TransitionsStoryboardTransition.OldContentStyleF`

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional **OnTransitionEnded** Method
(transitionElement, oldContent, newContent)

Namespaces ► [Transitional.Transitions](#) ► [StoryboardTransition](#) ►

**OnTransitionEnded(TransitionElement, ContentPresenter,
ContentPresenter)**

C# ▾

▀ Declaration Syntax

C#

Visual Basic

Visual C++

```
protected override void OnTransitionEnded(  
    TransitionElement transitionElement,  
    ContentPresenter oldContent,  
    ContentPresenter newContent  
)
```

```
Protected Overrides Sub OnTransitionEnded ( _  
    transitionElement As TransitionElement, _  
    oldContent As ContentPresenter, _  
    newContent As ContentPresenter _  
)
```

```
protected:  
virtual void OnTransitionEnded(  
    TransitionElement^ transitionElement,  
    ContentPresenter^ oldContent,  
    ContentPresenter^ newContent  
) override
```

▀ Parameters

transitionElement ([TransitionElement](#))

oldContent ([ContentPresenter](#))

newContent ([ContentPresenter](#))

▀ Remarks

[Missing <remarks> documentation for
M:Transitional.TransitionsStoryboardTransition.OnTransitionEnd

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional TransitionDirection Enumeration

Namespaces ► Transitional.Transitions ► TransitionDirection

C# ▾

- Declaration Syntax

C#

Visual Basic

Visual C++

```
public enum TransitionDirection
```

```
Public Enumeration TransitionDirection
```

```
public enum class TransitionDirection
```

- Members

Member	Description
Forward	
Backward	

- Remarks

[Missing <remarks> documentation for
T:Transitional.Transitions.TransitionDirection]

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)

Transitional Transition Class

Namespaces ► Transitional.Transitions ► TranslateTransition

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public class TranslateTransition : Transition
```

```
Public Class TranslateTransition _  
    Inherits Transition
```

```
public ref class TranslateTransition : public Transi
```

Members

All Members	Constructors	Methods	Properties	Fields
<input checked="" type="checkbox"/> Public		<input checked="" type="checkbox"/> Instance		<input checked="" type="checkbox"/> Declared
<input checked="" type="checkbox"/> Protected		<input checked="" type="checkbox"/> Static		<input checked="" type="checkbox"/> Inherited

Icon	Member
≡	TranslateTransition()
≡	BeginTransition(TransitionElement, ContentPresenter, ContentPresenter)
≡	CheckAccess()
≡	ClearValue(DependencyProperty)
≡	ClearValue(DependencyPropertyKey)
Clipboard	ClipToBounds
≡	CoerceValue(DependencyProperty)
Clipboard	DependencyObjectType
Clipboard	Dispatcher
Clipboard	Duration

	EndPoint	
	EndPointProperty	
	EndTransition(TransitionElement, ContentPresenter, ContentPresenter)	(
	Equals(Object)	(
	Finalize()	(
)
)
	GetHashCode()	(
	GetLocalValueEnumerator()	(
	GetType()	(
)
	GetValue(DependencyProperty)	(
	InvalidateProperty(DependencyProperty)	(
	IsNewContentTopmost	(
	IsSealed	(
	MemberwiseClone()	(
)
	NullContentSupport	(
	OnDurationChanged(Duration, Duration)	(
	OnPropertyChanged(DependencyPropertyChangedEventArgs)	(
	OnTransitionEnded(TransitionElement, ContentPresenter, ContentPresenter)	(
)
	ReadLocalValue(DependencyProperty)	(
	SetValue(DependencyProperty, Object)	(
)

	SetValue(DependencyPropertyKey, Object)	(
	ShouldSerializeProperty(DependencyProperty)	(
	StartPoint	
S	StartPointProperty	
	ToString()	(F C
		(
	VerifyAccess()	(

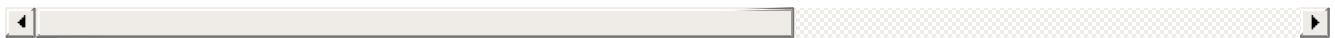
Remarks

[Missing <remarks> documentation for
T:Transitional.Transitions.TranslateTransition]

Inheritance Hierarchy



Assembly: `Transitional` (Module: `Transitional`) Version: 1.0.0.0 (1.0.0.0)



Transitional Transition Constructor

Namespaces ► Transitional.Transitions ► TranslateTransition ► **TranslateTransition()**

C# ▾

Initializes a new instance of the [TranslateTransition](#) class.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public TranslateTransition()
```

```
Public Sub New
```

```
public:  
TranslateTransition()
```

Remarks

[Missing <remarks> documentation for
[M:Transitional.Transitions.TranslateTransition.#ctor](#)]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitional

BeginTransition Method (transitionElement, oldContent, newContent)

Namespaces ► Transitional.Transitions ► TranslateTransition ►

BeginTransition(TransitionElement, ContentPresenter,
ContentPresenter)

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
protected internal override void BeginTransition(  
    TransitionElement transitionElement,  
    ContentPresenter oldContent,  
    ContentPresenter newContent  
)
```

```
Protected Friend Overrides Sub BeginTransition ( _  
    transitionElement As TransitionElement, _  
    oldContent As ContentPresenter, _  
    newContent As ContentPresenter _  
)
```

```
protected public:  
virtual void BeginTransition(  
    TransitionElement^ transitionElement,  
    ContentPresenter^ oldContent,  
    ContentPresenter^ newContent  
) override
```

Parameters

transitionElement ([TransitionElement](#))

oldContent ([ContentPresenter](#))

newContent ([ContentPresenter](#))

Remarks

[Missing <remarks> documentation for
M:Transitional.Transitions.TranslateTransition.BeginTransition(Tr

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional EndPoint Property

Namespaces ► Transitional.Transitions ► TranslateTransition ► EndPoint

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public Point EndPoint { get; set; }
```

```
Public Property EndPoint As Point
```

```
public:  
property Point EndPoint {  
    Point get ();  
    void set (Point value);  
}
```

Remarks

[Missing <remarks> documentation for
P:Transitional.Transitions.TranslateTransition.EndPoint]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitional EndPointProperty Field

Namespaces ► Transitional.Transitions ► TranslateTransition ► EndPointProperty

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public static readonly DependencyProperty EndPointPr
```

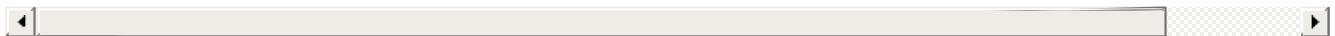
```
Public Shared ReadOnly EndPointProperty As Dependenc
```

```
public:  
static initonly DependencyProperty^ EndPointProperty
```

Remarks

[Missing <remarks> documentation for
F:Transitional.Transitions.TranslateTransition.EndPointProperty]

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional **OnTransitionEnded Method**
(transitionElement, oldContent, newContent)

Namespaces ► [Transitional.Transitions](#) ► [TranslateTransition](#) ►

**OnTransitionEnded(TransitionElement, ContentPresenter,
ContentPresenter)**

C# ▾

▀ Declaration Syntax

C#

Visual Basic

Visual C++

```
protected override void OnTransitionEnded(  
    TransitionElement transitionElement,  
    ContentPresenter oldContent,  
    ContentPresenter newContent  
)
```

```
Protected Overrides Sub OnTransitionEnded ( _  
    transitionElement As TransitionElement, _  
    oldContent As ContentPresenter, _  
    newContent As ContentPresenter _  
)
```

```
protected:  
virtual void OnTransitionEnded(  
    TransitionElement^ transitionElement,  
    ContentPresenter^ oldContent,  
    ContentPresenter^ newContent  
) override
```

▀ Parameters

transitionElement ([TransitionElement](#))

oldContent ([ContentPresenter](#))

newContent ([ContentPresenter](#))

▀ Remarks

[Missing <remarks> documentation for
M:Transitional.Transitions.TranslateTransition.OnTransitionEnde

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional StartPoint Property

Namespaces ► Transitional.Transitions ► TranslateTransition ► StartPoint

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public Point StartPoint { get; set; }
```

```
Public Property StartPoint As Point
```

```
public:  
property Point StartPoint {  
    Point get ();  
    void set (Point value);  
}
```

Remarks

[Missing <remarks> documentation for
P:Transitional.Transitions.TranslateTransition.StartPoint]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitional StartPointProperty Field

Namespaces ► Transitional.Transitions ► TranslateTransition ► StartPointProperty

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public static readonly DependencyProperty StartPoint
```

```
Public Shared ReadOnly StartPointProperty As Depende
```

```
public:  
static initonly DependencyProperty^ StartPointProper
```

Remarks

[Missing <remarks> documentation for
F:Transitional.Transitions.TranslateTransition.StartPointProperty]

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional TwoWayTransitionSelector Class

Namespaces ► Transitional.Transitions ►

TwoWayTransitionSelector

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public class TwoWayTransitionSelector : TransitionSe
```

```
Public Class TwoWayTransitionSelector _  
    Inherits TransitionSelector
```

```
public ref class TwoWayTransitionSelector : public T
```

Members

All Members	Constructors	Methods	Properties	Fields
<input checked="" type="checkbox"/> Public		<input checked="" type="checkbox"/> Instance		<input checked="" type="checkbox"/> Declared
<input checked="" type="checkbox"/> Protected		<input checked="" type="checkbox"/> Static		<input checked="" type="checkbox"/> Inherited

Icon	Member
≡	TwoWayTransitionSelector()
⊕	BackwardTransition
⊕ S	BackwardTransitionProperty
≡	CheckAccess()
≡	ClearValue(DependencyProperty)
≡	ClearValue(DependencyPropertyKey)
≡	CoerceValue(DependencyProperty)
⊕	DependencyObjectType
⊕	Direction
⊕ S	DirectionProperty
⊕	Dispatcher

	Equals(Object)	(
	Finalize())
)
)
)
	ForwardTransition	
S	ForwardTransitionProperty	
	GetHashCode()	(
	GetLocalValueEnumerator()	(
	GetType()	(
)
)
	GetValue(DependencyProperty)	(
	InvalidateProperty(DependencyProperty)	(
	IsSealed	(
	MemberwiseClone()	(
)
)
	OnPropertyChanged(DependencyPropertyChangedEventArgs)	(
	ReadLocalValue(DependencyProperty)	(
	SelectTransition(Object, Object)	(
)
)
	SetValue(DependencyProperty, Object)	(
	SetValue(DependencyPropertyKey, Object)	(
	ShouldSerializeProperty(DependencyProperty)	(
	ToString()	{
)

		(
•	VerifyAccess()	(

Remarks

[Missing <remarks> documentation for
T:Transitional.Transitions.TwoWayTransitionSelector]

Inheritance Hierarchy

Object

- └ DispatcherObject
- └ DependencyObject
- └ TransitionSelector
- └ TwoWayTransitionSelector

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional TwoWayTransitionSelector Constructor

Namespaces ► Transitional.Transitions ► TwoWayTransitionSelector
► **TwoWayTransitionSelector()**

C# ▾

Initializes a new instance of the [TwoWayTransitionSelector](#) class.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public TwoWayTransitionSelector()
```

```
Public Sub New
```

```
public:  
TwoWayTransitionSelector()
```

Remarks

[Missing <remarks> documentation for
[M:Transitional.Transitions.TwoWayTransitionSelector.#ctor](#)]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitional BackwardTransition Property

Namespaces ► Transitional.Transitions ► TwoWayTransitionSelector
► BackwardTransition

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public Transition BackwardTransition { get; set; }
```

Public Property BackwardTransition As Transition

```
public:  
property Transition^ BackwardTransition {  
    Transition^ get ();  
    void set (Transition^ value);  
}
```

Remarks

[Missing <remarks> documentation for
P:Transitional.Transitions.TwoWayTransitionSelector.BackwardTr

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional BackwardTransitionProperty Field

Namespaces ► Transitional.Transitions ► TwoWayTransitionSelector
► BackwardTransitionProperty

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public static readonly DependencyProperty BackwardTr
```

```
Public Shared ReadOnly BackwardTransitionProperty As
```

```
public:  
static initonly DependencyProperty^ BackwardTransiti
```

Remarks

[Missing <remarks> documentation for
F:Transitional.Transitions.TwoWayTransitionSelector.BackwardTr

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional Direction Property

Namespaces ► Transitional.Transitions ► TwoWayTransitionSelector
► Direction

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public TransitionDirection Direction { get; set; }
```

Public Property Direction As TransitionDirection

```
public:  
property TransitionDirection Direction {  
    TransitionDirection get ();  
    void set (TransitionDirection value);  
}
```

Remarks

[Missing <remarks> documentation for
P:Transitional.Transitions.TwoWayTransitionSelector.Direction]

Assembly: Transisionals (Module: Transisionals) Version: 1.0.0.0 (1.0.0.0)

TransitionalDirectionProperty Field

Namespaces ► Transitional.Transitions ► TwoWayTransitionSelector
► DirectionProperty

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public static readonly DependencyProperty DirectionP
```

```
Public Shared ReadOnly DependencyProperty As Dependenc
```

```
public:  
static initonly DependencyProperty^ DirectionPropert
```

Remarks

[Missing <remarks> documentation for
F:Transitional.Transitions.TwoWayTransitionSelector.DirectionPr

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional ForwardTransition Property

Namespaces ► Transitional.Transitions ► TwoWayTransitionSelector
► ForwardTransition

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public Transition ForwardTransition { get; set; }
```

Public Property ForwardTransition As Transition

```
public:  
property Transition^ ForwardTransition {  
    Transition^ get ();  
    void set (Transition^ value);  
}
```

Remarks

[Missing <remarks> documentation for
P:Transitional.Transitions.TwoWayTransitionSelector.ForwardTra

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional ForwardTransitionProperty Field

Namespaces ► Transitional.Transitions ► TwoWayTransitionSelector
► ForwardTransitionProperty

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public static readonly DependencyProperty ForwardTra
```

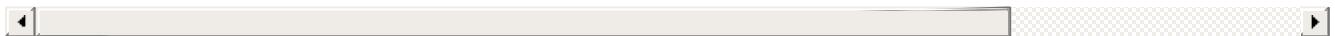
```
Public Shared ReadOnly ForwardTransitionProperty As
```

```
public:  
static initonly DependencyProperty^ ForwardTransitio
```

Remarks

[Missing <remarks> documentation for
F:Transitional.Transitions.TwoWayTransitionSelector.ForwardTra

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional
ns SelectTransition Method (*oldContent*,
newContent)

Namespaces ► Transitional.Transitions ► TwoWayTransitionSelector
► SelectTransition(Object, Object)

C# ▾

▀ Declaration Syntax

C#

Visual Basic

Visual C++

```
public override Transition SelectTransition(  
    Object oldContent,  
    Object newContent  
)
```

```
Public Overrides Function SelectTransition ( _  
    oldContent As Object, _  
    newContent As Object _  
) As Transition
```

```
public:  
virtual Transition^ SelectTransition(  
    Object^ oldContent,  
    Object^ newContent  
) override
```

▀ Parameters

oldContent (Object)

newContent (Object)

▀ Remarks

[Missing <remarks> documentation for
M:Transitional.Transitions.TwoWayTransitionSelector.SelectTrans

◀

▶

Transitional VerticalBlindsTransition Class

Namespaces ► Transitional.Transitions ► VerticalBlindsTransition

C# ▾

Represents the VerticalBlindsTransition

Declaration Syntax

C#

Visual Basic

Visual C++

```
public class VerticalBlindsTransition : StoryboardTr
```

```
Public Class VerticalBlindsTransition _  
    Inherits StoryboardTransition
```

```
public ref class VerticalBlindsTransition : public S
```

Members

All Members

Constructors

Methods

Properties

Public
 Protected

Instance
 Static

Declare
 Inherit

Icon	Member	
	VerticalBlindsTransition()	(
	BeginTransition(TransitionElement, ContentPresenter, ContentPresenter)	(
	CheckAccess()	(
	ClearValue(DependencyProperty)	(
	ClearValue(DependencyPropertyKey)	(
	ClipToBounds	(
	CoerceValue(DependencyProperty)	(
	DependencyObjectType	(

	Dispatcher	(
⌚	Duration	(
💡	EndTransition(TransitionElement, ContentPresenter, ContentPresenter)	(
≡	Equals(Object)	(
💡	Finalize())
)
)
≡	GetHashCode()	(
≡	GetLocalValueEnumerator()	(
≡	GetType()	(
)
≡	GetValue(DependencyProperty)	(
≡	InvalidateProperty(DependencyProperty)	(
⌚	IsNewContentTopmost	(
⌚	IsSealed	(
💡	MemberwiseClone()	(
)
⌚	NewContentStoryboard	(
⌚	NewContentStyle	(
⌚	NullContentSupport	(
⌚	OldContentStoryboard	(
⌚	OldContentStyle	(
💡	OnDurationChanged(Duration, Duration)	(

💡	OnPropertyChanged(DependencyPropertyChangedEventArgs)
💡	OnTransitionEnded(TransitionElement, ContentPresenter, ContentPresenter)
💡	ReadLocalValue(DependencyProperty)
💡	SetValue(DependencyProperty, Object)
💡	SetValue(DependencyPropertyKey, Object)
💡	ShouldSerializeProperty(DependencyProperty)
💡	ToString()
💡	VerifyAccess()

Remarks

[Missing <remarks> documentation for
T:Transitional.Transitions.VerticalBlindsTransition]

Inheritance Hierarchy



Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional VerticalBlindsTransition Constructor

Namespaces ► Transitional.Transitions ► VerticalBlindsTransition ► **VerticalBlindsTransition()**

Initializes a new instance of the [VerticalBlindsTransition](#) class.

C#

Declaration Syntax

C#

Visual Basic

Visual C++

```
public VerticalBlindsTransition()
```

```
Public Sub New
```

```
public:  
VerticalBlindsTransition()
```

Remarks

[Missing <remarks> documentation for
[M:Transitional.Transitions.VerticalBlindsTransition.#ctor](#)]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitional OnDurationChanged Method (oldDuration, newDuration)

Namespaces ► [Transitional.Transitions](#) ► [VerticalBlindsTransition](#) ► [OnDurationChanged\(Duration, Duration\)](#)

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
protected override void OnDurationChanged(  
    Duration oldDuration,  
    Duration newDuration  
)
```

```
Protected Overrides Sub OnDurationChanged ( _  
    oldDuration As Duration, _  
    newDuration As Duration _  
)
```

```
protected:  
virtual void OnDurationChanged(  
    Duration oldDuration,  
    Duration newDuration  
) override
```

Parameters

oldDuration ([Duration](#))

newDuration ([Duration](#))

Remarks

[Missing <remarks> documentation for
[M:Transitional.Transitions.VerticalBlindsTransition.OnDurationCh](#)

◀

▶

Transitional
VerticalBlindsTransitionFrameworkElement
Class

Namespaces ► Transitional.Transitions ►
VerticalBlindsTransitionFrameworkElement

C# ▾

Stores the XAML that defines the VerticalBlindsTransition

VerticalBlindsTransitionFrameworkElement

[-] Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public class VerticalBlindsTransitionFrameworkElement
```

```
Public Class VerticalBlindsTransitionFrameworkElement
    Inherits FrameworkElement
    Implements IComponentConnector
```

```
public ref class VerticalBlindsTransitionFrameworkElement
    implements IComponentConnector
```

[-] Members

All Members	Constructors	Methods	Properties	Events
<input checked="" type="checkbox"/> Public		<input checked="" type="checkbox"/> Instance		<input checked="" type="checkbox"/> Declared
<input checked="" type="checkbox"/> Protected		<input checked="" type="checkbox"/> Static		<input checked="" type="checkbox"/> Inherited

Icon	Member
	VerticalBlindsTransitionFrameworkElement()
	ActualHeight
	ActualWidth
	AddHandler(RoutedEvent, Delegate)

	AddHandler(RoutedEvent, Delegate, Boolean)
	AddLogicalChild(Object)
	AddToEventRoute(EventRoute, RoutedEventArgs)
	AddVisualChild(Visual)
	AllowDrop
	ApplyAnimationClock(DependencyProperty, AnimationClock)
	ApplyAnimationClock(DependencyProperty, AnimationClock, HandoffBehavior)
	ApplyTemplate()
	Arrange(Rect)
	ArrangeCore(Rect)
	ArrangeOverride(Size)
	BeginAnimation(DependencyProperty, AnimationTimeline)
	BeginAnimation(DependencyProperty, AnimationTimeline, HandoffBehavior)
	BeginInit()
	BeginStoryboard(Storyboard)
	BeginStoryboard(Storyboard, HandoffBehavior)

	 BeginStoryboard(Storyboard, HandoffBehavior, Boolean)
	 BitmapEffect
	 BitmapEffectInput
	 BringIntoView()
	 BringIntoView(Rect)
	 CaptureMouse()
	 CaptureStylus()
	 CheckAccess()
	 ClearValue(DependencyProperty)
	 ClearValue(DependencyPropertyKey)
	 Clip
	 ClipToBounds
	 CoerceValue(DependencyProperty)
	 CommandBindings
	 ContextMenu

	ContextMenuClosing
	ContextMenuOpening
	Cursor
	DataContext
	DataContextChanged
	DefaultStyleKey
	DependencyObjectType
	DesiredSize
	Dispatcher
	DragEnter
	DragLeave
	DragOver
	Drop
	EndInit()
	Equals(Object)
	Finalize()

=	 FindCommonVisualAncestor(DependencyObject)
=	 FindName(String)
=	 FindResource(Object)
	FlowDirection
=	 Focus()
	Focusable
	FocusableChanged
	FocusVisualStyle
	ForceCursor
=	 GetAnimationBaseValue(DependencyProperty)
=	 GetBindingExpression(DependencyProperty)
=	 GetHashCode()

	GetLayoutClip(Size)
	GetLocalValueEnumerator()
	GetTemplateChild(String)
	GetType()
	GetUIParentCore()
	GetValue(DependencyProperty)
	GetVisualChild(Int32)
	GiveFeedback
	GotFocus
	GotKeyboardFocus
	GotMouseCapture
	GotStylusCapture
	HasAnimatedProperties
	Height

	HitTestCore(PointHitTestParameters)
	HitTestCore(GeometryHitTestParameters)
	HorizontalAlignment
	InheritanceBehavior
	InitializeComponent()
	Initialized
	InputBindings
	InputHitTest(Point)
	InputScope
	InvalidateArrange()
	InvalidateMeasure()
	InvalidateProperty(DependencyProperty)
	InvalidateVisual()
	IsAncestorOf(DependencyObject)
	IsArrangeValid
	IsDescendantOf(DependencyObject)

	isEnabled
	isEnabledChanged
	isEnabledCore
	isFocused
	isHitTestVisible
	isHitTestVisibleChanged
	isInitialized
	isInputMethodEnabled
	isKeyboardFocused
	isKeyboardFocusedChanged
	isKeyboardFocusWithin
	isKeyboardFocusWithinChanged
	isLoaded
	isMeasureValid
	isMouseCaptured

	IsMouseCapturedChanged
	IsMouseCaptureWithin
	IsMouseCaptureWithinChanged
	IsMouseDirectlyOver
	IsMouseDirectlyOverChanged
	IsMouseOver
	IsSealed
	IsStylusCaptured
	IsStylusCapturedChanged
	IsStylusCaptureWithin
	IsStylusCaptureWithinChanged
	IsStylusDirectlyOver
	IsStylusDirectlyOverChanged
	IsStylusOver
	IsVisible
	IsVisibleChanged

	KeyDown
	KeyUp
	Language
	LayoutTransform
	LayoutUpdated
	Loaded
	LogicalChildren
	LostFocus
	LostKeyboardFocus
	LostMouseCapture
	LostStylusCapture
	Margin
	MaxHeight
	MaxWidth
	Measure(Size)

	MeasureCore(Size)
	MeasureOverride(Size)
	MemberwiseClone()
	MinHeight
	MinWidth
	MouseDown
	MouseEnter
	MouseLeave
	MouseLeftButtonDown
	MouseLeftButtonUp
	MouseMove
	MouseRightButtonDown
	MouseRightButtonUp
	MouseUp

	MouseWheel
≡	MoveFocus(TraversalRequest)
��	Name
💡	OnAccessKey(AccessKeyEventArgs)
≡	OnApplyTemplate()
💡	OnChildDesiredSizeChanged(UIElement)
💡	OnContextMenuClosing(ContextMenuEventArgs)
💡	OnContextMenuOpening(ContextMenuEventArgs)
💡	OnCreateAutomationPeer()
💡	OnDragEnter(DragEventArgs)
💡	OnDragLeave(DragEventArgs)
💡	OnDragOver(DragEventArgs)
💡	OnDrop(DragEventArgs)
💡	OnGiveFeedback(GiveFeedbackEventArgs)
💡	OnGotFocus(RoutedEventArgs)
💡	OnGotKeyboardFocus(KeyboardFocusChangedEventArgs)

💡	OnGotMouseCapture(MouseEventArgs)
💡	OnGotStylusCapture(StylusEventArgs)
💡	OnInitialized(EventArgs)
💡	OnIsKeyboardFocusedChanged(DependencyPropertyChangedE
💡	OnIsKeyboardFocusWithinChanged(DependencyPropertyChangedChang
💡	OnIsMouseCapturedChanged(DependencyPropertyChangedEvent
💡	OnIsMouseCaptureWithinChanged(DependencyPropertyChangedChange
💡	OnIsMouseDirectlyOverChanged(DependencyPropertyChangedEvent
💡	OnIsStylusCapturedChanged(DependencyPropertyChangedEvent
💡	OnIsStylusCaptureWithinChanged(DependencyPropertyChangedChang
💡	OnIsStylusDirectlyOverChanged(DependencyPropertyChangedEvent
💡	OnKeyDown(KeyEventArgs)
💡	OnKeyUp(KeyEventArgs)
💡	OnLostFocus(RoutedEventArgs)
💡	OnLostKeyboardFocus(KeyboardFocusChangedEventArgs)

💡	OnLostMouseCapture(MouseEventArgs)
💡	OnLostStylusCapture(StylusEventArgs)
💡	OnMouseDown(MouseButtonEventArgs)
💡	OnMouseEnter(MouseEventArgs)
💡	OnMouseLeave(MouseEventArgs)
💡	OnMouseLeftButtonDown(MouseButtonEventArgs)
💡	OnMouseLeftButtonUp(MouseButtonEventArgs)
💡	OnMouseMove(MouseEventArgs)
💡	OnMouseRightButtonDown(MouseButtonEventArgs)
💡	OnMouseRightButtonUp(MouseButtonEventArgs)
💡	OnMouseUp(MouseButtonEventArgs)
💡	OnMouseWheel(MouseWheelEventArgs)
💡	OnPreviewDragEnter(DragEventArgs)
💡	OnPreviewDragLeave(DragEventArgs)
💡	OnPreviewDragOver(DragEventArgs)
💡	OnPreviewDrop(DragEventArgs)

💡	OnPreviewGiveFeedback(GiveFeedbackEventArgs)
💡	OnPreviewGotKeyboardFocus(KeyboardFocusChangedEventArgs)
💡	OnPreviewKeyDown(KeyEventEventArgs)
💡	OnPreviewKeyUp(KeyEventEventArgs)
💡	OnPreviewLostKeyboardFocus(KeyboardFocusChangedEventArgs)
💡	OnPreviewMouseDown(MouseButtonEventArgs)
💡	OnPreviewMouseLeftButtonDown(MouseButtonEventArgs)
💡	OnPreviewMouseLeftButtonUp(MouseButtonEventArgs)
💡	OnPreviewMouseMove(MouseEventEventArgs)
💡	OnPreviewMouseRightButtonDown(MouseButtonEventArgs)
💡	OnPreviewMouseRightButtonUp(MouseButtonEventArgs)
💡	OnPreviewMouseUp(MouseButtonEventArgs)
💡	OnPreviewMouseWheel(MouseWheelEventArgs)
💡	OnPreviewQueryContinueDrag(QueryContinueDragEventArgs)
💡	OnPreviewStylusButtonDown(StylusButtonEventArgs)

💡	OnPreviewStylusButtonUp(StylusButtonEventArgs)
💡	OnPreviewStylusDown(StylusDownEventArgs)
💡	OnPreviewStylusInAirMove(StylusEventArgs)
💡	OnPreviewStylusInRange(StylusEventArgs)
💡	OnPreviewStylusMove(StylusEventArgs)
💡	OnPreviewStylusOutOfRange(StylusEventArgs)
💡	OnPreviewStylusSystemGesture(StylusSystemGestureEventArgs)
💡	OnPreviewStylusUp(StylusEventArgs)
💡	OnPreviewTextInput(TextCompositionEventArgs)
💡	OnPropertyChanged(DependencyPropertyChangedEventArgs)
💡	OnQueryContinueDrag(QueryContinueDragEventArgs)
💡	OnQueryCursor(QueryCursorEventArgs)
💡	OnRender(DrawingContext)
💡	OnRenderSizeChanged(SizeChangedEventArgs)
💡	OnStyleChanged(Style, Style)
💡	OnStylusButtonDown(StylusButtonEventArgs)

💡	OnStylusButtonUp(StylusButtonEventArgs)
💡	OnStylusDown(StylusDownEventArgs)
💡	OnStylusEnter(StylusEventArgs)
💡	OnStylusInAirMove(StylusEventArgs)
💡	OnStylusInRange(StylusEventArgs)
💡	OnStylusLeave(StylusEventArgs)
💡	OnStylusMove(StylusEventArgs)
💡	OnStylusOutOfRange(StylusEventArgs)
💡	OnStylusSystemGesture(StylusSystemGestureEventArgs)
💡	OnStylusUp(StylusEventArgs)
💡	OnTextInput(TextCompositionEventArgs)
💡	OnToolTipClosing(ToolTipEventArgs)
💡	OnToolTipOpening(ToolTipEventArgs)
💡	OnVisualChildrenChanged(DependencyObject, DependencyObject)
💡	OnVisualParentChanged(DependencyObject)

	Opacity
	OpacityMask
	OverridesDefaultStyle
	Parent
	ParentLayoutInvalidated(UIElement)
	PersistId
	PointFromScreen(Point)
	PointToScreen(Point)
	PredictFocus(FocusNavigationDirection)
	PreviewDragEnter
	PreviewDragLeave
	PreviewDragOver
	PreviewDrop
	PreviewGiveFeedback
	PreviewGotKeyboardFocus
	PreviewKeyDown

⚡	PreviewKeyUp
⚡	PreviewLostKeyboardFocus
⚡	PreviewMouseDown
⚡	PreviewMouseLeftButtonDown
⚡	PreviewMouseLeftButtonUp
⚡	PreviewMouseMove
⚡	PreviewMouseRightButtonDown
⚡	PreviewMouseRightButtonUp
⚡	PreviewMouseUp
⚡	PreviewMouseWheel
⚡	PreviewQueryContinueDrag
⚡	PreviewStylusButtonDown
⚡	PreviewStylusButtonUp
⚡	PreviewStylusDown
⚡	PreviewStylusInAirMove

⚡	PreviewStylusInRange
⚡	PreviewStylusMove
⚡	PreviewStylusOutOfRange
⚡	PreviewStylusSystemGesture
⚡	PreviewStylusUp
⚡	PreviewTextInput
⚡	QueryContinueDrag
⚡	QueryCursor
≡ethyst	RaiseEvent(RoutedEventArgs)
≡ethyst	ReadLocalValue(DependencyProperty)
≡ethyst	RegisterName(String, Object)
≡ethyst	ReleaseMouseCapture()
≡ethyst	ReleaseStylusCapture()
≡ethyst	RemoveHandler(RoutedEventArgs, Delegate)
≡ethyst	RemoveLogicalChild(Object)
≡ethyst	RemoveVisualChild(Visual)

	RenderSize
	RenderTransform
	RenderTransformOrigin
	RequestBringIntoView
	Resources
	SetBinding(DependencyProperty, BindingBase)
	SetBinding(DependencyProperty, String)
	SetResourceReference(DependencyProperty, Object)
	SetValue(DependencyProperty, Object)
	SetValue(DependencyPropertyKey, Object)
	ShouldSerializeCommandBindings()
	ShouldSerializeInputBindings()
	ShouldSerializeProperty(DependencyProperty)
	ShouldSerializeResources()
	ShouldSerializeStyle()
	

	ShouldSerializeTriggers()
	SizeChanged
	SnapsToDevicePixels
	SourceUpdated
	Style
	StylusButtonDown
	StylusButtonUp
	StylusDown
	StylusEnter
	StylusInAirMove
	StylusInRange
	StylusLeave
	StylusMove
	StylusOutOfRange
	StylusPlugIns
	StylusSystemGesture

	StylusUp
	Tag
	TargetUpdated
	TemplatedParent
	TextInput
	ToolTip
	ToolTipClosing
	ToolTipOpening
	ToString()
	TransformToAncestor(Visual)
	TransformToAncestor(Visual3D)
	TransformToDescendant(Visual)
	TransformToVisual(Visual)
	TranslatePoint(Point, UIElement)

	Triggers
	TryFindResource(Object)
	Unloaded
	UnregisterName(String)
	UpdateLayout()
	VerifyAccess()
	VerticalAlignment
	Visibility
	VisualBitmapEffect
	VisualBitmapEffectInput
	VisualBitmapScalingMode
	VisualChildrenCount
	VisualClip
	VisualEdgeMode
	VisualOffset

	VisualOpacity
	VisualOpacityMask
	VisualParent
	VisualTransform
	VisualXSnappingGuidelines
	VisualYSnappingGuidelines
	Width

❑ Remarks

[Missing <remarks> documentation for
T:Transitional.Transitions.VerticalBlindsTransitionFrameworkElement]

❑ Inheritance Hierarchy

[Object](#)

 └ [DispatcherObject](#)

 └ [DependencyObject](#)

 └ [Visual](#)

 └ [UIElement](#)

 └ [FrameworkElement](#)

 └ **VerticalBlindsTransitionFrameworkElement**

Assembly: **Transitional** (Module: **Transitional**) Version: 1.0.0.0 (1.0.0.0)



Transitional
VerticalBlindsTransitionFrameworkElement
Constructor

Namespaces ► Transitional.Transitions ►
VerticalBlindsTransitionFrameworkElement ►
VerticalBlindsTransitionFrameworkElement()

C# ▾

Initializes a new instance of the
VerticalBlindsTransitionFrameworkElement class.

[-] **Declaration Syntax**

C#

Visual Basic

Visual C++ ▾

```
public VerticalBlindsTransitionFrameworkElement()
```

```
Public Sub New
```

```
public:  
VerticalBlindsTransitionFrameworkElement()
```

[-] **Remarks**

[Missing <remarks> documentation for
M:Transitional.Transitions.VerticalBlindsTransitionFrameworkElement]

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



TransitionalInitializeComponent Method

Namespaces ► Transitional.Transitions ► VerticalBlindsTransitionFrameworkElement ► InitializeComponent()

InitializeComponent

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public void InitializeComponent()
```

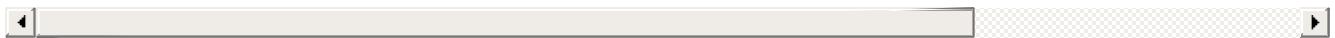
```
Public Sub InitializeComponent
```

```
public:  
virtual void InitializeComponent() sealed
```

Remarks

[Missing <remarks> documentation for
M:Transitional.Transitions.VerticalBlindsTransitionFrameworkElement.InitializeComponent]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitions **VerticalWipeTransition Class**

Namespaces ► [Transitions](#).[Transitions](#) ► **VerticalWipeTransition**

C# ▾

Represents the VerticalWipeTransition

Declaration Syntax

C#

Visual Basic

Visual C++

```
public class VerticalWipeTransition : StoryboardTran
```

```
Public Class VerticalWipeTransition _  
    Inherits StoryboardTransition
```

```
public ref class VerticalWipeTransition : public Sto
```

Members

All Members

Constructors

Methods

Properties

Public
 Protected

Instance
 Static

Declare
 Inherit

Icon	Member	
	VerticalWipeTransition()	(
	BeginTransition(TransitionElement, ContentPresenter, ContentPresenter)	(
	CheckAccess()	(
	ClearValue(DependencyProperty)	(
	ClearValue(DependencyPropertyKey)	(
	ClipToBounds	(
	CoerceValue(DependencyProperty)	(
	DependencyObjectType	(

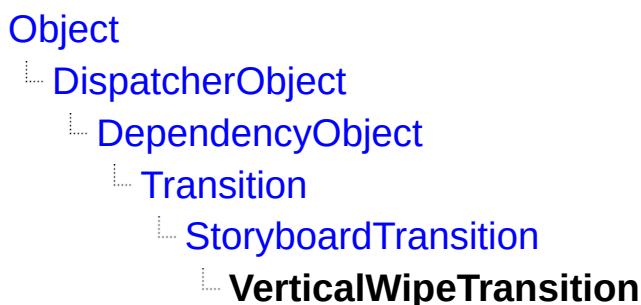
	Dispatcher	(
⌚	Duration	(
💡	EndTransition(TransitionElement, ContentPresenter, ContentPresenter)	(
≡	Equals(Object)	(
💡	Finalize())
)
)
≡	GetHashCode()	(
≡	GetLocalValueEnumerator()	(
≡	GetType()	(
)
≡	GetValue(DependencyProperty)	(
≡	InvalidateProperty(DependencyProperty)	(
⌚	IsNewContentTopmost	(
⌚	IsSealed	(
💡	MemberwiseClone()	(
)
⌚	NewContentStoryboard	(
⌚	NewContentStyle	(
⌚	NullContentSupport	(
⌚	OldContentStoryboard	(
⌚	OldContentStyle	(
💡	OnDurationChanged(Duration, Duration)	(

💡	OnPropertyChanged(DependencyPropertyChangedEventArgs)
💡	OnTransitionEnded(TransitionElement, ContentPresenter, ContentPresenter)
💡	ReadLocalValue(DependencyProperty)
💡	SetValue(DependencyProperty, Object)
💡	SetValue(DependencyPropertyKey, Object)
💡	ShouldSerializeProperty(DependencyProperty)
💡	ToString()
💡	VerifyAccess()

Remarks

[Missing <remarks> documentation for
T:Transitional.Transitions.VerticalWipeTransition]

Inheritance Hierarchy



Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional **VerticalWipeTransition** Constructor

Namespaces ► Transitional.Transitions ► VerticalWipeTransition ► **VerticalWipeTransition()**

C# ▾

Initializes a new instance of the [VerticalWipeTransition](#) class.

Declaration Syntax

C#

Visual Basic

Visual C++ ▾

```
public VerticalWipeTransition()
```

```
Public Sub New
```

```
public:  
VerticalWipeTransition()
```

Remarks

[Missing <remarks> documentation for
[M:Transitional.Transitions.VerticalWipeTransition.#ctor](#)]

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)

Transitional OnDurationChanged Method (oldDuration, newDuration)

Namespaces ► [Transitional.Transitions](#) ► [VerticalWipeTransition](#) ► [OnDurationChanged\(Duration, Duration\)](#)

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
protected override void OnDurationChanged(  
    Duration oldDuration,  
    Duration newDuration  
)
```

```
Protected Overrides Sub OnDurationChanged ( _  
    oldDuration As Duration, _  
    newDuration As Duration _  
)
```

```
protected:  
virtual void OnDurationChanged(  
    Duration oldDuration,  
    Duration newDuration  
) override
```

Parameters

oldDuration ([Duration](#))

newDuration ([Duration](#))

Remarks

[Missing <remarks> documentation for
[M:Transitional.Transitions.VerticalWipeTransition.OnDurationCha](#)

[◀]

[▶]

Transitions **VerticalWipeTransitionFrameworkElement** Class

Namespaces ► [Transitions](#).[Transitions](#) ► **VerticalWipeTransitionFrameworkElement**

C# ▾

Stores the XAML that defines the VerticalWipeTransition

VerticalWipeTransitionFrameworkElement

Declaration Syntax

C#

Visual Basic

Visual C++

```
public class VerticalWipeTransitionFrameworkElement
```

```
Public Class VerticalWipeTransitionFrameworkElement  
    Inherits FrameworkElement  
    Implements IComponentConnector
```

```
public ref class VerticalWipeTransitionFrameworkElement  
    implements IComponentConnector
```

Members

All Members	Constructors	Methods	Properties	Events
<input checked="" type="checkbox"/> Public		<input checked="" type="checkbox"/> Instance		<input checked="" type="checkbox"/> Declared
<input checked="" type="checkbox"/> Protected		<input checked="" type="checkbox"/> Static		<input checked="" type="checkbox"/> Inherited

Icon	Member
	VerticalWipeTransitionFrameworkElement()
	ActualHeight
	ActualWidth
	AddHandler(RoutedEvent, Delegate)

	AddHandler(RoutedEvent, Delegate, Boolean)
	AddLogicalChild(Object)
	AddToEventRoute(EventRoute, RoutedEventArgs)
	AddVisualChild(Visual)
	AllowDrop
	ApplyAnimationClock(DependencyProperty, AnimationClock)
	ApplyAnimationClock(DependencyProperty, AnimationClock, HandoffBehavior)
	ApplyTemplate()
	Arrange(Rect)
	ArrangeCore(Rect)
	ArrangeOverride(Size)
	BeginAnimation(DependencyProperty, AnimationTimeline)
	BeginAnimation(DependencyProperty, AnimationTimeline, HandoffBehavior)
	BeginInit()
	BeginStoryboard(Storyboard)
	BeginStoryboard(Storyboard, HandoffBehavior)

	BeginInit(Storyboard, HandoffBehavior, Boolean)
	BitmapEffect
	BitmapEffectInput
	BringIntoView()
	BringIntoView(Rect)
	CaptureMouse()
	CaptureStylus()
	CheckAccess()
	ClearValue(DependencyProperty)
	ClearValue(DependencyPropertyKey)
	Clip
	ClipToBounds
	CoerceValue(DependencyProperty)
	CommandBindings
	ContextMenu

	ContextMenuClosing
	ContextMenuOpening
	Cursor
	DataContext
	DataContextChanged
	DefaultStyleKey
	DependencyObjectType
	DesiredSize
	Dispatcher
	DragEnter
	DragLeave
	DragOver
	Drop
	EndInit()
	Equals(Object)
	Finalize()

≡	FindCommonVisualAncestor(DependencyObject)
≡	FindName(String)
≡	FindResource(Object)
↙	FlowDirection
≡	Focus()
↙	Focusable
⚡	FocusableChanged
↙	FocusVisualStyle
↙	ForceCursor
≡	GetAnimationBaseValue(DependencyProperty)
≡	GetBindingExpression(DependencyProperty)
≡	GetHashCode()

	GetLayoutClip(Size)
	GetLocalValueEnumerator()
	GetTemplateChild(String)
	GetType()
	GetUIParentCore()
	GetValue(DependencyProperty)
	GetVisualChild(Int32)
	GiveFeedback
	GotFocus
	GotKeyboardFocus
	GotMouseCapture
	GotStylusCapture
	HasAnimatedProperties
	Height

	HitTestCore(PointHitTestParameters)
	HitTestCore(GeometryHitTestParameters)
	HorizontalAlignment
	InheritanceBehavior
	InitializeComponent()
	Initialized
	InputBindings
	InputHitTest(Point)
	InputScope
	InvalidateArrange()
	InvalidateMeasure()
	InvalidateProperty(DependencyProperty)
	InvalidateVisual()
	IsAncestorOf(DependencyObject)
	IsArrangeValid
	IsDescendantOf(DependencyObject)

	isEnabled
	isEnabledChanged
	isEnabledCore
	isFocused
	isHitTestVisible
	isHitTestVisibleChanged
	isInitialized
	isInputMethodEnabled
	isKeyboardFocused
	isKeyboardFocusedChanged
	isKeyboardFocusWithin
	isKeyboardFocusWithinChanged
	isLoaded
	isMeasureValid
	isMouseCaptured

	IsMouseCapturedChanged
	IsMouseCaptureWithin
	IsMouseCaptureWithinChanged
	IsMouseDirectlyOver
	IsMouseDirectlyOverChanged
	IsMouseOver
	IsSealed
	IsStylusCaptured
	IsStylusCapturedChanged
	IsStylusCaptureWithin
	IsStylusCaptureWithinChanged
	IsStylusDirectlyOver
	IsStylusDirectlyOverChanged
	IsStylusOver
	IsVisible
	IsVisibleChanged

	KeyDown
	KeyUp
	Language
	LayoutTransform
	LayoutUpdated
	Loaded
	LogicalChildren
	LostFocus
	LostKeyboardFocus
	LostMouseCapture
	LostStylusCapture
	Margin
	MaxHeight
	MaxWidth
	Measure(Size)

	MeasureCore(Size)
	MeasureOverride(Size)
	MemberwiseClone()
	MinHeight
	MinWidth
	MouseDown
	MouseEnter
	MouseLeave
	MouseLeftButtonDown
	MouseLeftButtonUp
	MouseMove
	MouseRightButtonDown
	MouseRightButtonUp
	MouseUp

	MouseWheel
≡	MoveFocus(TraversalRequest)
��	Name
💡	OnAccessKey(AccessKeyEventArgs)
≡	OnApplyTemplate()
💡	OnChildDesiredSizeChanged(UIElement)
💡	OnContextMenuClosing(ContextMenuEventArgs)
💡	OnContextMenuOpening(ContextMenuEventArgs)
💡	OnCreateAutomationPeer()
💡	OnDragEnter(DragEventArgs)
💡	OnDragLeave(DragEventArgs)
💡	OnDragOver(DragEventArgs)
💡	OnDrop(DragEventArgs)
💡	OnGiveFeedback(GiveFeedbackEventArgs)
💡	OnGotFocus(RoutedEventArgs)
💡	OnGotKeyboardFocus(KeyboardFocusChangedEventArgs)

💡	OnGotMouseCapture(MouseEventArgs)
💡	OnGotStylusCapture(StylusEventArgs)
💡	OnInitialized(EventArgs)
💡	OnIsKeyboardFocusedChanged(DependencyPropertyChangedE
💡	OnIsKeyboardFocusWithinChanged(DependencyPropertyChange
💡	OnIsMouseCapturedChanged(DependencyPropertyChangedEve
💡	OnIsMouseCaptureWithinChanged(DependencyPropertyChange
💡	OnIsMouseDirectlyOverChanged(DependencyPropertyChangedI
💡	OnIsStylusCapturedChanged(DependencyPropertyChangedEvent
💡	OnIsStylusCaptureWithinChanged(DependencyPropertyChangedE
💡	OnIsStylusDirectlyOverChanged(DependencyPropertyChangedE
💡	OnKeyDown(KeyEventArgs)
💡	OnKeyUp(KeyEventArgs)
💡	OnLostFocus(RoutedEventArgs)
💡	OnLostKeyboardFocus(KeyboardFocusChangedEventArgs)

💡	OnLostMouseCapture(MouseEventArgs)
💡	OnLostStylusCapture(StylusEventArgs)
💡	OnMouseDown(MouseButtonEventArgs)
💡	OnMouseEnter(MouseEventArgs)
💡	OnMouseLeave(MouseEventArgs)
💡	OnMouseLeftButtonDown(MouseButtonEventArgs)
💡	OnMouseLeftButtonUp(MouseButtonEventArgs)
💡	OnMouseMove(MouseEventArgs)
💡	OnMouseRightButtonDown(MouseButtonEventArgs)
💡	OnMouseRightButtonUp(MouseButtonEventArgs)
💡	OnMouseUp(MouseButtonEventArgs)
💡	OnMouseWheel(MouseWheelEventArgs)
💡	OnPreviewDragEnter(DragEventArgs)
💡	OnPreviewDragLeave(DragEventArgs)
💡	OnPreviewDragOver(DragEventArgs)
💡	OnPreviewDrop(DragEventArgs)

💡	OnPreviewGiveFeedback(GiveFeedbackEventArgs)
💡	OnPreviewGotKeyboardFocus(KeyboardFocusChangedEventArgs)
💡	OnPreviewKeyDown(KeyEventEventArgs)
💡	OnPreviewKeyUp(KeyEventEventArgs)
💡	OnPreviewLostKeyboardFocus(KeyboardFocusChangedEventArgs)
💡	OnPreviewMouseDown(MouseButtonEventArgs)
💡	OnPreviewMouseLeftButtonDown(MouseButtonEventArgs)
💡	OnPreviewMouseLeftButtonUp(MouseButtonEventArgs)
💡	OnPreviewMouseMove(MouseEventEventArgs)
💡	OnPreviewMouseRightButtonDown(MouseButtonEventArgs)
💡	OnPreviewMouseRightButtonUp(MouseButtonEventArgs)
💡	OnPreviewMouseUp(MouseButtonEventArgs)
💡	OnPreviewMouseWheel(MouseWheelEventArgs)
💡	OnPreviewQueryContinueDrag(QueryContinueDragEventArgs)
💡	OnPreviewStylusButtonDown(StylusButtonEventArgs)

💡	OnPreviewStylusButtonUp(StylusButtonEventArgs)
💡	OnPreviewStylusDown(StylusDownEventArgs)
💡	OnPreviewStylusInAirMove(StylusEventArgs)
💡	OnPreviewStylusInRange(StylusEventArgs)
💡	OnPreviewStylusMove(StylusEventArgs)
💡	OnPreviewStylusOutOfRange(StylusEventArgs)
💡	OnPreviewStylusSystemGesture(StylusSystemGestureEventArgs)
💡	OnPreviewStylusUp(StylusEventArgs)
💡	OnPreviewTextInput(TextCompositionEventArgs)
💡	OnPropertyChanged(DependencyPropertyChangedEventArgs)
💡	OnQueryContinueDrag(QueryContinueDragEventArgs)
💡	OnQueryCursor(QueryCursorEventArgs)
💡	OnRender(DrawingContext)
💡	OnRenderSizeChanged(SizeChangedEventArgs)
💡	OnStyleChanged(Style, Style)
💡	OnStylusButtonDown(StylusButtonEventArgs)

💡	OnStylusButtonUp(StylusButtonEventArgs)
💡	OnStylusDown(StylusDownEventArgs)
💡	OnStylusEnter(StylusEventArgs)
💡	OnStylusInAirMove(StylusEventArgs)
💡	OnStylusInRange(StylusEventArgs)
💡	OnStylusLeave(StylusEventArgs)
💡	OnStylusMove(StylusEventArgs)
💡	OnStylusOutOfRange(StylusEventArgs)
💡	OnStylusSystemGesture(StylusSystemGestureEventArgs)
💡	OnStylusUp(StylusEventArgs)
💡	OnTextInput(TextCompositionEventArgs)
💡	OnToolTipClosing(ToolTipEventArgs)
💡	OnToolTipOpening(ToolTipEventArgs)
💡	OnVisualChildrenChanged(DependencyObject, DependencyObject)
💡	OnVisualParentChanged(DependencyObject)

	Opacity
	OpacityMask
	OverridesDefaultStyle
	Parent
	ParentLayoutInvalidated(UIElement)
	PersistId
	PointFromScreen(Point)
	PointToScreen(Point)
	PredictFocus(FocusNavigationDirection)
	PreviewDragEnter
	PreviewDragLeave
	PreviewDragOver
	PreviewDrop
	PreviewGiveFeedback
	PreviewGotKeyboardFocus
	PreviewKeyDown

⚡	PreviewKeyUp
⚡	PreviewLostKeyboardFocus
⚡	PreviewMouseDown
⚡	PreviewMouseLeftButtonDown
⚡	PreviewMouseLeftButtonUp
⚡	PreviewMouseMove
⚡	PreviewMouseRightButtonDown
⚡	PreviewMouseRightButtonUp
⚡	PreviewMouseUp
⚡	PreviewMouseWheel
⚡	PreviewQueryContinueDrag
⚡	PreviewStylusButtonDown
⚡	PreviewStylusButtonUp
⚡	PreviewStylusDown
⚡	PreviewStylusInAirMove

⚡	PreviewStylusInRange
⚡	PreviewStylusMove
⚡	PreviewStylusOutOfRange
⚡	PreviewStylusSystemGesture
⚡	PreviewStylusUp
⚡	PreviewTextInput
⚡	QueryContinueDrag
⚡	QueryCursor
≡ethyst	RaiseEvent(RoutedEventArgs)
≡ethyst	ReadLocalValue(DependencyProperty)
≡ethyst	RegisterName(String, Object)
≡ethyst	ReleaseMouseCapture()
≡ethyst	ReleaseStylusCapture()
≡ethyst	RemoveHandler(RoutedEventArgs, Delegate)
≡ethyst	RemoveLogicalChild(Object)
≡ethyst	RemoveVisualChild(Visual)

	RenderSize
	RenderTransform
	RenderTransformOrigin
	RequestBringIntoView
	Resources
	SetBinding(DependencyProperty, BindingBase)
	SetBinding(DependencyProperty, String)
	SetResourceReference(DependencyProperty, Object)
	SetValue(DependencyProperty, Object)
	SetValue(DependencyPropertyKey, Object)
	ShouldSerializeCommandBindings()
	ShouldSerializeInputBindings()
	ShouldSerializeProperty(DependencyProperty)
	ShouldSerializeResources()
	ShouldSerializeStyle()
	

	ShouldSerializeTriggers()
	SizeChanged
	SnapsToDevicePixels
	SourceUpdated
	Style
	StylusButtonDown
	StylusButtonUp
	StylusDown
	StylusEnter
	StylusInAirMove
	StylusInRange
	StylusLeave
	StylusMove
	StylusOutOfRange
	StylusPlugIns
	StylusSystemGesture

	StylusUp
	Tag
	TargetUpdated
	TemplatedParent
	TextInput
	ToolTip
	ToolTipClosing
	ToolTipOpening
	ToString()
	TransformToAncestor(Visual)
	TransformToAncestor(Visual3D)
	TransformToDescendant(Visual)
	TransformToVisual(Visual)
	TranslatePoint(Point, UIElement)

	Triggers
	TryFindResource(Object)
	Unloaded
	UnregisterName(String)
	UpdateLayout()
	VerifyAccess()
	VerticalAlignment
	Visibility
	VisualBitmapEffect
	VisualBitmapEffectInput
	VisualBitmapScalingMode
	VisualChildrenCount
	VisualClip
	VisualEdgeMode
	VisualOffset

	VisualOpacity
	VisualOpacityMask
	VisualParent
	VisualTransform
	VisualXSnappingGuidelines
	VisualYSnappingGuidelines
	Width

❑ Remarks

[Missing <remarks> documentation for
T:Transitional.Transitions.VerticalWipeTransitionFrameworkElement]

❑ Inheritance Hierarchy

[Object](#)

 └ [DispatcherObject](#)

 └ [DependencyObject](#)

 └ [Visual](#)

 └ [UIElement](#)

 └ [FrameworkElement](#)

 └ **VerticalWipeTransitionFrameworkElement**

Assembly: [Transitional](#) (Module: [Transitional](#)) Version: 1.0.0.0 (1.0.0.0)



Transitional
VerticalWipeTransitionFrameworkElement
Constructor

Namespaces ► Transitional.Transitions ►
VerticalWipeTransitionFrameworkElement ►
VerticalWipeTransitionFrameworkElement()

C# ▾

Initializes a new instance of the
VerticalWipeTransitionFrameworkElement class.

[-] **Declaration Syntax**

C#

Visual Basic

Visual C++ ▾

```
public VerticalWipeTransitionFrameworkElement()
```

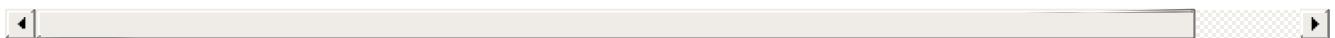
```
Public Sub New
```

```
public:  
VerticalWipeTransitionFrameworkElement()
```

[-] **Remarks**

[Missing <remarks> documentation for
M:Transitional.Transitions.VerticalWipeTransitionFrameworkElem

Assembly: Transitional (Module: Transitional) Version: 1.0.0.0 (1.0.0.0)



Transitional InitializeComponent Method

Namespaces ► Transitional.Transitions ► VerticalWipeTransitionFrameworkElement ► InitializeComponent()

InitializeComponent

C# ▾

Declaration Syntax

C#

Visual Basic

Visual C++

```
public void InitializeComponent()
```

```
Public Sub InitializeComponent
```

```
public:  
virtual void InitializeComponent() sealed
```

Remarks

[Missing <remarks> documentation for
M:Transitional.Transitions.VerticalWipeTransitionFrameworkElem

Assembly: Transitionals (Module: Transitionals) Version: 1.0.0.0 (1.0.0.0)



Transitional Namespaces

Namespaces

C# ▾

Transitional is a framework that allows more than one piece of graphic content to share the same workspace in an applications user interface. does this by providing a set of controls and an extensible library of animations that allow the user to switch between these pieces of content dynamically at run time.

Namespaces

Namespace	Description
Transitional	The Transitional namespace includes core components that are leveraged by transitional controls and applications that consume them. For example, this namespace includes the base classes Transition and Transition3D on which custom transitions can be defined.
Transitional.Controls	The Controls namespace includes the base controls that ship with Transitional. These include TransitionElement, Slideshow, etc.
Transitional.Transitions	The Transitions namespace includes all the “out of the box” transitions that come with the Transitional framework.