mahapps.com

mahapps.metro

1 min read • original

The roll your own approach is very relevant, depending on what style of app you're going for. A good example is code52's MarkPad, where we needed the flexibility of rolling our own window while still using MahApps.Metro as an underlying visual framework. The key elements used were the `WindowCommands` (discussed here), and `BorderlessWindowBehavior`.

BorderlessWindowBehavior

Add some namespace references to the opening `Window` tag:

```
 xmlns:i="http://schemas.microsoft.com/expression/2010/interactivity"
 xmlns:Behaviours="clr-
namespace:MahApps.Metro.Behaviours;assembly=MahApps.Metro"
```

Then somewhere within the `Window`, add

```
 <i:Interaction.Behaviors>
     <Behaviours:BorderlessWindowBehavior/>
 </i:Interaction.Behaviors>
```

And you're done! `BorderlessWindowBehavior` has a few options, such as `ResizeWithGrip` and `AutoSizeToContent`:

```
 <Behaviours:BorderlessWindowBehavior ResizeWithGrip="False" />
```

Original URL:
http://mahapps.com/guides/advanced-guide.html