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# About this project

This application is the analyzing software for our flight data recorder. This software is to be used in conjunction with the FDR-hardware. The recorded data can be exported, analyzed and displayed in human-readable formats using this software. To learn more about how to use this software visit this article: [How to use this software](#)

# Namespace CIDER

## Classes

### [App](#)

Interaction logic for App.xaml

### [ColorWriter](#)

This class is used to configure the config file to write and read the user-specified color settings

### [ColorWriterNoColorException](#)

This custom exception is used to signal that the ColorWriter was unable to find a preselected color

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This custom exception signals that the ColorWriter was unable to write the selected theme information

### [DataProvider](#)

This class can store all the required data generated by a flight

### [ExtraMath](#)

This class contains static functions to calculate different equations

### [FileDialogExitedException](#)

This class is an exception used in filedialog handling It is to be raised when the user abruptly exits the filedialog

### [FileReader](#)

The production code implementation of the IReader interface

### [KeyManager](#)

This class handles the file interaction for writing the path to the api key file

### [LicenseHolder](#)

This class acts as a storage container for all the License texts used/referenced in the project.

### [LicenseManager](#)

This class is a static manager class responsible for providing a quick way to get access to added license texts

### [Licenses](#)

This is the License Window. The purpose of this Window is to provide a way to show the user all the licenses and handle all the license-agreement related issues.

### [LicenseWriter](#)

This class is used to write the state of the license agreement to the config

### [MainWindow](#)

Interaction logic for MainWindow.xaml

### [PlotManager](#)

This class is used to create plots

### [RouteMaker](#)

This class is used to create routes for the display on the map

### [SystemTime](#)

This class provides the current Time instead of `DateTime.Now`. Using this class the current time can be faked so it can be used in unit tests. There should be no other mentions of `DateTime.Now` anywhere in the production code.

### [ThemeStyler](#)

Interaction logic for `ThemeStyler.xaml`

### Interfaces

#### [IProcessStarter](#)

This interface should be implemented by classes being used to start processes

#### [IReader](#)

This interface acts as a way to inject fakes into the Reading and Writing Classes

# Class App

Interaction logic for App.xaml

## Inheritance

System.Object

System.Windows.Threading.DispatcherObject

System.Windows.Application

App

## Implements

System.Windows.Markup.IQueryAmbient

## Inherited Members

System.Windows.Application.Run()

System.Windows.Application.Run(System.Windows.Window)

System.Windows.Application.Shutdown()

System.Windows.Application.Shutdown(System.Int32)

System.Windows.Application.FindResource(System.Object)

System.Windows.Application.TryFindResource(System.Object)

System.Windows.Application.LoadComponent(System.Object, System.Uri)

System.Windows.Application.LoadComponent(System.Uri)

System.Windows.Application.GetResourceStream(System.Uri)

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System.Windows.Application.GetCookie(System.Uri)

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System.Windows.Application.System.Windows.Markup.IQueryAmbient.IsAmbientPropertyAvailable(System.String)

System.Windows.Application.OnExit(System.Windows.ExitEventArgs)

System.Windows.Application.OnActivated(System.EventArgs)

System.Windows.Application.OnDeactivated(System.EventArgs)

System.Windows.Application.OnSessionEnding(System.Windows.SessionEndingCancelEventArgs)

System.Windows.Application.OnNavigating(System.Windows.Navigation.NavigatingCancelEventArgs)

System.Windows.Application.OnNavigated(System.Windows.Navigation.NavigationEventArgs)

System.Windows.Application.OnNavigationProgress(System.Windows.Navigation.NavigationProgressEventArgs)

System.Windows.Application.OnNavigationFailed(System.Windows.Navigation.NavigationFailedEventArgs)

System.Windows.Application.OnLoadCompleted(System.Windows.Navigation.NavigationEventArgs)

System.Windows.Application.OnNavigationStopped(System.Windows.Navigation.NavigationEventArgs)

System.Windows.Application.OnFragmentNavigation(System.Windows.Navigation.FragmentNavigationEventArgs)

System.Windows.Application.Current

System.Windows.Application.Windows

System.Windows.Application.MainWindow

System.Windows.Application.ShutdownMode

System.Windows.Application.Resources

System.Windows.Application.StartupUri

System.Windows.Application.Properties

System.Windows.Application.ResourceAssembly

System.Windows.Application.Startup

System.Windows.Application.Exit

System.Windows.Application.Activated

System.Windows.Application.Deactivated

System.Windows.Application.SessionEnding

System.Windows.Application.DispatcherUnhandledException

System.Windows.Application.Navigating  
System.Windows.Application.Navigated  
System.Windows.Application.NavigationProgress  
System.Windows.Application.NavigationFailed  
System.Windows.Application.LoadCompleted  
System.Windows.Application.NavigationStopped  
System.Windows.Application.FragmentNavigation  
System.Windows.Threading.DispatcherObject.Dispatcher  
System.Object.ToString()  
System.Object.Equals(System.Object)  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetHashCode()  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: [CIDER](#)  
Assembly: CIDER.dll

Syntax

```
public class App : Application, IHaveResources, IQueryAmbient
```

Methods

OnStartup(StartupEventArgs)

This function overrides the stnadard OnStartup function

Declaration

```
protected override void OnStartup(StartupEventArgs e)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Windows.StartupEventArgs	e	The startup event args

Overrides

System.Windows.Application.OnStartup(System.Windows.StartupEventArgs)

Implements

System.Windows.Markup.IQueryAmbient

# Class ColorWriter

This class is used to configure the config file to write and read the user-specified color settings

Inheritance

System.Object  
ColorWriter

Inherited Members

System.Object.ToString()  
System.Object.Equals(System.Object)  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetHashCode()  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: [CIDER](#)  
Assembly: CIDER.dll

Syntax

```
public class ColorWriter
```

### Constructors

#### ColorWriter(IReader)

The constructor for the ColorWriter class

Declaration

```
public ColorWriter(IReader reader)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">IReader</a>	reader	Pass a Object that implements the IReader here - inject unit testing mocks and fakes here

### Methods

#### GetSetTheming()

This function reads the config file and gets the color and theme from the file (if available)

Declaration

```
public Tuple<string, string> GetSetTheming()
```

Returns

TYPE	DESCRIPTION
System.Tuple<System.String, System.String>	A tuple with the elements Theme followed by Accent (strings) should be returned

#### SetTheming(String, String)

Writes the user specified Accent and Theme to the config



Declaration

```
public void SetTheming(string Accent, string Theme)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	Accent	This is the string name of the accent
System.String	Theme	This is the string name of the theme

# Class ColorWriterNoColorException

This custom exception is used to signal that the ColorWriter was unable to find a preselected color

## Inheritance

System.Object

System.Exception

ColorWriterNoColorException

## Implements

System.Runtime.Serialization.ISerializable

System.Runtime.InteropServices.\_Exception

## Inherited Members

System.Exception.GetBaseException()

System.Exception.ToString()

System.Exception.GetObjectData(System.Runtime.Serialization.SerializationInfo, System.Runtime.Serialization.StreamingContext)

System.Exception.GetType()

System.Exception.Message

System.Exception.Data

System.Exception.InnerException

System.Exception.TargetSite

System.Exception.StackTrace

System.Exception.HelpLink

System.Exception.Source

System.Exception.HResult

System.Exception.SerializeObjectState

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.MemberwiseClone()

Namespace: [CIDER](#)

Assembly: CIDER.dll

## Syntax

```
[Serializable]
public class ColorWriterNoColorException : Exception, ISerializable, _Exception
```

## Constructors

ColorWriterNoColorException()

This is the standard constructor

## Declaration

```
public ColorWriterNoColorException()
```

ColorWriterNoColorException(String)

This constructor takes a custom message

## Declaration

```
public ColorWriterNoColorException(string message)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	message	The message to be sent

ColorWriterNoColorException(String, Exception)

This constructor takes a message and a custom innerException

Declaration

```
public ColorWriterNoColorException(string message, Exception inner)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	message	The message to be sent
System.Exception	inner	The inner exception

Implements

- System.Runtime.Serialization.ISerializable
- System.Runtime.InteropServices.\_Exception

# Class ColorWriterWritingException

This custom exception signals that the ColorWriter was unable to write the selected theme information

## Inheritance

System.Object

System.Exception

ColorWriterWritingException

## Implements

System.Runtime.Serialization.ISerializable

System.Runtime.InteropServices.\_Exception

## Inherited Members

System.Exception.GetBaseException()

System.Exception.ToString()

System.Exception.GetObjectData(System.Runtime.Serialization.SerializationInfo, System.Runtime.Serialization.StreamingContext)

System.Exception.GetType()

System.Exception.Message

System.Exception.Data

System.Exception.InnerException

System.Exception.TargetSite

System.Exception.StackTrace

System.Exception.HelpLink

System.Exception.Source

System.Exception.HResult

System.Exception.SerializeObjectState

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.MemberwiseClone()

Namespace: [CIDER](#)

Assembly: CIDER.dll

## Syntax

```
[Serializable]
public class ColorWriterWritingException : Exception, ISerializable, _Exception
```

## Constructors

### ColorWriterWritingException()

This is the standard constructor

#### Declaration

```
public ColorWriterWritingException()
```

### ColorWriterWritingException(String)

This constructor takes a custom message

#### Declaration

```
public ColorWriterWritingException(string message)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	message	The message to be sent

ColorWriterWritingException(String, Exception)

This constructor takes a message and a custom innerException

Declaration

```
public ColorWriterWritingException(string message, Exception inner)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	message	The message to be sent
System.Exception	inner	The inner exception

Implements

- System.Runtime.Serialization.ISerializable
- System.Runtime.InteropServices.\_Exception

# Class DataProvider

This class can store all the required data generated by a flight

### Inheritance

System.Object  
DataProvider

### Inherited Members

System.Object.ToString()  
System.Object.Equals(System.Object)  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetHashCode()  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: [CIDER](#)  
Assembly: CIDER.dll

### Syntax

```
public class DataProvider
```

### Constructors

#### DataProvider()

The constructor for this class

### Declaration

```
public DataProvider()
```

### Properties

#### APIKey

This contains the api key for bing maps

### Declaration

```
public string APIKey { get; set; }
```

### Property Value

TYPE	DESCRIPTION
System.String	

#### AverageSattelitesInUse

This is the average amount of sattelites used during he flight

### Declaration

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

### Property Value

TYPE	DESCRIPTION
System.Int32	

DataPointsAcceleration

This contains the amount of data for acceleration

Declaration

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

Property Value

TYPE	DESCRIPTION
System.Int32	

DataPointsAngle

This contains the amount of data of angles

Declaration

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

Property Value

TYPE	DESCRIPTION
System.Int32	

DataPointsVelocity

This contains the amount of velocity data

Declaration

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

Property Value

TYPE	DESCRIPTION
System.Int32	

Heading

This contains the heading data

Declaration

```
public List<float> Heading { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.List<System.Single>	

## Height

This contains the height data

Declaration

```
public List<float> Height { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.List<System.Single>	

## IsValidRoute

This bool contains information about the validity of the route data

Declaration

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

Property Value

TYPE	DESCRIPTION
System.Boolean	

## Pitch

This contains the pitch angles

Declaration

```
public List<float> Pitch { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.List<System.Single>	

## Pressure

This contains the pressure data

Declaration

```
public List<float> Pressure { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.List<System.Single>	

## Roll

This contains the roll angles

Declaration



```
public List<float> Roll { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.List<System.Single>	

## Route

This contains the Route

Declaration

```
public LocationCollection Route { get; set; }
```

Property Value

TYPE	DESCRIPTION
Microsoft.Maps.MapControl.WPF.LocationCollection	

## RouteDate

This contains the date of the flight

Declaration

```
public DateTime RouteDate { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.DateTime	

## RouteEndTime

This contains the end time of the flight

Declaration

```
public DateTime RouteEndTime { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.DateTime	

## RouteName

This string contains the name of the route

Declaration

```
public string RouteName { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.String	

### RouteStartTime

This contains the start time of the flight

Declaration

```
public DateTime RouteStartTime { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.DateTime	

### Velocity

This contains the velocity data

Declaration

```
public List<float> Velocity { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.List<System.Single>	

### XAcceleration

This contains the acceleration data in X

Declaration

```
public List<float> XAcceleration { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.List<System.Single>	

### YAcceleration

This contains the acceleration data in Y

Declaration

```
public List<float> YAcceleration { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.List<System.Single>	

## Yaw

This contains the yaw angles

Declaration

```
public List<float> Yaw { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.List<System.Single>	

## ZAcceleration

This contains the acceleration data in Z

Declaration

```
public List<float> ZAcceleration { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.List<System.Single>	

## Methods

### ClearData()

This function allows to clear the data stored in this object - without creating a new one

Declaration

```
public bool ClearData()
```

Returns

TYPE	DESCRIPTION
System.Boolean	True if the function was sucessful

# Class ExtraMath

This class contains static functions to calculate different equations

Inheritance

System.Object  
ExtraMath

Inherited Members

System.Object.ToString()  
System.Object.Equals(System.Object)  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetHashCode()  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: [CIDER](#)  
Assembly: CIDER.dll

Syntax

```
public static class ExtraMath
```

Methods

DegToRad(Double)

This functions converts angles from degrees to radians

Declaration

```
public static double DegToRad(double angle)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Double	angle	The angle in degrees

Returns

TYPE	DESCRIPTION
System.Double	The given angle in radians

RadToDeg(Double)

This functions converts angles from radians to degrees

Declaration

```
public static double RadToDeg(double angle)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Double	angle	The angle in radians

Returns

TYPE	DESCRIPTION
System.Double	The given angle in degrees

# Class FileDialogExitedException

This class is an exception used in filedialog handling It is to be raised when the user abruptly exits the filedialog

## Inheritance

System.Object  
System.Exception  
FileDialogExitedException

## Implements

System.Runtime.Serialization.ISerializable  
System.Runtime.InteropServices.\_Exception

## Inherited Members

System.Exception.GetBaseException()  
System.Exception.ToString()  
System.Exception.GetObjectData(System.Runtime.Serialization.SerializationInfo, System.Runtime.Serialization.StreamingContext)  
System.Exception.GetType()  
System.Exception.Message  
System.Exception.Data  
System.Exception.InnerException  
System.Exception.TargetSite  
System.Exception.StackTrace  
System.Exception.HelpLink  
System.Exception.Source  
System.Exception.HResult  
System.Exception.SerializeObjectState  
System.Object.Equals(System.Object)  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetHashCode()  
System.Object.MemberwiseClone()

Namespace: [CIDER](#)

Assembly: CIDER.dll

## Syntax

```
[Serializable]  
public class FileDialogExitedException : Exception, ISerializable, _Exception
```

## Constructors

### FileDialogExitedException()

This is the standard constructor

## Declaration

```
public FileDialogExitedException()
```

### FileDialogExitedException(String)

This constructor takes a custom message

## Declaration

```
public FileDialogExitedException(string message)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	message	The message to be sent

FileDialogExitedException(String, Exception)

This constructor takes a message and a custom innerException

Declaration

```
public FileDialogExitedException(string message, Exception inner)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	message	The message to be sent
System.Exception	inner	The inner exception

Implements

- System.Runtime.Serialization.ISerializable
- System.Runtime.InteropServices.\_Exception

# Class FileReader

The production code implementation of the IReader interface

Inheritance

System.Object  
FileReader

Implements

IReader

Inherited Members

System.Object.ToString()  
System.Object.Equals(System.Object)  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetHashCode()  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: CIDER  
Assembly: CIDER.dll

Syntax

```
public class FileReader : IReader
```

## Methods

### FileExists(String)

Checks if a file exists

Declaration

```
public bool FileExists(string filename)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	filename	A path to the file

Returns

TYPE	DESCRIPTION
System.Boolean	Returns true if the file exists

### ReadAllLines(String)

Reads all lines of a given file

Declaration

```
public string[] ReadAllLines(string filename)
```

Parameters



TYPE	NAME	DESCRIPTION
System.String	filename	The path of the file to be read

Returns

TYPE	DESCRIPTION
System.String[]	Returns a string array of the file (line by line)

ShowDialog(OpenFileDialog)

This function shows a openFileDialog

Declaration

```
public DialogResult ShowDialog(OpenFileDialog dialog)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Windows.Forms.OpenFileDialog	dialog	The dialog to be shown

Returns

TYPE	DESCRIPTION
System.Windows.Forms.DialogResult	Returns the dialogresult

WriteAllLines(String[], String)

Writes the given lines to the specified file

Declaration

```
public void WriteAllLines(string[] lines, string filename)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String[]	lines	A string array of the lines to be written
System.String	filename	A path to the file

WriteAllText(String, String)

This function writes the given string to the specified file

Declaration

```
public void WriteAllText(string text, string filename)
```

#### Parameters

TYPE	NAME	DESCRIPTION
System.String	text	The text to be written
System.String	filename	A path to the file

#### Implements

[IReader](#)

# Interface IProcessStarter

This interface should be implemented by classes being used to start processes

Namespace: [CIDER](#)

Assembly: CIDER.dll

Syntax

```
public interface IProcessStarter
```

## Methods

### Start(ProcessStartInfo)

This function should start the specified process

Declaration

```
void Start(ProcessStartInfo info)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Diagnostics.ProcessStartInfo	info	Information on the process to be started

# Interface IReader

This interface acts as a way to inject fakes into the Reading and Writing Classes

Namespace: [CIDER](#)

Assembly: CIDER.dll

Syntax

```
public interface IReader
```

## Methods

### FileExists(String)

Checks if a file exists

Declaration

```
bool FileExists(string filename)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	filename	A path to the file

Returns

TYPE	DESCRIPTION
System.Boolean	Returns true if the file exists

### ReadAllLines(String)

Reads all lines of a given file

Declaration

```
string[] ReadAllLines(string filename)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	filename	The path of the file to be read

Returns

TYPE	DESCRIPTION
System.String[]	Returns a string array of the file (line by line)

### ShowDialog(OpenFileDialog)

This function shows a openFileDialog

#### Declaration

```
DialogResult ShowDialog(OpenFileDialog dialog)
```

#### Parameters

TYPE	NAME	DESCRIPTION
System.Windows.Forms.OpenFileDialog	dialog	The dialog to be shown

#### Returns

TYPE	DESCRIPTION
System.Windows.Forms.DialogResult	Returns the dialogresult

### WriteAllLines(String[], String)

Writes the given lines to the specified file

#### Declaration

```
void WriteAllLines(string[] lines, string filename)
```

#### Parameters

TYPE	NAME	DESCRIPTION
System.String[]	lines	A string array of the lines to be written
System.String	filename	A path to the file

### WriteAllText(String, String)

This function writes the given string to the specified file

#### Declaration

```
void WriteAllText(string text, string filename)
```

#### Parameters

TYPE	NAME	DESCRIPTION
System.String	text	The text to be written
System.String	filename	A path to the file

# Class KeyManager

This class handles the file interaction for writing the path to the api key file

### Inheritance

System.Object  
KeyManager

### Inherited Members

System.Object.ToString()  
System.Object.Equals(System.Object)  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetHashCode()  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: [CIDER](#)  
Assembly: CIDER.dll

### Syntax

```
public class KeyManager
```

### Constructors

KeyManager(DataProvider, IReader)

This is the constructor for the KeyManager class

### Declaration

```
public KeyManager(DataProvider Data, IReader Reader)
```

### Parameters

TYPE	NAME	DESCRIPTION
<a href="#">DataProvider</a>	Data	This expects a DataProvider object to store the api key in
<a href="#">IReader</a>	Reader	Pass a Object that implements the IReader here - inject unit testing mocks and fakes here

### Methods

Fetch()

This function tries to fetch the api key from the key file (if available)

### Declaration

```
public bool Fetch()
```

### Returns

TYPE	DESCRIPTION
System.Boolean	This function returns a bool telling the caller if a key was found

TYPE	DESCRIPTION

Put()

This function tries to put the path of a key file into the config

Declaration

```
public bool Put()
```

Returns

TYPE	DESCRIPTION
System.Boolean	returns true if successful

Events

MapKeyChangedEvent

This event is fired when the api key changes

Declaration

```
public static event EventHandler MapKeyChangedEvent
```

Event Type

TYPE	DESCRIPTION
System.EventHandler	

# Class LicenseHolder

This class acts as a storage container for all the License texts used/referenced in the project.

### Inheritance

System.Object  
LicenseHolder

### Inherited Members

System.Object.ToString()  
System.Object.Equals(System.Object)  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetHashCode()  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: [CIDER](#)  
Assembly: CIDER.dll

### Syntax

```
public static class LicenseHolder
```

### Fields

#### docFxLicense

This is the license for the documentation automation library docFx

### Declaration

```
public static string docFxLicense
```

### Field Value

TYPE	DESCRIPTION
System.String	

#### MahAppsLicense

This is the license for the UI library MahApps

### Declaration

```
public static string MahAppsLicense
```

### Field Value

TYPE	DESCRIPTION
System.String	

#### NLOGLicense

This is the license for the logging library NLog

### Declaration

```
public static string NLOGLicense
```



Field Value

TYPE	DESCRIPTION
System.String	

## OxyPlotLicense

This is the license for the plotting library OxyPlot

Declaration

```
public static string OxyPlotLicense
```

Field Value

TYPE	DESCRIPTION
System.String	

## pilotHUDLicense

This is the license for the artificial horizon library pilotHUD

Declaration

```
public static string pilotHUDLicense
```

Field Value

TYPE	DESCRIPTION
System.String	

## ThisSoftwareLicense

This is the license for this project

Declaration

```
public static string ThisSoftwareLicense
```

Field Value

TYPE	DESCRIPTION
System.String	

## Properties

### AcceptedLicense

This contains the license state

Declaration

```
public static bool AcceptedLicense { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Events

LicenseChangedEvent

This event is raised when the license state changes

Declaration

```
public static event EventHandler LicenseChangedEvent
```

Event Type

TYPE	DESCRIPTION
System.EventHandler	

# Class LicenseManager

This class is a static manager class responsible for providing a quick way to get access to added license texts

### Inheritance

System.Object  
LicenseManager

### Inherited Members

System.Object.ToString()  
System.Object.Equals(System.Object)  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetHashCode()  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: [CIDER](#)  
Assembly: CIDER.dll

### Syntax

```
public static class LicenseManager
```

### Fields

#### Licenses

This List contains all the different licenses that are used in the project

### Declaration

```
public static readonly List<string> Licenses
```

### Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List<System.String>	

#### LicensesAccepted

This bool saves the state of the license agreement (accepted/not accepted)

### Declaration

```
public static bool LicensesAccepted
```

### Field Value

TYPE	DESCRIPTION
System.Boolean	

### Methods

#### AddLicense(String)

This functions adds a license text to the license list

### Declaration

```
public static void AddLicense(string License)
```

#### Parameters

TYPE	NAME	DESCRIPTION
System.String	License	

#### ClearLicenses()

This function clears the license list

#### Declaration

```
public static void ClearLicenses()
```

# Class Licenses

This is the License Window. The purpose of this Window is to provide a way to show the user all the licenses and handle all the license-agreement related issues.

## Inheritance

System.Object  
System.Windows.Threading.DispatcherObject  
System.Windows.DependencyObject  
System.Windows.Media.Visual  
System.Windows.UIElement  
System.Windows.FrameworkElement  
System.Windows.Controls.Control  
System.Windows.Controls.ContentControl  
System.Windows.Window  
MahApps.Metro.Controls.MetroWindow  
Licenses

## Implements

System.Windows.Media.Animation.IAnimatable  
System.Windows.IFrameworkInputElement  
System.Windows.IInputElement  
System.ComponentModel.ISupportInitialize  
System.Windows.Markup.IQueryAmbient  
System.Windows.Markup.IAddChild

## Inherited Members

MahApps.Metro.Controls.MetroWindow.ShowIconOnTitleBarProperty  
MahApps.Metro.Controls.MetroWindow.IconEdgeModeProperty  
MahApps.Metro.Controls.MetroWindow.IconBitmapScalingModeProperty  
MahApps.Metro.Controls.MetroWindow.IconScalingModeProperty  
MahApps.Metro.Controls.MetroWindow.ShowTitleBarProperty  
MahApps.Metro.Controls.MetroWindow.ShowDialogsOverTitleBarProperty  
MahApps.Metro.Controls.MetroWindow.IsAnyDialogOpenPropertyKey  
MahApps.Metro.Controls.MetroWindow.IsAnyDialogOpenProperty  
MahApps.Metro.Controls.MetroWindow.ShowMinButtonProperty  
MahApps.Metro.Controls.MetroWindow.ShowMaxRestoreButtonProperty  
MahApps.Metro.Controls.MetroWindow.ShowCloseButtonProperty  
MahApps.Metro.Controls.MetroWindow.IsMinButtonEnabledProperty  
MahApps.Metro.Controls.MetroWindow.IsMaxRestoreButtonEnabledProperty  
MahApps.Metro.Controls.MetroWindow.IsCloseButtonEnabledProperty  
MahApps.Metro.Controls.MetroWindow.IsCloseButtonEnabledWithDialogPropertyKey  
MahApps.Metro.Controls.MetroWindow.IsCloseButtonEnabledWithDialogProperty  
MahApps.Metro.Controls.MetroWindow.ShowSystemMenuOnRightClickProperty  
MahApps.Metro.Controls.MetroWindow.TitlebarHeightProperty  
MahApps.Metro.Controls.MetroWindow.TitleCapsProperty  
MahApps.Metro.Controls.MetroWindow.TitleCharacterCasingProperty  
MahApps.Metro.Controls.MetroWindow.TitleAlignmentProperty  
MahApps.Metro.Controls.MetroWindow.SaveWindowPositionProperty  
MahApps.Metro.Controls.MetroWindow.WindowPlacementSettingsProperty  
MahApps.Metro.Controls.MetroWindow.TitleForegroundProperty  
MahApps.Metro.Controls.MetroWindow.IgnoreTaskbarOnMaximizeProperty  
MahApps.Metro.Controls.MetroWindow.FlyoutsProperty

MahApps.Metro.Controls.MetroWindow.WindowTransitionsEnabledProperty  
MahApps.Metro.Controls.MetroWindow.MetroDialogOptionsProperty  
MahApps.Metro.Controls.MetroWindow.WindowTitleBrushProperty  
MahApps.Metro.Controls.MetroWindow.NonActiveWindowTitleBrushProperty  
MahApps.Metro.Controls.MetroWindow.NonActiveBorderBrushProperty  
MahApps.Metro.Controls.MetroWindow.GlowBrushProperty  
MahApps.Metro.Controls.MetroWindow.NonActiveGlowBrushProperty  
MahApps.Metro.Controls.MetroWindow.OverlayBrushProperty  
MahApps.Metro.Controls.MetroWindow.OverlayOpacityProperty  
MahApps.Metro.Controls.MetroWindow.OverlayFadeInProperty  
MahApps.Metro.Controls.MetroWindow.OverlayFadeOutProperty  
MahApps.Metro.Controls.MetroWindow.IconTemplateProperty  
MahApps.Metro.Controls.MetroWindow.TitleTemplateProperty  
MahApps.Metro.Controls.MetroWindow.LeftWindowCommandsProperty  
MahApps.Metro.Controls.MetroWindow.RightWindowCommandsProperty  
MahApps.Metro.Controls.MetroWindow.WindowButtonCommandsProperty  
MahApps.Metro.Controls.MetroWindow.LeftWindowCommandsOverlayBehaviorProperty  
MahApps.Metro.Controls.MetroWindow.RightWindowCommandsOverlayBehaviorProperty  
MahApps.Metro.Controls.MetroWindow.WindowButtonCommandsOverlayBehaviorProperty  
MahApps.Metro.Controls.MetroWindow.IconOverlayBehaviorProperty  
MahApps.Metro.Controls.MetroWindow.WindowMinButtonStyleProperty  
MahApps.Metro.Controls.MetroWindow.WindowMaxButtonStyleProperty  
MahApps.Metro.Controls.MetroWindow.WindowCloseButtonStyleProperty  
MahApps.Metro.Controls.MetroWindow.UseNoneWindowStyleProperty  
MahApps.Metro.Controls.MetroWindow.OverrideDefaultWindowCommandsBrushProperty  
MahApps.Metro.Controls.MetroWindow.EnableDWMDropShadowProperty  
MahApps.Metro.Controls.MetroWindow.IsWindowDraggableProperty  
MahApps.Metro.Controls.MetroWindow.FlyoutsStatusChangedEvent  
MahApps.Metro.Controls.MetroWindow.WindowTransitionCompletedEvent  
MahApps.Metro.Controls.MetroWindow.ResizeBorderThicknessProperty  
MahApps.Metro.Controls.MetroWindow.OnWindowButtonStyleChanged(System.Windows.DependencyObject, System.Windows.DependencyPropertyChangedEventArgs)  
MahApps.Metro.Controls.MetroWindow.GetWindowPlacementSettings()  
MahApps.Metro.Controls.MetroWindow.ShowOverlayAsync()  
MahApps.Metro.Controls.MetroWindow.HideOverlayAsync()  
MahApps.Metro.Controls.MetroWindow.IsOverlayVisible()  
MahApps.Metro.Controls.MetroWindow.ShowOverlay()  
MahApps.Metro.Controls.MetroWindow.HideOverlay()  
MahApps.Metro.Controls.MetroWindow.StoreFocus(System.Windows.IInputElement)  
MahApps.Metro.Controls.MetroWindow.ResetStoredFocus()  
MahApps.Metro.Controls.MetroWindow.OnClosing(System.ComponentModel.CancelEventArgs)  
MahApps.Metro.Controls.MetroWindow.OnApplyTemplate()  
MahApps.Metro.Controls.MetroWindow.OverrideDefaultWindowCommandsBrush  
MahApps.Metro.Controls.MetroWindow.MetroDialogOptions  
MahApps.Metro.Controls.MetroWindow.EnableDWMDropShadow  
MahApps.Metro.Controls.MetroWindow.IsWindowDraggable  
MahApps.Metro.Controls.MetroWindow.LeftWindowCommandsOverlayBehavior  
MahApps.Metro.Controls.MetroWindow.RightWindowCommandsOverlayBehavior  
MahApps.Metro.Controls.MetroWindow.WindowButtonCommandsOverlayBehavior  
MahApps.Metro.Controls.MetroWindow.IconOverlayBehavior  
MahApps.Metro.Controls.MetroWindow.WindowMinButtonStyle  
MahApps.Metro.Controls.MetroWindow.WindowMaxButtonStyle

MahApps.Metro.Controls.MetroWindow.WindowCloseButtonStyle  
MahApps.Metro.Controls.MetroWindow.WindowTransitionsEnabled  
MahApps.Metro.Controls.MetroWindow.Flyouts  
MahApps.Metro.Controls.MetroWindow.IconTemplate  
MahApps.Metro.Controls.MetroWindow.TitleTemplate  
MahApps.Metro.Controls.MetroWindow.LeftWindowCommands  
MahApps.Metro.Controls.MetroWindow.RightWindowCommands  
MahApps.Metro.Controls.MetroWindow.WindowButtonCommands  
MahApps.Metro.Controls.MetroWindow.IgnoreTaskbarOnMaximize  
MahApps.Metro.Controls.MetroWindow.ResizeBorderThickness  
MahApps.Metro.Controls.MetroWindow.TitleForeground  
MahApps.Metro.Controls.MetroWindow.SaveWindowPosition  
MahApps.Metro.Controls.MetroWindow.WindowPlacementSettings  
MahApps.Metro.Controls.MetroWindow.ShowIconOnTitleBar  
MahApps.Metro.Controls.MetroWindow.ShowDialogsOverTitleBar  
MahApps.Metro.Controls.MetroWindow.IsAnyDialogOpen  
MahApps.Metro.Controls.MetroWindow.IconEdgeMode  
MahApps.Metro.Controls.MetroWindow.IconBitmapScalingMode  
MahApps.Metro.Controls.MetroWindow.IconScalingMode  
MahApps.Metro.Controls.MetroWindow.ShowTitleBar  
MahApps.Metro.Controls.MetroWindow.UseNoneWindowStyle  
MahApps.Metro.Controls.MetroWindow.ShowMinButton  
MahApps.Metro.Controls.MetroWindow.ShowMaxRestoreButton  
MahApps.Metro.Controls.MetroWindow.ShowCloseButton  
MahApps.Metro.Controls.MetroWindow.IsMinButtonEnabled  
MahApps.Metro.Controls.MetroWindow.IsMaxRestoreButtonEnabled  
MahApps.Metro.Controls.MetroWindow.IsCloseButtonEnabled  
MahApps.Metro.Controls.MetroWindow.IsCloseButtonEnabledWithDialog  
MahApps.Metro.Controls.MetroWindow.ShowSystemMenuOnRightClick  
MahApps.Metro.Controls.MetroWindow.TitlebarHeight  
MahApps.Metro.Controls.MetroWindow.TitleCaps  
MahApps.Metro.Controls.MetroWindow.TitleCharacterCasing  
MahApps.Metro.Controls.MetroWindow.TitleAlignment  
MahApps.Metro.Controls.MetroWindow.WindowTitleBrush  
MahApps.Metro.Controls.MetroWindow.GlowBrush  
MahApps.Metro.Controls.MetroWindow.NonActiveGlowBrush  
MahApps.Metro.Controls.MetroWindow.NonActiveBorderBrush  
MahApps.Metro.Controls.MetroWindow.NonActiveWindowTitleBrush  
MahApps.Metro.Controls.MetroWindow.OverlayBrush  
MahApps.Metro.Controls.MetroWindow.OverlayOpacity  
MahApps.Metro.Controls.MetroWindow.OverlayFadeln  
MahApps.Metro.Controls.MetroWindow.OverlayFadeOut  
MahApps.Metro.Controls.MetroWindow.WindowTitle  
MahApps.Metro.Controls.MetroWindow.LogicalChildren  
MahApps.Metro.Controls.MetroWindow.CriticalHandle  
MahApps.Metro.Controls.MetroWindow.FlyoutsStatusChanged  
MahApps.Metro.Controls.MetroWindow.WindowTransitionCompleted  
System.Windows.Window.TaskbarItemInfoProperty  
System.Windows.Window.DpiChangedEvent  
System.Windows.Window.AllowsTransparencyProperty  
System.Windows.Window.TitleProperty  
System.Windows.Window.IconProperty

System.Windows.Window.SizeToContentProperty  
System.Windows.Window.TopProperty  
System.Windows.Window.LeftProperty  
System.Windows.Window.ShowInTaskbarProperty  
System.Windows.Window.IsActiveProperty  
System.Windows.Window.WindowStyleProperty  
System.Windows.Window.WindowStateProperty  
System.Windows.Window.ResizeModeProperty  
System.Windows.Window.TopmostProperty  
System.Windows.Window.ShowActivatedProperty  
System.Windows.Window.Show()  
System.Windows.Window.Hide()  
System.Windows.Window.Close()  
System.Windows.Window.DragMove()  
System.Windows.Window.ShowDialog()  
System.Windows.Window.Activate()  
System.Windows.Window.GetWindow(System.Windows.DependencyObject)  
System.Windows.Window.OnCreateAutomationPeer()  
System.Windows.Window.OnDpiChanged(System.Windows.DpiScale, System.Windows.DpiScale)  
System.Windows.Window.OnVisualParentChanged(System.Windows.DependencyObject)  
System.Windows.Window.MeasureOverride(System.Windows.Size)  
System.Windows.Window.ArrangeOverride(System.Windows.Size)  
System.Windows.Window.OnContentChanged(System.Object, System.Object)  
System.Windows.Window.OnSourceInitialized(System.EventArgs)  
System.Windows.Window.OnActivated(System.EventArgs)  
System.Windows.Window.OnDeactivated(System.EventArgs)  
System.Windows.Window.OnStateChanged(System.EventArgs)  
System.Windows.Window.OnLocationChanged(System.EventArgs)  
System.Windows.Window.OnClosed(System.EventArgs)  
System.Windows.Window.OnContentRendered(System.EventArgs)  
System.Windows.Window.OnManipulationBoundaryFeedback(System.Windows.Input.ManipulationBoundaryFeedbackEventArgs)  
System.Windows.Window.TaskbarItemInfo  
System.Windows.Window.AllowsTransparency  
System.Windows.Window.Title  
System.Windows.Window.Icon  
System.Windows.Window.SizeToContent  
System.Windows.Window.Top  
System.Windows.Window.Left  
System.Windows.Window.RestoreBounds  
System.Windows.Window.WindowStartupLocation  
System.Windows.Window.ShowInTaskbar  
System.Windows.Window.IsActive  
System.Windows.Window.Owner  
System.Windows.Window.OwnedWindows  
System.Windows.Window.DialogResult  
System.Windows.Window.WindowStyle  
System.Windows.Window.WindowState  
System.Windows.Window.ResizeMode  
System.Windows.Window.Topmost  
System.Windows.Window.ShowActivated  
System.Windows.Window.SourceInitialized  
System.Windows.Window.DpiChanged



System.Windows.Window.Activated  
System.Windows.Window.Deactivated  
System.Windows.Window.StateChanged  
System.Windows.Window.LocationChanged  
System.Windows.Window.Closing  
System.Windows.Window.Closed  
System.Windows.Window.ContentRendered  
System.Windows.Controls.ContentControl.ContentProperty  
System.Windows.Controls.ContentControl.HasContentProperty  
System.Windows.Controls.ContentControl.ContentTemplateProperty  
System.Windows.Controls.ContentControl.ContentTemplateSelectorProperty  
System.Windows.Controls.ContentControl.ContentStringFormatProperty  
System.Windows.Controls.ContentControl.System.Windows.Markup.IAddChild.AddChild(System.Object)  
System.Windows.Controls.ContentControl.AddChild(System.Object)  
System.Windows.Controls.ContentControl.System.Windows.Markup.IAddChild.AddText(System.String)  
System.Windows.Controls.ContentControl.AddText(System.String)  
System.Windows.Controls.ContentControl.OnContentTemplateChanged(System.Windows.DataTemplate, System.Windows.DataTemplate)  
System.Windows.Controls.ContentControl.OnContentTemplateSelectorChanged(System.Windows.Controls.DataTemplateSelector, System.Windows.Controls.DataTemplateSelector)  
System.Windows.Controls.ContentControl.OnContentStringFormatChanged(System.String, System.String)  
System.Windows.Controls.ContentControl.Content  
System.Windows.Controls.ContentControl.HasContent  
System.Windows.Controls.ContentControl.ContentTemplate  
System.Windows.Controls.ContentControl.ContentTemplateSelector  
System.Windows.Controls.ContentControl.ContentStringFormat  
System.Windows.Controls.Control.BorderBrushProperty  
System.Windows.Controls.Control.BorderThicknessProperty  
System.Windows.Controls.Control.BackgroundProperty  
System.Windows.Controls.Control.ForegroundProperty  
System.Windows.Controls.Control.FontFamilyProperty  
System.Windows.Controls.Control.FontSizeProperty  
System.Windows.Controls.Control.FontStretchProperty  
System.Windows.Controls.Control.FontStyleProperty  
System.Windows.Controls.Control.FontWeightProperty  
System.Windows.Controls.Control.HorizontalContentAlignmentProperty  
System.Windows.Controls.Control.VerticalContentAlignmentProperty  
System.Windows.Controls.Control.TabIndexProperty  
System.Windows.Controls.Control.IsTabStopProperty  
System.Windows.Controls.Control.PaddingProperty  
System.Windows.Controls.Control.TemplateProperty  
System.Windows.Controls.Control.PreviewMouseDoubleClickEvent  
System.Windows.Controls.Control.MouseDoubleClickEvent  
System.Windows.Controls.Control.OnTemplateChanged(System.Windows.Controls.ControlTemplate, System.Windows.Controls.ControlTemplate)  
System.Windows.Controls.Control.ToString()  
System.Windows.Controls.Control.OnPreviewMouseDoubleClick(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.Controls.Control.OnMouseDoubleClick(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.Controls.Control.BorderBrush  
System.Windows.Controls.Control.BorderThickness  
System.Windows.Controls.Control.Background  
System.Windows.Controls.Control.Foreground

System.Windows.Controls.Control.FontFamily  
System.Windows.Controls.Control.FontSize  
System.Windows.Controls.Control.FontStretch  
System.Windows.Controls.Control.FontStyle  
System.Windows.Controls.Control.FontWeight  
System.Windows.Controls.Control.HorizontalContentAlignment  
System.Windows.Controls.Control.VerticalContentAlignment  
System.Windows.Controls.Control.TabIndex  
System.Windows.Controls.Control.IsTabStop  
System.Windows.Controls.Control.Padding  
System.Windows.Controls.Control.Template  
System.Windows.Controls.Control.HandlesScrolling  
System.Windows.Controls.Control.PreviewMouseDoubleClick  
System.Windows.Controls.Control.MouseDoubleClick  
System.Windows.FrameworkElement.StyleProperty  
System.Windows.FrameworkElement.OverridesDefaultStyleProperty  
System.Windows.FrameworkElement.UseLayoutRoundingProperty  
System.Windows.FrameworkElement.DefaultStyleKeyProperty  
System.Windows.FrameworkElement.DataContextProperty  
System.Windows.FrameworkElement.BindingGroupProperty  
System.Windows.FrameworkElement.LanguageProperty  
System.Windows.FrameworkElement.NameProperty  
System.Windows.FrameworkElement.TagProperty  
System.Windows.FrameworkElement.InputScopeProperty  
System.Windows.FrameworkElement.RequestBringIntoViewEvent  
System.Windows.FrameworkElement.SizeChangedEvent  
System.Windows.FrameworkElement.ActualWidthProperty  
System.Windows.FrameworkElement.ActualHeightProperty  
System.Windows.FrameworkElement.LayoutTransformProperty  
System.Windows.FrameworkElement.WidthProperty  
System.Windows.FrameworkElement.MinWidthProperty  
System.Windows.FrameworkElement.MaxWidthProperty  
System.Windows.FrameworkElement.HeightProperty  
System.Windows.FrameworkElement.MinHeightProperty  
System.Windows.FrameworkElement.MaxHeightProperty  
System.Windows.FrameworkElement.FlowDirectionProperty  
System.Windows.FrameworkElement.MarginProperty  
System.Windows.FrameworkElement.HorizontalAlignmentProperty  
System.Windows.FrameworkElement.VerticalAlignmentProperty  
System.Windows.FrameworkElement.FocusVisualStyleProperty  
System.Windows.FrameworkElement.CursorProperty  
System.Windows.FrameworkElement.ForceCursorProperty  
System.Windows.FrameworkElement.LoadedEvent  
System.Windows.FrameworkElement.UnloadedEvent  
System.Windows.FrameworkElement.ToolTipProperty  
System.Windows.FrameworkElement.ContextMenuProperty  
System.Windows.FrameworkElement.ToolTipOpeningEvent  
System.Windows.FrameworkElement.ToolTipClosingEvent  
System.Windows.FrameworkElement.ContextMenuOpeningEvent  
System.Windows.FrameworkElement.ContextMenuClosingEvent  
System.Windows.FrameworkElement.OnStyleChanged(System.Windows.Style, System.Windows.Style)  
System.Windows.FrameworkElement.ParentLayoutInvalidated(System.Windows.UIElement)

System.Windows.FrameworkElement.ApplyTemplate()  
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard)  
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard,  
System.Windows.Media.Animation.HandoffBehavior)  
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard,  
System.Windows.Media.Animation.HandoffBehavior, System.Boolean)  
System.Windows.FrameworkElement.GetVisualChild(System.Int32)  
System.Windows.FrameworkElement.System.Windows.Markup.IQueryAmbient.IsAmbientPropertyAvailable(System.String)  
System.Windows.FrameworkElement.GetTemplateChild(System.String)  
System.Windows.FrameworkElement.FindResource(System.Object)  
System.Windows.FrameworkElement.TryFindResource(System.Object)  
System.Windows.FrameworkElement.SetResourceReference(System.Windows.DependencyProperty, System.Object)  
System.Windows.FrameworkElement.OnPropertyChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.FrameworkElement.GetBindingExpression(System.Windows.DependencyProperty)  
System.Windows.FrameworkElement.SetBinding(System.Windows.DependencyProperty, System.Windows.Data.BindingBase)  
System.Windows.FrameworkElement.SetBinding(System.Windows.DependencyProperty, System.String)  
System.Windows.FrameworkElement.GetUIParentCore()  
System.Windows.FrameworkElement.BringIntoView()  
System.Windows.FrameworkElement.BringIntoView(System.Windows.Rect)  
System.Windows.FrameworkElement.GetFlowDirection(System.Windows.DependencyObject)  
System.Windows.FrameworkElement.SetFlowDirection(System.Windows.DependencyObject, System.Windows.FlowDirection)  
System.Windows.FrameworkElement.MeasureCore(System.Windows.Size)  
System.Windows.FrameworkElement.ArrangeCore(System.Windows.Rect)  
System.Windows.FrameworkElement.OnRenderSizeChanged(System.Windows.SizeChangedEventArgs)  
System.Windows.FrameworkElement.GetLayoutClip(System.Windows.Size)  
System.Windows.FrameworkElement.MoveFocus(System.Windows.Input.TraversalRequest)  
System.Windows.FrameworkElement.PredictFocus(System.Windows.Input.FocusNavigationDirection)  
System.Windows.FrameworkElement.OnGotFocus(System.Windows.RoutedEventArgs)  
System.Windows.FrameworkElement.BeginInit()  
System.Windows.FrameworkElement.EndInit()  
System.Windows.FrameworkElement.OnInitialized(System.EventArgs)  
System.Windows.FrameworkElement.OnToolTipOpening(System.Windows.Controls.ToolTipEventArgs)  
System.Windows.FrameworkElement.OnToolTipClosing(System.Windows.Controls.ToolTipEventArgs)  
System.Windows.FrameworkElement.OnContextMenuOpening(System.Windows.Controls.ContextMenuEventArgs)  
System.Windows.FrameworkElement.OnContextMenuClosing(System.Windows.Controls.ContextMenuEventArgs)  
System.Windows.FrameworkElement.RegisterName(System.String, System.Object)  
System.Windows.FrameworkElement.UnregisterName(System.String)  
System.Windows.FrameworkElement.FindName(System.String)  
System.Windows.FrameworkElement.UpdateDefaultStyle()  
System.Windows.FrameworkElement.AddLogicalChild(System.Object)  
System.Windows.FrameworkElement.RemoveLogicalChild(System.Object)  
System.Windows.FrameworkElement.Style  
System.Windows.FrameworkElement.OverridesDefaultStyle  
System.Windows.FrameworkElement.UseLayoutRounding  
System.Windows.FrameworkElement.DefaultStyleKey  
System.Windows.FrameworkElement.Triggers  
System.Windows.FrameworkElement.TemplatedParent  
System.Windows.FrameworkElement.VisualChildrenCount  
System.Windows.FrameworkElement.Resources  
System.Windows.FrameworkElement.InheritanceBehavior  
System.Windows.FrameworkElement.DataContext  
System.Windows.FrameworkElement.BindingGroup

System.Windows.FrameworkElement.Language  
System.Windows.FrameworkElement.Name  
System.Windows.FrameworkElement.Tag  
System.Windows.FrameworkElement.InputScope  
System.Windows.FrameworkElement.ActualWidth  
System.Windows.FrameworkElement.ActualHeight  
System.Windows.FrameworkElement.LayoutTransform  
System.Windows.FrameworkElement.Width  
System.Windows.FrameworkElement.MinWidth  
System.Windows.FrameworkElement.MaxWidth  
System.Windows.FrameworkElement.Height  
System.Windows.FrameworkElement.MinHeight  
System.Windows.FrameworkElement.MaxHeight  
System.Windows.FrameworkElement.FlowDirection  
System.Windows.FrameworkElement.Margin  
System.Windows.FrameworkElement.HorizontalAlignment  
System.Windows.FrameworkElement.VerticalAlignment  
System.Windows.FrameworkElement.FocusVisualStyle  
System.Windows.FrameworkElement.Cursor  
System.Windows.FrameworkElement.ForceCursor  
System.Windows.FrameworkElement.IsInitialized  
System.Windows.FrameworkElement.IsLoaded  
System.Windows.FrameworkElement.ToolTip  
System.Windows.FrameworkElement.ContextMenu  
System.Windows.FrameworkElement.Parent  
System.Windows.FrameworkElement.TargetUpdated  
System.Windows.FrameworkElement.SourceUpdated  
System.Windows.FrameworkElement.DataContextChanged  
System.Windows.FrameworkElement.RequestBringIntoView  
System.Windows.FrameworkElement.SizeChanged  
System.Windows.FrameworkElement.Initialized  
System.Windows.FrameworkElement.Loaded  
System.Windows.FrameworkElement.Unloaded  
System.Windows.FrameworkElement.ToolTipOpening  
System.Windows.FrameworkElement.ToolTipClosing  
System.Windows.FrameworkElement.ContextMenuOpening  
System.Windows.FrameworkElement.ContextMenuClosing  
System.Windows.UIElement.PreviewMouseDownEvent  
System.Windows.UIElement.MouseDownEvent  
System.Windows.UIElement.PreviewMouseUpEvent  
System.Windows.UIElement.MouseUpEvent  
System.Windows.UIElement.PreviewMouseLeftButtonDownEvent  
System.Windows.UIElement.MouseLeftButtonDownEvent  
System.Windows.UIElement.PreviewMouseLeftButtonUpEvent  
System.Windows.UIElement.MouseLeftButtonUpEvent  
System.Windows.UIElement.PreviewMouseRightButtonDownEvent  
System.Windows.UIElement.MouseRightButtonDownEvent  
System.Windows.UIElement.PreviewMouseRightButtonUpEvent  
System.Windows.UIElement.MouseRightButtonUpEvent  
System.Windows.UIElement.PreviewMouseMoveEvent  
System.Windows.UIElement.MouseMoveEvent  
System.Windows.UIElement.PreviewMouseWheelEvent

System.Windows.UIElement.MouseWheelEvent  
System.Windows.UIElement.MouseEnterEvent  
System.Windows.UIElement.MouseLeaveEvent  
System.Windows.UIElement.GotMouseCaptureEvent  
System.Windows.UIElement.LostMouseCaptureEvent  
System.Windows.UIElement.QueryCursorEvent  
System.Windows.UIElement.PreviewStylusDownEvent  
System.Windows.UIElement.StylusDownEvent  
System.Windows.UIElement.PreviewStylusUpEvent  
System.Windows.UIElement.StylusUpEvent  
System.Windows.UIElement.PreviewStylusMoveEvent  
System.Windows.UIElement.StylusMoveEvent  
System.Windows.UIElement.PreviewStylusInAirMoveEvent  
System.Windows.UIElement.StylusInAirMoveEvent  
System.Windows.UIElement.StylusEnterEvent  
System.Windows.UIElement.StylusLeaveEvent  
System.Windows.UIElement.PreviewStylusInRangeEvent  
System.Windows.UIElement.StylusInRangeEvent  
System.Windows.UIElement.PreviewStylusOutOfRangeEvent  
System.Windows.UIElement.StylusOutOfRangeEvent  
System.Windows.UIElement.PreviewStylusSystemGestureEvent  
System.Windows.UIElement.StylusSystemGestureEvent  
System.Windows.UIElement.GotStylusCaptureEvent  
System.Windows.UIElement.LostStylusCaptureEvent  
System.Windows.UIElement.StylusButtonDownEvent  
System.Windows.UIElement.StylusButtonUpEvent  
System.Windows.UIElement.PreviewStylusButtonDownEvent  
System.Windows.UIElement.PreviewStylusButtonUpEvent  
System.Windows.UIElement.PreviewKeyDownEvent  
System.Windows.UIElement.KeyDownEvent  
System.Windows.UIElement.PreviewKeyUpEvent  
System.Windows.UIElement.KeyUpEvent  
System.Windows.UIElement.PreviewGotKeyboardFocusEvent  
System.Windows.UIElement.GotKeyboardFocusEvent  
System.Windows.UIElement.PreviewLostKeyboardFocusEvent  
System.Windows.UIElement.LostKeyboardFocusEvent  
System.Windows.UIElement.PreviewTextInputEvent  
System.Windows.UIElement.TextInputEvent  
System.Windows.UIElement.PreviewQueryContinueDragEvent  
System.Windows.UIElement.QueryContinueDragEvent  
System.Windows.UIElement.PreviewGiveFeedbackEvent  
System.Windows.UIElement.GiveFeedbackEvent  
System.Windows.UIElement.PreviewDragEnterEvent  
System.Windows.UIElement.DragEnterEvent  
System.Windows.UIElement.PreviewDragOverEvent  
System.Windows.UIElement.DragOverEvent  
System.Windows.UIElement.PreviewDragLeaveEvent  
System.Windows.UIElement.DragLeaveEvent  
System.Windows.UIElement.PreviewDropEvent  
System.Windows.UIElement.DropEvent  
System.Windows.UIElement.PreviewTouchDownEvent  
System.Windows.UIElement.TouchDownEvent

System.Windows.UIElement.PreviewTouchMoveEvent  
System.Windows.UIElement.TouchMoveEvent  
System.Windows.UIElement.PreviewTouchUpEvent  
System.Windows.UIElement.TouchUpEvent  
System.Windows.UIElement.GotTouchCaptureEvent  
System.Windows.UIElement.LostTouchCaptureEvent  
System.Windows.UIElement.TouchEnterEvent  
System.Windows.UIElement.TouchLeaveEvent  
System.Windows.UIElement.IsMouseDirectlyOverProperty  
System.Windows.UIElement.IsMouseOverProperty  
System.Windows.UIElement.IsStylusOverProperty  
System.Windows.UIElement.IsKeyboardFocusWithinProperty  
System.Windows.UIElement.IsMouseCapturedProperty  
System.Windows.UIElement.IsMouseCaptureWithinProperty  
System.Windows.UIElement.IsStylusDirectlyOverProperty  
System.Windows.UIElement.IsStylusCapturedProperty  
System.Windows.UIElement.IsStylusCaptureWithinProperty  
System.Windows.UIElement.IsKeyboardFocusedProperty  
System.Windows.UIElement.AreAnyTouchesDirectlyOverProperty  
System.Windows.UIElement.AreAnyTouchesOverProperty  
System.Windows.UIElement.AreAnyTouchesCapturedProperty  
System.Windows.UIElement.AreAnyTouchesCapturedWithinProperty  
System.Windows.UIElement.AllowDropProperty  
System.Windows.UIElement.RenderTransformProperty  
System.Windows.UIElement.RenderTransformOriginProperty  
System.Windows.UIElement.OpacityProperty  
System.Windows.UIElement.OpacityMaskProperty  
System.Windows.UIElement.BitmapEffectProperty  
System.Windows.UIElement.EffectProperty  
System.Windows.UIElement.BitmapEffectInputProperty  
System.Windows.UIElement.CacheModeProperty  
System.Windows.UIElement.UidProperty  
System.Windows.UIElement.VisibilityProperty  
System.Windows.UIElement.ClipToBoundsProperty  
System.Windows.UIElement.ClipProperty  
System.Windows.UIElement.SnapsToDevicePixelsProperty  
System.Windows.UIElement.GotFocusEvent  
System.Windows.UIElement.LostFocusEvent  
System.Windows.UIElement.IsFocusedProperty  
System.Windows.UIElement.IsEnabledProperty  
System.Windows.UIElement.IsHitTestVisibleProperty  
System.Windows.UIElement.IsVisibleProperty  
System.Windows.UIElement.FocusableProperty  
System.Windows.UIElement.IsManipulationEnabledProperty  
System.Windows.UIElement.ManipulationStartingEvent  
System.Windows.UIElement.ManipulationStartedEvent  
System.Windows.UIElement.ManipulationDeltaEvent  
System.Windows.UIElement.ManipulationInertiaStartingEvent  
System.Windows.UIElement.ManipulationBoundaryFeedbackEvent  
System.Windows.UIElement.ManipulationCompletedEvent  
System.Windows.UIElement.ApplyAnimationClock(System.Windows.DependencyProperty,  
System.Windows.Media.Animation.AnimationClock)

System.Windows.UIElement.ApplyAnimationClock(System.Windows.DependencyProperty,  
System.Windows.Media.Animation.AnimationClock, System.Windows.Media.Animation.HandoffBehavior)  
System.Windows.UIElement.BeginAnimation(System.Windows.DependencyProperty,  
System.Windows.Media.Animation.AnimationTimeline)  
System.Windows.UIElement.BeginAnimation(System.Windows.DependencyProperty,  
System.Windows.Media.Animation.AnimationTimeline, System.Windows.Media.Animation.HandoffBehavior)  
System.Windows.UIElement.GetAnimationBaseValue(System.Windows.DependencyProperty)  
System.Windows.UIElement.RaiseEvent(System.Windows.RoutedEventArgs)  
System.Windows.UIElement.AddHandler(System.Windows.RoutedEvent, System.Delegate)  
System.Windows.UIElement.AddHandler(System.Windows.RoutedEvent, System.Delegate, System.Boolean)  
System.Windows.UIElement.RemoveHandler(System.Windows.RoutedEvent, System.Delegate)  
System.Windows.UIElement.AddToEventRoute(System.Windows.EventRoute, System.Windows.RoutedEventArgs)  
System.Windows.UIElement.OnPreviewMouseDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseLeftButtonDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseLeftButtonDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseLeftButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseLeftButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseRightButtonDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseRightButtonDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseRightButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseRightButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseMove(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnMouseMove(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnPreviewMouseWheel(System.Windows.Input.MouseWheelEventArgs)  
System.Windows.UIElement.OnMouseWheel(System.Windows.Input.MouseWheelEventArgs)  
System.Windows.UIElement.OnMouseEnter(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnMouseLeave(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnGotMouseCapture(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnLostMouseCapture(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnQueryCursor(System.Windows.Input.QueryCursorEventArgs)  
System.Windows.UIElement.OnPreviewStylusDown(System.Windows.Input.StylusDownEventArgs)  
System.Windows.UIElement.OnStylusDown(System.Windows.Input.StylusDownEventArgs)  
System.Windows.UIElement.OnPreviewStylusUp(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusUp(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusInAirMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusInAirMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusEnter(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusLeave(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusInRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusInRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusOutOfRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusOutOfRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusSystemGesture(System.Windows.Input.StylusSystemGestureEventArgs)  
System.Windows.UIElement.OnStylusSystemGesture(System.Windows.Input.StylusSystemGestureEventArgs)  
System.Windows.UIElement.OnGotStylusCapture(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnLostStylusCapture(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusButtonDown(System.Windows.Input.StylusButtonEventArgs)

System.Windows.UIElement.OnStylusButtonUp(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnPreviewStylusButtonDown(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnPreviewStylusButtonUp(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnPreviewKeyDown(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnKeyDown(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnPreviewKeyUp(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnKeyUp(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnPreviewGotKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnGotKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnPreviewLostKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnLostKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnPreviewTextInput(System.Windows.Input.TextCompositionEventArgs)  
System.Windows.UIElement.OnTextInput(System.Windows.Input.TextCompositionEventArgs)  
System.Windows.UIElement.OnPreviewQueryContinueDrag(System.Windows.QueryContinueDragEventArgs)  
System.Windows.UIElement.OnQueryContinueDrag(System.Windows.QueryContinueDragEventArgs)  
System.Windows.UIElement.OnPreviewGiveFeedback(System.Windows.GiveFeedbackEventArgs)  
System.Windows.UIElement.OnGiveFeedback(System.Windows.GiveFeedbackEventArgs)  
System.Windows.UIElement.OnPreviewDragEnter(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDragEnter(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewDragOver(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDragOver(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewDragLeave(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDragLeave(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewDrop(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDrop(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewTouchDown(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchDown(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnPreviewTouchMove(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchMove(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnPreviewTouchUp(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchUp(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnGotTouchCapture(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnLostTouchCapture(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchEnter(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchLeave(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnIsMouseDirectlyOverChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsKeyboardFocusWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsMouseCapturedChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsMouseCaptureWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsStylusDirectlyOverChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsStylusCapturedChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsStylusCaptureWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsKeyboardFocusedChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.InvalidateMeasure()  
System.Windows.UIElement.InvalidateArrange()  
System.Windows.UIElement.InvalidateVisual()  
System.Windows.UIElement.OnChildDesiredSizeChanged(System.Windows.UIElement)  
System.Windows.UIElement.Measure(System.Windows.Size)  
System.Windows.UIElement.Arrange(System.Windows.Rect)  
System.Windows.UIElement.OnRender(System.Windows.Media.DrawingContext)  
System.Windows.UIElement.UpdateLayout()  
System.Windows.UIElement.TranslatePoint(System.Windows.Point, System.Windows.UIElement)



System.Windows.UIElement.InputHitTest(System.Windows.Point)  
System.Windows.UIElement.CaptureMouse()  
System.Windows.UIElement.ReleaseMouseCapture()  
System.Windows.UIElement.CaptureStylus()  
System.Windows.UIElement.ReleaseStylusCapture()  
System.Windows.UIElement.Focus()  
System.Windows.UIElement.OnAccessKey(System.Windows.Input.AccessKeyEventArgs)  
System.Windows.UIElement.HitTestCore(System.Windows.Media.PointHitTestParameters)  
System.Windows.UIElement.HitTestCore(System.Windows.Media.GeometryHitTestParameters)  
System.Windows.UIElement.OnLostFocus(System.Windows.RoutedEventArgs)  
System.Windows.UIElement.OnManipulationStarting(System.Windows.Input.ManipulationStartingEventArgs)  
System.Windows.UIElement.OnManipulationStarted(System.Windows.Input.ManipulationStartedEventArgs)  
System.Windows.UIElement.OnManipulationDelta(System.Windows.Input.ManipulationDeltaEventArgs)  
System.Windows.UIElement.OnManipulationInertiaStarting(System.Windows.Input.ManipulationInertiaStartingEventArgs)  
System.Windows.UIElement.OnManipulationCompleted(System.Windows.Input.ManipulationCompletedEventArgs)  
System.Windows.UIElement.CaptureTouch(System.Windows.Input.TouchDevice)  
System.Windows.UIElement.ReleaseTouchCapture(System.Windows.Input.TouchDevice)  
System.Windows.UIElement.ReleaseAllTouchCaptures()  
System.Windows.UIElement.HasAnimatedProperties  
System.Windows.UIElement.InputBindings  
System.Windows.UIElement.CommandBindings  
System.Windows.UIElement.AllowDrop  
System.Windows.UIElement.StylusPlugIns  
System.Windows.UIElement.DesiredSize  
System.Windows.UIElement.IsMeasureValid  
System.Windows.UIElement.IsArrangeValid  
System.Windows.UIElement.RenderSize  
System.Windows.UIElement.RenderTransform  
System.Windows.UIElement.RenderTransformOrigin  
System.Windows.UIElement.IsMouseDirectlyOver  
System.Windows.UIElement.IsMouseOver  
System.Windows.UIElement.IsStylusOver  
System.Windows.UIElement.IsKeyboardFocusWithin  
System.Windows.UIElement.IsMouseCaptured  
System.Windows.UIElement.IsMouseCaptureWithin  
System.Windows.UIElement.IsStylusDirectlyOver  
System.Windows.UIElement.IsStylusCaptured  
System.Windows.UIElement.IsStylusCaptureWithin  
System.Windows.UIElement.IsKeyboardFocused  
System.Windows.UIElement.IsInputMethodEnabled  
System.Windows.UIElement.Opacity  
System.Windows.UIElement.OpacityMask  
System.Windows.UIElement.BitmapEffect  
System.Windows.UIElement.Effect  
System.Windows.UIElement.BitmapEffectInput  
System.Windows.UIElement.CacheMode  
System.Windows.UIElement.Uid  
System.Windows.UIElement.Visibility  
System.Windows.UIElement.ClipToBounds  
System.Windows.UIElement.Clip  
System.Windows.UIElement.SnapsToDevicePixels  
System.Windows.UIElement.HasEffectiveKeyboardFocus

System.Windows.UIElement.IsFocused  
System.Windows.UIElement.IsEnabled  
System.Windows.UIElement.IsEnabledCore  
System.Windows.UIElement.IsHitTestVisible  
System.Windows.UIElement.IsVisible  
System.Windows.UIElement.Focusable  
System.Windows.UIElement.PersistId  
System.Windows.UIElement.IsManipulationEnabled  
System.Windows.UIElement.AreAnyTouchesOver  
System.Windows.UIElement.AreAnyTouchesDirectlyOver  
System.Windows.UIElement.AreAnyTouchesCapturedWithin  
System.Windows.UIElement.AreAnyTouchesCaptured  
System.Windows.UIElement.TouchesCaptured  
System.Windows.UIElement.TouchesCapturedWithin  
System.Windows.UIElement.TouchesOver  
System.Windows.UIElement.TouchesDirectlyOver  
System.Windows.UIElement.PreviewMouseDown  
System.Windows.UIElement.MouseDown  
System.Windows.UIElement.PreviewMouseUp  
System.Windows.UIElement.MouseUp  
System.Windows.UIElement.PreviewMouseLeftButtonDown  
System.Windows.UIElement.MouseLeftButtonDown  
System.Windows.UIElement.PreviewMouseLeftButtonUp  
System.Windows.UIElement.MouseLeftButtonUp  
System.Windows.UIElement.PreviewMouseRightButtonDown  
System.Windows.UIElement.MouseRightButtonDown  
System.Windows.UIElement.PreviewMouseRightButtonUp  
System.Windows.UIElement.MouseRightButtonUp  
System.Windows.UIElement.PreviewMouseMove  
System.Windows.UIElement.MouseMove  
System.Windows.UIElement.PreviewMouseWheel  
System.Windows.UIElement.MouseWheel  
System.Windows.UIElement.MouseEnter  
System.Windows.UIElement.MouseLeave  
System.Windows.UIElement.GotMouseCapture  
System.Windows.UIElement.LostMouseCapture  
System.Windows.UIElement.QueryCursor  
System.Windows.UIElement.PreviewStylusDown  
System.Windows.UIElement.StylusDown  
System.Windows.UIElement.PreviewStylusUp  
System.Windows.UIElement.StylusUp  
System.Windows.UIElement.PreviewStylusMove  
System.Windows.UIElement.StylusMove  
System.Windows.UIElement.PreviewStylusInAirMove  
System.Windows.UIElement.StylusInAirMove  
System.Windows.UIElement.StylusEnter  
System.Windows.UIElement.StylusLeave  
System.Windows.UIElement.PreviewStylusInRange  
System.Windows.UIElement.StylusInRange  
System.Windows.UIElement.PreviewStylusOutOfRange  
System.Windows.UIElement.StylusOutOfRange  
System.Windows.UIElement.PreviewStylusSystemGesture

System.Windows.UIElement.StylusSystemGesture  
System.Windows.UIElement.GotStylusCapture  
System.Windows.UIElement.LostStylusCapture  
System.Windows.UIElement.StylusButtonDown  
System.Windows.UIElement.StylusButtonUp  
System.Windows.UIElement.PreviewStylusButtonDown  
System.Windows.UIElement.PreviewStylusButtonUp  
System.Windows.UIElement.PreviewKeyDown  
System.Windows.UIElement.KeyDown  
System.Windows.UIElement.PreviewKeyUp  
System.Windows.UIElement.KeyUp  
System.Windows.UIElement.PreviewGotKeyboardFocus  
System.Windows.UIElement.GotKeyboardFocus  
System.Windows.UIElement.PreviewLostKeyboardFocus  
System.Windows.UIElement.LostKeyboardFocus  
System.Windows.UIElement.PreviewTextInput  
System.Windows.UIElement.TextInput  
System.Windows.UIElement.PreviewQueryContinueDrag  
System.Windows.UIElement.QueryContinueDrag  
System.Windows.UIElement.PreviewGiveFeedback  
System.Windows.UIElement.GiveFeedback  
System.Windows.UIElement.PreviewDragEnter  
System.Windows.UIElement.DragEnter  
System.Windows.UIElement.PreviewDragOver  
System.Windows.UIElement.DragOver  
System.Windows.UIElement.PreviewDragLeave  
System.Windows.UIElement.DragLeave  
System.Windows.UIElement.PreviewDrop  
System.Windows.UIElement.Drop  
System.Windows.UIElement.PreviewTouchDown  
System.Windows.UIElement.TouchDown  
System.Windows.UIElement.PreviewTouchMove  
System.Windows.UIElement.TouchMove  
System.Windows.UIElement.PreviewTouchUp  
System.Windows.UIElement.TouchUp  
System.Windows.UIElement.GotTouchCapture  
System.Windows.UIElement.LostTouchCapture  
System.Windows.UIElement.TouchEnter  
System.Windows.UIElement.TouchLeave  
System.Windows.UIElement.IsMouseDirectlyOverChanged  
System.Windows.UIElement.IsKeyboardFocusWithinChanged  
System.Windows.UIElement.IsMouseCapturedChanged  
System.Windows.UIElement.IsMouseCaptureWithinChanged  
System.Windows.UIElement.IsStylusDirectlyOverChanged  
System.Windows.UIElement.IsStylusCapturedChanged  
System.Windows.UIElement.IsStylusCaptureWithinChanged  
System.Windows.UIElement.IsKeyboardFocusedChanged  
System.Windows.UIElement.LayoutUpdated  
System.Windows.UIElement.GotFocus  
System.Windows.UIElement.LostFocus  
System.Windows.UIElement.IsEnabledChanged  
System.Windows.UIElement.IsHitTestVisibleChanged

System.Windows.UIElement.IsVisibleChanged  
System.Windows.UIElement.FocusableChanged  
System.Windows.UIElement.ManipulationStarting  
System.Windows.UIElement.ManipulationStarted  
System.Windows.UIElement.ManipulationDelta  
System.Windows.UIElement.ManipulationInertiaStarting  
System.Windows.UIElement.ManipulationBoundaryFeedback  
System.Windows.UIElement.ManipulationCompleted  
System.Windows.Media.Visual.AddVisualChild(System.Windows.Media.Visual)  
System.Windows.Media.Visual.RemoveVisualChild(System.Windows.Media.Visual)  
System.Windows.Media.Visual.OnVisualChildrenChanged(System.Windows.DependencyObject, System.Windows.DependencyObject)  
System.Windows.Media.Visual.IsAncestorOf(System.Windows.DependencyObject)  
System.Windows.Media.Visual.IsDescendantOf(System.Windows.DependencyObject)  
System.Windows.Media.Visual.FindCommonVisualAncestor(System.Windows.DependencyObject)  
System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Visual)  
System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Media3D.Visual3D)  
System.Windows.Media.Visual.TransformToDescendant(System.Windows.Media.Visual)  
System.Windows.Media.Visual.TransformToVisual(System.Windows.Media.Visual)  
System.Windows.Media.Visual.PointToScreen(System.Windows.Point)  
System.Windows.Media.Visual.PointFromScreen(System.Windows.Point)  
System.Windows.Media.Visual.VisualParent  
System.Windows.Media.Visual.VisualTransform  
System.Windows.Media.Visual.VisualEffect  
System.Windows.Media.Visual.VisualBitmapEffect  
System.Windows.Media.Visual.VisualBitmapEffectInput  
System.Windows.Media.Visual.VisualCacheMode  
System.Windows.Media.Visual.VisualScrollableAreaClip  
System.Windows.Media.Visual.VisualClip  
System.Windows.Media.Visual.VisualOffset  
System.Windows.Media.Visual.VisualOpacity  
System.Windows.Media.Visual.VisualEdgeMode  
System.Windows.Media.Visual.VisualBitmapScalingMode  
System.Windows.Media.Visual.VisualClearTypeHint  
System.Windows.Media.Visual.VisualTextRenderingMode  
System.Windows.Media.Visual.VisualTextHintingMode  
System.Windows.Media.Visual.VisualOpacityMask  
System.Windows.Media.Visual.VisualXSnappingGuidelines  
System.Windows.Media.Visual.VisualYSnappingGuidelines  
System.Windows.DependencyObject.Equals(System.Object)  
System.Windows.DependencyObject.GetHashCode()  
System.Windows.DependencyObject.GetValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.SetValue(System.Windows.DependencyProperty, System.Object)  
System.Windows.DependencyObject.SetCurrentValue(System.Windows.DependencyProperty, System.Object)  
System.Windows.DependencyObject.SetValue(System.Windows.DependencyPropertyKey, System.Object)  
System.Windows.DependencyObject.ClearValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ClearValue(System.Windows.DependencyPropertyKey)  
System.Windows.DependencyObject.CoerceValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.InvalidateProperty(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ShouldSerializeProperty(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ReadLocalValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.GetLocalValueEnumerator()

System.Windows.DependencyObject.DependencyObjectType  
System.Windows.DependencyObject.IsSealed  
System.Windows.Threading.DispatcherObject.Dispatcher  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: [CIDER](#)

Assembly: CIDER.dll

Syntax

```
public class Licenses : MetroWindow, DUCE.IResource, IAnimatable, IFrameworkInputElement, IInputElement, ISupportInitialize, IHaveResources, IQueryAmbient, IAddChild, IWindowService
```

## Constructors

### Licenses()

This is the constructor for the License Window The DataContext is set here

Declaration

```
public Licenses()
```

## Implements

System.Windows.Media.Animation.IAnimatable  
System.Windows.IFrameworkInputElement  
System.Windows.IInputElement  
System.ComponentModel.ISupportInitialize  
System.Windows.Markup.IQueryAmbient  
System.Windows.Markup.IAddChild

# Class LicenseWriter

This class is used to write the state of the license agreement to the config

### Inheritance

System.Object  
LicenseWriter

### Inherited Members

System.Object.ToString()  
System.Object.Equals(System.Object)  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetHashCode()  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: [CIDER](#)  
Assembly: CIDER.dll

### Syntax

```
public class LicenseWriter
```

### Constructors

#### LicenseWriter(IReader)

This is the constructor for the LicenseWriter class

### Declaration

```
public LicenseWriter(IReader Reader)
```

### Parameters

TYPE	NAME	DESCRIPTION
<a href="#">IReader</a>	Reader	Pass a Object that implements the IReader here - inject unit testing mocks and fakes here

### Methods

#### ReadAgreementState()

This function reads the license agreement state

### Declaration

```
public bool ReadAgreementState()
```

### Returns

TYPE	DESCRIPTION
System.Boolean	The return value of this function specifies wether prior data could be found on the status of the license agreement

#### WriteAgreementState(Boolean)

This function writes the state of the license agreement to the config file

Declaration

```
public void WriteAgreementState(bool State)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	State	This is the state of the license agreement

# Class MainWindow

Interaction logic for MainWindow.xaml

## Inheritance

System.Object  
System.Windows.Threading.DispatcherObject  
System.Windows.DependencyObject  
System.Windows.Media.Visual  
System.Windows.UIElement  
System.Windows.FrameworkElement  
System.Windows.Controls.Control  
System.Windows.Controls.ContentControl  
System.Windows.Window  
MahApps.Metro.Controls.MetroWindow  
MainWindow

## Implements

System.Windows.Media.Animation.IAnimatable  
System.Windows.IFrameworkInputElement  
System.Windows.IInputElement  
System.ComponentModel.ISupportInitialize  
System.Windows.Markup.IQueryAmbient  
System.Windows.Markup.IAddChild

## Inherited Members

MahApps.Metro.Controls.MetroWindow.ShowIconOnTitleBarProperty  
MahApps.Metro.Controls.MetroWindow.IconEdgeModeProperty  
MahApps.Metro.Controls.MetroWindow.IconBitmapScalingModeProperty  
MahApps.Metro.Controls.MetroWindow.IconScalingModeProperty  
MahApps.Metro.Controls.MetroWindow.ShowTitleBarProperty  
MahApps.Metro.Controls.MetroWindow.ShowDialogsOverTitleBarProperty  
MahApps.Metro.Controls.MetroWindow.IsAnyDialogOpenPropertyKey  
MahApps.Metro.Controls.MetroWindow.IsAnyDialogOpenProperty  
MahApps.Metro.Controls.MetroWindow.ShowMinButtonProperty  
MahApps.Metro.Controls.MetroWindow.ShowMaxRestoreButtonProperty  
MahApps.Metro.Controls.MetroWindow.ShowCloseButtonProperty  
MahApps.Metro.Controls.MetroWindow.IsMinButtonEnabledProperty  
MahApps.Metro.Controls.MetroWindow.IsMaxRestoreButtonEnabledProperty  
MahApps.Metro.Controls.MetroWindow.IsCloseButtonEnabledProperty  
MahApps.Metro.Controls.MetroWindow.IsCloseButtonEnabledWithDialogPropertyKey  
MahApps.Metro.Controls.MetroWindow.IsCloseButtonEnabledWithDialogProperty  
MahApps.Metro.Controls.MetroWindow.ShowSystemMenuOnRightClickProperty  
MahApps.Metro.Controls.MetroWindow.TitlebarHeightProperty  
MahApps.Metro.Controls.MetroWindow.TitleCapsProperty  
MahApps.Metro.Controls.MetroWindow.TitleCharacterCasingProperty  
MahApps.Metro.Controls.MetroWindow.TitleAlignmentProperty  
MahApps.Metro.Controls.MetroWindow.SaveWindowPositionProperty  
MahApps.Metro.Controls.MetroWindow.WindowPlacementSettingsProperty  
MahApps.Metro.Controls.MetroWindow.TitleForegroundProperty  
MahApps.Metro.Controls.MetroWindow.IgnoreTaskbarOnMaximizeProperty  
MahApps.Metro.Controls.MetroWindow.FlyoutsProperty  
MahApps.Metro.Controls.MetroWindow.WindowTransitionsEnabledProperty



MahApps.Metro.Controls.MetroWindow.MetroDialogOptionsProperty  
MahApps.Metro.Controls.MetroWindow.WindowTitleBrushProperty  
MahApps.Metro.Controls.MetroWindow.NonActiveWindowTitleBrushProperty  
MahApps.Metro.Controls.MetroWindow.NonActiveBorderBrushProperty  
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System.Windows.UIElement.OnPreviewMouseWheel(System.Windows.Input.MouseWheelEventArgs)  
System.Windows.UIElement.OnMouseWheel(System.Windows.Input.MouseWheelEventArgs)  
System.Windows.UIElement.OnMouseEnter(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnMouseLeave(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnGotMouseCapture(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnLostMouseCapture(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnQueryCursor(System.Windows.Input.QueryCursorEventArgs)  
System.Windows.UIElement.OnPreviewStylusDown(System.Windows.Input.StylusDownEventArgs)  
System.Windows.UIElement.OnStylusDown(System.Windows.Input.StylusDownEventArgs)  
System.Windows.UIElement.OnPreviewStylusUp(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusUp(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusInAirMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusInAirMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusEnter(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusLeave(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusInRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusInRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusOutOfRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusOutOfRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusSystemGesture(System.Windows.Input.StylusSystemGestureEventArgs)  
System.Windows.UIElement.OnStylusSystemGesture(System.Windows.Input.StylusSystemGestureEventArgs)  
System.Windows.UIElement.OnGotStylusCapture(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnLostStylusCapture(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusButtonDown(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnStylusButtonUp(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnPreviewStylusButtonDown(System.Windows.Input.StylusButtonEventArgs)

System.Windows.UIElement.OnPreviewStylusButtonUp(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnPreviewKeyDown(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnKeyDown(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnPreviewKeyUp(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnKeyUp(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnPreviewGotKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnGotKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnPreviewLostKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnLostKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnPreviewTextInput(System.Windows.Input.TextCompositionEventArgs)  
System.Windows.UIElement.OnTextInput(System.Windows.Input.TextCompositionEventArgs)  
System.Windows.UIElement.OnPreviewQueryContinueDrag(System.Windows.QueryContinueDragEventArgs)  
System.Windows.UIElement.OnQueryContinueDrag(System.Windows.QueryContinueDragEventArgs)  
System.Windows.UIElement.OnPreviewGiveFeedback(System.Windows.GiveFeedbackEventArgs)  
System.Windows.UIElement.OnGiveFeedback(System.Windows.GiveFeedbackEventArgs)  
System.Windows.UIElement.OnPreviewDragEnter(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDragEnter(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewDragOver(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDragOver(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewDragLeave(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDragLeave(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewDrop(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDrop(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewTouchDown(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchDown(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnPreviewTouchMove(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchMove(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnPreviewTouchUp(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchUp(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnGotTouchCapture(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnLostTouchCapture(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchEnter(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchLeave(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnIsMouseDirectlyOverChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsKeyboardFocusWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsMouseCapturedChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsMouseCaptureWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsStylusDirectlyOverChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsStylusCapturedChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsStylusCaptureWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsKeyboardFocusedChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.InvalidateMeasure()  
System.Windows.UIElement.InvalidateArrange()  
System.Windows.UIElement.InvalidateVisual()  
System.Windows.UIElement.OnChildDesiredSizeChanged(System.Windows.UIElement)  
System.Windows.UIElement.Measure(System.Windows.Size)  
System.Windows.UIElement.Arrange(System.Windows.Rect)  
System.Windows.UIElement.OnRender(System.Windows.Media.DrawingContext)  
System.Windows.UIElement.UpdateLayout()  
System.Windows.UIElement.TranslatePoint(System.Windows.Point, System.Windows.UIElement)  
System.Windows.UIElement.InputHitTest(System.Windows.Point)  
System.Windows.UIElement.CaptureMouse()

System.Windows.UIElement.ReleaseMouseCapture()  
System.Windows.UIElement.CaptureStylus()  
System.Windows.UIElement.ReleaseStylusCapture()  
System.Windows.UIElement.Focus()  
System.Windows.UIElement.OnAccessKey(System.Windows.Input.AccessKeyEventArgs)  
System.Windows.UIElement.HitTestCore(System.Windows.Media.PointHitTestParameters)  
System.Windows.UIElement.HitTestCore(System.Windows.Media.GeometryHitTestParameters)  
System.Windows.UIElement.OnLostFocus(System.Windows.RoutedEventArgs)  
System.Windows.UIElement.OnManipulationStarting(System.Windows.Input.ManipulationStartingEventArgs)  
System.Windows.UIElement.OnManipulationStarted(System.Windows.Input.ManipulationStartedEventArgs)  
System.Windows.UIElement.OnManipulationDelta(System.Windows.Input.ManipulationDeltaEventArgs)  
System.Windows.UIElement.OnManipulationInertiaStarting(System.Windows.Input.ManipulationInertiaStartingEventArgs)  
System.Windows.UIElement.OnManipulationCompleted(System.Windows.Input.ManipulationCompletedEventArgs)  
System.Windows.UIElement.CaptureTouch(System.Windows.Input.TouchDevice)  
System.Windows.UIElement.ReleaseTouchCapture(System.Windows.Input.TouchDevice)  
System.Windows.UIElement.ReleaseAllTouchCaptures()  
System.Windows.UIElement.HasAnimatedProperties  
System.Windows.UIElement.InputBindings  
System.Windows.UIElement.CommandBindings  
System.Windows.UIElement.AllowDrop  
System.Windows.UIElement.StylusPlugIns  
System.Windows.UIElement.DesiredSize  
System.Windows.UIElement.IsMeasureValid  
System.Windows.UIElement.IsArrangeValid  
System.Windows.UIElement.RenderSize  
System.Windows.UIElement.RenderTransform  
System.Windows.UIElement.RenderTransformOrigin  
System.Windows.UIElement.IsMouseDirectlyOver  
System.Windows.UIElement.IsMouseOver  
System.Windows.UIElement.IsStylusOver  
System.Windows.UIElement.IsKeyboardFocusWithin  
System.Windows.UIElement.IsMouseCaptured  
System.Windows.UIElement.IsMouseCaptureWithin  
System.Windows.UIElement.IsStylusDirectlyOver  
System.Windows.UIElement.IsStylusCaptured  
System.Windows.UIElement.IsStylusCaptureWithin  
System.Windows.UIElement.IsKeyboardFocused  
System.Windows.UIElement.IsInputMethodEnabled  
System.Windows.UIElement.Opacity  
System.Windows.UIElement.OpacityMask  
System.Windows.UIElement.BitmapEffect  
System.Windows.UIElement.Effect  
System.Windows.UIElement.BitmapEffectInput  
System.Windows.UIElement.CacheMode  
System.Windows.UIElement.Uid  
System.Windows.UIElement.Visibility  
System.Windows.UIElement.ClipToBounds  
System.Windows.UIElement.Clip  
System.Windows.UIElement.SnapsToDevicePixels  
System.Windows.UIElement.HasEffectiveKeyboardFocus  
System.Windows.UIElement.IsFocused  
System.Windows.UIElement.IsEnabled

System.Windows.UIElement.IsEnabledCore  
System.Windows.UIElement.IsHitTestVisible  
System.Windows.UIElement.IsVisible  
System.Windows.UIElement.Focusable  
System.Windows.UIElement.PersistId  
System.Windows.UIElement.IsManipulationEnabled  
System.Windows.UIElement.AreAnyTouchesOver  
System.Windows.UIElement.AreAnyTouchesDirectlyOver  
System.Windows.UIElement.AreAnyTouchesCapturedWithin  
System.Windows.UIElement.AreAnyTouchesCaptured  
System.Windows.UIElement.TouchesCaptured  
System.Windows.UIElement.TouchesCapturedWithin  
System.Windows.UIElement.TouchesOver  
System.Windows.UIElement.TouchesDirectlyOver  
System.Windows.UIElement.PreviewMouseDown  
System.Windows.UIElement.MouseDown  
System.Windows.UIElement.PreviewMouseUp  
System.Windows.UIElement.MouseUp  
System.Windows.UIElement.PreviewMouseLeftButtonDown  
System.Windows.UIElement.MouseLeftButtonDown  
System.Windows.UIElement.PreviewMouseLeftButtonUp  
System.Windows.UIElement.MouseLeftButtonUp  
System.Windows.UIElement.PreviewMouseRightButtonDown  
System.Windows.UIElement.MouseRightButtonDown  
System.Windows.UIElement.PreviewMouseRightButtonUp  
System.Windows.UIElement.MouseRightButtonUp  
System.Windows.UIElement.PreviewMouseMove  
System.Windows.UIElement.MouseMove  
System.Windows.UIElement.PreviewMouseWheel  
System.Windows.UIElement.MouseWheel  
System.Windows.UIElement.MouseEnter  
System.Windows.UIElement.MouseLeave  
System.Windows.UIElement.GotMouseCapture  
System.Windows.UIElement.LostMouseCapture  
System.Windows.UIElement.QueryCursor  
System.Windows.UIElement.PreviewStylusDown  
System.Windows.UIElement.StylusDown  
System.Windows.UIElement.PreviewStylusUp  
System.Windows.UIElement.StylusUp  
System.Windows.UIElement.PreviewStylusMove  
System.Windows.UIElement.StylusMove  
System.Windows.UIElement.PreviewStylusInAirMove  
System.Windows.UIElement.StylusInAirMove  
System.Windows.UIElement.StylusEnter  
System.Windows.UIElement.StylusLeave  
System.Windows.UIElement.PreviewStylusInRange  
System.Windows.UIElement.StylusInRange  
System.Windows.UIElement.PreviewStylusOutOfRange  
System.Windows.UIElement.StylusOutOfRange  
System.Windows.UIElement.PreviewStylusSystemGesture  
System.Windows.UIElement.StylusSystemGesture  
System.Windows.UIElement.GotStylusCapture

System.Windows.UIElement.LostStylusCapture  
System.Windows.UIElement.StylusButtonDown  
System.Windows.UIElement.StylusButtonUp  
System.Windows.UIElement.PreviewStylusButtonDown  
System.Windows.UIElement.PreviewStylusButtonUp  
System.Windows.UIElement.PreviewKeyDown  
System.Windows.UIElement.KeyDown  
System.Windows.UIElement.PreviewKeyUp  
System.Windows.UIElement.KeyUp  
System.Windows.UIElement.PreviewGotKeyboardFocus  
System.Windows.UIElement.GotKeyboardFocus  
System.Windows.UIElement.PreviewLostKeyboardFocus  
System.Windows.UIElement.LostKeyboardFocus  
System.Windows.UIElement.PreviewTextInput  
System.Windows.UIElement.TextInput  
System.Windows.UIElement.PreviewQueryContinueDrag  
System.Windows.UIElement.QueryContinueDrag  
System.Windows.UIElement.PreviewGiveFeedback  
System.Windows.UIElement.GiveFeedback  
System.Windows.UIElement.PreviewDragEnter  
System.Windows.UIElement.DragEnter  
System.Windows.UIElement.PreviewDragOver  
System.Windows.UIElement.DragOver  
System.Windows.UIElement.PreviewDragLeave  
System.Windows.UIElement.DragLeave  
System.Windows.UIElement.PreviewDrop  
System.Windows.UIElement.Drop  
System.Windows.UIElement.PreviewTouchDown  
System.Windows.UIElement.TouchDown  
System.Windows.UIElement.PreviewTouchMove  
System.Windows.UIElement.TouchMove  
System.Windows.UIElement.PreviewTouchUp  
System.Windows.UIElement.TouchUp  
System.Windows.UIElement.GotTouchCapture  
System.Windows.UIElement.LostTouchCapture  
System.Windows.UIElement.TouchEnter  
System.Windows.UIElement.TouchLeave  
System.Windows.UIElement.IsMouseDirectlyOverChanged  
System.Windows.UIElement.IsKeyboardFocusWithinChanged  
System.Windows.UIElement.IsMouseCapturedChanged  
System.Windows.UIElement.IsMouseCaptureWithinChanged  
System.Windows.UIElement.IsStylusDirectlyOverChanged  
System.Windows.UIElement.IsStylusCapturedChanged  
System.Windows.UIElement.IsStylusCaptureWithinChanged  
System.Windows.UIElement.IsKeyboardFocusedChanged  
System.Windows.UIElement.LayoutUpdated  
System.Windows.UIElement.GotFocus  
System.Windows.UIElement.LostFocus  
System.Windows.UIElement.IsEnabledChanged  
System.Windows.UIElement.IsHitTestVisibleChanged  
System.Windows.UIElement.IsVisibleChanged  
System.Windows.UIElement.FocusableChanged

System.Windows.UIElement.ManipulationStarting  
System.Windows.UIElement.ManipulationStarted  
System.Windows.UIElement.ManipulationDelta  
System.Windows.UIElement.ManipulationInertiaStarting  
System.Windows.UIElement.ManipulationBoundaryFeedback  
System.Windows.UIElement.ManipulationCompleted  
System.Windows.Media.Visual.AddVisualChild(System.Windows.Media.Visual)  
System.Windows.Media.Visual.RemoveVisualChild(System.Windows.Media.Visual)  
System.Windows.Media.Visual.OnVisualChildrenChanged(System.Windows.DependencyObject, System.Windows.DependencyObject)  
System.Windows.Media.Visual.IsAncestorOf(System.Windows.DependencyObject)  
System.Windows.Media.Visual.IsDescendantOf(System.Windows.DependencyObject)  
System.Windows.Media.Visual.FindCommonVisualAncestor(System.Windows.DependencyObject)  
System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Visual)  
System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Media3D.Visual3D)  
System.Windows.Media.Visual.TransformToDescendant(System.Windows.Media.Visual)  
System.Windows.Media.Visual.TransformToVisual(System.Windows.Media.Visual)  
System.Windows.Media.Visual.PointToScreen(System.Windows.Point)  
System.Windows.Media.Visual.PointFromScreen(System.Windows.Point)  
System.Windows.Media.Visual.VisualParent  
System.Windows.Media.Visual.VisualTransform  
System.Windows.Media.Visual.VisualEffect  
System.Windows.Media.Visual.VisualBitmapEffect  
System.Windows.Media.Visual.VisualBitmapEffectInput  
System.Windows.Media.Visual.VisualCacheMode  
System.Windows.Media.Visual.VisualScrollableAreaClip  
System.Windows.Media.Visual.VisualClip  
System.Windows.Media.Visual.VisualOffset  
System.Windows.Media.Visual.VisualOpacity  
System.Windows.Media.Visual.VisualEdgeMode  
System.Windows.Media.Visual.VisualBitmapScalingMode  
System.Windows.Media.Visual.VisualClearTypeHint  
System.Windows.Media.Visual.VisualTextRenderingMode  
System.Windows.Media.Visual.VisualTextHintingMode  
System.Windows.Media.Visual.VisualOpacityMask  
System.Windows.Media.Visual.VisualXSnappingGuidelines  
System.Windows.Media.Visual.VisualYSnappingGuidelines  
System.Windows.DependencyObject.Equals(System.Object)  
System.Windows.DependencyObject.GetHashCode()  
System.Windows.DependencyObject.GetValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.SetValue(System.Windows.DependencyProperty, System.Object)  
System.Windows.DependencyObject.SetCurrentValue(System.Windows.DependencyProperty, System.Object)  
System.Windows.DependencyObject.SetValue(System.Windows.DependencyPropertyKey, System.Object)  
System.Windows.DependencyObject.ClearValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ClearValue(System.Windows.DependencyPropertyKey)  
System.Windows.DependencyObject.CoerceValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.InvalidateProperty(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ShouldSerializeProperty(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ReadLocalValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.GetLocalValueEnumerator()  
System.Windows.DependencyObject.DependencyObjectType  
System.Windows.DependencyObject.IsSealed

System.Windows.Threading.DispatcherObject.Dispatcher  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: [CIDER](#)  
Assembly: CIDER.dll

Syntax

```
public class MainWindow : MetroWindow, DUCE.IResource, IAnimatable, IFrameworkInputElement, IInputElement, ISupportInitialize, IHaveResources, IQueryAmbient, IAddChild, IWindowService
```

Constructors

MainWindow()

This is the constructo for the main window

Declaration

```
public MainWindow()
```

Methods

OnSourceInitialized(EventArgs)

This function overrides the standard onsourceinitialized function

Declaration

```
protected override void OnSourceInitialized(EventArgs e)
```

Parameters

TYPE	NAME	DESCRIPTION
System.EventArgs	e	The event args of the init event

Overrides

System.Windows.Window.OnSourceInitialized(System.EventArgs)

Events

OnResizeEndEvent

This is the event that is raised when the resize of the window ends

Declaration

```
public static event EventHandler OnResizeEndEvent
```

Event Type

TYPE	DESCRIPTION
System.EventHandler	

OnResizeStartEvent

This is the event that is raised when the resizing of the window begins



Declaration

```
public static event EventHandler OnResizeStartEvent
```

Event Type

TYPE	DESCRIPTION
System.EventHandler	

Implements

- System.Windows.Media.Animation.IAnimatable
- System.Windows.IFrameworkInputElement
- System.Windows.IInputElement
- System.ComponentModel.ISupportInitialize
- System.Windows.Markup.IQueryAmbient
- System.Windows.Markup.IAddChild

# Class PlotManager

This class is used to create plots

Inheritance

System.Object  
PlotManager

Inherited Members

System.Object.ToString()  
System.Object.Equals(System.Object)  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetHashCode()  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: [CIDER](#)  
Assembly: CIDER.dll

Syntax

```
public class PlotManager
```

## Constructors

### PlotManager()

This is the constructor for the PlotManager class

Declaration

```
public PlotManager()
```

## Fields

### Series

This list contains all the line series in a plot

Declaration

```
public List<LineSeries> Series
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List<OxyPlot.Series.LineSeries>	

## Methods

### AddLineSeries(List<Single>, String)

This function adds a new lineseries to the plot

Declaration

```
public void AddLineSeries(List<float> data, string name)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Collections.Generic.List<System.Single>	data	The data to be shown
System.String	name	The name of the lineseries

AddLineSeries(List<Single>, String, OxyColor)

This function adds a new lineseries to the plot

Declaration

```
public void AddLineSeries(List<float> data, string name, OxyColor color)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Collections.Generic.List<System.Single>	data	The data to be shown
System.String	name	The name of the lineseries
OxyPlot.OxyColor	color	the color of the lineseries

AddLineSeries(List<Single>, String, OxyColor, Int32)

This function adds a new lineseries to the plot

Declaration

```
public void AddLineSeries(List<float> data, string name, OxyColor color, int interval)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Collections.Generic.List<System.Single>	data	The data to be shown
System.String	name	The name of the lineseries
OxyPlot.OxyColor	color	the color of the lineseries
System.Int32	interval	the interval between the points

AddLineSeries(List<Single>, String, Int32)

This function adds a new lineseries to the plot

## Declaration

```
public void AddLineSeries(List<float> data, string name, int interval)
```

## Parameters

TYPE	NAME	DESCRIPTION
System.Collections.Generic.List<System.Single>	data	The data to be shown
System.String	name	The name of the lineseries
System.Int32	interval	the interval between the points

## CreatePDF(String, String)

This function creates a pdf from a plotmodel

## Declaration

```
public void CreatePDF(string Title, string fileName)
```

## Parameters

TYPE	NAME	DESCRIPTION
System.String	Title	Title of the plot
System.String	fileName	Path to the file

## GetPlotModel(String)

This function is used to get a plotmodel

## Declaration

```
public PlotModel GetPlotModel(string Title)
```

## Parameters

TYPE	NAME	DESCRIPTION
System.String	Title	This is the Title of the plot returned

## Returns

TYPE	DESCRIPTION
OxyPlot.PlotModel	Returns a plotmodel

# Class RouteMaker

This class is used to create routes for the display on the map

Inheritance

System.Object  
RouteMaker

Inherited Members

System.Object.ToString()  
System.Object.Equals(System.Object)  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetHashCode()  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: [CIDER](#)  
Assembly: CIDER.dll

Syntax

```
public class RouteMaker
```

Methods

CreateRoute(DataProvider)

This function creates the route and adds an arrow at the starting point

Declaration

```
public List<MapPolyline> CreateRoute(DataProvider Data)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">DataProvider</a>	Data	A DataProvider object that contains the gps locations of the route

Returns

TYPE	DESCRIPTION
System.Collections.Generic.List<Microsoft.Maps.MapControl.WPF.MapPolyline>	A List with polylines to display on the map

CreateRoute(DataProvider, Int32)

This function creates the route up to the specified number of points and adds an arrow at the starting point

Declaration

```
public List<MapPolyline> CreateRoute(DataProvider Data, int NumberOfPoints)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">DataProvider</a>	Data	A DataProvider object that contains the gps locations of the route
System.Int32	NumberOfPoints	The number of locations to include

Returns

TYPE	DESCRIPTION
System.Collections.Generic.List<Microsoft.Maps.MapControl.WPF.MapPolyline>	A list of polylines to display

# Class SystemTime

This class provides the current Time instead of DateTime.Now. Using this class the current time can be faked so it can be used in unit tests. There should be no other mentions of DateTime.Now anywhere in the production code.

## Inheritance

System.Object  
SystemTime

## Inherited Members

System.Object.ToString()  
System.Object.Equals(System.Object)  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetHashCode()  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: [CIDER](#)  
Assembly: CIDER.dll

## Syntax

```
public class SystemTime
```

## Properties

### Now

returns either fake time or current time

## Declaration

```
public DateTime Now { get; }
```

## Property Value

TYPE	DESCRIPTION
System.DateTime	

## Methods

### Reset()

Allows resetting of the fake time

## Declaration

```
public static void Reset()
```

### Set(DateTime)

Allows setting the "fake" time

## Declaration

```
public static void Set(DateTime time)
```

## Parameters

TYPE	NAME	DESCRIPTION
System.DateTime	time	The time to be set



# Class ThemeStyler

Interaction logic for ThemeStyler.xaml

## Inheritance

System.Object  
System.Windows.Threading.DispatcherObject  
System.Windows.DependencyObject  
System.Windows.Media.Visual  
System.Windows.UIElement  
System.Windows.FrameworkElement  
System.Windows.Controls.Control  
System.Windows.Controls.ContentControl  
System.Windows.Window  
MahApps.Metro.Controls.MetroWindow  
ThemeStyler

## Implements

System.Windows.Media.Animation.IAnimatable  
System.Windows.IFrameworkInputElement  
System.Windows.IInputElement  
System.ComponentModel.ISupportInitialize  
System.Windows.Markup.IQueryAmbient  
System.Windows.Markup.IAddChild

## Inherited Members

MahApps.Metro.Controls.MetroWindow.ShowIconOnTitleBarProperty  
MahApps.Metro.Controls.MetroWindow.IconEdgeModeProperty  
MahApps.Metro.Controls.MetroWindow.IconBitmapScalingModeProperty  
MahApps.Metro.Controls.MetroWindow.IconScalingModeProperty  
MahApps.Metro.Controls.MetroWindow.ShowTitleBarProperty  
MahApps.Metro.Controls.MetroWindow.ShowDialogsOverTitleBarProperty  
MahApps.Metro.Controls.MetroWindow.IsAnyDialogOpenPropertyKey  
MahApps.Metro.Controls.MetroWindow.IsAnyDialogOpenProperty  
MahApps.Metro.Controls.MetroWindow.ShowMinButtonProperty  
MahApps.Metro.Controls.MetroWindow.ShowMaxRestoreButtonProperty  
MahApps.Metro.Controls.MetroWindow.ShowCloseButtonProperty  
MahApps.Metro.Controls.MetroWindow.IsMinButtonEnabledProperty  
MahApps.Metro.Controls.MetroWindow.IsMaxRestoreButtonEnabledProperty  
MahApps.Metro.Controls.MetroWindow.IsCloseButtonEnabledProperty  
MahApps.Metro.Controls.MetroWindow.IsCloseButtonEnabledWithDialogPropertyKey  
MahApps.Metro.Controls.MetroWindow.IsCloseButtonEnabledWithDialogProperty  
MahApps.Metro.Controls.MetroWindow.ShowSystemMenuOnRightClickProperty  
MahApps.Metro.Controls.MetroWindow.TitlebarHeightProperty  
MahApps.Metro.Controls.MetroWindow.TitleCapsProperty  
MahApps.Metro.Controls.MetroWindow.TitleCharacterCasingProperty  
MahApps.Metro.Controls.MetroWindow.TitleAlignmentProperty  
MahApps.Metro.Controls.MetroWindow.SaveWindowPositionProperty  
MahApps.Metro.Controls.MetroWindow.WindowPlacementSettingsProperty  
MahApps.Metro.Controls.MetroWindow.TitleForegroundProperty  
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System.Windows.UIElement.OnPreviewMouseRightButtonDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseRightButtonDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseRightButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseRightButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseMove(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnMouseMove(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnPreviewMouseWheel(System.Windows.Input.MouseWheelEventArgs)  
System.Windows.UIElement.OnMouseWheel(System.Windows.Input.MouseWheelEventArgs)  
System.Windows.UIElement.OnMouseEnter(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnMouseLeave(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnGotMouseCapture(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnLostMouseCapture(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnQueryCursor(System.Windows.Input.QueryCursorEventArgs)  
System.Windows.UIElement.OnPreviewStylusDown(System.Windows.Input.StylusDownEventArgs)  
System.Windows.UIElement.OnStylusDown(System.Windows.Input.StylusDownEventArgs)  
System.Windows.UIElement.OnPreviewStylusUp(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusUp(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusInAirMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusInAirMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusEnter(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusLeave(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusInRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusInRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusOutOfRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusOutOfRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusSystemGesture(System.Windows.Input.StylusSystemGestureEventArgs)  
System.Windows.UIElement.OnStylusSystemGesture(System.Windows.Input.StylusSystemGestureEventArgs)  
System.Windows.UIElement.OnGotStylusCapture(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnLostStylusCapture(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusButtonDown(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnStylusButtonUp(System.Windows.Input.StylusButtonEventArgs)

System.Windows.UIElement.OnPreviewStylusButtonDown(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnPreviewStylusButtonUp(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnPreviewKeyDown(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnKeyDown(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnPreviewKeyUp(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnKeyUp(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnPreviewGotKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnGotKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnPreviewLostKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnLostKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnPreviewTextInput(System.Windows.Input.TextCompositionEventArgs)  
System.Windows.UIElement.OnTextInput(System.Windows.Input.TextCompositionEventArgs)  
System.Windows.UIElement.OnPreviewQueryContinueDrag(System.Windows.QueryContinueDragEventArgs)  
System.Windows.UIElement.OnQueryContinueDrag(System.Windows.QueryContinueDragEventArgs)  
System.Windows.UIElement.OnPreviewGiveFeedback(System.Windows.GiveFeedbackEventArgs)  
System.Windows.UIElement.OnGiveFeedback(System.Windows.GiveFeedbackEventArgs)  
System.Windows.UIElement.OnPreviewDragEnter(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDragEnter(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewDragOver(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDragOver(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewDragLeave(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDragLeave(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewDrop(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDrop(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewTouchDown(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchDown(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnPreviewTouchMove(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchMove(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnPreviewTouchUp(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchUp(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnGotTouchCapture(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnLostTouchCapture(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchEnter(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchLeave(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnIsMouseDirectlyOverChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsKeyboardFocusWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsMouseCapturedChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsMouseCaptureWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsStylusDirectlyOverChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsStylusCapturedChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsStylusCaptureWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsKeyboardFocusedChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.InvalidateMeasure()  
System.Windows.UIElement.InvalidateArrange()  
System.Windows.UIElement.InvalidateVisual()  
System.Windows.UIElement.OnChildDesiredSizeChanged(System.Windows.UIElement)  
System.Windows.UIElement.Measure(System.Windows.Size)  
System.Windows.UIElement.Arrange(System.Windows.Rect)  
System.Windows.UIElement.OnRender(System.Windows.Media.DrawingContext)  
System.Windows.UIElement.UpdateLayout()  
System.Windows.UIElement.TranslatePoint(System.Windows.Point, System.Windows.UIElement)  
System.Windows.UIElement.InputHitTest(System.Windows.Point)

System.Windows.UIElement.CaptureMouse()  
System.Windows.UIElement.ReleaseMouseCapture()  
System.Windows.UIElement.CaptureStylus()  
System.Windows.UIElement.ReleaseStylusCapture()  
System.Windows.UIElement.Focus()  
System.Windows.UIElement.OnAccessKey(System.Windows.Input.AccessKeyEventArgs)  
System.Windows.UIElement.HitTestCore(System.Windows.Media.PointHitTestParameters)  
System.Windows.UIElement.HitTestCore(System.Windows.Media.GeometryHitTestParameters)  
System.Windows.UIElement.OnLostFocus(System.Windows.RoutedEventArgs)  
System.Windows.UIElement.OnManipulationStarting(System.Windows.Input.ManipulationStartingEventArgs)  
System.Windows.UIElement.OnManipulationStarted(System.Windows.Input.ManipulationStartedEventArgs)  
System.Windows.UIElement.OnManipulationDelta(System.Windows.Input.ManipulationDeltaEventArgs)  
System.Windows.UIElement.OnManipulationInertiaStarting(System.Windows.Input.ManipulationInertiaStartingEventArgs)  
System.Windows.UIElement.OnManipulationCompleted(System.Windows.Input.ManipulationCompletedEventArgs)  
System.Windows.UIElement.CaptureTouch(System.Windows.Input.TouchDevice)  
System.Windows.UIElement.ReleaseTouchCapture(System.Windows.Input.TouchDevice)  
System.Windows.UIElement.ReleaseAllTouchCaptures()  
System.Windows.UIElement.HasAnimatedProperties  
System.Windows.UIElement.InputBindings  
System.Windows.UIElement.CommandBindings  
System.Windows.UIElement.AllowDrop  
System.Windows.UIElement.StylusPlugIns  
System.Windows.UIElement.DesiredSize  
System.Windows.UIElement.IsMeasureValid  
System.Windows.UIElement.IsArrangeValid  
System.Windows.UIElement.RenderSize  
System.Windows.UIElement.RenderTransform  
System.Windows.UIElement.RenderTransformOrigin  
System.Windows.UIElement.IsMouseDirectlyOver  
System.Windows.UIElement.IsMouseOver  
System.Windows.UIElement.IsStylusOver  
System.Windows.UIElement.IsKeyboardFocusWithin  
System.Windows.UIElement.IsMouseCaptured  
System.Windows.UIElement.IsMouseCaptureWithin  
System.Windows.UIElement.IsStylusDirectlyOver  
System.Windows.UIElement.IsStylusCaptured  
System.Windows.UIElement.IsStylusCaptureWithin  
System.Windows.UIElement.IsKeyboardFocused  
System.Windows.UIElement.IsInputMethodEnabled  
System.Windows.UIElement.Opacity  
System.Windows.UIElement.OpacityMask  
System.Windows.UIElement.BitmapEffect  
System.Windows.UIElement.Effect  
System.Windows.UIElement.BitmapEffectInput  
System.Windows.UIElement.CacheMode  
System.Windows.UIElement.Uid  
System.Windows.UIElement.Visibility  
System.Windows.UIElement.ClipToBounds  
System.Windows.UIElement.Clip  
System.Windows.UIElement.SnapsToDevicePixels  
System.Windows.UIElement.HasEffectiveKeyboardFocus  
System.Windows.UIElement.IsFocused

System.Windows.UIElement.IsEnabled  
System.Windows.UIElement.IsEnabledCore  
System.Windows.UIElement.IsHitTestVisible  
System.Windows.UIElement.IsVisible  
System.Windows.UIElement.Focusable  
System.Windows.UIElement.PersistId  
System.Windows.UIElement.IsManipulationEnabled  
System.Windows.UIElement.AreAnyTouchesOver  
System.Windows.UIElement.AreAnyTouchesDirectlyOver  
System.Windows.UIElement.AreAnyTouchesCapturedWithin  
System.Windows.UIElement.AreAnyTouchesCaptured  
System.Windows.UIElement.TouchesCaptured  
System.Windows.UIElement.TouchesCapturedWithin  
System.Windows.UIElement.TouchesOver  
System.Windows.UIElement.TouchesDirectlyOver  
System.Windows.UIElement.PreviewMouseDown  
System.Windows.UIElement.MouseDown  
System.Windows.UIElement.PreviewMouseUp  
System.Windows.UIElement.MouseUp  
System.Windows.UIElement.PreviewMouseLeftButtonDown  
System.Windows.UIElement.MouseLeftButtonDown  
System.Windows.UIElement.PreviewMouseLeftButtonUp  
System.Windows.UIElement.MouseLeftButtonUp  
System.Windows.UIElement.PreviewMouseRightButtonDown  
System.Windows.UIElement.MouseRightButtonDown  
System.Windows.UIElement.PreviewMouseRightButtonUp  
System.Windows.UIElement.MouseRightButtonUp  
System.Windows.UIElement.PreviewMouseMove  
System.Windows.UIElement.MouseMove  
System.Windows.UIElement.PreviewMouseWheel  
System.Windows.UIElement.MouseWheel  
System.Windows.UIElement.MouseEnter  
System.Windows.UIElement.MouseLeave  
System.Windows.UIElement.GotMouseCapture  
System.Windows.UIElement.LostMouseCapture  
System.Windows.UIElement.QueryCursor  
System.Windows.UIElement.PreviewStylusDown  
System.Windows.UIElement.StylusDown  
System.Windows.UIElement.PreviewStylusUp  
System.Windows.UIElement.StylusUp  
System.Windows.UIElement.PreviewStylusMove  
System.Windows.UIElement.StylusMove  
System.Windows.UIElement.PreviewStylusInAirMove  
System.Windows.UIElement.StylusInAirMove  
System.Windows.UIElement.StylusEnter  
System.Windows.UIElement.StylusLeave  
System.Windows.UIElement.PreviewStylusInRange  
System.Windows.UIElement.StylusInRange  
System.Windows.UIElement.PreviewStylusOutOfRange  
System.Windows.UIElement.StylusOutOfRange  
System.Windows.UIElement.PreviewStylusSystemGesture  
System.Windows.UIElement.StylusSystemGesture

System.Windows.UIElement.GotStylusCapture  
System.Windows.UIElement.LostStylusCapture  
System.Windows.UIElement.StylusButtonDown  
System.Windows.UIElement.StylusButtonUp  
System.Windows.UIElement.PreviewStylusButtonDown  
System.Windows.UIElement.PreviewStylusButtonUp  
System.Windows.UIElement.PreviewKeyDown  
System.Windows.UIElement.KeyDown  
System.Windows.UIElement.PreviewKeyUp  
System.Windows.UIElement.KeyUp  
System.Windows.UIElement.PreviewGotKeyboardFocus  
System.Windows.UIElement.GotKeyboardFocus  
System.Windows.UIElement.PreviewLostKeyboardFocus  
System.Windows.UIElement.LostKeyboardFocus  
System.Windows.UIElement.PreviewTextInput  
System.Windows.UIElement.TextInput  
System.Windows.UIElement.PreviewQueryContinueDrag  
System.Windows.UIElement.QueryContinueDrag  
System.Windows.UIElement.PreviewGiveFeedback  
System.Windows.UIElement.GiveFeedback  
System.Windows.UIElement.PreviewDragEnter  
System.Windows.UIElement.DragEnter  
System.Windows.UIElement.PreviewDragOver  
System.Windows.UIElement.DragOver  
System.Windows.UIElement.PreviewDragLeave  
System.Windows.UIElement.DragLeave  
System.Windows.UIElement.PreviewDrop  
System.Windows.UIElement.Drop  
System.Windows.UIElement.PreviewTouchDown  
System.Windows.UIElement.TouchDown  
System.Windows.UIElement.PreviewTouchMove  
System.Windows.UIElement.TouchMove  
System.Windows.UIElement.PreviewTouchUp  
System.Windows.UIElement.TouchUp  
System.Windows.UIElement.GotTouchCapture  
System.Windows.UIElement.LostTouchCapture  
System.Windows.UIElement.TouchEnter  
System.Windows.UIElement.TouchLeave  
System.Windows.UIElement.IsMouseDirectlyOverChanged  
System.Windows.UIElement.IsKeyboardFocusWithinChanged  
System.Windows.UIElement.IsMouseCapturedChanged  
System.Windows.UIElement.IsMouseCaptureWithinChanged  
System.Windows.UIElement.IsStylusDirectlyOverChanged  
System.Windows.UIElement.IsStylusCapturedChanged  
System.Windows.UIElement.IsStylusCaptureWithinChanged  
System.Windows.UIElement.IsKeyboardFocusedChanged  
System.Windows.UIElement.LayoutUpdated  
System.Windows.UIElement.GotFocus  
System.Windows.UIElement.LostFocus  
System.Windows.UIElement.IsEnabledChanged  
System.Windows.UIElement.IsHitTestVisibleChanged  
System.Windows.UIElement.IsVisibleChanged

System.Windows.UIElement.FocusableChanged  
System.Windows.UIElement.ManipulationStarting  
System.Windows.UIElement.ManipulationStarted  
System.Windows.UIElement.ManipulationDelta  
System.Windows.UIElement.ManipulationInertiaStarting  
System.Windows.UIElement.ManipulationBoundaryFeedback  
System.Windows.UIElement.ManipulationCompleted  
System.Windows.Media.Visual.AddVisualChild(System.Windows.Media.Visual)  
System.Windows.Media.Visual.RemoveVisualChild(System.Windows.Media.Visual)  
System.Windows.Media.Visual.OnVisualChildrenChanged(System.Windows.DependencyObject, System.Windows.DependencyObject)  
System.Windows.Media.Visual.IsAncestorOf(System.Windows.DependencyObject)  
System.Windows.Media.Visual.IsDescendantOf(System.Windows.DependencyObject)  
System.Windows.Media.Visual.FindCommonVisualAncestor(System.Windows.DependencyObject)  
System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Visual)  
System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Media3D.Visual3D)  
System.Windows.Media.Visual.TransformToDescendant(System.Windows.Media.Visual)  
System.Windows.Media.Visual.TransformToVisual(System.Windows.Media.Visual)  
System.Windows.Media.Visual.PointToScreen(System.Windows.Point)  
System.Windows.Media.Visual.PointFromScreen(System.Windows.Point)  
System.Windows.Media.Visual.VisualParent  
System.Windows.Media.Visual.VisualTransform  
System.Windows.Media.Visual.VisualEffect  
System.Windows.Media.Visual.VisualBitmapEffect  
System.Windows.Media.Visual.VisualBitmapEffectInput  
System.Windows.Media.Visual.VisualCacheMode  
System.Windows.Media.Visual.VisualScrollableAreaClip  
System.Windows.Media.Visual.VisualClip  
System.Windows.Media.Visual.VisualOffset  
System.Windows.Media.Visual.VisualOpacity  
System.Windows.Media.Visual.VisualEdgeMode  
System.Windows.Media.Visual.VisualBitmapScalingMode  
System.Windows.Media.Visual.VisualClearTypeHint  
System.Windows.Media.Visual.VisualTextRenderingMode  
System.Windows.Media.Visual.VisualTextHintingMode  
System.Windows.Media.Visual.VisualOpacityMask  
System.Windows.Media.Visual.VisualXSnappingGuidelines  
System.Windows.Media.Visual.VisualYSnappingGuidelines  
System.Windows.DependencyObject.Equals(System.Object)  
System.Windows.DependencyObject.GetHashCode()  
System.Windows.DependencyObject.GetValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.SetValue(System.Windows.DependencyProperty, System.Object)  
System.Windows.DependencyObject.SetCurrentValue(System.Windows.DependencyProperty, System.Object)  
System.Windows.DependencyObject.SetValue(System.Windows.DependencyPropertyKey, System.Object)  
System.Windows.DependencyObject.ClearValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ClearValue(System.Windows.DependencyPropertyKey)  
System.Windows.DependencyObject.CoerceValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.InvalidateProperty(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ShouldSerializeProperty(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ReadLocalValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.GetLocalValueEnumerator()  
System.Windows.DependencyObject.DependencyObjectType



System.Windows.DependencyObject.IsSealed  
System.Windows.Threading.DispatcherObject.Dispatcher  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: [CIDER](#)

Assembly: CIDER.dll

Syntax

```
public class ThemeStyler : MetroWindow, DUCE.IResource, IAnimatable, IFrameworkInputElement, IInputElement, ISupportInitialize, IHaveResources, IQueryAmbient, IAddChild, IWindowService
```

## Constructors

### ThemeStyler()

The constructor for the ThemeStyle Window

Declaration

```
public ThemeStyler()
```

## Implements

System.Windows.Media.Animation.IAnimatable  
System.Windows.IFrameworkInputElement  
System.Windows.IInputElement  
System.ComponentModel.ISupportInitialize  
System.Windows.Markup.IQueryAmbient  
System.Windows.Markup.IAddChild

# Namespace CIDER.LoadIO

## Classes

### [FileIO](#)

This class contains all the necessary parsing and file IO used in loading a CIDER data folder

### [FolderChecker](#)

This class implements the IChecker interface. The purpose of this class is to check if a selected folder contains valid data.

### [FolderSelector](#)

This class implements the Folderselectioninterface. This class can show a Userinterface allowing the user to select a folder. If the user exits the dialog without selecting a folder, an exception will be thrown

### [Reader](#)

This class implements the IRead interface. It is used to load the contents of trhe selected files

## Interfaces

### [IChecker](#)

The IChecker interface is supposed to be inherited by functions used for checking the data integrity of a folder

### [IFolderSelector](#)

This Interface implements functions used for selecting folders. It can be used as a way to inject mocks and stubs.

### [IIO](#)

This interface should be implemented by classes being used to parse nmea and csv files

### [IRead](#)

This interface should be implemented by classes being used to read nmea and csv files

# Class FileIO

This class contains all the necessary parsing and file IO used in loading a CIDER data folder

Inheritance

System.Object  
FileIO

Implements

IIO

Inherited Members

System.Object.ToString()  
System.Object.Equals(System.Object)  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetHashCode()  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: CIDER.LoadIO

Assembly: CIDER.dll

Syntax

```
public class FileIO : IIO
```

Methods

ReadCSV(DataProvider, String, IRead, MainWindowViewModel)

This function reads the .csv part of the data folder

Declaration

```
public void ReadCSV(DataProvider Data, string Path, IRead Read, MainWindowViewModel Main)
```

Parameters

TYPE	NAME	DESCRIPTION
DataProvider	Data	A DataProvider object to store the ingested data in
System.String	Path	A path to the folder to the .csv file
IRead	Read	An object implementing the IRead interface
MainWindowViewModel	Main	A MainWindowViewModel object to toggle the buttons from

ReadNmea(DataProvider, String, IRead, MainWindowViewModel)

This function ingests the .nmea file of a valid CIDER data folder

Declaration

```
public void ReadNmea(DataProvider Data, string Path, IRead Read, MainWindowViewModel Main)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">DataProvider</a>	Data	A DataProvider object to store the ingested data in
System.String	Path	A path to the folder to the .nmea file
<a href="#">IRead</a>	Read	An object implementing the IRead interface
<a href="#">MainWindowViewModel</a>	Main	A MainWindowViewModel object to toggle the buttons from

Implements

[IIO](#)

# Class FolderChecker

This class implements the IChecker interface. The purpose of this class is to check if a selected folder contains valid data.

### Inheritance

System.Object  
FolderChecker

### Implements

IChecker

### Inherited Members

System.Object.ToString()  
System.Object.Equals(System.Object)  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetHashCode()  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: CIDER.LoadIO

Assembly: CIDER.dll

### Syntax

```
public class FolderChecker : IChecker
```

### Methods

#### IsCorrectFolder(String)

This function checks the integrity of the data in the selected folder.

### Declaration

```
public bool IsCorrectFolder(string Path)
```

### Parameters

TYPE	NAME	DESCRIPTION
System.String	Path	A path to the folder

### Returns

TYPE	DESCRIPTION
System.Boolean	Returns true if the folder contains the correct data

### Implements

IChecker

# Class FolderSelector

This class implements the Folderselectioninterface. This class can show a Userinterface allowing the user to select a folder. If the user exits the dialog without selecting a folder, an exception will be thrown

### Inheritance

System.Object  
FolderSelector

### Implements

IFolderSelector

### Inherited Members

System.Object.ToString()  
System.Object.Equals(System.Object)  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetHashCode()  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: CIDER.LoadIO

Assembly: CIDER.dll

### Syntax

```
public class FolderSelector : IFolderSelector
```

### Properties

#### LastSelected

This property contains the path last selected by the user

### Declaration

```
public string LastSelected { get; }
```

### Property Value

TYPE	DESCRIPTION
System.String	

### Methods

#### SelectFolder()

This Function shows a Dialog prompting the user to select a folder

### Declaration

```
public string SelectFolder()
```

### Returns

TYPE	DESCRIPTION
System.String	A Path to the selected file

Implements

[IFolderSelector](#)

# Interface IChecker

The IChecker interface is supposed to be inherited by functions used for checking the data integrity of a folder

Namespace: [CIDER.LoadIO](#)

Assembly: CIDER.dll

## Syntax

```
public interface IChecker
```

## Methods

### IsCorrectFolder(String)

This function should be called to check a particular folder.

## Declaration

```
bool IsCorrectFolder(string Path)
```

## Parameters

TYPE	NAME	DESCRIPTION
System.String	Path	A path to the selected folder

## Returns

TYPE	DESCRIPTION
System.Boolean	This function should return true if the data in the stored in the folder is ok.



# Interface IFolderSelector

This Interface implements functions used for selecting folders. It can be used as a way to inject mocks and stubs.

Namespace: [CIDER.LoadIO](#)

Assembly: CIDER.dll

## Syntax

```
public interface IFolderSelector
```

## Properties

### LastSelected

This string is supposed to contain the last selected path

## Declaration

```
string LastSelected { get; }
```

## Property Value

TYPE	DESCRIPTION
System.String	

## Methods

### SelectFolder()

This Function should prompt the user to select a folder

## Declaration

```
string SelectFolder()
```

## Returns

TYPE	DESCRIPTION
System.String	A string with the path

# Interface IIO

This interface should be implemented by classes being used to parse nmea and csv files

Namespace: [CIDER.LoadIO](#)

Assembly: CIDER.dll

Syntax

```
public interface IIO
```

## Methods

ReadCSV(DataProvider, String, IRead, MainWindowViewModel)

This function should ingest the .csv file of a valid CIDER data folder

Declaration

```
void ReadCSV(DataProvider Data, string Path, IRead Read, MainWindowViewModel Main)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">DataProvider</a>	Data	A DataProvider object to store the ingested data in
System.String	Path	A path to the folder to the .nmea file
<a href="#">IRead</a>	Read	An object implementing the IRead interface
<a href="#">MainWindowViewModel</a>	Main	A MainWindowViewModel object to toggle the buttons from

ReadNmea(DataProvider, String, IRead, MainWindowViewModel)

This function should ingest the .nmea file of a valid CIDER data folder

Declaration

```
void ReadNmea(DataProvider Data, string Path, IRead Read, MainWindowViewModel Main)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">DataProvider</a>	Data	A DataProvider object to store the ingested data in
System.String	Path	A path to the folder to the .nmea file
<a href="#">IRead</a>	Read	An object implementing the IRead interface

TYPE	NAME	DESCRIPTION
<a href="#">MainWindowViewModel</a>	Main	A MainWindowViewModel object to toggle the buttons from

# Interface IRead

This interface should be implemented by classes being used to read nmea and csv files

Namespace: [CIDER.LoadIO](#)

Assembly: CIDER.dll

Syntax

```
public interface IRead
```

## Methods

### ReadLinesCsv(String)

This function should return the contents of a .csv file

Declaration

```
string[] ReadLinesCsv(string Path)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	Path	A path to the file

Returns

TYPE	DESCRIPTION
System.String[]	The file contents

### ReadLinesNmea(String)

This function should return the file contents of a .nmea file

Declaration

```
string[] ReadLinesNmea(string Path)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	Path	A path to the file

Returns

TYPE	DESCRIPTION
System.String[]	The file contents

# Class Reader

This class implements the IRead interface. It is used to load the contents of trhe selected files

### Inheritance

System.Object  
Reader

### Implements

IRead

### Inherited Members

System.Object.ToString()  
System.Object.Equals(System.Object)  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetHashCode()  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: CIDER.LoadIO

Assembly: CIDER.dll

### Syntax

```
public class Reader : IRead
```

### Methods

#### ReadLinesCsv(String)

This reads all the lines in a .csv file

### Declaration

```
public string[] ReadLinesCsv(string Path)
```

### Parameters

TYPE	NAME	DESCRIPTION
System.String	Path	A path to the .csv file

### Returns

TYPE	DESCRIPTION
System.String[]	Returns a string array with the file contents

#### ReadLinesNmea(String)

This reads all the lines in a .nmea file

### Declaration

```
public string[] ReadLinesNmea(string Path)
```

### Parameters

TYPE	NAME	DESCRIPTION
System.String	Path	A path to the .nmea file

Returns

TYPE	DESCRIPTION
System.String[]	Returns a string array with the file contents

Implements

[IRead](#)

# Namespace CIDER.MVVMBase

## Classes

### [DelegateCommand](#)

This class implements the ICommand interface and is used when a command is triggered

### [ViewModelBase](#)

This class is the base class for all viewmodels used in this project

# Class DelegateCommand

This class implements the ICommand interface and is used when a command is triggered

Inheritance

System.Object  
DelegateCommand

Implements

System.Windows.Input.ICommand

Inherited Members

System.Object.ToString()  
System.Object.Equals(System.Object)  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetHashCode()  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: CIDER.MVVMBase  
Assembly: CIDER.dll

Syntax

```
public class DelegateCommand : ICommand
```

## Constructors

DelegateCommand(Action<Object>)

This constructor only takes the action to be executed

Declaration

```
public DelegateCommand(Action<object> executeAction)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Action<System.Object>	executeAction	The action to be executed

DelegateCommand(Action<Object>, Func<Object, Boolean>)

This constructor takes the Action to be executed as well as a function to check wether the action can be executed

Declaration

```
public DelegateCommand(Action<object> executeAction, Func<object, bool> canExecuteAction)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Action<System.Object>	executeAction	The action to be executed



TYPE	NAME	DESCRIPTION
System.Func<System.Object, System.Boolean>	canExecuteAction	A function to call before executing the action

DelegateCommand(ICommand)

Declaration

```
public DelegateCommand(ICommand changeTheme)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Windows.Input.ICommand	changeTheme	

Methods

CanExecute(Object)

This invokes the specified function

Declaration

```
public bool CanExecute(object parameter)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Object	parameter	The object to be executed

Returns

TYPE	DESCRIPTION
System.Boolean	

Execute(Object)

This sets the action to be executed

Declaration

```
public void Execute(object parameter)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Object	parameter	

InvokeCanExecuteChanged()

This functions executes the specified action if the action can be invoked

Declaration

```
public void InvokeCanExecuteChanged()
```

## Events

### CanExecuteChanged

This event is raised when the state of the execution of the object changes

#### Declaration

```
public event EventHandler CanExecuteChanged
```

#### Event Type

TYPE	DESCRIPTION
System.EventHandler	

## Implements

System.Windows.Input.ICommand

# Class ViewModelBase

This class is the base class for all viewmodels used in this project

### Inheritance

- System.Object
- ViewModelBase
- [AboutViewModel](#)
- [AccelerationGraphViewModel](#)
- [AccelerationTimedViewModel](#)
- [AngleGraphViewModel](#)
- [AngleTimedViewModel](#)
- [ArtificialHorizonViewModel](#)
- [HeightViewModel](#)
- [LicensesViewModel](#)
- [LoadViewModel](#)
- [MainWindowViewModel](#)
- [MapRouteViewModel](#)
- [MapTimedViewModel](#)
- [ThemeStylerViewModel](#)
- [VelocityGraphViewModel](#)
- [VelocityTimedViewModel](#)

### Implements

- System.ComponentModel.INotifyPropertyChanged

### Inherited Members

- System.Object.ToString()
- System.Object.Equals(System.Object)
- System.Object.Equals(System.Object, System.Object)
- System.Object.ReferenceEquals(System.Object, System.Object)
- System.Object.GetHashCode()
- System.Object.GetType()
- System.Object.MemberwiseClone()

Namespace: [CIDER.MVVMBase](#)

Assembly: CIDER.dll

### Syntax

```
public abstract class ViewModelBase : INotifyPropertyChanged
```

### Fields

#### logger

The logger used by the ViewModels

### Declaration

```
public static Logger logger
```

### Field Value

TYPE	DESCRIPTION
NLog.Logger	

Methods

SetProperty<T>(ref T, T, String)

This Function sets a property of the passed type

Declaration

```
protected bool SetProperty<T>(ref T field, T newValue, string propertyName = null)
```

Parameters

TYPE	NAME	DESCRIPTION
T	field	The private variable the data is stored in
T	newValue	The new value
System.String	propertyName	The name of the property

Returns

TYPE	DESCRIPTION
System.Boolean	returns a bool on the state of the function

Type Parameters

NAME	DESCRIPTION
T	The type of the property

Events

PropertyChanged

This event is the PropertyChangedEvent raised when the UI needs to be updated

Declaration

```
public event PropertyChangedEventHandler PropertyChanged
```

Event Type

TYPE	DESCRIPTION
System.ComponentModel.PropertyChangedEventHandler	

Implements

System.ComponentModel.INotifyPropertyChanged

# Namespace CIDER.ViewModels

## Classes

### [AboutViewModel](#)

This is the ViewModel for the About View The constructor takes a ProcessStarter Interface - this is so a seam for unit testing exists On init it also sets the text in the about and information TextBlocks. They can be changed afterwards, but this is not needed in normal operation When the button in the view is pressed, the view model responds to it by calling the function fromn the processStarter interface

### [AccelerationGraphViewModel](#)

The ViewModel for the acceleration graph

### [AccelerationTimedViewModel](#)

This is the ViewModel for the AccelerationTimedView

### [AngleGraphViewModel](#)

This is the ViewModel for the AngleGraph page

### [AngleTimedViewModel](#)

This is the ViewModel for the AngleTimed page

### [ArtificialHorizonViewModel](#)

This is the ViewModel for the ArtificiaHorizon page

### [HeightViewModel](#)

This is the ViewModel for the Height page

### [LicensesViewModel](#)

This is the ViewModel for the License Window. The purpose of this class is to handle all the interaction logic for the License Window.

### [LoadViewModel](#)

The ViewModel for the Load page.

### [MainWindowViewModel](#)

This is the ViewModel for the Main Window (contains view selection buttons and frame) This class handles the button presses - they change the views

### [MapRouteViewModel](#)

This is the ViewModel of the MapRoute page

### [MapTimedViewModel](#)

This is the ViewModel for the MapTimed page

### [Starter](#)

A class implementing the IProcessStarter interface. Used in production code in combination with the aboutviewmodel

### [ThemeStylerViewModel](#)

The ViewModel for the ThemeStyler window

## [VelocityGraphViewModel](#)

This is the ViewModel for the VelocityGraph page

## [VelocityTimedViewModel](#)

This is the ViewModel for the VelocityTimed page

# Class AboutViewModel

This is the ViewModel for the About View The constructor takes a ProcessStarter Interface - this is so a seam for unit testing exists On init it also sets the text in the about and information TextBlocks. They can be changed afterwards, but this is not needed in normal operation When the button in the view is pressed, the view model responds to it by calling the function fromn the processStarter interface

## Inheritance

System.Object  
[ViewModelBase](#)  
AboutViewModel

## Implements

System.ComponentModel.INotifyPropertyChanged

## Inherited Members

[ViewModelBase.logger](#)  
[ViewModelBase.PropertyChanged](#)  
[ViewModelBase.SetProperty<T>\(T, T, String\)](#)  
System.Object.ToString()  
System.Object.Equals(System.Object)  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetHashCode()  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: [CIDER.ViewModel](#)  
Assembly: CIDER.dll

## Syntax

```
public class AboutViewModel : ViewModelBase, INotifyPropertyChanged
```

## Constructors

AboutViewModel(IProcessStarter, KeyManager)

This is the constructor for the About Viewmodel

## Declaration

```
public AboutViewModel(IProcessStarter starter, KeyManager manager)
```

## Parameters

TYPE	NAME	DESCRIPTION
<a href="#">IProcessStarter</a>	starter	An object implementing the IPProcessStarter interface
<a href="#">KeyManager</a>	manager	A keymanager object

## Properties

AboutText

Text displayed in the "about" textbox

Declaration

```
public string AboutText { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.String	

ChangeThemeCommand

Command connected to the theme changer button

Declaration

```
public ICommand ChangeThemeCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	

InfoText

Text displayed in the "info" textbox

Declaration

```
public string InfoText { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.String	

RequestNavigateCommand

Command connected to the MailTo Button

Declaration

```
public ICommand RequestNavigateCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	

SetApiKeyCommand

Command connected to the SetApiKey Button

Declaration

```
public ICommand SetApiKeyCommand { get; }
```

Property Value



TYPE	DESCRIPTION
System.Windows.Input.ICommand	

ViewLicenseCommand

Command connected to the "View License" Button

Declaration

```
public ICommand ViewLicenseCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	

Implements

System.ComponentModel.INotifyPropertyChanged

# Class AccelerationGraphViewModel

The ViewModel for the acceleration graph

Inheritance

System.Object  
[ViewModelBase](#)  
AccelerationGraphViewModel

Implements

System.ComponentModel.INotifyPropertyChanged  
System.IDisposable

Inherited Members

[ViewModelBase.logger](#)  
[ViewModelBase.PropertyChanged](#)  
[ViewModelBase.SetProperty<T>\(T, T, String\)](#)  
System.Object.ToString()  
System.Object.Equals(System.Object)  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetHashCode()  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: [CIDER.ViewModels](#)  
Assembly: CIDER.dll

Syntax

```
public class AccelerationGraphViewModel : ViewModelBase, INotifyPropertyChanged, IDisposable
```

Constructors

AccelerationGraphViewModel(DataProvider)

This is the constructor for the AccelerationGraphViewModel

Declaration

```
public AccelerationGraphViewModel(DataProvider dataProvider)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">DataProvider</a>	dataProvider	A DataProvider object to read the data from

Properties

Plot

This contains the PlotModel to be displayed by the plot

Declaration

```
public PlotModel Plot { get; set; }
```

Property Value

TYPE	DESCRIPTION
OxyPlot.PlotModel	

Methods

Dispose()

As this class implements the IDisposable interface this function needs to be called before the GC can clean up an instance of this class

Declaration

```
public void Dispose()
```

Implements

- System.ComponentModel.INotifyPropertyChanged
- System.IDisposable

# Class AccelerationTimedViewModel

This is the ViewModel for the AccelerationTimedView

Inheritance

System.Object  
[ViewModelBase](#)  
AccelerationTimedViewModel

Implements

System.ComponentModel.INotifyPropertyChanged

Inherited Members

[ViewModelBase.logger](#)  
[ViewModelBase.PropertyChanged](#)  
[ViewModelBase.SetProperty<T>\(T, T, String\)](#)  
System.Object.ToString()  
System.Object.Equals(System.Object)  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetHashCode()  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: [CIDER.ViewModels](#)  
Assembly: CIDER.dll

Syntax

```
public class AccelerationTimedViewModel : ViewModelBase, INotifyPropertyChanged
```

## Constructors

### AccelerationTimedViewModel(DataProvider)

This is the constructor for the AccelerationTimedViewModel

Declaration

```
public AccelerationTimedViewModel(DataProvider data)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">DataProvider</a>	data	A DataProvider object to read the data from

## Properties

### FBText

This is the text to be shown with the forward-backward progBar

Declaration

```
public string FBText { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.String	

LMaxFB

This is the value for the maximum of the left forward-backward progBar

Declaration

```
public float LMaxFB { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

LMaxLR

This is the value for the maximum of the left left-right progBar

Declaration

```
public float LMaxLR { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

LMaxUD

This is the value for the maximum of the left up-down progBar

Declaration

```
public float LMaxUD { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

LRText

This is the text to be shown with the left-right progBar

Declaration

```
public string LRText { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.String	

LValFB

The value of the left forwards-backwards progBar

Declaration

```
public float LValFB { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

LValLR

The value of the left left-right progBar

Declaration

```
public float LValLR { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

LValUD

The value of the left up-down progBar

Declaration

```
public float LValUD { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

RMaxFB

This is the value for the maximum of the right forward-backward progBar

Declaration

```
public float RMaxFB { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

RMaxLR

This is the value for the maximum of the right left-right progBar

Declaration

```
public float RMaxLR { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

## RMaxUD

This is the value for the maximum of the right up-down progBar

Declaration

```
public float RMaxUD { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

## RValFB

The value of the right forwards-backwards progBar

Declaration

```
public float RValFB { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

## RValLR

The value of the right left-right progBar

Declaration

```
public float RValLR { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

## RValUD

The value of the right up-down progBar

Declaration

```
public float RValUD { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

**sIMaximum**

This contains the maxximum of the slider

Declaration

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

Property Value

TYPE	DESCRIPTION
System.Int32	

**sITickFrequency**

This contains the frequency of slider ticks

Declaration

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

Property Value

TYPE	DESCRIPTION
System.Int32	

**UDText**

This is the text to be shown with the up-down progBar

Declaration

```
public string UDText { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.String	

**Methods**

**SliderValueChanged(Int32)**

This function should be called when the value of the slider changes

Declaration

```
public void SliderValueChanged(int value)
```

Parameters



TYPE	NAME	DESCRIPTION
System.Int32	value	This is the value of the slider

Implements

System.ComponentModel.INotifyPropertyChanged

# Class AngleGraphViewModel

This is the ViewModel for the AngleGraph page

Inheritance

System.Object  
[ViewModelBase](#)  
AngleGraphViewModel

Implements

System.ComponentModel.INotifyPropertyChanged  
System.IDisposable

Inherited Members

[ViewModelBase.logger](#)  
[ViewModelBase.PropertyChanged](#)  
[ViewModelBase.SetProperty<T>\(T, T, String\)](#)  
System.Object.ToString()  
System.Object.Equals(System.Object)  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetHashCode()  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: [CIDER.ViewModels](#)  
Assembly: CIDER.dll

Syntax

```
public class AngleGraphViewModel : ViewModelBase, INotifyPropertyChanged, IDisposable
```

Constructors

AngleGraphViewModel(DataProvider)

This is the constructor for the AngleGraphViewModel

Declaration

```
public AngleGraphViewModel(DataProvider dataProvider)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">DataProvider</a>	dataProvider	A DataProvider object to read the data from

Properties

Plot

This contains the PlotModel to be shown on the page

Declaration

```
public PlotModel Plot { get; set; }
```

Property Value

TYPE	DESCRIPTION
OxyPlot.PlotModel	

Methods

Dispose()

As this class implements the IDisposable interface, this function needs to be called before the GC can collect the instance

Declaration

```
public void Dispose()
```

Implements

- System.ComponentModel.INotifyPropertyChanged
- System.IDisposable

# Class AngleTimedViewModel

This is the ViewModel for the AngleTimed page

Inheritance

System.Object  
[ViewModelBase](#)  
AngleTimedViewModel

Implements

System.ComponentModel.INotifyPropertyChanged

Inherited Members

[ViewModelBase.logger](#)  
[ViewModelBase.PropertyChanged](#)  
[ViewModelBase.SetProperty<T>\(T, T, String\)](#)  
System.Object.ToString()  
System.Object.Equals(System.Object)  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetHashCode()  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: [CIDER.ViewModels](#)

Assembly: CIDER.dll

Syntax

```
public class AngleTimedViewModel : ViewModelBase, INotifyPropertyChanged
```

## Constructors

### AngleTimedViewModel(DataProvider)

This is the constructor for the AngleTimedViewModel

Declaration

```
public AngleTimedViewModel(DataProvider data)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">DataProvider</a>	data	A DataProvider object to read the data from

## Properties

### LMaxPitch

this contains the value of the maximum of the left pitch progbar

Declaration

```
public float LMaxPitch { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

LMaxRoll

this contains the value of the maximum of the left roll progbar

Declaration

```
public float LMaxRoll { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

LMaxYaw

this contains the value of the maximum of the left yaw progbar

Declaration

```
public float LMaxYaw { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

LValPitch

This contains the value for the left pitch progbar

Declaration

```
public float LValPitch { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

LValRoll

This contains the value for the left roll progbar

Declaration

```
public float LValRoll { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

LValYaw

This contains the value for the left yaw progbar

Declaration

```
public float LValYaw { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

PitchText

This contains to be displayed next to the pitch progbars

Declaration

```
public string PitchText { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.String	

RMaxPitch

this contains the value of the maximum of the right pitch progbar

Declaration

```
public float RMaxPitch { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

RMaxRoll

this contains the value of the maximum of the right roll progbar

Declaration

```
public float RMaxRoll { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

RMaxYaw

this contains the value of the maximum of the right yaw progbar

Declaration

```
public float RMaxYaw { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

## RollText

This contains to be displayed next to the roll progbars

Declaration

```
public string RollText { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.String	

## RValPitch

This contains the value for the right pitch progbar

Declaration

```
public float RValPitch { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

## RValRoll

This contains the value for the right roll progbar

Declaration

```
public float RValRoll { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

## RValYaw

This contains the value for the right yaw progbar

Declaration

```
public float RValYaw { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

## slMaximum

This contains the maximum of the slider

Declaration

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

Property Value

TYPE	DESCRIPTION
System.Int32	

## slTickFrequency

This contains the frequency of the slider ticks

Declaration

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

Property Value

TYPE	DESCRIPTION
System.Int32	

## YawText

This contains to be displayed next to the yaw progbars

Declaration

```
public string YawText { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.String	

## Methods

### SliderValueChanged(Int32)

This should be called when the slider value changes

Declaration

```
public void SliderValueChanged(int Value)
```

Parameters



TYPE	NAME	DESCRIPTION
System.Int32	Value	The value of the slider

Implements

System.ComponentModel.INotifyPropertyChanged

# Class ArtificialHorizonViewModel

This is the ViewModel for the ArtificialHorizon page

Inheritance

System.Object  
[ViewModelBase](#)  
ArtificialHorizonViewModel

Implements

System.ComponentModel.INotifyPropertyChanged

Inherited Members

[ViewModelBase.logger](#)  
[ViewModelBase.PropertyChanged](#)  
[ViewModelBase.SetProperty<T>\(T, T, String\)](#)  
System.Object.ToString()  
System.Object.Equals(System.Object)  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetHashCode()  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: [CIDER.ViewModels](#)  
Assembly: CIDER.dll

Syntax

```
public class ArtificialHorizonViewModel : ViewModelBase, INotifyPropertyChanged
```

## Constructors

### ArtificialHorizonViewModel(DataProvider)

This is the constructor for the ArtificialHorizonViewModel

Declaration

```
public ArtificialHorizonViewModel(DataProvider Data)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">DataProvider</a>	Data	A DataProvider object to read the data from

## Properties

### ClimbVelocity

This contains the current climb velocity

Declaration

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

Property Value

TYPE	DESCRIPTION
System.Double	

Pitch

This contains the value of the current pitch

Declaration

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

Property Value

TYPE	DESCRIPTION
System.Double	

Roll

This contains the calue of the current roll angle

Declaration

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

Property Value

TYPE	DESCRIPTION
System.Double	

slMaximum

This contains the maximum value of the slider

Declaration

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

Property Value

TYPE	DESCRIPTION
System.Int32	

slTickFrequency

This contains the slider tick frequency

Declaration

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

Property Value

TYPE	DESCRIPTION
System.Int32	

Velocity

This contains the value of the current velocity

Declaration

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

Property Value

TYPE	DESCRIPTION
System.Double	

Yaw

This contains the value of the current yaw angle

Declaration

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

Property Value

TYPE	DESCRIPTION
System.Double	

Methods

SliderValueChanged(Int32)

This function should be called when the slider changes its value

Declaration

```
public void SliderValueChanged(int Value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	Value	The value of the slider

Implements

System.ComponentModel.INotifyPropertyChanged

# Class HeightViewModel

This is the ViewModel for the Height page

Inheritance

System.Object  
[ViewModelBase](#)  
HeightViewModel

Implements

System.ComponentModel.INotifyPropertyChanged  
System.IDisposable

Inherited Members

[ViewModelBase.logger](#)  
[ViewModelBase.PropertyChanged](#)  
[ViewModelBase.SetProperty<T>\(T, T, String\)](#)  
System.Object.ToString()  
System.Object.Equals(System.Object)  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetHashCode()  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: [CIDER.ViewModels](#)  
Assembly: CIDER.dll

Syntax

```
public class HeightViewModel : ViewModelBase, INotifyPropertyChanged, IDisposable
```

## Constructors

HeightViewModel(DataProvider)

This is the constructor for the HeightViewModel page

Declaration

```
public HeightViewModel(DataProvider dataProvider)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">DataProvider</a>	dataProvider	A DataProvider object to read the data from

## Properties

HeightMaxL

This contains the maximum of the value of the left height progress bar

Declaration

```
public float HeightMaxL { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

HeightMaxR

This contains the maximum of the value of the right height progress bar

Declaration

```
public float HeightMaxR { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

HeightText

This contains the text to be displayed next to the height progress bar

Declaration

```
public string HeightText { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.String	

HeightValL

This contains the value of the left height progress bar

Declaration

```
public float HeightValL { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

HeightValR

This contains the value of the right height progress bar

Declaration

```
public float HeightValR { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

## Plot

This contains the Plot to be shown in the plot area

Declaration

```
public PlotModel Plot { get; set; }
```

Property Value

TYPE	DESCRIPTION
OxyPlot.PlotModel	

## slMaximum

This contains the maximum of the slider

Declaration

```
public float slMaximum { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

## slTickFrequency

This contains the tick frequency of the slider

Declaration

```
public float slTickFrequency { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

## Methods

### Dispose()

This function needs to be called before the object is dereferenced so the GC can collect it

Declaration

```
public void Dispose()
```

### slValueChanged(Int32)

This function should be called when the slider value changes

Declaration

```
public void slValueChanged(int value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	value	The value of the slider

Implements

System.ComponentModel.INotifyPropertyChanged  
System.IDisposable



# Class LicensesViewModel

This is the ViewModel for the License Window. The purpose of this class is to handle all the interaction logic for the License Window.

## Inheritance

System.Object  
[ViewModelBase](#)  
LicensesViewModel

## Implements

System.ComponentModel.INotifyPropertyChanged

## Inherited Members

[ViewModelBase.logger](#)  
[ViewModelBase.PropertyChanged](#)  
[ViewModelBase.SetProperty<T>\(T, T, String\)](#)  
System.Object.ToString()  
System.Object.Equals(System.Object)  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetHashCode()  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: [CIDER.ViewModels](#)  
Assembly: CIDER.dll

## Syntax

```
public class LicensesViewModel : ViewModelBase, INotifyPropertyChanged
```

## Constructors

LicensesViewModel()

This is the constructor for the LicensesViewModel

## Declaration

```
public LicensesViewModel()
```

## Properties

CheckboxStateChangedCommand

This is the command handler for the checkbox state.

## Declaration

```
public ICommand CheckboxStateChangedCommand { get; }
```

## Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	

CommandAcceptEnabled

This is the Data Binding for the enabled state of the accept button

#### Declaration

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

#### Property Value

TYPE	DESCRIPTION
System.Boolean	

#### LicensesText

This is the Data Binding for the license text (textbox)

#### Declaration

```
public string LicensesText { get; set; }
```

#### Property Value

TYPE	DESCRIPTION
System.String	

#### Methods

##### SaveAcceptAgreement()

This function is called when the accept button is pressed, just before the window closes.

#### Declaration

```
public void SaveAcceptAgreement()
```

#### Implements

System.ComponentModel.INotifyPropertyChanged

# Class LoadViewModel

The ViewModel for the Load page.

Inheritance

System.Object  
ViewModelBase  
LoadViewModel

Implements

System.ComponentModel.INotifyPropertyChanged

Inherited Members

ViewModelBase.logger  
ViewModelBase.PropertyChanged  
ViewModelBase.SetProperty<T>(T, T, String)  
System.Object.ToString()  
System.Object.Equals(System.Object)  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetHashCode()  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: CIDER.ViewModels  
Assembly: CIDER.dll

Syntax

```
public class LoadViewModel : ViewModelBase, INotifyPropertyChanged
```

### Constructors

LoadViewModel(DataProvider, IChecker, IFolderSelector, FileIO, MainWindowViewModel)

This is the constructor for the LoadViewModel

Declaration

```
public LoadViewModel(DataProvider data, IChecker folderChecker, IFolderSelector selector, FileIO fileIO, MainWindowViewModel main)
```

Parameters

TYPE	NAME	DESCRIPTION
DataProvider	data	A DataProvider object to store the ingested data in
IChecker	folderChecker	An object implementing the IChecker interface to check the folders integrity
IFolderSelector	selector	An object implementing the IFolderSelector interface used to select the folder
FileIO	fileIO	An object implementing the FileIO

TYPE	NAME	DESCRIPTION
<a href="#">MainWindowViewModel</a>	main	An instance of the MainWindowViewModel

## Properties

### CheckImage

image location for the correct folder / wrong folder structure icon

Declaration

```
public string CheckImage { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.String	

### LoadClickCommand

The command fired when the loadButon is clicked

Declaration

```
public ICommand LoadClickCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	

### LoadEnabled

bool for enabling load button

Declaration

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

Property Value

TYPE	DESCRIPTION
System.Boolean	

### PathText

The string to display in the text box containig the path

Declaration

```
public string PathText { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.String	

SelectClickCommand

The command fired when the select folder button is clicked

Declaration

```
public ICommand SelectClickCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	

Implements

System.ComponentModel.INotifyPropertyChanged

# Class MainWindowViewModel

This is the ViewModel for the Main Window (contains view selection buttons and frame) This class handles the button presses - they change the views

### Inheritance

System.Object  
[ViewModelBase](#)  
 MainWindowViewModel

### Implements

System.ComponentModel.INotifyPropertyChanged  
 System.IDisposable

### Inherited Members

[ViewModelBase.logger](#)  
[ViewModelBase.PropertyChanged](#)  
[ViewModelBase.SetProperty<T>\(T, T, String\)](#)  
 System.Object.ToString()  
 System.Object.Equals(System.Object)  
 System.Object.Equals(System.Object, System.Object)  
 System.Object.ReferenceEquals(System.Object, System.Object)  
 System.Object.GetHashCode()  
 System.Object.GetType()  
 System.Object.MemberwiseClone()

Namespace: [CIDER.ViewModels](#)  
 Assembly: CIDER.dll

### Syntax

```
public class MainWindowViewModel : ViewModelBase, INotifyPropertyChanged, IDisposable
```

### Constructors

#### MainWindowViewModel()

This is the constructor for the MainWindow ViewModel

### Declaration

```
public MainWindowViewModel()
```

### Properties

#### ButtonEnabled

This bool contains information on whether the buttons should be enabled

### Declaration

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

### Property Value

TYPE	DESCRIPTION
System.Boolean	

#### ChangeToAboutCommand

This command is connected to the "about" button

Declaration

```
public ICommand ChangeToAboutCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	

ChangeToAccelerationGraphCommand

This command is connected to the "Acceleration Graph" button

Declaration

```
public ICommand ChangeToAccelerationGraphCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	

ChangeToAccelerationTimedCommand

This command is connected to the "Acceleration Timed" button

Declaration

```
public ICommand ChangeToAccelerationTimedCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	

ChangeToAngleGraphCommand

This command is connected to the "Angle Graph" button

Declaration

```
public ICommand ChangeToAngleGraphCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	

ChangeToAngleTimedCommand

This command is connected to the "Angle Timed" button

Declaration

```
public ICommand ChangeToAngleTimedCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	

ChangeToHeightCommand

This command is connected to the "Height" button

Declaration

```
public ICommand ChangeToHeightCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	

ChangeToHorizonCommand

This command is connected to the "Horizon" button

Declaration

```
public ICommand ChangeToHorizonCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	

ChangeToLoadCommand

This command is connected to the "Load" button

Declaration

```
public ICommand ChangeToLoadCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	

ChangeToMapRouteCommand

This command is connected to the "Route" button

Declaration

```
public ICommand ChangeToMapRouteCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	



### ChangeToMapTimedCommand

This command is connected to the "Map Timed" button

Declaration

```
public ICommand ChangeToMapTimedCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	

### ChangeToVelocityGraphCommand

This command is connected to the "Velocity Graph" button

Declaration

```
public ICommand ChangeToVelocityGraphCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	

### ChangeToVelocityTimedCommand

This command is connected to the "Velocity Timed" button

Declaration

```
public ICommand ChangeToVelocityTimedCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	

### FrameContent

This object contains the view to be shown in the main frame

Declaration

```
public object FrameContent { get; }
```

Property Value

TYPE	DESCRIPTION
System.Object	

### MapEnabled

This bool is true when the map views should be enabled

Declaration

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

Property Value

TYPE	DESCRIPTION
System.Boolean	

## Methods

### ButtonState(Boolean)

This function sets the state of the buttons

Declaration

```
public void ButtonState(bool state)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	state	the state to be set (if allowed)

### Dispose()

As this class implements the IDisposable interface, this must be called before the GC collects this object on dereference

Declaration

```
public void Dispose()
```

### Inititalize()

This function should be started to initialize the view

Declaration

```
public void Inititalize()
```

## Events

### OnFrameChangeEvent

The EventHandler for the OnFrameChangeEvent This event is fired when the selected frame changes

Declaration

```
public event EventHandler OnFrameChangeEvent
```

Event Type

TYPE	DESCRIPTION
System.EventHandler	

## Implements

System.ComponentModel.INotifyPropertyChanged

System.IDisposable

# Class MapRouteViewModel

This is the ViewModel of the MapRoute page

Inheritance

System.Object  
ViewModelBase  
MapRouteViewModel

Implements

System.ComponentModel.INotifyPropertyChanged

Inherited Members

ViewModelBase.logger  
ViewModelBase.PropertyChanged  
ViewModelBase.SetProperty<T>(T, T, String)  
System.Object.ToString()  
System.Object.Equals(System.Object)  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetHashCode()  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: CIDER.ViewModels  
Assembly: CIDER.dll

Syntax

```
public class MapRouteViewModel : ViewModelBase, INotifyPropertyChanged
```

## Constructors

### MapRouteViewModel(DataProvider)

This is the constructor for the MapRouteViewModel

Declaration

```
public MapRouteViewModel(DataProvider data)
```

Parameters

TYPE	NAME	DESCRIPTION
DataProvider	data	A DataProvider object to read the data from

## Fields

### MapCenter

This contains the map center

Declaration

```
public Location MapCenter
```

Field Value

TYPE	DESCRIPTION
Microsoft.Maps.MapControl.WPF.Location	

## MapZoomLevel

This contains the zoom level of the map

Declaration

<code>public double MapZoomLevel</code>
---

Field Value

TYPE	DESCRIPTION
System.Double	

## Properties

### APIKey

This contains the APIKey for the map

Declaration

<code>public ApplicationIdCredentialsProvider APIKey { get; set; }</code>
---

Property Value

TYPE	DESCRIPTION
Microsoft.Maps.MapControl.WPF.ApplicationIdCredentialsProvider	

## MapPolylines

This is a list of polylines to display on the map

Declaration

<code>public List&lt;MapPolyline&gt; MapPolylines { get; }</code>
---

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.List<Microsoft.Maps.MapControl.WPF.MapPolyline>	

## Methods

### CalculateCenter()

This function calculates the center of the map

Declaration

<code>public void CalculateCenter()</code>
--

### Initialize()

This function draws the route. It needs to be called after the constructor finishes

Declaration

```
public void Initialize()
```

Events

RouteChangedEvent

This event is raised when the route changes

Declaration

```
public event EventHandler RouteChangedEvent
```

Event Type

TYPE	DESCRIPTION
System.EventHandler	

Implements

System.ComponentModel.INotifyPropertyChanged

# Class MapTimedViewModel

This is the ViewModel for the MapTimed page

Inheritance

System.Object  
[ViewModelBase](#)  
MapTimedViewModel

Implements

System.ComponentModel.INotifyPropertyChanged

Inherited Members

[ViewModelBase.logger](#)  
[ViewModelBase.PropertyChanged](#)  
[ViewModelBase.SetProperty<T>\(T, T, String\)](#)  
System.Object.ToString()  
System.Object.Equals(System.Object)  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetHashCode()  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: [CIDER.ViewModels](#)  
Assembly: CIDER.dll

Syntax

```
public class MapTimedViewModel : ViewModelBase, INotifyPropertyChanged
```

## Constructors

### MapTimedViewModel(DataProvider)

This is the constructor for the MapTimedViewModel

Declaration

```
public MapTimedViewModel(DataProvider data)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">DataProvider</a>	data	A DataProvider object to read the data from

## Properties

### APIKey

The API Key for the map view

Declaration

```
public ApplicationIdCredentialsProvider APIKey { get; set; }
```

Property Value

TYPE	DESCRIPTION
Microsoft.Maps.MapControl.WPF.ApplicationIdCredentialsProvider	

## MapCenter

The location of the center of the map

Declaration

```
public Location MapCenter { get; set; }
```

Property Value

TYPE	DESCRIPTION
Microsoft.Maps.MapControl.WPF.Location	

## MapPolylines

A List of polylines to be shown on the map

Declaration

```
public List<MapPolyline> MapPolylines { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.List<Microsoft.Maps.MapControl.WPF.MapPolyline>	

## MapZoomLevel

The zoom level of the map

Declaration

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

Property Value

TYPE	DESCRIPTION
System.Double	

## slMaximum

The maximum of the slider

Declaration

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

Property Value

TYPE	DESCRIPTION
System.Int32	

## sITickFrequency

The tick frequency of the slider

Declaration

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

Property Value

TYPE	DESCRIPTION
System.Int32	

## Methods

### CalculateCenter()

This function calculates the location of the map center

Declaration

```
public void CalculateCenter()
```

### Init()

This function should be called right after the constructor

Declaration

```
public void Init()
```

### SliderValueChanged(Int32)

This function should be called when the slider value changes

Declaration

```
public void SliderValueChanged(int value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	value	The value of the slider

## Events

### RouteChangedEvent

This event is raised when the route changed

Declaration

```
public event EventHandler RouteChangedEvent
```

Event Type

TYPE	DESCRIPTION
System.EventHandler	



## Implements

System.ComponentModel.INotifyPropertyChanged

# Class Starter

A class implementing the IProcessStarter interface. Used in production code in combination with the aboutviewmodel

## Inheritance

System.Object  
Starter

## Implements

[IProcessStarter](#)

## Inherited Members

System.Object.ToString()  
System.Object.Equals(System.Object)  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetHashCode()  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: [CIDER.ViewModels](#)

Assembly: CIDER.dll

## Syntax

```
public class Starter : IProcessStarter
```

## Methods

Start(ProcessStartInfo)

The Start-function starts a specified process

## Declaration

```
public void Start(ProcessStartInfo info)
```

## Parameters

TYPE	NAME	DESCRIPTION
System.Diagnostics.ProcessStartInfo	info	

## Implements

[IProcessStarter](#)

# Class ThemeStylerViewModel

The ViewModel for the ThemeStyler window

Inheritance

System.Object  
[ViewModelBase](#)  
ThemeStylerViewModel

Implements

System.ComponentModel.INotifyPropertyChanged

Inherited Members

[ViewModelBase.logger](#)  
[ViewModelBase.PropertyChanged](#)  
[ViewModelBase.SetProperty<T>\(T, T, String\)](#)  
System.Object.ToString()  
System.Object.Equals(System.Object)  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetHashCode()  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: [CIDER.ViewModels](#)  
Assembly: CIDER.dll

Syntax

```
public class ThemeStylerViewModel : ViewModelBase, INotifyPropertyChanged
```

## Constructors

### ThemeStylerViewModel()

The constructor for the ThemeStyler viewmodel

Declaration

```
public ThemeStylerViewModel()
```

## Properties

### AccentColorItemSource

This list contains all available accent colors

Declaration

```
public List<string> AccentColorItemSource { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.List<System.String>	

### DarkThemeCommand

This is the command that is fired when the dark theme button is pressed

## Declaration

```
public ICommand DarkThemeCommand { get; }
```

## Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	

## LightThemeCommand

This is the command that is fired when the light theme button is pressed

## Declaration

```
public ICommand LightThemeCommand { get; }
```

## Property Value

TYPE	DESCRIPTION
System.Windows.Input.ICommand	

## Methods

### AccentColorChanged(String)

This function is called when a new color is selected

## Declaration

```
public void AccentColorChanged(string color)
```

## Parameters

TYPE	NAME	DESCRIPTION
System.String	color	The name of the selected color

## Implements

System.ComponentModel.INotifyPropertyChanged

# Class VelocityGraphViewModel

This is the ViewModel for the VelocityGraph page

Inheritance

System.Object  
[ViewModelBase](#)  
VelocityGraphViewModel

Implements

System.ComponentModel.INotifyPropertyChanged  
System.IDisposable

Inherited Members

[ViewModelBase.logger](#)  
[ViewModelBase.PropertyChanged](#)  
[ViewModelBase.SetProperty<T>\(T, T, String\)](#)  
System.Object.ToString()  
System.Object.Equals(System.Object)  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetHashCode()  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: [CIDER.ViewModels](#)  
Assembly: CIDER.dll

Syntax

```
public class VelocityGraphViewModel : ViewModelBase, INotifyPropertyChanged, IDisposable
```

Constructors

VelocityGraphViewModel(DataProvider)

This is the constructor of the VelocityGraphViewModel

Declaration

```
public VelocityGraphViewModel(DataProvider dataProvider)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">DataProvider</a>	dataProvider	A DataProvider object to read the data from

Properties

Plot

This contains the plot to be shown

Declaration

```
public PlotModel Plot { get; set; }
```

Property Value

TYPE	DESCRIPTION
OxyPlot.PlotModel	

Methods

Dispose()

This function needs to be called before dereferencing an instance of this class so the GC can collect it

Declaration

```
public void Dispose()
```

Implements

- System.ComponentModel.INotifyPropertyChanged
- System.IDisposable

# Class VelocityTimedViewModel

This is the ViewModel for the VelocityTimed page

Inheritance

System.Object  
[ViewModelBase](#)  
VelocityTimedViewModel

Implements

System.ComponentModel.INotifyPropertyChanged

Inherited Members

[ViewModelBase.logger](#)  
[ViewModelBase.PropertyChanged](#)  
[ViewModelBase.SetProperty<T>\(T, T, String\)](#)  
System.Object.ToString()  
System.Object.Equals(System.Object)  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetHashCode()  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: [CIDER.ViewModels](#)  
Assembly: CIDER.dll

Syntax

```
public class VelocityTimedViewModel : ViewModelBase, INotifyPropertyChanged
```

## Constructors

### VelocityTimedViewModel(DataProvider)

This is the constructor for the VelocityTimedViewModle

Declaration

```
public VelocityTimedViewModel(DataProvider data)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">DataProvider</a>	data	A DataProvider object to read the data from

## Properties

### LMax

This is the maximum of the left value of the progress bar

Declaration

```
public float LMax { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

LVal

This is the value of the left progress bar

Declaration

```
public float LVal { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

RMax

This is the maximum of the value of the right progress bar

Declaration

```
public float RMax { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

RVal

This is the value of the right progress bar

Declaration

```
public float RVal { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

sIMaximum

This contains the maximum value of the slider

Declaration

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

Property Value

TYPE	DESCRIPTION
System.Int32	



## sITickFrequency

This contains the tick frequency of the slider

Declaration

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

Property Value

TYPE	DESCRIPTION
System.Int32	

## Text

This contains the text to be displayed next to the progress bars

Declaration

```
public string Text { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.String	

## Methods

### SliderValueChanged(Int32)

This function should be called when the slider value changes

Declaration

```
public void SliderValueChanged(int value)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	value	The value of the slider

## Implements

System.ComponentModel.INotifyPropertyChanged

# Namespace CIDER.Views

## Classes

### [About](#)

Interaction logic for About.xaml

### [AccelerationGraph](#)

Interaction logic for AccelerationGraph page

### [AccelerationTimed](#)

Interaction logic for the AccelerationTimed page

### [AngleGraph](#)

Interaction logic for the AngleGraph page

### [AngleTimed](#)

Interaction logic for the AngleTimed page

### [ArtificialHorizon](#)

Interaction logic for the ArtificialHorizon page

### [Height](#)

Interaction logic for the Height page

### [Load](#)

Interaction logic for Load.xaml

### [MapRoute](#)

Interaction logic for the map route page

### [MapTimed](#)

Interaction logic for the MapTimed page

### [VelocityGraph](#)

Interaction logic for the VelocityGraph page

### [VelocityTimed](#)

Interaction logic for VelocityTimed page

# Class About

Interaction logic for About.xaml

## Inheritance

System.Object  
System.Windows.Threading.DispatcherObject  
System.Windows.DependencyObject  
System.Windows.Media.Visual  
System.Windows.UIElement  
System.Windows.FrameworkElement  
System.Windows.Controls.Page  
About

## Implements

System.Windows.Media.Animation.IAnimatable  
System.Windows.IFrameworkInputElement  
System.Windows.IInputElement  
System.ComponentModel.ISupportInitialize  
System.Windows.Markup.IQueryAmbient  
System.Windows.Markup.IAddChild

## Inherited Members

System.Windows.Controls.Page.ContentProperty  
System.Windows.Controls.Page.BackgroundProperty  
System.Windows.Controls.Page.TitleProperty  
System.Windows.Controls.Page.KeepAliveProperty  
System.Windows.Controls.Page.ForegroundProperty  
System.Windows.Controls.Page.FontFamilyProperty  
System.Windows.Controls.Page.FontSizeProperty  
System.Windows.Controls.Page.TemplateProperty  
System.Windows.Controls.Page.System.Windows.Markup.IAddChild.AddChild(System.Object)  
System.Windows.Controls.Page.System.Windows.Markup.IAddChild.AddText(System.String)  
System.Windows.Controls.Page.OnTemplateChanged(System.Windows.Controls.ControlTemplate, System.Windows.Controls.ControlTemplate)  
System.Windows.Controls.Page.MeasureOverride(System.Windows.Size)  
System.Windows.Controls.Page.ArrangeOverride(System.Windows.Size)  
System.Windows.Controls.Page.OnVisualParentChanged(System.Windows.DependencyObject)  
System.Windows.Controls.Page.LogicalChildren  
System.Windows.Controls.Page.Content  
System.Windows.Controls.Page.WindowTitle  
System.Windows.Controls.Page.WindowHeight  
System.Windows.Controls.Page.WindowWidth  
System.Windows.Controls.Page.Background  
System.Windows.Controls.Page.Title  
System.Windows.Controls.Page.ShowsNavigationUI  
System.Windows.Controls.Page.KeepAlive  
System.Windows.Controls.Page.NavigationService  
System.Windows.Controls.Page.Foreground  
System.Windows.Controls.Page.FontFamily  
System.Windows.Controls.Page.FontSize  
System.Windows.Controls.Page.Template  
System.Windows.FrameworkElement.StyleProperty  
System.Windows.FrameworkElement.OverridesDefaultStyleProperty

System.Windows.FrameworkElement.UseLayoutRoundingProperty  
System.Windows.FrameworkElement.DefaultStyleKeyProperty  
System.Windows.FrameworkElement.DataContextProperty  
System.Windows.FrameworkElement.BindingGroupProperty  
System.Windows.FrameworkElement.LanguageProperty  
System.Windows.FrameworkElement.NameProperty  
System.Windows.FrameworkElement.TagProperty  
System.Windows.FrameworkElement.InputScopeProperty  
System.Windows.FrameworkElement.RequestBringIntoViewEvent  
System.Windows.FrameworkElement.SizeChangedEvent  
System.Windows.FrameworkElement.ActualWidthProperty  
System.Windows.FrameworkElement.ActualHeightProperty  
System.Windows.FrameworkElement.LayoutTransformProperty  
System.Windows.FrameworkElement.WidthProperty  
System.Windows.FrameworkElement.MinWidthProperty  
System.Windows.FrameworkElement.MaxWidthProperty  
System.Windows.FrameworkElement.HeightProperty  
System.Windows.FrameworkElement.MinHeightProperty  
System.Windows.FrameworkElement.MaxHeightProperty  
System.Windows.FrameworkElement.FlowDirectionProperty  
System.Windows.FrameworkElement.MarginProperty  
System.Windows.FrameworkElement.HorizontalAlignmentProperty  
System.Windows.FrameworkElement.VerticalAlignmentProperty  
System.Windows.FrameworkElement.FocusVisualStyleProperty  
System.Windows.FrameworkElement.CursorProperty  
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System.Windows.UIElement.TouchLeave  
System.Windows.UIElement.IsMouseDirectlyOverChanged  
System.Windows.UIElement.IsKeyboardFocusWithinChanged  
System.Windows.UIElement.IsMouseCapturedChanged  
System.Windows.UIElement.IsMouseCaptureWithinChanged  
System.Windows.UIElement.IsStylusDirectlyOverChanged  
System.Windows.UIElement.IsStylusCapturedChanged  
System.Windows.UIElement.IsStylusCaptureWithinChanged  
System.Windows.UIElement.IsKeyboardFocusedChanged  
System.Windows.UIElement.LayoutUpdated  
System.Windows.UIElement.GotFocus  
System.Windows.UIElement.LostFocus  
System.Windows.UIElement.IsEnabledChanged  
System.Windows.UIElement.IsHitTestVisibleChanged  
System.Windows.UIElement.IsVisibleChanged  
System.Windows.UIElement.FocusableChanged  
System.Windows.UIElement.ManipulationStarting  
System.Windows.UIElement.ManipulationStarted  
System.Windows.UIElement.ManipulationDelta  
System.Windows.UIElement.ManipulationInertiaStarting  
System.Windows.UIElement.ManipulationBoundaryFeedback  
System.Windows.UIElement.ManipulationCompleted  
System.Windows.Media.Visual.AddVisualChild(System.Windows.Media.Visual)  
System.Windows.Media.Visual.RemoveVisualChild(System.Windows.Media.Visual)  
System.Windows.Media.Visual.OnVisualChildrenChanged(System.Windows.DependencyObject,  
System.Windows.DependencyObject)  
System.Windows.Media.Visual.OnDpiChanged(System.Windows.DpiScale, System.Windows.DpiScale)

System.Windows.Media.Visual.IsAncestorOf(System.Windows.DependencyObject)  
System.Windows.Media.Visual.IsDescendantOf(System.Windows.DependencyObject)  
System.Windows.Media.Visual.FindCommonVisualAncestor(System.Windows.DependencyObject)  
System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Visual)  
System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Media3D.Visual3D)  
System.Windows.Media.Visual.TransformToDescendant(System.Windows.Media.Visual)  
System.Windows.Media.Visual.TransformToVisual(System.Windows.Media.Visual)  
System.Windows.Media.Visual.PointToScreen(System.Windows.Point)  
System.Windows.Media.Visual.PointFromScreen(System.Windows.Point)  
System.Windows.Media.Visual.VisualParent  
System.Windows.Media.Visual.VisualTransform  
System.Windows.Media.Visual.VisualEffect  
System.Windows.Media.Visual.VisualBitmapEffect  
System.Windows.Media.Visual.VisualBitmapEffectInput  
System.Windows.Media.Visual.VisualCacheMode  
System.Windows.Media.Visual.VisualScrollableAreaClip  
System.Windows.Media.Visual.VisualClip  
System.Windows.Media.Visual.VisualOffset  
System.Windows.Media.Visual.VisualOpacity  
System.Windows.Media.Visual.VisualEdgeMode  
System.Windows.Media.Visual.VisualBitmapScalingMode  
System.Windows.Media.Visual.VisualClearTypeHint  
System.Windows.Media.Visual.VisualTextRenderingMode  
System.Windows.Media.Visual.VisualTextHintingMode  
System.Windows.Media.Visual.VisualOpacityMask  
System.Windows.Media.Visual.VisualXSnappingGuidelines  
System.Windows.Media.Visual.VisualYSnappingGuidelines  
System.Windows.DependencyObject.Equals(System.Object)  
System.Windows.DependencyObject.GetHashCode()  
System.Windows.DependencyObject.GetValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.SetValue(System.Windows.DependencyProperty, System.Object)  
System.Windows.DependencyObject.SetCurrentValue(System.Windows.DependencyProperty, System.Object)  
System.Windows.DependencyObject.SetValue(System.Windows.DependencyPropertyKey, System.Object)  
System.Windows.DependencyObject.ClearValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ClearValue(System.Windows.DependencyPropertyKey)  
System.Windows.DependencyObject.CoerceValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.InvalidateProperty(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ShouldSerializeProperty(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ReadLocalValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.GetLocalValueEnumerator()  
System.Windows.DependencyObject.DependencyObjectType  
System.Windows.DependencyObject.IsSealed  
System.Windows.Threading.DispatcherObject.Dispatcher  
System.Object.ToString()  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: [CIDER.Views](#)

Assembly: CIDER.dll

Syntax

```
public class About : Page, DUCE.IResource, IAnimatable, IFrameworkInputElement, IInputElement,
ISupportInitialize, IHaveResources, IQueryAmbient, IWindowService, IAddChild
```

### Constructors

#### About(DataProvider)

The constructor for the About View

Declaration

```
public About(DataProvider data)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">DataProvider</a>	data	a dataProvider object containing the track data, normally handed by the mainViewModel

### Implements

- System.Windows.Media.Animation.IAnimatable
- System.Windows.IFrameworkInputElement
- System.Windows.IInputElement
- System.ComponentModel.ISupportInitialize
- System.Windows.Markup.IQueryAmbient
- System.Windows.Markup.IAddChild

# Class AccelerationGraph

Interaction logic for AccelerationGraph page

## Inheritance

System.Object  
System.Windows.Threading.DispatcherObject  
System.Windows.DependencyObject  
System.Windows.Media.Visual  
System.Windows.UIElement  
System.Windows.FrameworkElement  
System.Windows.Controls.Page  
AccelerationGraph

## Implements

System.Windows.Media.Animation.IAnimatable  
System.Windows.IFrameworkInputElement  
System.Windows.IInputElement  
System.ComponentModel.ISupportInitialize  
System.Windows.Markup.IQueryAmbient  
System.Windows.Markup.IAddChild

## Inherited Members

System.Windows.Controls.Page.ContentProperty  
System.Windows.Controls.Page.BackgroundProperty  
System.Windows.Controls.Page.TitleProperty  
System.Windows.Controls.Page.KeepAliveProperty  
System.Windows.Controls.Page.ForegroundProperty  
System.Windows.Controls.Page.FontFamilyProperty  
System.Windows.Controls.Page.FontSizeProperty  
System.Windows.Controls.Page.TemplateProperty  
System.Windows.Controls.Page.System.Windows.Markup.IAddChild.AddChild(System.Object)  
System.Windows.Controls.Page.System.Windows.Markup.IAddChild.AddText(System.String)  
System.Windows.Controls.Page.OnTemplateChanged(System.Windows.Controls.ControlTemplate, System.Windows.Controls.ControlTemplate)  
System.Windows.Controls.Page.MeasureOverride(System.Windows.Size)  
System.Windows.Controls.Page.ArrangeOverride(System.Windows.Size)  
System.Windows.Controls.Page.OnVisualParentChanged(System.Windows.DependencyObject)  
System.Windows.Controls.Page.LogicalChildren  
System.Windows.Controls.Page.Content  
System.Windows.Controls.Page.WindowTitle  
System.Windows.Controls.Page.WindowHeight  
System.Windows.Controls.Page.WindowWidth  
System.Windows.Controls.Page.Background  
System.Windows.Controls.Page.Title  
System.Windows.Controls.Page.ShowsNavigationUI  
System.Windows.Controls.Page.KeepAlive  
System.Windows.Controls.Page.NavigationService  
System.Windows.Controls.Page.Foreground  
System.Windows.Controls.Page.FontFamily  
System.Windows.Controls.Page.FontSize  
System.Windows.Controls.Page.Template  
System.Windows.FrameworkElement.StyleProperty  
System.Windows.FrameworkElement.OverridesDefaultStyleProperty



System.Windows.FrameworkElement.UseLayoutRoundingProperty  
System.Windows.FrameworkElement.DefaultStyleKeyProperty  
System.Windows.FrameworkElement.DataContextProperty  
System.Windows.FrameworkElement.BindingGroupProperty  
System.Windows.FrameworkElement.LanguageProperty  
System.Windows.FrameworkElement.NameProperty  
System.Windows.FrameworkElement.TagProperty  
System.Windows.FrameworkElement.InputScopeProperty  
System.Windows.FrameworkElement.RequestBringIntoViewEvent  
System.Windows.FrameworkElement.SizeChangedEvent  
System.Windows.FrameworkElement.ActualWidthProperty  
System.Windows.FrameworkElement.ActualHeightProperty  
System.Windows.FrameworkElement.LayoutTransformProperty  
System.Windows.FrameworkElement.WidthProperty  
System.Windows.FrameworkElement.MinWidthProperty  
System.Windows.FrameworkElement.MaxWidthProperty  
System.Windows.FrameworkElement.HeightProperty  
System.Windows.FrameworkElement.MinHeightProperty  
System.Windows.FrameworkElement.MaxHeightProperty  
System.Windows.FrameworkElement.FlowDirectionProperty  
System.Windows.FrameworkElement.MarginProperty  
System.Windows.FrameworkElement.HorizontalAlignmentProperty  
System.Windows.FrameworkElement.VerticalAlignmentProperty  
System.Windows.FrameworkElement.FocusVisualStyleProperty  
System.Windows.FrameworkElement.CursorProperty  
System.Windows.FrameworkElement.ForceCursorProperty  
System.Windows.FrameworkElement.LoadedEvent  
System.Windows.FrameworkElement.UnloadedEvent  
System.Windows.FrameworkElement.ToolTipProperty  
System.Windows.FrameworkElement.ContextMenuProperty  
System.Windows.FrameworkElement.ToolTipOpeningEvent  
System.Windows.FrameworkElement.ToolTipClosingEvent  
System.Windows.FrameworkElement.ContextMenuOpeningEvent  
System.Windows.FrameworkElement.ContextMenuClosingEvent  
System.Windows.FrameworkElement.OnStyleChanged(System.Windows.Style, System.Windows.Style)  
System.Windows.FrameworkElement.ParentLayoutInvalidated(System.Windows.UIElement)  
System.Windows.FrameworkElement.ApplyTemplate()  
System.Windows.FrameworkElement.OnApplyTemplate()  
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard)  
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard, System.Windows.Media.Animation.HandoffBehavior)  
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard, System.Windows.Media.Animation.HandoffBehavior, System.Boolean)  
System.Windows.FrameworkElement.GetVisualChild(System.Int32)  
System.Windows.FrameworkElement.System.Windows.Markup.IQueryAmbient.IsAmbientPropertyAvailable(System.String)  
System.Windows.FrameworkElement.GetTemplateChild(System.String)  
System.Windows.FrameworkElement.FindResource(System.Object)  
System.Windows.FrameworkElement.TryFindResource(System.Object)  
System.Windows.FrameworkElement.SetResourceReference(System.Windows.DependencyProperty, System.Object)  
System.Windows.FrameworkElement.OnPropertyChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.FrameworkElement.GetBindingExpression(System.Windows.DependencyProperty)  
System.Windows.FrameworkElement.SetBinding(System.Windows.DependencyProperty, System.Windows.Data.BindingBase)

System.Windows.FrameworkElement.SetBinding(System.Windows.DependencyProperty, System.String)  
System.Windows.FrameworkElement.GetUIParentCore()  
System.Windows.FrameworkElement.BringIntoView()  
System.Windows.FrameworkElement.BringIntoView(System.Windows.Rect)  
System.Windows.FrameworkElement.GetFlowDirection(System.Windows.DependencyObject)  
System.Windows.FrameworkElement.SetFlowDirection(System.Windows.DependencyObject, System.Windows.FlowDirection)  
System.Windows.FrameworkElement.MeasureCore(System.Windows.Size)  
System.Windows.FrameworkElement.ArrangeCore(System.Windows.Rect)  
System.Windows.FrameworkElement.OnRenderSizeChanged(System.Windows.SizeChangedEventArgs)  
System.Windows.FrameworkElement.GetLayoutClip(System.Windows.Size)  
System.Windows.FrameworkElement.MoveFocus(System.Windows.Input.TraversalRequest)  
System.Windows.FrameworkElement.PredictFocus(System.Windows.Input.FocusNavigationDirection)  
System.Windows.FrameworkElement.OnGotFocus(System.Windows.RoutedEventArgs)  
System.Windows.FrameworkElement.BeginInit()  
System.Windows.FrameworkElement.EndInit()  
System.Windows.FrameworkElement.OnInitialized(System.EventArgs)  
System.Windows.FrameworkElement.OnToolTipOpening(System.Windows.Controls.ToolTipEventArgs)  
System.Windows.FrameworkElement.OnToolTipClosing(System.Windows.Controls.ToolTipEventArgs)  
System.Windows.FrameworkElement.OnContextMenuOpening(System.Windows.Controls.ContextMenuEventArgs)  
System.Windows.FrameworkElement.OnContextMenuClosing(System.Windows.Controls.ContextMenuEventArgs)  
System.Windows.FrameworkElement.RegisterName(System.String, System.Object)  
System.Windows.FrameworkElement.UnregisterName(System.String)  
System.Windows.FrameworkElement.FindName(System.String)  
System.Windows.FrameworkElement.UpdateDefaultStyle()  
System.Windows.FrameworkElement.AddLogicalChild(System.Object)  
System.Windows.FrameworkElement.RemoveLogicalChild(System.Object)  
System.Windows.FrameworkElement.Style  
System.Windows.FrameworkElement.OverridesDefaultStyle  
System.Windows.FrameworkElement.UseLayoutRounding  
System.Windows.FrameworkElement.DefaultStyleKey  
System.Windows.FrameworkElement.Triggers  
System.Windows.FrameworkElement.TemplatedParent  
System.Windows.FrameworkElement.VisualChildrenCount  
System.Windows.FrameworkElement.Resources  
System.Windows.FrameworkElement.InheritanceBehavior  
System.Windows.FrameworkElement.DataContext  
System.Windows.FrameworkElement.BindingGroup  
System.Windows.FrameworkElement.Language  
System.Windows.FrameworkElement.Name  
System.Windows.FrameworkElement.Tag  
System.Windows.FrameworkElement.InputScope  
System.Windows.FrameworkElement.ActualWidth  
System.Windows.FrameworkElement.ActualHeight  
System.Windows.FrameworkElement.LayoutTransform  
System.Windows.FrameworkElement.Width  
System.Windows.FrameworkElement.MinWidth  
System.Windows.FrameworkElement.MaxWidth  
System.Windows.FrameworkElement.Height  
System.Windows.FrameworkElement.MinHeight  
System.Windows.FrameworkElement.MaxHeight  
System.Windows.FrameworkElement.FlowDirection  
System.Windows.FrameworkElement.Margin

System.Windows.FrameworkElement.HorizontalAlignment  
System.Windows.FrameworkElement.VerticalAlignment  
System.Windows.FrameworkElement.FocusVisualStyle  
System.Windows.FrameworkElement.Cursor  
System.Windows.FrameworkElement.ForceCursor  
System.Windows.FrameworkElement.IsInitialized  
System.Windows.FrameworkElement.IsLoaded  
System.Windows.FrameworkElement.ToolTip  
System.Windows.FrameworkElement.ContextMenu  
System.Windows.FrameworkElement.Parent  
System.Windows.FrameworkElement.TargetUpdated  
System.Windows.FrameworkElement.SourceUpdated  
System.Windows.FrameworkElement.DataContextChanged  
System.Windows.FrameworkElement.RequestBringIntoView  
System.Windows.FrameworkElement.SizeChanged  
System.Windows.FrameworkElement.Initialized  
System.Windows.FrameworkElement.Loaded  
System.Windows.FrameworkElement.Unloaded  
System.Windows.FrameworkElement.ToolTipOpening  
System.Windows.FrameworkElement.ToolTipClosing  
System.Windows.FrameworkElement.ContextMenuOpening  
System.Windows.FrameworkElement.ContextMenuClosing  
System.Windows.UIElement.PreviewMouseDownEvent  
System.Windows.UIElement.MouseDownEvent  
System.Windows.UIElement.PreviewMouseUpEvent  
System.Windows.UIElement.MouseUpEvent  
System.Windows.UIElement.PreviewMouseLeftButtonDownEvent  
System.Windows.UIElement.MouseLeftButtonDownEvent  
System.Windows.UIElement.PreviewMouseLeftButtonUpEvent  
System.Windows.UIElement.MouseLeftButtonUpEvent  
System.Windows.UIElement.PreviewMouseRightButtonDownEvent  
System.Windows.UIElement.MouseRightButtonDownEvent  
System.Windows.UIElement.PreviewMouseRightButtonUpEvent  
System.Windows.UIElement.MouseRightButtonUpEvent  
System.Windows.UIElement.PreviewMouseMoveEvent  
System.Windows.UIElement.MouseMoveEvent  
System.Windows.UIElement.PreviewMouseWheelEvent  
System.Windows.UIElement.MouseWheelEvent  
System.Windows.UIElement.MouseEnterEvent  
System.Windows.UIElement.MouseLeaveEvent  
System.Windows.UIElement.GotMouseCaptureEvent  
System.Windows.UIElement.LostMouseCaptureEvent  
System.Windows.UIElement.QueryCursorEvent  
System.Windows.UIElement.PreviewStylusDownEvent  
System.Windows.UIElement.StylusDownEvent  
System.Windows.UIElement.PreviewStylusUpEvent  
System.Windows.UIElement.StylusUpEvent  
System.Windows.UIElement.PreviewStylusMoveEvent  
System.Windows.UIElement.StylusMoveEvent  
System.Windows.UIElement.PreviewStylusInAirMoveEvent  
System.Windows.UIElement.StylusInAirMoveEvent  
System.Windows.UIElement.StylusEnterEvent

System.Windows.UIElement.StylusLeaveEvent  
System.Windows.UIElement.PreviewStylusInRangeEvent  
System.Windows.UIElement.StylusInRangeEvent  
System.Windows.UIElement.PreviewStylusOutOfRangeEvent  
System.Windows.UIElement.StylusOutOfRangeEvent  
System.Windows.UIElement.PreviewStylusSystemGestureEvent  
System.Windows.UIElement.StylusSystemGestureEvent  
System.Windows.UIElement.GotStylusCaptureEvent  
System.Windows.UIElement.LostStylusCaptureEvent  
System.Windows.UIElement.StylusButtonDownEvent  
System.Windows.UIElement.StylusButtonUpEvent  
System.Windows.UIElement.PreviewStylusButtonDownEvent  
System.Windows.UIElement.PreviewStylusButtonUpEvent  
System.Windows.UIElement.PreviewKeyDownEvent  
System.Windows.UIElement.KeyDownEvent  
System.Windows.UIElement.PreviewKeyUpEvent  
System.Windows.UIElement.KeyUpEvent  
System.Windows.UIElement.PreviewGotKeyboardFocusEvent  
System.Windows.UIElement.GotKeyboardFocusEvent  
System.Windows.UIElement.PreviewLostKeyboardFocusEvent  
System.Windows.UIElement.LostKeyboardFocusEvent  
System.Windows.UIElement.PreviewTextInputEvent  
System.Windows.UIElement.TextInputEvent  
System.Windows.UIElement.PreviewQueryContinueDragEvent  
System.Windows.UIElement.QueryContinueDragEvent  
System.Windows.UIElement.PreviewGiveFeedbackEvent  
System.Windows.UIElement.GiveFeedbackEvent  
System.Windows.UIElement.PreviewDragEnterEvent  
System.Windows.UIElement.DragEnterEvent  
System.Windows.UIElement.PreviewDragOverEvent  
System.Windows.UIElement.DragOverEvent  
System.Windows.UIElement.PreviewDragLeaveEvent  
System.Windows.UIElement.DragLeaveEvent  
System.Windows.UIElement.PreviewDropEvent  
System.Windows.UIElement.DropEvent  
System.Windows.UIElement.PreviewTouchDownEvent  
System.Windows.UIElement.TouchDownEvent  
System.Windows.UIElement.PreviewTouchMoveEvent  
System.Windows.UIElement.TouchMoveEvent  
System.Windows.UIElement.PreviewTouchUpEvent  
System.Windows.UIElement.TouchUpEvent  
System.Windows.UIElement.GotTouchCaptureEvent  
System.Windows.UIElement.LostTouchCaptureEvent  
System.Windows.UIElement.TouchEnterEvent  
System.Windows.UIElement.TouchLeaveEvent  
System.Windows.UIElement.IsMouseDirectlyOverProperty  
System.Windows.UIElement.IsMouseOverProperty  
System.Windows.UIElement.IsStylusOverProperty  
System.Windows.UIElement.IsKeyboardFocusWithinProperty  
System.Windows.UIElement.IsMouseCapturedProperty  
System.Windows.UIElement.IsMouseCaptureWithinProperty  
System.Windows.UIElement.IsStylusDirectlyOverProperty

System.Windows.UIElement.IsStylusCapturedProperty  
System.Windows.UIElement.IsStylusCaptureWithinProperty  
System.Windows.UIElement.IsKeyboardFocusedProperty  
System.Windows.UIElement.AreAnyTouchesDirectlyOverProperty  
System.Windows.UIElement.AreAnyTouchesOverProperty  
System.Windows.UIElement.AreAnyTouchesCapturedProperty  
System.Windows.UIElement.AreAnyTouchesCapturedWithinProperty  
System.Windows.UIElement.AllowDropProperty  
System.Windows.UIElement.RenderTransformProperty  
System.Windows.UIElement.RenderTransformOriginProperty  
System.Windows.UIElement.OpacityProperty  
System.Windows.UIElement.OpacityMaskProperty  
System.Windows.UIElement.BitmapEffectProperty  
System.Windows.UIElement.EffectProperty  
System.Windows.UIElement.BitmapEffectInputProperty  
System.Windows.UIElement.CacheModeProperty  
System.Windows.UIElement.UidProperty  
System.Windows.UIElement.VisibilityProperty  
System.Windows.UIElement.ClipToBoundsProperty  
System.Windows.UIElement.ClipProperty  
System.Windows.UIElement.SnapsToDevicePixelsProperty  
System.Windows.UIElement.GotFocusEvent  
System.Windows.UIElement.LostFocusEvent  
System.Windows.UIElement.IsFocusedProperty  
System.Windows.UIElement.IsEnabledProperty  
System.Windows.UIElement.IsHitTestVisibleProperty  
System.Windows.UIElement.IsVisibleProperty  
System.Windows.UIElement.FocusableProperty  
System.Windows.UIElement.IsManipulationEnabledProperty  
System.Windows.UIElement.ManipulationStartingEvent  
System.Windows.UIElement.ManipulationStartedEvent  
System.Windows.UIElement.ManipulationDeltaEvent  
System.Windows.UIElement.ManipulationInertiaStartingEvent  
System.Windows.UIElement.ManipulationBoundaryFeedbackEvent  
System.Windows.UIElement.ManipulationCompletedEvent  
System.Windows.UIElement.ApplyAnimationClock(System.Windows.DependencyProperty,  
System.Windows.Media.Animation.AnimationClock)  
System.Windows.UIElement.ApplyAnimationClock(System.Windows.DependencyProperty,  
System.Windows.Media.Animation.AnimationClock, System.Windows.Media.Animation.HandoffBehavior)  
System.Windows.UIElement.BeginAnimation(System.Windows.DependencyProperty,  
System.Windows.Media.Animation.AnimationTimeline)  
System.Windows.UIElement.BeginAnimation(System.Windows.DependencyProperty,  
System.Windows.Media.Animation.AnimationTimeline, System.Windows.Media.Animation.HandoffBehavior)  
System.Windows.UIElement.GetAnimationBaseValue(System.Windows.DependencyProperty)  
System.Windows.UIElement.RaiseEvent(System.Windows.RoutedEventArgs)  
System.Windows.UIElement.AddHandler(System.Windows.RoutedEvent, System.Delegate)  
System.Windows.UIElement.AddHandler(System.Windows.RoutedEvent, System.Delegate, System.Boolean)  
System.Windows.UIElement.RemoveHandler(System.Windows.RoutedEvent, System.Delegate)  
System.Windows.UIElement.AddToEventRoute(System.Windows.EventRoute, System.Windows.RoutedEventArgs)  
System.Windows.UIElement.OnPreviewMouseDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseUp(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnMouseUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseLeftButtonDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseLeftButtonDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseLeftButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseLeftButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseRightButtonDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseRightButtonDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseRightButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseRightButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseMove(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnMouseMove(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnPreviewMouseWheel(System.Windows.Input.MouseWheelEventArgs)  
System.Windows.UIElement.OnMouseWheel(System.Windows.Input.MouseWheelEventArgs)  
System.Windows.UIElement.OnMouseEnter(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnMouseLeave(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnGotMouseCapture(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnLostMouseCapture(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnQueryCursor(System.Windows.Input.QueryCursorEventArgs)  
System.Windows.UIElement.OnPreviewStylusDown(System.Windows.Input.StylusDownEventArgs)  
System.Windows.UIElement.OnStylusDown(System.Windows.Input.StylusDownEventArgs)  
System.Windows.UIElement.OnPreviewStylusUp(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusUp(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusInAirMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusInAirMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusEnter(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusLeave(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusInRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusInRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusOutOfRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusOutOfRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusSystemGesture(System.Windows.Input.StylusSystemGestureEventArgs)  
System.Windows.UIElement.OnStylusSystemGesture(System.Windows.Input.StylusSystemGestureEventArgs)  
System.Windows.UIElement.OnGotStylusCapture(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnLostStylusCapture(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusButtonDown(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnStylusButtonUp(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnPreviewStylusButtonDown(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnPreviewStylusButtonUp(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnPreviewKeyDown(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnKeyDown(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnPreviewKeyUp(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnKeyUp(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnPreviewGotKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnGotKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnPreviewLostKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnLostKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnPreviewTextInput(System.Windows.Input.TextCompositionEventArgs)  
System.Windows.UIElement.OnTextInput(System.Windows.Input.TextCompositionEventArgs)  
System.Windows.UIElement.OnPreviewQueryContinueDrag(System.Windows.QueryContinueDragEventArgs)  
System.Windows.UIElement.OnQueryContinueDrag(System.Windows.QueryContinueDragEventArgs)

System.Windows.UIElement.OnPreviewGiveFeedback(System.Windows.GiveFeedbackEventArgs)  
System.Windows.UIElement.OnGiveFeedback(System.Windows.GiveFeedbackEventArgs)  
System.Windows.UIElement.OnPreviewDragEnter(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDragEnter(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewDragOver(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDragOver(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewDragLeave(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDragLeave(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewDrop(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDrop(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewTouchDown(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchDown(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnPreviewTouchMove(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchMove(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnPreviewTouchUp(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchUp(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnGotTouchCapture(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnLostTouchCapture(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchEnter(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchLeave(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnIsMouseDirectlyOverChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsKeyboardFocusWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsMouseCapturedChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsMouseCaptureWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsStylusDirectlyOverChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsStylusCapturedChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsStylusCaptureWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsKeyboardFocusedChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.InvalidateMeasure()  
System.Windows.UIElement.InvalidateArrange()  
System.Windows.UIElement.InvalidateVisual()  
System.Windows.UIElement.OnChildDesiredSizeChanged(System.Windows.UIElement)  
System.Windows.UIElement.Measure(System.Windows.Size)  
System.Windows.UIElement.Arrange(System.Windows.Rect)  
System.Windows.UIElement.OnRender(System.Windows.Media.DrawingContext)  
System.Windows.UIElement.UpdateLayout()  
System.Windows.UIElement.TranslatePoint(System.Windows.Point, System.Windows.UIElement)  
System.Windows.UIElement.InputHitTest(System.Windows.Point)  
System.Windows.UIElement.CaptureMouse()  
System.Windows.UIElement.ReleaseMouseCapture()  
System.Windows.UIElement.CaptureStylus()  
System.Windows.UIElement.ReleaseStylusCapture()  
System.Windows.UIElement.Focus()  
System.Windows.UIElement.OnAccessKey(System.Windows.Input.AccessKeyEventArgs)  
System.Windows.UIElement.HitTestCore(System.Windows.Media.PointHitTestParameters)  
System.Windows.UIElement.HitTestCore(System.Windows.Media.GeometryHitTestParameters)  
System.Windows.UIElement.OnLostFocus(System.Windows.RoutedEventArgs)  
System.Windows.UIElement.OnCreateAutomationPeer()  
System.Windows.UIElement.OnManipulationStarting(System.Windows.Input.ManipulationStartingEventArgs)  
System.Windows.UIElement.OnManipulationStarted(System.Windows.Input.ManipulationStartedEventArgs)  
System.Windows.UIElement.OnManipulationDelta(System.Windows.Input.ManipulationDeltaEventArgs)  
System.Windows.UIElement.OnManipulationInertiaStarting(System.Windows.Input.ManipulationInertiaStartingEventArgs)

System.Windows.UIElement.OnManipulationBoundaryFeedback(System.Windows.Input.ManipulationBoundaryFeedbackEventArgs)  
System.Windows.UIElement.OnManipulationCompleted(System.Windows.Input.ManipulationCompletedEventArgs)  
System.Windows.UIElement.CaptureTouch(System.Windows.Input.TouchDevice)  
System.Windows.UIElement.ReleaseTouchCapture(System.Windows.Input.TouchDevice)  
System.Windows.UIElement.ReleaseAllTouchCaptures()  
System.Windows.UIElement.HasAnimatedProperties  
System.Windows.UIElement.InputBindings  
System.Windows.UIElement.CommandBindings  
System.Windows.UIElement.AllowDrop  
System.Windows.UIElement.StylusPlugins  
System.Windows.UIElement.DesiredSize  
System.Windows.UIElement.IsMeasureValid  
System.Windows.UIElement.IsArrangeValid  
System.Windows.UIElement.RenderSize  
System.Windows.UIElement.RenderTransform  
System.Windows.UIElement.RenderTransformOrigin  
System.Windows.UIElement.IsMouseDirectlyOver  
System.Windows.UIElement.IsMouseOver  
System.Windows.UIElement.IsStylusOver  
System.Windows.UIElement.IsKeyboardFocusWithin  
System.Windows.UIElement.IsMouseCaptured  
System.Windows.UIElement.IsMouseCaptureWithin  
System.Windows.UIElement.IsStylusDirectlyOver  
System.Windows.UIElement.IsStylusCaptured  
System.Windows.UIElement.IsStylusCaptureWithin  
System.Windows.UIElement.IsKeyboardFocused  
System.Windows.UIElement.IsInputMethodEnabled  
System.Windows.UIElement.Opacity  
System.Windows.UIElement.OpacityMask  
System.Windows.UIElement.BitmapEffect  
System.Windows.UIElement.Effect  
System.Windows.UIElement.BitmapEffectInput  
System.Windows.UIElement.CacheMode  
System.Windows.UIElement.Uid  
System.Windows.UIElement.Visibility  
System.Windows.UIElement.ClipToBounds  
System.Windows.UIElement.Clip  
System.Windows.UIElement.SnapsToDevicePixels  
System.Windows.UIElement.HasEffectiveKeyboardFocus  
System.Windows.UIElement.IsFocused  
System.Windows.UIElement.IsEnabled  
System.Windows.UIElement.IsEnabledCore  
System.Windows.UIElement.IsHitTestVisible  
System.Windows.UIElement.IsVisible  
System.Windows.UIElement.Focusable  
System.Windows.UIElement.PersistId  
System.Windows.UIElement.IsManipulationEnabled  
System.Windows.UIElement.AreAnyTouchesOver  
System.Windows.UIElement.AreAnyTouchesDirectlyOver  
System.Windows.UIElement.AreAnyTouchesCapturedWithin  
System.Windows.UIElement.AreAnyTouchesCaptured  
System.Windows.UIElement.TouchesCaptured



System.Windows.UIElement.TouchesCapturedWithin  
System.Windows.UIElement.TouchesOver  
System.Windows.UIElement.TouchesDirectlyOver  
System.Windows.UIElement.PreviewMouseDown  
System.Windows.UIElement.MouseDown  
System.Windows.UIElement.PreviewMouseUp  
System.Windows.UIElement.MouseUp  
System.Windows.UIElement.PreviewMouseLeftButtonDown  
System.Windows.UIElement.MouseLeftButtonDown  
System.Windows.UIElement.PreviewMouseLeftButtonUp  
System.Windows.UIElement.MouseLeftButtonUp  
System.Windows.UIElement.PreviewMouseRightButtonDown  
System.Windows.UIElement.MouseRightButtonDown  
System.Windows.UIElement.PreviewMouseRightButtonUp  
System.Windows.UIElement.MouseRightButtonUp  
System.Windows.UIElement.PreviewMouseMove  
System.Windows.UIElement.MouseMove  
System.Windows.UIElement.PreviewMouseWheel  
System.Windows.UIElement.MouseWheel  
System.Windows.UIElement.MouseEnter  
System.Windows.UIElement.MouseLeave  
System.Windows.UIElement.GotMouseCapture  
System.Windows.UIElement.LostMouseCapture  
System.Windows.UIElement.QueryCursor  
System.Windows.UIElement.PreviewStylusDown  
System.Windows.UIElement.StylusDown  
System.Windows.UIElement.PreviewStylusUp  
System.Windows.UIElement.StylusUp  
System.Windows.UIElement.PreviewStylusMove  
System.Windows.UIElement.StylusMove  
System.Windows.UIElement.PreviewStylusInAirMove  
System.Windows.UIElement.StylusInAirMove  
System.Windows.UIElement.StylusEnter  
System.Windows.UIElement.StylusLeave  
System.Windows.UIElement.PreviewStylusInRange  
System.Windows.UIElement.StylusInRange  
System.Windows.UIElement.PreviewStylusOutOfRange  
System.Windows.UIElement.StylusOutOfRange  
System.Windows.UIElement.PreviewStylusSystemGesture  
System.Windows.UIElement.StylusSystemGesture  
System.Windows.UIElement.GotStylusCapture  
System.Windows.UIElement.LostStylusCapture  
System.Windows.UIElement.StylusButtonDown  
System.Windows.UIElement.StylusButtonUp  
System.Windows.UIElement.PreviewStylusButtonDown  
System.Windows.UIElement.PreviewStylusButtonUp  
System.Windows.UIElement.PreviewKeyDown  
System.Windows.UIElement.KeyDown  
System.Windows.UIElement.PreviewKeyUp  
System.Windows.UIElement.KeyUp  
System.Windows.UIElement.PreviewGotKeyboardFocus  
System.Windows.UIElement.GotKeyboardFocus

System.Windows.UIElement.PreviewLostKeyboardFocus  
System.Windows.UIElement.LostKeyboardFocus  
System.Windows.UIElement.PreviewTextInput  
System.Windows.UIElement.TextInput  
System.Windows.UIElement.PreviewQueryContinueDrag  
System.Windows.UIElement.QueryContinueDrag  
System.Windows.UIElement.PreviewGiveFeedback  
System.Windows.UIElement.GiveFeedback  
System.Windows.UIElement.PreviewDragEnter  
System.Windows.UIElement.DragEnter  
System.Windows.UIElement.PreviewDragOver  
System.Windows.UIElement.DragOver  
System.Windows.UIElement.PreviewDragLeave  
System.Windows.UIElement.DragLeave  
System.Windows.UIElement.PreviewDrop  
System.Windows.UIElement.Drop  
System.Windows.UIElement.PreviewTouchDown  
System.Windows.UIElement.TouchDown  
System.Windows.UIElement.PreviewTouchMove  
System.Windows.UIElement.TouchMove  
System.Windows.UIElement.PreviewTouchUp  
System.Windows.UIElement.TouchUp  
System.Windows.UIElement.GotTouchCapture  
System.Windows.UIElement.LostTouchCapture  
System.Windows.UIElement.TouchEnter  
System.Windows.UIElement.TouchLeave  
System.Windows.UIElement.IsMouseDirectlyOverChanged  
System.Windows.UIElement.IsKeyboardFocusWithinChanged  
System.Windows.UIElement.IsMouseCapturedChanged  
System.Windows.UIElement.IsMouseCaptureWithinChanged  
System.Windows.UIElement.IsStylusDirectlyOverChanged  
System.Windows.UIElement.IsStylusCapturedChanged  
System.Windows.UIElement.IsStylusCaptureWithinChanged  
System.Windows.UIElement.IsKeyboardFocusedChanged  
System.Windows.UIElement.LayoutUpdated  
System.Windows.UIElement.GotFocus  
System.Windows.UIElement.LostFocus  
System.Windows.UIElement.IsEnabledChanged  
System.Windows.UIElement.IsHitTestVisibleChanged  
System.Windows.UIElement.IsVisibleChanged  
System.Windows.UIElement.FocusableChanged  
System.Windows.UIElement.ManipulationStarting  
System.Windows.UIElement.ManipulationStarted  
System.Windows.UIElement.ManipulationDelta  
System.Windows.UIElement.ManipulationInertiaStarting  
System.Windows.UIElement.ManipulationBoundaryFeedback  
System.Windows.UIElement.ManipulationCompleted  
System.Windows.Media.Visual.AddVisualChild(System.Windows.Media.Visual)  
System.Windows.Media.Visual.RemoveVisualChild(System.Windows.Media.Visual)  
System.Windows.Media.Visual.OnVisualChildrenChanged(System.Windows.DependencyObject,  
System.Windows.DependencyObject)  
System.Windows.Media.Visual.OnDpiChanged(System.Windows.DpiScale, System.Windows.DpiScale)

System.Windows.Media.Visual.IsAncestorOf(System.Windows.DependencyObject)  
System.Windows.Media.Visual.IsDescendantOf(System.Windows.DependencyObject)  
System.Windows.Media.Visual.FindCommonVisualAncestor(System.Windows.DependencyObject)  
System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Visual)  
System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Media3D.Visual3D)  
System.Windows.Media.Visual.TransformToDescendant(System.Windows.Media.Visual)  
System.Windows.Media.Visual.TransformToVisual(System.Windows.Media.Visual)  
System.Windows.Media.Visual.PointToScreen(System.Windows.Point)  
System.Windows.Media.Visual.PointFromScreen(System.Windows.Point)  
System.Windows.Media.Visual.VisualParent  
System.Windows.Media.Visual.VisualTransform  
System.Windows.Media.Visual.VisualEffect  
System.Windows.Media.Visual.VisualBitmapEffect  
System.Windows.Media.Visual.VisualBitmapEffectInput  
System.Windows.Media.Visual.VisualCacheMode  
System.Windows.Media.Visual.VisualScrollableAreaClip  
System.Windows.Media.Visual.VisualClip  
System.Windows.Media.Visual.VisualOffset  
System.Windows.Media.Visual.VisualOpacity  
System.Windows.Media.Visual.VisualEdgeMode  
System.Windows.Media.Visual.VisualBitmapScalingMode  
System.Windows.Media.Visual.VisualClearTypeHint  
System.Windows.Media.Visual.VisualTextRenderingMode  
System.Windows.Media.Visual.VisualTextHintingMode  
System.Windows.Media.Visual.VisualOpacityMask  
System.Windows.Media.Visual.VisualXSnappingGuidelines  
System.Windows.Media.Visual.VisualYSnappingGuidelines  
System.Windows.DependencyObject.Equals(System.Object)  
System.Windows.DependencyObject.GetHashCode()  
System.Windows.DependencyObject.GetValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.SetValue(System.Windows.DependencyProperty, System.Object)  
System.Windows.DependencyObject.SetCurrentValue(System.Windows.DependencyProperty, System.Object)  
System.Windows.DependencyObject.SetValue(System.Windows.DependencyPropertyKey, System.Object)  
System.Windows.DependencyObject.ClearValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ClearValue(System.Windows.DependencyPropertyKey)  
System.Windows.DependencyObject.CoerceValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.InvalidateProperty(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ShouldSerializeProperty(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ReadLocalValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.GetLocalValueEnumerator()  
System.Windows.DependencyObject.DependencyObjectType  
System.Windows.DependencyObject.IsSealed  
System.Windows.Threading.DispatcherObject.Dispatcher  
System.Object.ToString()  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: [CIDER.Views](#)

Assembly: CIDER.dll

Syntax

```
public class AccelerationGraph : Page, DUCE.IResource, IAnimatable, IFrameworkInputElement, IInputElement, ISupportInitialize, IHaveResources, IQueryAmbient, IWindowService, IAddChild
```

Constructors

AccelerationGraph(DataProvider)

This is the constructor for the AccelerationGraph page

Declaration

```
public AccelerationGraph(DataProvider Data)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">DataProvider</a>	Data	A DataProvider object to read the data from

Implements

- System.Windows.Media.Animation.IAnimatable
- System.Windows.IFrameworkInputElement
- System.Windows.IInputElement
- System.ComponentModel.ISupportInitialize
- System.Windows.Markup.IQueryAmbient
- System.Windows.Markup.IAddChild

# Class AccelerationTimed

Interaction logic for the AccelerationTimed page

## Inheritance

System.Object  
System.Windows.Threading.DispatcherObject  
System.Windows.DependencyObject  
System.Windows.Media.Visual  
System.Windows.UIElement  
System.Windows.FrameworkElement  
System.Windows.Controls.Page  
AccelerationTimed

## Implements

System.Windows.Media.Animation.IAnimatable  
System.Windows.IFrameworkInputElement  
System.Windows.IInputElement  
System.ComponentModel.ISupportInitialize  
System.Windows.Markup.IQueryAmbient  
System.Windows.Markup.IAddChild

## Inherited Members

System.Windows.Controls.Page.ContentProperty  
System.Windows.Controls.Page.BackgroundProperty  
System.Windows.Controls.Page.TitleProperty  
System.Windows.Controls.Page.KeepAliveProperty  
System.Windows.Controls.Page.ForegroundProperty  
System.Windows.Controls.Page.FontFamilyProperty  
System.Windows.Controls.Page.FontSizeProperty  
System.Windows.Controls.Page.TemplateProperty  
System.Windows.Controls.Page.System.Windows.Markup.IAddChild.AddChild(System.Object)  
System.Windows.Controls.Page.System.Windows.Markup.IAddChild.AddText(System.String)  
System.Windows.Controls.Page.OnTemplateChanged(System.Windows.Controls.ControlTemplate, System.Windows.Controls.ControlTemplate)  
System.Windows.Controls.Page.MeasureOverride(System.Windows.Size)  
System.Windows.Controls.Page.ArrangeOverride(System.Windows.Size)  
System.Windows.Controls.Page.OnVisualParentChanged(System.Windows.DependencyObject)  
System.Windows.Controls.Page.LogicalChildren  
System.Windows.Controls.Page.Content  
System.Windows.Controls.Page.WindowTitle  
System.Windows.Controls.Page.WindowHeight  
System.Windows.Controls.Page.WindowWidth  
System.Windows.Controls.Page.Background  
System.Windows.Controls.Page.Title  
System.Windows.Controls.Page.ShowsNavigationUI  
System.Windows.Controls.Page.KeepAlive  
System.Windows.Controls.Page.NavigationService  
System.Windows.Controls.Page.Foreground  
System.Windows.Controls.Page.FontFamily  
System.Windows.Controls.Page.FontSize  
System.Windows.Controls.Page.Template  
System.Windows.FrameworkElement.StyleProperty  
System.Windows.FrameworkElement.OverridesDefaultStyleProperty

System.Windows.FrameworkElement.UseLayoutRoundingProperty  
System.Windows.FrameworkElement.DefaultStyleKeyProperty  
System.Windows.FrameworkElement.DataContextProperty  
System.Windows.FrameworkElement.BindingGroupProperty  
System.Windows.FrameworkElement.LanguageProperty  
System.Windows.FrameworkElement.NameProperty  
System.Windows.FrameworkElement.TagProperty  
System.Windows.FrameworkElement.InputScopeProperty  
System.Windows.FrameworkElement.RequestBringIntoViewEvent  
System.Windows.FrameworkElement.SizeChangedEvent  
System.Windows.FrameworkElement.ActualWidthProperty  
System.Windows.FrameworkElement.ActualHeightProperty  
System.Windows.FrameworkElement.LayoutTransformProperty  
System.Windows.FrameworkElement.WidthProperty  
System.Windows.FrameworkElement.MinWidthProperty  
System.Windows.FrameworkElement.MaxWidthProperty  
System.Windows.FrameworkElement.HeightProperty  
System.Windows.FrameworkElement.MinHeightProperty  
System.Windows.FrameworkElement.MaxHeightProperty  
System.Windows.FrameworkElement.FlowDirectionProperty  
System.Windows.FrameworkElement.MarginProperty  
System.Windows.FrameworkElement.HorizontalAlignmentProperty  
System.Windows.FrameworkElement.VerticalAlignmentProperty  
System.Windows.FrameworkElement.FocusVisualStyleProperty  
System.Windows.FrameworkElement.CursorProperty  
System.Windows.FrameworkElement.ForceCursorProperty  
System.Windows.FrameworkElement.LoadedEvent  
System.Windows.FrameworkElement.UnloadedEvent  
System.Windows.FrameworkElement.ToolTipProperty  
System.Windows.FrameworkElement.ContextMenuProperty  
System.Windows.FrameworkElement.ToolTipOpeningEvent  
System.Windows.FrameworkElement.ToolTipClosingEvent  
System.Windows.FrameworkElement.ContextMenuOpeningEvent  
System.Windows.FrameworkElement.ContextMenuClosingEvent  
System.Windows.FrameworkElement.OnStyleChanged(System.Windows.Style, System.Windows.Style)  
System.Windows.FrameworkElement.ParentLayoutInvalidated(System.Windows.UIElement)  
System.Windows.FrameworkElement.ApplyTemplate()  
System.Windows.FrameworkElement.OnApplyTemplate()  
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard)  
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard,  
System.Windows.Media.Animation.HandoffBehavior)  
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard,  
System.Windows.Media.Animation.HandoffBehavior, System.Boolean)  
System.Windows.FrameworkElement.GetVisualChild(System.Int32)  
System.Windows.FrameworkElement.System.Windows.Markup.IQueryAmbient.IsAmbientPropertyAvailable(System.String)  
System.Windows.FrameworkElement.GetTemplateChild(System.String)  
System.Windows.FrameworkElement.FindResource(System.Object)  
System.Windows.FrameworkElement.TryFindResource(System.Object)  
System.Windows.FrameworkElement.SetResourceReference(System.Windows.DependencyProperty, System.Object)  
System.Windows.FrameworkElement.OnPropertyChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.FrameworkElement.GetBindingExpression(System.Windows.DependencyProperty)  
System.Windows.FrameworkElement.SetBinding(System.Windows.DependencyProperty, System.Windows.Data.BindingBase)

System.Windows.FrameworkElement.SetBinding(System.Windows.DependencyProperty, System.String)  
System.Windows.FrameworkElement.GetUIParentCore()  
System.Windows.FrameworkElement.BringIntoView()  
System.Windows.FrameworkElement.BringIntoView(System.Windows.Rect)  
System.Windows.FrameworkElement.GetFlowDirection(System.Windows.DependencyObject)  
System.Windows.FrameworkElement.SetFlowDirection(System.Windows.DependencyObject, System.Windows.FlowDirection)  
System.Windows.FrameworkElement.MeasureCore(System.Windows.Size)  
System.Windows.FrameworkElement.ArrangeCore(System.Windows.Rect)  
System.Windows.FrameworkElement.OnRenderSizeChanged(System.Windows.SizeChangedEventArgs)  
System.Windows.FrameworkElement.GetLayoutClip(System.Windows.Size)  
System.Windows.FrameworkElement.MoveFocus(System.Windows.Input.TraversalRequest)  
System.Windows.FrameworkElement.PredictFocus(System.Windows.Input.FocusNavigationDirection)  
System.Windows.FrameworkElement.OnGotFocus(System.Windows.RoutedEventArgs)  
System.Windows.FrameworkElement.BeginInit()  
System.Windows.FrameworkElement.EndInit()  
System.Windows.FrameworkElement.OnInitialized(System.EventArgs)  
System.Windows.FrameworkElement.OnToolTipOpening(System.Windows.Controls.ToolTipEventArgs)  
System.Windows.FrameworkElement.OnToolTipClosing(System.Windows.Controls.ToolTipEventArgs)  
System.Windows.FrameworkElement.OnContextMenuOpening(System.Windows.Controls.ContextMenuEventArgs)  
System.Windows.FrameworkElement.OnContextMenuClosing(System.Windows.Controls.ContextMenuEventArgs)  
System.Windows.FrameworkElement.RegisterName(System.String, System.Object)  
System.Windows.FrameworkElement.UnregisterName(System.String)  
System.Windows.FrameworkElement.FindName(System.String)  
System.Windows.FrameworkElement.UpdateDefaultStyle()  
System.Windows.FrameworkElement.AddLogicalChild(System.Object)  
System.Windows.FrameworkElement.RemoveLogicalChild(System.Object)  
System.Windows.FrameworkElement.Style  
System.Windows.FrameworkElement.OverridesDefaultStyle  
System.Windows.FrameworkElement.UseLayoutRounding  
System.Windows.FrameworkElement.DefaultStyleKey  
System.Windows.FrameworkElement.Triggers  
System.Windows.FrameworkElement.TemplatedParent  
System.Windows.FrameworkElement.VisualChildrenCount  
System.Windows.FrameworkElement.Resources  
System.Windows.FrameworkElement.InheritanceBehavior  
System.Windows.FrameworkElement.DataContext  
System.Windows.FrameworkElement.BindingGroup  
System.Windows.FrameworkElement.Language  
System.Windows.FrameworkElement.Name  
System.Windows.FrameworkElement.Tag  
System.Windows.FrameworkElement.InputScope  
System.Windows.FrameworkElement.ActualWidth  
System.Windows.FrameworkElement.ActualHeight  
System.Windows.FrameworkElement.LayoutTransform  
System.Windows.FrameworkElement.Width  
System.Windows.FrameworkElement.MinWidth  
System.Windows.FrameworkElement.MaxWidth  
System.Windows.FrameworkElement.Height  
System.Windows.FrameworkElement.MinHeight  
System.Windows.FrameworkElement.MaxHeight  
System.Windows.FrameworkElement.FlowDirection  
System.Windows.FrameworkElement.Margin

System.Windows.FrameworkElement.HorizontalAlignment  
System.Windows.FrameworkElement.VerticalAlignment  
System.Windows.FrameworkElement.FocusVisualStyle  
System.Windows.FrameworkElement.Cursor  
System.Windows.FrameworkElement.ForceCursor  
System.Windows.FrameworkElement.IsInitialized  
System.Windows.FrameworkElement.IsLoaded  
System.Windows.FrameworkElement.ToolTip  
System.Windows.FrameworkElement.ContextMenu  
System.Windows.FrameworkElement.Parent  
System.Windows.FrameworkElement.TargetUpdated  
System.Windows.FrameworkElement.SourceUpdated  
System.Windows.FrameworkElement.DataContextChanged  
System.Windows.FrameworkElement.RequestBringIntoView  
System.Windows.FrameworkElement.SizeChanged  
System.Windows.FrameworkElement.Initialized  
System.Windows.FrameworkElement.Loaded  
System.Windows.FrameworkElement.Unloaded  
System.Windows.FrameworkElement.ToolTipOpening  
System.Windows.FrameworkElement.ToolTipClosing  
System.Windows.FrameworkElement.ContextMenuOpening  
System.Windows.FrameworkElement.ContextMenuClosing  
System.Windows.UIElement.PreviewMouseDownEvent  
System.Windows.UIElement.MouseDownEvent  
System.Windows.UIElement.PreviewMouseUpEvent  
System.Windows.UIElement.MouseUpEvent  
System.Windows.UIElement.PreviewMouseLeftButtonDownEvent  
System.Windows.UIElement.MouseLeftButtonDownEvent  
System.Windows.UIElement.PreviewMouseLeftButtonUpEvent  
System.Windows.UIElement.MouseLeftButtonUpEvent  
System.Windows.UIElement.PreviewMouseRightButtonDownEvent  
System.Windows.UIElement.MouseRightButtonDownEvent  
System.Windows.UIElement.PreviewMouseRightButtonUpEvent  
System.Windows.UIElement.MouseRightButtonUpEvent  
System.Windows.UIElement.PreviewMouseMoveEvent  
System.Windows.UIElement.MouseMoveEvent  
System.Windows.UIElement.PreviewMouseWheelEvent  
System.Windows.UIElement.MouseWheelEvent  
System.Windows.UIElement.MouseEnterEvent  
System.Windows.UIElement.MouseLeaveEvent  
System.Windows.UIElement.GotMouseCaptureEvent  
System.Windows.UIElement.LostMouseCaptureEvent  
System.Windows.UIElement.QueryCursorEvent  
System.Windows.UIElement.PreviewStylusDownEvent  
System.Windows.UIElement.StylusDownEvent  
System.Windows.UIElement.PreviewStylusUpEvent  
System.Windows.UIElement.StylusUpEvent  
System.Windows.UIElement.PreviewStylusMoveEvent  
System.Windows.UIElement.StylusMoveEvent  
System.Windows.UIElement.PreviewStylusInAirMoveEvent  
System.Windows.UIElement.StylusInAirMoveEvent  
System.Windows.UIElement.StylusEnterEvent



System.Windows.UIElement.StylusLeaveEvent  
System.Windows.UIElement.PreviewStylusInRangeEvent  
System.Windows.UIElement.StylusInRangeEvent  
System.Windows.UIElement.PreviewStylusOutOfRangeEvent  
System.Windows.UIElement.StylusOutOfRangeEvent  
System.Windows.UIElement.PreviewStylusSystemGestureEvent  
System.Windows.UIElement.StylusSystemGestureEvent  
System.Windows.UIElement.GotStylusCaptureEvent  
System.Windows.UIElement.LostStylusCaptureEvent  
System.Windows.UIElement.StylusButtonDownEvent  
System.Windows.UIElement.StylusButtonUpEvent  
System.Windows.UIElement.PreviewStylusButtonDownEvent  
System.Windows.UIElement.PreviewStylusButtonUpEvent  
System.Windows.UIElement.PreviewKeyDownEvent  
System.Windows.UIElement.KeyDownEvent  
System.Windows.UIElement.PreviewKeyUpEvent  
System.Windows.UIElement.KeyUpEvent  
System.Windows.UIElement.PreviewGotKeyboardFocusEvent  
System.Windows.UIElement.GotKeyboardFocusEvent  
System.Windows.UIElement.PreviewLostKeyboardFocusEvent  
System.Windows.UIElement.LostKeyboardFocusEvent  
System.Windows.UIElement.PreviewTextInputEvent  
System.Windows.UIElement.TextInputEvent  
System.Windows.UIElement.PreviewQueryContinueDragEvent  
System.Windows.UIElement.QueryContinueDragEvent  
System.Windows.UIElement.PreviewGiveFeedbackEvent  
System.Windows.UIElement.GiveFeedbackEvent  
System.Windows.UIElement.PreviewDragEnterEvent  
System.Windows.UIElement.DragEnterEvent  
System.Windows.UIElement.PreviewDragOverEvent  
System.Windows.UIElement.DragOverEvent  
System.Windows.UIElement.PreviewDragLeaveEvent  
System.Windows.UIElement.DragLeaveEvent  
System.Windows.UIElement.PreviewDropEvent  
System.Windows.UIElement.DropEvent  
System.Windows.UIElement.PreviewTouchDownEvent  
System.Windows.UIElement.TouchDownEvent  
System.Windows.UIElement.PreviewTouchMoveEvent  
System.Windows.UIElement.TouchMoveEvent  
System.Windows.UIElement.PreviewTouchUpEvent  
System.Windows.UIElement.TouchUpEvent  
System.Windows.UIElement.GotTouchCaptureEvent  
System.Windows.UIElement.LostTouchCaptureEvent  
System.Windows.UIElement.TouchEnterEvent  
System.Windows.UIElement.TouchLeaveEvent  
System.Windows.UIElement.IsMouseDirectlyOverProperty  
System.Windows.UIElement.IsMouseOverProperty  
System.Windows.UIElement.IsStylusOverProperty  
System.Windows.UIElement.IsKeyboardFocusWithinProperty  
System.Windows.UIElement.IsMouseCapturedProperty  
System.Windows.UIElement.IsMouseCaptureWithinProperty  
System.Windows.UIElement.IsStylusDirectlyOverProperty

System.Windows.UIElement.IsStylusCapturedProperty  
System.Windows.UIElement.IsStylusCaptureWithinProperty  
System.Windows.UIElement.IsKeyboardFocusedProperty  
System.Windows.UIElement.AreAnyTouchesDirectlyOverProperty  
System.Windows.UIElement.AreAnyTouchesOverProperty  
System.Windows.UIElement.AreAnyTouchesCapturedProperty  
System.Windows.UIElement.AreAnyTouchesCapturedWithinProperty  
System.Windows.UIElement.AllowDropProperty  
System.Windows.UIElement.RenderTransformProperty  
System.Windows.UIElement.RenderTransformOriginProperty  
System.Windows.UIElement.OpacityProperty  
System.Windows.UIElement.OpacityMaskProperty  
System.Windows.UIElement.BitmapEffectProperty  
System.Windows.UIElement.EffectProperty  
System.Windows.UIElement.BitmapEffectInputProperty  
System.Windows.UIElement.CacheModeProperty  
System.Windows.UIElement.UidProperty  
System.Windows.UIElement.VisibilityProperty  
System.Windows.UIElement.ClipToBoundsProperty  
System.Windows.UIElement.ClipProperty  
System.Windows.UIElement.SnapsToDevicePixelsProperty  
System.Windows.UIElement.GotFocusEvent  
System.Windows.UIElement.LostFocusEvent  
System.Windows.UIElement.IsFocusedProperty  
System.Windows.UIElement.IsEnabledProperty  
System.Windows.UIElement.IsHitTestVisibleProperty  
System.Windows.UIElement.IsVisibleProperty  
System.Windows.UIElement.FocusableProperty  
System.Windows.UIElement.IsManipulationEnabledProperty  
System.Windows.UIElement.ManipulationStartingEvent  
System.Windows.UIElement.ManipulationStartedEvent  
System.Windows.UIElement.ManipulationDeltaEvent  
System.Windows.UIElement.ManipulationInertiaStartingEvent  
System.Windows.UIElement.ManipulationBoundaryFeedbackEvent  
System.Windows.UIElement.ManipulationCompletedEvent  
System.Windows.UIElement.ApplyAnimationClock(System.Windows.DependencyProperty,  
System.Windows.Media.Animation.AnimationClock)  
System.Windows.UIElement.ApplyAnimationClock(System.Windows.DependencyProperty,  
System.Windows.Media.Animation.AnimationClock, System.Windows.Media.Animation.HandoffBehavior)  
System.Windows.UIElement.BeginAnimation(System.Windows.DependencyProperty,  
System.Windows.Media.Animation.AnimationTimeline)  
System.Windows.UIElement.BeginAnimation(System.Windows.DependencyProperty,  
System.Windows.Media.Animation.AnimationTimeline, System.Windows.Media.Animation.HandoffBehavior)  
System.Windows.UIElement.GetAnimationBaseValue(System.Windows.DependencyProperty)  
System.Windows.UIElement.RaiseEvent(System.Windows.RoutedEventArgs)  
System.Windows.UIElement.AddHandler(System.Windows.RoutedEvent, System.Delegate)  
System.Windows.UIElement.AddHandler(System.Windows.RoutedEvent, System.Delegate, System.Boolean)  
System.Windows.UIElement.RemoveHandler(System.Windows.RoutedEvent, System.Delegate)  
System.Windows.UIElement.AddToEventRoute(System.Windows.EventRoute, System.Windows.RoutedEventArgs)  
System.Windows.UIElement.OnPreviewMouseDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseUp(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnMouseUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseLeftButtonDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseLeftButtonDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseLeftButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseLeftButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseRightButtonDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseRightButtonDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseRightButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseRightButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseMove(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnMouseMove(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnPreviewMouseWheel(System.Windows.Input.MouseWheelEventArgs)  
System.Windows.UIElement.OnMouseWheel(System.Windows.Input.MouseWheelEventArgs)  
System.Windows.UIElement.OnMouseEnter(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnMouseLeave(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnGotMouseCapture(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnLostMouseCapture(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnQueryCursor(System.Windows.Input.QueryCursorEventArgs)  
System.Windows.UIElement.OnPreviewStylusDown(System.Windows.Input.StylusDownEventArgs)  
System.Windows.UIElement.OnStylusDown(System.Windows.Input.StylusDownEventArgs)  
System.Windows.UIElement.OnPreviewStylusUp(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusUp(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusInAirMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusInAirMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusEnter(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusLeave(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusInRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusInRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusOutOfRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusOutOfRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusSystemGesture(System.Windows.Input.StylusSystemGestureEventArgs)  
System.Windows.UIElement.OnStylusSystemGesture(System.Windows.Input.StylusSystemGestureEventArgs)  
System.Windows.UIElement.OnGotStylusCapture(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnLostStylusCapture(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusButtonDown(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnStylusButtonUp(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnPreviewStylusButtonDown(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnPreviewStylusButtonUp(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnPreviewKeyDown(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnKeyDown(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnPreviewKeyUp(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnKeyUp(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnPreviewGotKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnGotKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnPreviewLostKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnLostKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnPreviewTextInput(System.Windows.Input.TextCompositionEventArgs)  
System.Windows.UIElement.OnTextInput(System.Windows.Input.TextCompositionEventArgs)  
System.Windows.UIElement.OnPreviewQueryContinueDrag(System.Windows.QueryContinueDragEventArgs)  
System.Windows.UIElement.OnQueryContinueDrag(System.Windows.QueryContinueDragEventArgs)

System.Windows.UIElement.OnPreviewGiveFeedback(System.Windows.GiveFeedbackEventArgs)  
System.Windows.UIElement.OnGiveFeedback(System.Windows.GiveFeedbackEventArgs)  
System.Windows.UIElement.OnPreviewDragEnter(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDragEnter(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewDragOver(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDragOver(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewDragLeave(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDragLeave(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewDrop(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDrop(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewTouchDown(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchDown(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnPreviewTouchMove(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchMove(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnPreviewTouchUp(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchUp(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnGotTouchCapture(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnLostTouchCapture(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchEnter(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchLeave(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnIsMouseDirectlyOverChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsKeyboardFocusWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsMouseCapturedChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsMouseCaptureWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsStylusDirectlyOverChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsStylusCapturedChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsStylusCaptureWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsKeyboardFocusedChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.InvalidateMeasure()  
System.Windows.UIElement.InvalidateArrange()  
System.Windows.UIElement.InvalidateVisual()  
System.Windows.UIElement.OnChildDesiredSizeChanged(System.Windows.UIElement)  
System.Windows.UIElement.Measure(System.Windows.Size)  
System.Windows.UIElement.Arrange(System.Windows.Rect)  
System.Windows.UIElement.OnRender(System.Windows.Media.DrawingContext)  
System.Windows.UIElement.UpdateLayout()  
System.Windows.UIElement.TranslatePoint(System.Windows.Point, System.Windows.UIElement)  
System.Windows.UIElement.InputHitTest(System.Windows.Point)  
System.Windows.UIElement.CaptureMouse()  
System.Windows.UIElement.ReleaseMouseCapture()  
System.Windows.UIElement.CaptureStylus()  
System.Windows.UIElement.ReleaseStylusCapture()  
System.Windows.UIElement.Focus()  
System.Windows.UIElement.OnAccessKey(System.Windows.Input.AccessKeyEventArgs)  
System.Windows.UIElement.HitTestCore(System.Windows.Media.PointHitTestParameters)  
System.Windows.UIElement.HitTestCore(System.Windows.Media.GeometryHitTestParameters)  
System.Windows.UIElement.OnLostFocus(System.Windows.RoutedEventArgs)  
System.Windows.UIElement.OnCreateAutomationPeer()  
System.Windows.UIElement.OnManipulationStarting(System.Windows.Input.ManipulationStartingEventArgs)  
System.Windows.UIElement.OnManipulationStarted(System.Windows.Input.ManipulationStartedEventArgs)  
System.Windows.UIElement.OnManipulationDelta(System.Windows.Input.ManipulationDeltaEventArgs)  
System.Windows.UIElement.OnManipulationInertiaStarting(System.Windows.Input.ManipulationInertiaStartingEventArgs)

System.Windows.UIElement.OnManipulationBoundaryFeedback(System.Windows.Input.ManipulationBoundaryFeedbackEventArgs)  
System.Windows.UIElement.OnManipulationCompleted(System.Windows.Input.ManipulationCompletedEventArgs)  
System.Windows.UIElement.CaptureTouch(System.Windows.Input.TouchDevice)  
System.Windows.UIElement.ReleaseTouchCapture(System.Windows.Input.TouchDevice)  
System.Windows.UIElement.ReleaseAllTouchCaptures()  
System.Windows.UIElement.HasAnimatedProperties  
System.Windows.UIElement.InputBindings  
System.Windows.UIElement.CommandBindings  
System.Windows.UIElement.AllowDrop  
System.Windows.UIElement.StylusPlugins  
System.Windows.UIElement.DesiredSize  
System.Windows.UIElement.IsMeasureValid  
System.Windows.UIElement.IsArrangeValid  
System.Windows.UIElement.RenderSize  
System.Windows.UIElement.RenderTransform  
System.Windows.UIElement.RenderTransformOrigin  
System.Windows.UIElement.IsMouseDirectlyOver  
System.Windows.UIElement.IsMouseOver  
System.Windows.UIElement.IsStylusOver  
System.Windows.UIElement.IsKeyboardFocusWithin  
System.Windows.UIElement.IsMouseCaptured  
System.Windows.UIElement.IsMouseCaptureWithin  
System.Windows.UIElement.IsStylusDirectlyOver  
System.Windows.UIElement.IsStylusCaptured  
System.Windows.UIElement.IsStylusCaptureWithin  
System.Windows.UIElement.IsKeyboardFocused  
System.Windows.UIElement.IsInputMethodEnabled  
System.Windows.UIElement.Opacity  
System.Windows.UIElement.OpacityMask  
System.Windows.UIElement.BitmapEffect  
System.Windows.UIElement.Effect  
System.Windows.UIElement.BitmapEffectInput  
System.Windows.UIElement.CacheMode  
System.Windows.UIElement.Uid  
System.Windows.UIElement.Visibility  
System.Windows.UIElement.ClipToBounds  
System.Windows.UIElement.Clip  
System.Windows.UIElement.SnapsToDevicePixels  
System.Windows.UIElement.HasEffectiveKeyboardFocus  
System.Windows.UIElement.IsFocused  
System.Windows.UIElement.IsEnabled  
System.Windows.UIElement.IsEnabledCore  
System.Windows.UIElement.IsHitTestVisible  
System.Windows.UIElement.IsVisible  
System.Windows.UIElement.Focusable  
System.Windows.UIElement.PersistId  
System.Windows.UIElement.IsManipulationEnabled  
System.Windows.UIElement.AreAnyTouchesOver  
System.Windows.UIElement.AreAnyTouchesDirectlyOver  
System.Windows.UIElement.AreAnyTouchesCapturedWithin  
System.Windows.UIElement.AreAnyTouchesCaptured  
System.Windows.UIElement.TouchesCaptured

System.Windows.UIElement.TouchesCapturedWithin  
System.Windows.UIElement.TouchesOver  
System.Windows.UIElement.TouchesDirectlyOver  
System.Windows.UIElement.PreviewMouseDown  
System.Windows.UIElement.MouseDown  
System.Windows.UIElement.PreviewMouseUp  
System.Windows.UIElement.MouseUp  
System.Windows.UIElement.PreviewMouseLeftButtonDown  
System.Windows.UIElement.MouseLeftButtonDown  
System.Windows.UIElement.PreviewMouseLeftButtonUp  
System.Windows.UIElement.MouseLeftButtonUp  
System.Windows.UIElement.PreviewMouseRightButtonDown  
System.Windows.UIElement.MouseRightButtonDown  
System.Windows.UIElement.PreviewMouseRightButtonUp  
System.Windows.UIElement.MouseRightButtonUp  
System.Windows.UIElement.PreviewMouseMove  
System.Windows.UIElement.MouseMove  
System.Windows.UIElement.PreviewMouseWheel  
System.Windows.UIElement.MouseWheel  
System.Windows.UIElement.MouseEnter  
System.Windows.UIElement.MouseLeave  
System.Windows.UIElement.GotMouseCapture  
System.Windows.UIElement.LostMouseCapture  
System.Windows.UIElement.QueryCursor  
System.Windows.UIElement.PreviewStylusDown  
System.Windows.UIElement.StylusDown  
System.Windows.UIElement.PreviewStylusUp  
System.Windows.UIElement.StylusUp  
System.Windows.UIElement.PreviewStylusMove  
System.Windows.UIElement.StylusMove  
System.Windows.UIElement.PreviewStylusInAirMove  
System.Windows.UIElement.StylusInAirMove  
System.Windows.UIElement.StylusEnter  
System.Windows.UIElement.StylusLeave  
System.Windows.UIElement.PreviewStylusInRange  
System.Windows.UIElement.StylusInRange  
System.Windows.UIElement.PreviewStylusOutOfRange  
System.Windows.UIElement.StylusOutOfRange  
System.Windows.UIElement.PreviewStylusSystemGesture  
System.Windows.UIElement.StylusSystemGesture  
System.Windows.UIElement.GotStylusCapture  
System.Windows.UIElement.LostStylusCapture  
System.Windows.UIElement.StylusButtonDown  
System.Windows.UIElement.StylusButtonUp  
System.Windows.UIElement.PreviewStylusButtonDown  
System.Windows.UIElement.PreviewStylusButtonUp  
System.Windows.UIElement.PreviewKeyDown  
System.Windows.UIElement.KeyDown  
System.Windows.UIElement.PreviewKeyUp  
System.Windows.UIElement.KeyUp  
System.Windows.UIElement.PreviewGotKeyboardFocus  
System.Windows.UIElement.GotKeyboardFocus

System.Windows.UIElement.PreviewLostKeyboardFocus  
System.Windows.UIElement.LostKeyboardFocus  
System.Windows.UIElement.PreviewTextInput  
System.Windows.UIElement.TextInput  
System.Windows.UIElement.PreviewQueryContinueDrag  
System.Windows.UIElement.QueryContinueDrag  
System.Windows.UIElement.PreviewGiveFeedback  
System.Windows.UIElement.GiveFeedback  
System.Windows.UIElement.PreviewDragEnter  
System.Windows.UIElement.DragEnter  
System.Windows.UIElement.PreviewDragOver  
System.Windows.UIElement.DragOver  
System.Windows.UIElement.PreviewDragLeave  
System.Windows.UIElement.DragLeave  
System.Windows.UIElement.PreviewDrop  
System.Windows.UIElement.Drop  
System.Windows.UIElement.PreviewTouchDown  
System.Windows.UIElement.TouchDown  
System.Windows.UIElement.PreviewTouchMove  
System.Windows.UIElement.TouchMove  
System.Windows.UIElement.PreviewTouchUp  
System.Windows.UIElement.TouchUp  
System.Windows.UIElement.GotTouchCapture  
System.Windows.UIElement.LostTouchCapture  
System.Windows.UIElement.TouchEnter  
System.Windows.UIElement.TouchLeave  
System.Windows.UIElement.IsMouseDirectlyOverChanged  
System.Windows.UIElement.IsKeyboardFocusWithinChanged  
System.Windows.UIElement.IsMouseCapturedChanged  
System.Windows.UIElement.IsMouseCaptureWithinChanged  
System.Windows.UIElement.IsStylusDirectlyOverChanged  
System.Windows.UIElement.IsStylusCapturedChanged  
System.Windows.UIElement.IsStylusCaptureWithinChanged  
System.Windows.UIElement.IsKeyboardFocusedChanged  
System.Windows.UIElement.LayoutUpdated  
System.Windows.UIElement.GotFocus  
System.Windows.UIElement.LostFocus  
System.Windows.UIElement.IsEnabledChanged  
System.Windows.UIElement.IsHitTestVisibleChanged  
System.Windows.UIElement.IsVisibleChanged  
System.Windows.UIElement.FocusableChanged  
System.Windows.UIElement.ManipulationStarting  
System.Windows.UIElement.ManipulationStarted  
System.Windows.UIElement.ManipulationDelta  
System.Windows.UIElement.ManipulationInertiaStarting  
System.Windows.UIElement.ManipulationBoundaryFeedback  
System.Windows.UIElement.ManipulationCompleted  
System.Windows.Media.Visual.AddVisualChild(System.Windows.Media.Visual)  
System.Windows.Media.Visual.RemoveVisualChild(System.Windows.Media.Visual)  
System.Windows.Media.Visual.OnVisualChildrenChanged(System.Windows.DependencyObject,  
System.Windows.DependencyObject)  
System.Windows.Media.Visual.OnDpiChanged(System.Windows.DpiScale, System.Windows.DpiScale)

System.Windows.Media.Visual.IsAncestorOf(System.Windows.DependencyObject)  
System.Windows.Media.Visual.IsDescendantOf(System.Windows.DependencyObject)  
System.Windows.Media.Visual.FindCommonVisualAncestor(System.Windows.DependencyObject)  
System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Visual)  
System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Media3D.Visual3D)  
System.Windows.Media.Visual.TransformToDescendant(System.Windows.Media.Visual)  
System.Windows.Media.Visual.TransformToVisual(System.Windows.Media.Visual)  
System.Windows.Media.Visual.PointToScreen(System.Windows.Point)  
System.Windows.Media.Visual.PointFromScreen(System.Windows.Point)  
System.Windows.Media.Visual.VisualParent  
System.Windows.Media.Visual.VisualTransform  
System.Windows.Media.Visual.VisualEffect  
System.Windows.Media.Visual.VisualBitmapEffect  
System.Windows.Media.Visual.VisualBitmapEffectInput  
System.Windows.Media.Visual.VisualCacheMode  
System.Windows.Media.Visual.VisualScrollableAreaClip  
System.Windows.Media.Visual.VisualClip  
System.Windows.Media.Visual.VisualOffset  
System.Windows.Media.Visual.VisualOpacity  
System.Windows.Media.Visual.VisualEdgeMode  
System.Windows.Media.Visual.VisualBitmapScalingMode  
System.Windows.Media.Visual.VisualClearTypeHint  
System.Windows.Media.Visual.VisualTextRenderingMode  
System.Windows.Media.Visual.VisualTextHintingMode  
System.Windows.Media.Visual.VisualOpacityMask  
System.Windows.Media.Visual.VisualXSnappingGuidelines  
System.Windows.Media.Visual.VisualYSnappingGuidelines  
System.Windows.DependencyObject.Equals(System.Object)  
System.Windows.DependencyObject.GetHashCode()  
System.Windows.DependencyObject.GetValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.SetValue(System.Windows.DependencyProperty, System.Object)  
System.Windows.DependencyObject.SetCurrentValue(System.Windows.DependencyProperty, System.Object)  
System.Windows.DependencyObject.SetValue(System.Windows.DependencyPropertyKey, System.Object)  
System.Windows.DependencyObject.ClearValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ClearValue(System.Windows.DependencyPropertyKey)  
System.Windows.DependencyObject.CoerceValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.InvalidateProperty(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ShouldSerializeProperty(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ReadLocalValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.GetLocalValueEnumerator()  
System.Windows.DependencyObject.DependencyObjectType  
System.Windows.DependencyObject.IsSealed  
System.Windows.Threading.DispatcherObject.Dispatcher  
System.Object.ToString()  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: [CIDER.Views](#)

Assembly: CIDER.dll

Syntax



```
public class AccelerationTimed : Page, DUCE.IResource, IAnimatable, IFrameworkInputElement, IInputElement, ISupportInitialize, IHaveResources, IQueryAmbient, IWindowService, IAddChild
```

Constructors

AccelerationTimed(DataProvider)

This is the constructor for the AccelerationTimed Window

Declaration

```
public AccelerationTimed(DataProvider data)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">DataProvider</a>	data	A DataProvider to read the data from

Implements

- System.Windows.Media.Animation.IAnimatable
- System.Windows.IFrameworkInputElement
- System.Windows.IInputElement
- System.ComponentModel.ISupportInitialize
- System.Windows.Markup.IQueryAmbient
- System.Windows.Markup.IAddChild

# Class AngleGraph

Interaction logic for the AngleGraph page

## Inheritance

System.Object  
System.Windows.Threading.DispatcherObject  
System.Windows.DependencyObject  
System.Windows.Media.Visual  
System.Windows.UIElement  
System.Windows.FrameworkElement  
System.Windows.Controls.Page  
AngleGraph

## Implements

System.Windows.Media.Animation.IAnimatable  
System.Windows.IFrameworkInputElement  
System.Windows.IInputElement  
System.ComponentModel.ISupportInitialize  
System.Windows.Markup.IQueryAmbient  
System.Windows.Markup.IAddChild

## Inherited Members

System.Windows.Controls.Page.ContentProperty  
System.Windows.Controls.Page.BackgroundProperty  
System.Windows.Controls.Page.TitleProperty  
System.Windows.Controls.Page.KeepAliveProperty  
System.Windows.Controls.Page.ForegroundProperty  
System.Windows.Controls.Page.FontFamilyProperty  
System.Windows.Controls.Page.FontSizeProperty  
System.Windows.Controls.Page.TemplateProperty  
System.Windows.Controls.Page.System.Windows.Markup.IAddChild.AddChild(System.Object)  
System.Windows.Controls.Page.System.Windows.Markup.IAddChild.AddText(System.String)  
System.Windows.Controls.Page.OnTemplateChanged(System.Windows.Controls.ControlTemplate, System.Windows.Controls.ControlTemplate)  
System.Windows.Controls.Page.MeasureOverride(System.Windows.Size)  
System.Windows.Controls.Page.ArrangeOverride(System.Windows.Size)  
System.Windows.Controls.Page.OnVisualParentChanged(System.Windows.DependencyObject)  
System.Windows.Controls.Page.LogicalChildren  
System.Windows.Controls.Page.Content  
System.Windows.Controls.Page.WindowTitle  
System.Windows.Controls.Page.WindowHeight  
System.Windows.Controls.Page.WindowWidth  
System.Windows.Controls.Page.Background  
System.Windows.Controls.Page.Title  
System.Windows.Controls.Page.ShowsNavigationUI  
System.Windows.Controls.Page.KeepAlive  
System.Windows.Controls.Page.NavigationService  
System.Windows.Controls.Page.Foreground  
System.Windows.Controls.Page.FontFamily  
System.Windows.Controls.Page.FontSize  
System.Windows.Controls.Page.Template  
System.Windows.FrameworkElement.StyleProperty  
System.Windows.FrameworkElement.OverridesDefaultStyleProperty

System.Windows.FrameworkElement.UseLayoutRoundingProperty  
System.Windows.FrameworkElement.DefaultStyleKeyProperty  
System.Windows.FrameworkElement.DataContextProperty  
System.Windows.FrameworkElement.BindingGroupProperty  
System.Windows.FrameworkElement.LanguageProperty  
System.Windows.FrameworkElement.NameProperty  
System.Windows.FrameworkElement.TagProperty  
System.Windows.FrameworkElement.InputScopeProperty  
System.Windows.FrameworkElement.RequestBringIntoViewEvent  
System.Windows.FrameworkElement.SizeChangedEvent  
System.Windows.FrameworkElement.ActualWidthProperty  
System.Windows.FrameworkElement.ActualHeightProperty  
System.Windows.FrameworkElement.LayoutTransformProperty  
System.Windows.FrameworkElement.WidthProperty  
System.Windows.FrameworkElement.MinWidthProperty  
System.Windows.FrameworkElement.MaxWidthProperty  
System.Windows.FrameworkElement.HeightProperty  
System.Windows.FrameworkElement.MinHeightProperty  
System.Windows.FrameworkElement.MaxHeightProperty  
System.Windows.FrameworkElement.FlowDirectionProperty  
System.Windows.FrameworkElement.MarginProperty  
System.Windows.FrameworkElement.HorizontalAlignmentProperty  
System.Windows.FrameworkElement.VerticalAlignmentProperty  
System.Windows.FrameworkElement.FocusVisualStyleProperty  
System.Windows.FrameworkElement.CursorProperty  
System.Windows.FrameworkElement.ForceCursorProperty  
System.Windows.FrameworkElement.LoadedEvent  
System.Windows.FrameworkElement.UnloadedEvent  
System.Windows.FrameworkElement.ToolTipProperty  
System.Windows.FrameworkElement.ContextMenuProperty  
System.Windows.FrameworkElement.ToolTipOpeningEvent  
System.Windows.FrameworkElement.ToolTipClosingEvent  
System.Windows.FrameworkElement.ContextMenuOpeningEvent  
System.Windows.FrameworkElement.ContextMenuClosingEvent  
System.Windows.FrameworkElement.OnStyleChanged(System.Windows.Style, System.Windows.Style)  
System.Windows.FrameworkElement.ParentLayoutInvalidated(System.Windows.UIElement)  
System.Windows.FrameworkElement.ApplyTemplate()  
System.Windows.FrameworkElement.OnApplyTemplate()  
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard)  
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard,  
System.Windows.Media.Animation.HandoffBehavior)  
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard,  
System.Windows.Media.Animation.HandoffBehavior, System.Boolean)  
System.Windows.FrameworkElement.GetVisualChild(System.Int32)  
System.Windows.FrameworkElement.System.Windows.Markup.IQueryAmbient.IsAmbientPropertyAvailable(System.String)  
System.Windows.FrameworkElement.GetTemplateChild(System.String)  
System.Windows.FrameworkElement.FindResource(System.Object)  
System.Windows.FrameworkElement.TryFindResource(System.Object)  
System.Windows.FrameworkElement.SetResourceReference(System.Windows.DependencyProperty, System.Object)  
System.Windows.FrameworkElement.OnPropertyChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.FrameworkElement.GetBindingExpression(System.Windows.DependencyProperty)  
System.Windows.FrameworkElement.SetBinding(System.Windows.DependencyProperty, System.Windows.Data.BindingBase)

System.Windows.FrameworkElement.SetBinding(System.Windows.DependencyProperty, System.String)  
System.Windows.FrameworkElement.GetUIParentCore()  
System.Windows.FrameworkElement.BringIntoView()  
System.Windows.FrameworkElement.BringIntoView(System.Windows.Rect)  
System.Windows.FrameworkElement.GetFlowDirection(System.Windows.DependencyObject)  
System.Windows.FrameworkElement.SetFlowDirection(System.Windows.DependencyObject, System.Windows.FlowDirection)  
System.Windows.FrameworkElement.MeasureCore(System.Windows.Size)  
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System.Windows.Media.Visual.VisualParent  
System.Windows.Media.Visual.VisualTransform  
System.Windows.Media.Visual.VisualEffect  
System.Windows.Media.Visual.VisualBitmapEffect  
System.Windows.Media.Visual.VisualBitmapEffectInput  
System.Windows.Media.Visual.VisualCacheMode  
System.Windows.Media.Visual.VisualScrollableAreaClip  
System.Windows.Media.Visual.VisualClip  
System.Windows.Media.Visual.VisualOffset  
System.Windows.Media.Visual.VisualOpacity  
System.Windows.Media.Visual.VisualEdgeMode  
System.Windows.Media.Visual.VisualBitmapScalingMode  
System.Windows.Media.Visual.VisualClearTypeHint  
System.Windows.Media.Visual.VisualTextRenderingMode  
System.Windows.Media.Visual.VisualTextHintingMode  
System.Windows.Media.Visual.VisualOpacityMask  
System.Windows.Media.Visual.VisualXSnappingGuidelines  
System.Windows.Media.Visual.VisualYSnappingGuidelines  
System.Windows.DependencyObject.Equals(System.Object)  
System.Windows.DependencyObject.GetHashCode()  
System.Windows.DependencyObject.GetValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.SetValue(System.Windows.DependencyProperty, System.Object)  
System.Windows.DependencyObject.SetCurrentValue(System.Windows.DependencyProperty, System.Object)  
System.Windows.DependencyObject.SetValue(System.Windows.DependencyPropertyKey, System.Object)  
System.Windows.DependencyObject.ClearValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ClearValue(System.Windows.DependencyPropertyKey)  
System.Windows.DependencyObject.CoerceValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.InvalidateProperty(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ShouldSerializeProperty(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ReadLocalValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.GetLocalValueEnumerator()  
System.Windows.DependencyObject.DependencyObjectType  
System.Windows.DependencyObject.IsSealed  
System.Windows.Threading.DispatcherObject.Dispatcher  
System.Object.ToString()  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: [CIDER.Views](#)

Assembly: CIDER.dll

Syntax

```
public class AngleGraph : Page, DUCE.IResource, IAnimatable, IFrameworkInputElement, IInputElement,
ISupportInitialize, IHaveResources, IQueryAmbient, IWindowService, IAddChild
```

Constructors

AngleGraph(DataProvider)

The constructor for the AngleGraph page

Declaration

```
public AngleGraph(DataProvider Data)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">DataProvider</a>	Data	A DataProvidrt object to read the data from

Implements

- System.Windows.Media.Animation.IAnimatable
- System.Windows.IFrameworkInputElement
- System.Windows.IInputElement
- System.ComponentModel.ISupportInitialize
- System.Windows.Markup.IQueryAmbient
- System.Windows.Markup.IAddChild

# Class AngleTimed

Interaction logic for the AngleTimed page

## Inheritance

System.Object  
System.Windows.Threading.DispatcherObject  
System.Windows.DependencyObject  
System.Windows.Media.Visual  
System.Windows.UIElement  
System.Windows.FrameworkElement  
System.Windows.Controls.Page  
AngleTimed

## Implements

System.Windows.Media.Animation.IAnimatable  
System.Windows.IFrameworkInputElement  
System.Windows.IInputElement  
System.ComponentModel.ISupportInitialize  
System.Windows.Markup.IQueryAmbient  
System.Windows.Markup.IAddChild

## Inherited Members

System.Windows.Controls.Page.ContentProperty  
System.Windows.Controls.Page.BackgroundProperty  
System.Windows.Controls.Page.TitleProperty  
System.Windows.Controls.Page.KeepAliveProperty  
System.Windows.Controls.Page.ForegroundProperty  
System.Windows.Controls.Page.FontFamilyProperty  
System.Windows.Controls.Page.FontSizeProperty  
System.Windows.Controls.Page.TemplateProperty  
System.Windows.Controls.Page.System.Windows.Markup.IAddChild.AddChild(System.Object)  
System.Windows.Controls.Page.System.Windows.Markup.IAddChild.AddText(System.String)  
System.Windows.Controls.Page.OnTemplateChanged(System.Windows.Controls.ControlTemplate, System.Windows.Controls.ControlTemplate)  
System.Windows.Controls.Page.MeasureOverride(System.Windows.Size)  
System.Windows.Controls.Page.ArrangeOverride(System.Windows.Size)  
System.Windows.Controls.Page.OnVisualParentChanged(System.Windows.DependencyObject)  
System.Windows.Controls.Page.LogicalChildren  
System.Windows.Controls.Page.Content  
System.Windows.Controls.Page.WindowTitle  
System.Windows.Controls.Page.WindowHeight  
System.Windows.Controls.Page.WindowWidth  
System.Windows.Controls.Page.Background  
System.Windows.Controls.Page.Title  
System.Windows.Controls.Page.ShowsNavigationUI  
System.Windows.Controls.Page.KeepAlive  
System.Windows.Controls.Page.NavigationService  
System.Windows.Controls.Page.Foreground  
System.Windows.Controls.Page.FontFamily  
System.Windows.Controls.Page.FontSize  
System.Windows.Controls.Page.Template  
System.Windows.FrameworkElement.StyleProperty  
System.Windows.FrameworkElement.OverridesDefaultStyleProperty

System.Windows.FrameworkElement.UseLayoutRoundingProperty  
System.Windows.FrameworkElement.DefaultStyleKeyProperty  
System.Windows.FrameworkElement.DataContextProperty  
System.Windows.FrameworkElement.BindingGroupProperty  
System.Windows.FrameworkElement.LanguageProperty  
System.Windows.FrameworkElement.NameProperty  
System.Windows.FrameworkElement.TagProperty  
System.Windows.FrameworkElement.InputScopeProperty  
System.Windows.FrameworkElement.RequestBringIntoViewEvent  
System.Windows.FrameworkElement.SizeChangedEvent  
System.Windows.FrameworkElement.ActualWidthProperty  
System.Windows.FrameworkElement.ActualHeightProperty  
System.Windows.FrameworkElement.LayoutTransformProperty  
System.Windows.FrameworkElement.WidthProperty  
System.Windows.FrameworkElement.MinWidthProperty  
System.Windows.FrameworkElement.MaxWidthProperty  
System.Windows.FrameworkElement.HeightProperty  
System.Windows.FrameworkElement.MinHeightProperty  
System.Windows.FrameworkElement.MaxHeightProperty  
System.Windows.FrameworkElement.FlowDirectionProperty  
System.Windows.FrameworkElement.MarginProperty  
System.Windows.FrameworkElement.HorizontalAlignmentProperty  
System.Windows.FrameworkElement.VerticalAlignmentProperty  
System.Windows.FrameworkElement.FocusVisualStyleProperty  
System.Windows.FrameworkElement.CursorProperty  
System.Windows.FrameworkElement.ForceCursorProperty  
System.Windows.FrameworkElement.LoadedEvent  
System.Windows.FrameworkElement.UnloadedEvent  
System.Windows.FrameworkElement.ToolTipProperty  
System.Windows.FrameworkElement.ContextMenuProperty  
System.Windows.FrameworkElement.ToolTipOpeningEvent  
System.Windows.FrameworkElement.ToolTipClosingEvent  
System.Windows.FrameworkElement.ContextMenuOpeningEvent  
System.Windows.FrameworkElement.ContextMenuClosingEvent  
System.Windows.FrameworkElement.OnStyleChanged(System.Windows.Style, System.Windows.Style)  
System.Windows.FrameworkElement.ParentLayoutInvalidated(System.Windows.UIElement)  
System.Windows.FrameworkElement.ApplyTemplate()  
System.Windows.FrameworkElement.OnApplyTemplate()  
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard)  
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard, System.Windows.Media.Animation.HandoffBehavior)  
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard, System.Windows.Media.Animation.HandoffBehavior, System.Boolean)  
System.Windows.FrameworkElement.GetVisualChild(System.Int32)  
System.Windows.FrameworkElement.System.Windows.Markup.IQueryAmbient.IsAmbientPropertyAvailable(System.String)  
System.Windows.FrameworkElement.GetTemplateChild(System.String)  
System.Windows.FrameworkElement.FindResource(System.Object)  
System.Windows.FrameworkElement.TryFindResource(System.Object)  
System.Windows.FrameworkElement.SetResourceReference(System.Windows.DependencyProperty, System.Object)  
System.Windows.FrameworkElement.OnPropertyChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.FrameworkElement.GetBindingExpression(System.Windows.DependencyProperty)  
System.Windows.FrameworkElement.SetBinding(System.Windows.DependencyProperty, System.Windows.Data.BindingBase)



System.Windows.FrameworkElement.SetBinding(System.Windows.DependencyProperty, System.String)  
System.Windows.FrameworkElement.GetUIParentCore()  
System.Windows.FrameworkElement.BringIntoView()  
System.Windows.FrameworkElement.BringIntoView(System.Windows.Rect)  
System.Windows.FrameworkElement.GetFlowDirection(System.Windows.DependencyObject)  
System.Windows.FrameworkElement.SetFlowDirection(System.Windows.DependencyObject, System.Windows.FlowDirection)  
System.Windows.FrameworkElement.MeasureCore(System.Windows.Size)  
System.Windows.FrameworkElement.ArrangeCore(System.Windows.Rect)  
System.Windows.FrameworkElement.OnRenderSizeChanged(System.Windows.SizeChangedEventArgs)  
System.Windows.FrameworkElement.GetLayoutClip(System.Windows.Size)  
System.Windows.FrameworkElement.MoveFocus(System.Windows.Input.TraversalRequest)  
System.Windows.FrameworkElement.PredictFocus(System.Windows.Input.FocusNavigationDirection)  
System.Windows.FrameworkElement.OnGotFocus(System.Windows.RoutedEventArgs)  
System.Windows.FrameworkElement.BeginInit()  
System.Windows.FrameworkElement.EndInit()  
System.Windows.FrameworkElement.OnInitialized(System.EventArgs)  
System.Windows.FrameworkElement.OnToolTipOpening(System.Windows.Controls.ToolTipEventArgs)  
System.Windows.FrameworkElement.OnToolTipClosing(System.Windows.Controls.ToolTipEventArgs)  
System.Windows.FrameworkElement.OnContextMenuOpening(System.Windows.Controls.ContextMenuEventArgs)  
System.Windows.FrameworkElement.OnContextMenuClosing(System.Windows.Controls.ContextMenuEventArgs)  
System.Windows.FrameworkElement.RegisterName(System.String, System.Object)  
System.Windows.FrameworkElement.UnregisterName(System.String)  
System.Windows.FrameworkElement.FindName(System.String)  
System.Windows.FrameworkElement.UpdateDefaultStyle()  
System.Windows.FrameworkElement.AddLogicalChild(System.Object)  
System.Windows.FrameworkElement.RemoveLogicalChild(System.Object)  
System.Windows.FrameworkElement.Style  
System.Windows.FrameworkElement.OverridesDefaultStyle  
System.Windows.FrameworkElement.UseLayoutRounding  
System.Windows.FrameworkElement.DefaultStyleKey  
System.Windows.FrameworkElement.Triggers  
System.Windows.FrameworkElement.TemplatedParent  
System.Windows.FrameworkElement.VisualChildrenCount  
System.Windows.FrameworkElement.Resources  
System.Windows.FrameworkElement.InheritanceBehavior  
System.Windows.FrameworkElement.DataContext  
System.Windows.FrameworkElement.BindingGroup  
System.Windows.FrameworkElement.Language  
System.Windows.FrameworkElement.Name  
System.Windows.FrameworkElement.Tag  
System.Windows.FrameworkElement.InputScope  
System.Windows.FrameworkElement.ActualWidth  
System.Windows.FrameworkElement.ActualHeight  
System.Windows.FrameworkElement.LayoutTransform  
System.Windows.FrameworkElement.Width  
System.Windows.FrameworkElement.MinWidth  
System.Windows.FrameworkElement.MaxWidth  
System.Windows.FrameworkElement.Height  
System.Windows.FrameworkElement.MinHeight  
System.Windows.FrameworkElement.MaxHeight  
System.Windows.FrameworkElement.FlowDirection  
System.Windows.FrameworkElement.Margin

System.Windows.FrameworkElement.HorizontalAlignment  
System.Windows.FrameworkElement.VerticalAlignment  
System.Windows.FrameworkElement.FocusVisualStyle  
System.Windows.FrameworkElement.Cursor  
System.Windows.FrameworkElement.ForceCursor  
System.Windows.FrameworkElement.IsInitialized  
System.Windows.FrameworkElement.IsLoaded  
System.Windows.FrameworkElement.ToolTip  
System.Windows.FrameworkElement.ContextMenu  
System.Windows.FrameworkElement.Parent  
System.Windows.FrameworkElement.TargetUpdated  
System.Windows.FrameworkElement.SourceUpdated  
System.Windows.FrameworkElement.DataContextChanged  
System.Windows.FrameworkElement.RequestBringIntoView  
System.Windows.FrameworkElement.SizeChanged  
System.Windows.FrameworkElement.Initialized  
System.Windows.FrameworkElement.Loaded  
System.Windows.FrameworkElement.Unloaded  
System.Windows.FrameworkElement.ToolTipOpening  
System.Windows.FrameworkElement.ToolTipClosing  
System.Windows.FrameworkElement.ContextMenuOpening  
System.Windows.FrameworkElement.ContextMenuClosing  
System.Windows.UIElement.PreviewMouseDownEvent  
System.Windows.UIElement.MouseDownEvent  
System.Windows.UIElement.PreviewMouseUpEvent  
System.Windows.UIElement.MouseUpEvent  
System.Windows.UIElement.PreviewMouseLeftButtonDownEvent  
System.Windows.UIElement.MouseLeftButtonDownEvent  
System.Windows.UIElement.PreviewMouseLeftButtonUpEvent  
System.Windows.UIElement.MouseLeftButtonUpEvent  
System.Windows.UIElement.PreviewMouseRightButtonDownEvent  
System.Windows.UIElement.MouseRightButtonDownEvent  
System.Windows.UIElement.PreviewMouseRightButtonUpEvent  
System.Windows.UIElement.MouseRightButtonUpEvent  
System.Windows.UIElement.PreviewMouseMoveEvent  
System.Windows.UIElement.MouseMoveEvent  
System.Windows.UIElement.PreviewMouseWheelEvent  
System.Windows.UIElement.MouseWheelEvent  
System.Windows.UIElement.MouseEnterEvent  
System.Windows.UIElement.MouseLeaveEvent  
System.Windows.UIElement.GotMouseCaptureEvent  
System.Windows.UIElement.LostMouseCaptureEvent  
System.Windows.UIElement.QueryCursorEvent  
System.Windows.UIElement.PreviewStylusDownEvent  
System.Windows.UIElement.StylusDownEvent  
System.Windows.UIElement.PreviewStylusUpEvent  
System.Windows.UIElement.StylusUpEvent  
System.Windows.UIElement.PreviewStylusMoveEvent  
System.Windows.UIElement.StylusMoveEvent  
System.Windows.UIElement.PreviewStylusInAirMoveEvent  
System.Windows.UIElement.StylusInAirMoveEvent  
System.Windows.UIElement.StylusEnterEvent

System.Windows.UIElement.StylusLeaveEvent  
System.Windows.UIElement.PreviewStylusInRangeEvent  
System.Windows.UIElement.StylusInRangeEvent  
System.Windows.UIElement.PreviewStylusOutOfRangeEvent  
System.Windows.UIElement.StylusOutOfRangeEvent  
System.Windows.UIElement.PreviewStylusSystemGestureEvent  
System.Windows.UIElement.StylusSystemGestureEvent  
System.Windows.UIElement.GotStylusCaptureEvent  
System.Windows.UIElement.LostStylusCaptureEvent  
System.Windows.UIElement.StylusButtonDownEvent  
System.Windows.UIElement.StylusButtonUpEvent  
System.Windows.UIElement.PreviewStylusButtonDownEvent  
System.Windows.UIElement.PreviewStylusButtonUpEvent  
System.Windows.UIElement.PreviewKeyDownEvent  
System.Windows.UIElement.KeyDownEvent  
System.Windows.UIElement.PreviewKeyUpEvent  
System.Windows.UIElement.KeyUpEvent  
System.Windows.UIElement.PreviewGotKeyboardFocusEvent  
System.Windows.UIElement.GotKeyboardFocusEvent  
System.Windows.UIElement.PreviewLostKeyboardFocusEvent  
System.Windows.UIElement.LostKeyboardFocusEvent  
System.Windows.UIElement.PreviewTextInputEvent  
System.Windows.UIElement.TextInputEvent  
System.Windows.UIElement.PreviewQueryContinueDragEvent  
System.Windows.UIElement.QueryContinueDragEvent  
System.Windows.UIElement.PreviewGiveFeedbackEvent  
System.Windows.UIElement.GiveFeedbackEvent  
System.Windows.UIElement.PreviewDragEnterEvent  
System.Windows.UIElement.DragEnterEvent  
System.Windows.UIElement.PreviewDragOverEvent  
System.Windows.UIElement.DragOverEvent  
System.Windows.UIElement.PreviewDragLeaveEvent  
System.Windows.UIElement.DragLeaveEvent  
System.Windows.UIElement.PreviewDropEvent  
System.Windows.UIElement.DropEvent  
System.Windows.UIElement.PreviewTouchDownEvent  
System.Windows.UIElement.TouchDownEvent  
System.Windows.UIElement.PreviewTouchMoveEvent  
System.Windows.UIElement.TouchMoveEvent  
System.Windows.UIElement.PreviewTouchUpEvent  
System.Windows.UIElement.TouchUpEvent  
System.Windows.UIElement.GotTouchCaptureEvent  
System.Windows.UIElement.LostTouchCaptureEvent  
System.Windows.UIElement.TouchEnterEvent  
System.Windows.UIElement.TouchLeaveEvent  
System.Windows.UIElement.IsMouseDirectlyOverProperty  
System.Windows.UIElement.IsMouseOverProperty  
System.Windows.UIElement.IsStylusOverProperty  
System.Windows.UIElement.IsKeyboardFocusWithinProperty  
System.Windows.UIElement.IsMouseCapturedProperty  
System.Windows.UIElement.IsMouseCaptureWithinProperty  
System.Windows.UIElement.IsStylusDirectlyOverProperty

System.Windows.UIElement.IsStylusCapturedProperty  
System.Windows.UIElement.IsStylusCaptureWithinProperty  
System.Windows.UIElement.IsKeyboardFocusedProperty  
System.Windows.UIElement.AreAnyTouchesDirectlyOverProperty  
System.Windows.UIElement.AreAnyTouchesOverProperty  
System.Windows.UIElement.AreAnyTouchesCapturedProperty  
System.Windows.UIElement.AreAnyTouchesCapturedWithinProperty  
System.Windows.UIElement.AllowDropProperty  
System.Windows.UIElement.RenderTransformProperty  
System.Windows.UIElement.RenderTransformOriginProperty  
System.Windows.UIElement.OpacityProperty  
System.Windows.UIElement.OpacityMaskProperty  
System.Windows.UIElement.BitmapEffectProperty  
System.Windows.UIElement.EffectProperty  
System.Windows.UIElement.BitmapEffectInputProperty  
System.Windows.UIElement.CacheModeProperty  
System.Windows.UIElement.UidProperty  
System.Windows.UIElement.VisibilityProperty  
System.Windows.UIElement.ClipToBoundsProperty  
System.Windows.UIElement.ClipProperty  
System.Windows.UIElement.SnapsToDevicePixelsProperty  
System.Windows.UIElement.GotFocusEvent  
System.Windows.UIElement.LostFocusEvent  
System.Windows.UIElement.IsFocusedProperty  
System.Windows.UIElement.IsEnabledProperty  
System.Windows.UIElement.IsHitTestVisibleProperty  
System.Windows.UIElement.IsVisibleProperty  
System.Windows.UIElement.FocusableProperty  
System.Windows.UIElement.IsManipulationEnabledProperty  
System.Windows.UIElement.ManipulationStartingEvent  
System.Windows.UIElement.ManipulationStartedEvent  
System.Windows.UIElement.ManipulationDeltaEvent  
System.Windows.UIElement.ManipulationInertiaStartingEvent  
System.Windows.UIElement.ManipulationBoundaryFeedbackEvent  
System.Windows.UIElement.ManipulationCompletedEvent  
System.Windows.UIElement.ApplyAnimationClock(System.Windows.DependencyProperty,  
System.Windows.Media.Animation.AnimationClock)  
System.Windows.UIElement.ApplyAnimationClock(System.Windows.DependencyProperty,  
System.Windows.Media.Animation.AnimationClock, System.Windows.Media.Animation.HandoffBehavior)  
System.Windows.UIElement.BeginAnimation(System.Windows.DependencyProperty,  
System.Windows.Media.Animation.AnimationTimeline)  
System.Windows.UIElement.BeginAnimation(System.Windows.DependencyProperty,  
System.Windows.Media.Animation.AnimationTimeline, System.Windows.Media.Animation.HandoffBehavior)  
System.Windows.UIElement.GetAnimationBaseValue(System.Windows.DependencyProperty)  
System.Windows.UIElement.RaiseEvent(System.Windows.RoutedEventArgs)  
System.Windows.UIElement.AddHandler(System.Windows.RoutedEvent, System.Delegate)  
System.Windows.UIElement.AddHandler(System.Windows.RoutedEvent, System.Delegate, System.Boolean)  
System.Windows.UIElement.RemoveHandler(System.Windows.RoutedEvent, System.Delegate)  
System.Windows.UIElement.AddToEventRoute(System.Windows.EventRoute, System.Windows.RoutedEventArgs)  
System.Windows.UIElement.OnPreviewMouseDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseUp(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnMouseUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseLeftButtonDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseLeftButtonDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseLeftButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseLeftButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseRightButtonDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseRightButtonDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseRightButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseRightButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseMove(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnMouseMove(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnPreviewMouseWheel(System.Windows.Input.MouseWheelEventArgs)  
System.Windows.UIElement.OnMouseWheel(System.Windows.Input.MouseWheelEventArgs)  
System.Windows.UIElement.OnMouseEnter(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnMouseLeave(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnGotMouseCapture(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnLostMouseCapture(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnQueryCursor(System.Windows.Input.QueryCursorEventArgs)  
System.Windows.UIElement.OnPreviewStylusDown(System.Windows.Input.StylusDownEventArgs)  
System.Windows.UIElement.OnStylusDown(System.Windows.Input.StylusDownEventArgs)  
System.Windows.UIElement.OnPreviewStylusUp(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusUp(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusInAirMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusInAirMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusEnter(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusLeave(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusInRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusInRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusOutOfRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusOutOfRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusSystemGesture(System.Windows.Input.StylusSystemGestureEventArgs)  
System.Windows.UIElement.OnStylusSystemGesture(System.Windows.Input.StylusSystemGestureEventArgs)  
System.Windows.UIElement.OnGotStylusCapture(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnLostStylusCapture(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusButtonDown(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnStylusButtonUp(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnPreviewStylusButtonDown(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnPreviewStylusButtonUp(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnPreviewKeyDown(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnKeyDown(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnPreviewKeyUp(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnKeyUp(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnPreviewGotKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnGotKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnPreviewLostKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnLostKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnPreviewTextInput(System.Windows.Input.TextCompositionEventArgs)  
System.Windows.UIElement.OnTextInput(System.Windows.Input.TextCompositionEventArgs)  
System.Windows.UIElement.OnPreviewQueryContinueDrag(System.Windows.QueryContinueDragEventArgs)  
System.Windows.UIElement.OnQueryContinueDrag(System.Windows.QueryContinueDragEventArgs)

System.Windows.UIElement.OnPreviewGiveFeedback(System.Windows.GiveFeedbackEventArgs)  
System.Windows.UIElement.OnGiveFeedback(System.Windows.GiveFeedbackEventArgs)  
System.Windows.UIElement.OnPreviewDragEnter(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDragEnter(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewDragOver(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDragOver(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewDragLeave(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDragLeave(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewDrop(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDrop(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewTouchDown(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchDown(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnPreviewTouchMove(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchMove(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnPreviewTouchUp(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchUp(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnGotTouchCapture(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnLostTouchCapture(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchEnter(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchLeave(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnIsMouseDirectlyOverChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsKeyboardFocusWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsMouseCapturedChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsMouseCaptureWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsStylusDirectlyOverChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsStylusCapturedChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsStylusCaptureWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsKeyboardFocusedChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.InvalidateMeasure()  
System.Windows.UIElement.InvalidateArrange()  
System.Windows.UIElement.InvalidateVisual()  
System.Windows.UIElement.OnChildDesiredSizeChanged(System.Windows.UIElement)  
System.Windows.UIElement.Measure(System.Windows.Size)  
System.Windows.UIElement.Arrange(System.Windows.Rect)  
System.Windows.UIElement.OnRender(System.Windows.Media.DrawingContext)  
System.Windows.UIElement.UpdateLayout()  
System.Windows.UIElement.TranslatePoint(System.Windows.Point, System.Windows.UIElement)  
System.Windows.UIElement.InputHitTest(System.Windows.Point)  
System.Windows.UIElement.CaptureMouse()  
System.Windows.UIElement.ReleaseMouseCapture()  
System.Windows.UIElement.CaptureStylus()  
System.Windows.UIElement.ReleaseStylusCapture()  
System.Windows.UIElement.Focus()  
System.Windows.UIElement.OnAccessKey(System.Windows.Input.AccessKeyEventArgs)  
System.Windows.UIElement.HitTestCore(System.Windows.Media.PointHitTestParameters)  
System.Windows.UIElement.HitTestCore(System.Windows.Media.GeometryHitTestParameters)  
System.Windows.UIElement.OnLostFocus(System.Windows.RoutedEventArgs)  
System.Windows.UIElement.OnCreateAutomationPeer()  
System.Windows.UIElement.OnManipulationStarting(System.Windows.Input.ManipulationStartingEventArgs)  
System.Windows.UIElement.OnManipulationStarted(System.Windows.Input.ManipulationStartedEventArgs)  
System.Windows.UIElement.OnManipulationDelta(System.Windows.Input.ManipulationDeltaEventArgs)  
System.Windows.UIElement.OnManipulationInertiaStarting(System.Windows.Input.ManipulationInertiaStartingEventArgs)

System.Windows.UIElement.OnManipulationBoundaryFeedback(System.Windows.Input.ManipulationBoundaryFeedbackEventArgs)  
System.Windows.UIElement.OnManipulationCompleted(System.Windows.Input.ManipulationCompletedEventArgs)  
System.Windows.UIElement.CaptureTouch(System.Windows.Input.TouchDevice)  
System.Windows.UIElement.ReleaseTouchCapture(System.Windows.Input.TouchDevice)  
System.Windows.UIElement.ReleaseAllTouchCaptures()  
System.Windows.UIElement.HasAnimatedProperties  
System.Windows.UIElement.InputBindings  
System.Windows.UIElement.CommandBindings  
System.Windows.UIElement.AllowDrop  
System.Windows.UIElement.StylusPlugins  
System.Windows.UIElement.DesiredSize  
System.Windows.UIElement.IsMeasureValid  
System.Windows.UIElement.IsArrangeValid  
System.Windows.UIElement.RenderSize  
System.Windows.UIElement.RenderTransform  
System.Windows.UIElement.RenderTransformOrigin  
System.Windows.UIElement.IsMouseDirectlyOver  
System.Windows.UIElement.IsMouseOver  
System.Windows.UIElement.IsStylusOver  
System.Windows.UIElement.IsKeyboardFocusWithin  
System.Windows.UIElement.IsMouseCaptured  
System.Windows.UIElement.IsMouseCaptureWithin  
System.Windows.UIElement.IsStylusDirectlyOver  
System.Windows.UIElement.IsStylusCaptured  
System.Windows.UIElement.IsStylusCaptureWithin  
System.Windows.UIElement.IsKeyboardFocused  
System.Windows.UIElement.IsInputMethodEnabled  
System.Windows.UIElement.Opacity  
System.Windows.UIElement.OpacityMask  
System.Windows.UIElement.BitmapEffect  
System.Windows.UIElement.Effect  
System.Windows.UIElement.BitmapEffectInput  
System.Windows.UIElement.CacheMode  
System.Windows.UIElement.Uid  
System.Windows.UIElement.Visibility  
System.Windows.UIElement.ClipToBounds  
System.Windows.UIElement.Clip  
System.Windows.UIElement.SnapsToDevicePixels  
System.Windows.UIElement.HasEffectiveKeyboardFocus  
System.Windows.UIElement.IsFocused  
System.Windows.UIElement.IsEnabled  
System.Windows.UIElement.IsEnabledCore  
System.Windows.UIElement.IsHitTestVisible  
System.Windows.UIElement.IsVisible  
System.Windows.UIElement.Focusable  
System.Windows.UIElement.PersistId  
System.Windows.UIElement.IsManipulationEnabled  
System.Windows.UIElement.AreAnyTouchesOver  
System.Windows.UIElement.AreAnyTouchesDirectlyOver  
System.Windows.UIElement.AreAnyTouchesCapturedWithin  
System.Windows.UIElement.AreAnyTouchesCaptured  
System.Windows.UIElement.TouchesCaptured

System.Windows.UIElement.TouchesCapturedWithin  
System.Windows.UIElement.TouchesOver  
System.Windows.UIElement.TouchesDirectlyOver  
System.Windows.UIElement.PreviewMouseDown  
System.Windows.UIElement.MouseDown  
System.Windows.UIElement.PreviewMouseUp  
System.Windows.UIElement.MouseUp  
System.Windows.UIElement.PreviewMouseLeftButtonDown  
System.Windows.UIElement.MouseLeftButtonDown  
System.Windows.UIElement.PreviewMouseLeftButtonUp  
System.Windows.UIElement.MouseLeftButtonUp  
System.Windows.UIElement.PreviewMouseRightButtonDown  
System.Windows.UIElement.MouseRightButtonDown  
System.Windows.UIElement.PreviewMouseRightButtonUp  
System.Windows.UIElement.MouseRightButtonUp  
System.Windows.UIElement.PreviewMouseMove  
System.Windows.UIElement.MouseMove  
System.Windows.UIElement.PreviewMouseWheel  
System.Windows.UIElement.MouseWheel  
System.Windows.UIElement.MouseEnter  
System.Windows.UIElement.MouseLeave  
System.Windows.UIElement.GotMouseCapture  
System.Windows.UIElement.LostMouseCapture  
System.Windows.UIElement.QueryCursor  
System.Windows.UIElement.PreviewStylusDown  
System.Windows.UIElement.StylusDown  
System.Windows.UIElement.PreviewStylusUp  
System.Windows.UIElement.StylusUp  
System.Windows.UIElement.PreviewStylusMove  
System.Windows.UIElement.StylusMove  
System.Windows.UIElement.PreviewStylusInAirMove  
System.Windows.UIElement.StylusInAirMove  
System.Windows.UIElement.StylusEnter  
System.Windows.UIElement.StylusLeave  
System.Windows.UIElement.PreviewStylusInRange  
System.Windows.UIElement.StylusInRange  
System.Windows.UIElement.PreviewStylusOutOfRange  
System.Windows.UIElement.StylusOutOfRange  
System.Windows.UIElement.PreviewStylusSystemGesture  
System.Windows.UIElement.StylusSystemGesture  
System.Windows.UIElement.GotStylusCapture  
System.Windows.UIElement.LostStylusCapture  
System.Windows.UIElement.StylusButtonDown  
System.Windows.UIElement.StylusButtonUp  
System.Windows.UIElement.PreviewStylusButtonDown  
System.Windows.UIElement.PreviewStylusButtonUp  
System.Windows.UIElement.PreviewKeyDown  
System.Windows.UIElement.KeyDown  
System.Windows.UIElement.PreviewKeyUp  
System.Windows.UIElement.KeyUp  
System.Windows.UIElement.PreviewGotKeyboardFocus  
System.Windows.UIElement.GotKeyboardFocus



System.Windows.UIElement.PreviewLostKeyboardFocus  
System.Windows.UIElement.LostKeyboardFocus  
System.Windows.UIElement.PreviewTextInput  
System.Windows.UIElement.TextInput  
System.Windows.UIElement.PreviewQueryContinueDrag  
System.Windows.UIElement.QueryContinueDrag  
System.Windows.UIElement.PreviewGiveFeedback  
System.Windows.UIElement.GiveFeedback  
System.Windows.UIElement.PreviewDragEnter  
System.Windows.UIElement.DragEnter  
System.Windows.UIElement.PreviewDragOver  
System.Windows.UIElement.DragOver  
System.Windows.UIElement.PreviewDragLeave  
System.Windows.UIElement.DragLeave  
System.Windows.UIElement.PreviewDrop  
System.Windows.UIElement.Drop  
System.Windows.UIElement.PreviewTouchDown  
System.Windows.UIElement.TouchDown  
System.Windows.UIElement.PreviewTouchMove  
System.Windows.UIElement.TouchMove  
System.Windows.UIElement.PreviewTouchUp  
System.Windows.UIElement.TouchUp  
System.Windows.UIElement.GotTouchCapture  
System.Windows.UIElement.LostTouchCapture  
System.Windows.UIElement.TouchEnter  
System.Windows.UIElement.TouchLeave  
System.Windows.UIElement.IsMouseDirectlyOverChanged  
System.Windows.UIElement.IsKeyboardFocusWithinChanged  
System.Windows.UIElement.IsMouseCapturedChanged  
System.Windows.UIElement.IsMouseCaptureWithinChanged  
System.Windows.UIElement.IsStylusDirectlyOverChanged  
System.Windows.UIElement.IsStylusCapturedChanged  
System.Windows.UIElement.IsStylusCaptureWithinChanged  
System.Windows.UIElement.IsKeyboardFocusedChanged  
System.Windows.UIElement.LayoutUpdated  
System.Windows.UIElement.GotFocus  
System.Windows.UIElement.LostFocus  
System.Windows.UIElement.IsEnabledChanged  
System.Windows.UIElement.IsHitTestVisibleChanged  
System.Windows.UIElement.IsVisibleChanged  
System.Windows.UIElement.FocusableChanged  
System.Windows.UIElement.ManipulationStarting  
System.Windows.UIElement.ManipulationStarted  
System.Windows.UIElement.ManipulationDelta  
System.Windows.UIElement.ManipulationInertiaStarting  
System.Windows.UIElement.ManipulationBoundaryFeedback  
System.Windows.UIElement.ManipulationCompleted  
System.Windows.Media.Visual.AddVisualChild(System.Windows.Media.Visual)  
System.Windows.Media.Visual.RemoveVisualChild(System.Windows.Media.Visual)  
System.Windows.Media.Visual.OnVisualChildrenChanged(System.Windows.DependencyObject,  
System.Windows.DependencyObject)  
System.Windows.Media.Visual.OnDpiChanged(System.Windows.DpiScale, System.Windows.DpiScale)

System.Windows.Media.Visual.IsAncestorOf(System.Windows.DependencyObject)  
System.Windows.Media.Visual.IsDescendantOf(System.Windows.DependencyObject)  
System.Windows.Media.Visual.FindCommonVisualAncestor(System.Windows.DependencyObject)  
System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Visual)  
System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Media3D.Visual3D)  
System.Windows.Media.Visual.TransformToDescendant(System.Windows.Media.Visual)  
System.Windows.Media.Visual.TransformToVisual(System.Windows.Media.Visual)  
System.Windows.Media.Visual.PointToScreen(System.Windows.Point)  
System.Windows.Media.Visual.PointFromScreen(System.Windows.Point)  
System.Windows.Media.Visual.VisualParent  
System.Windows.Media.Visual.VisualTransform  
System.Windows.Media.Visual.VisualEffect  
System.Windows.Media.Visual.VisualBitmapEffect  
System.Windows.Media.Visual.VisualBitmapEffectInput  
System.Windows.Media.Visual.VisualCacheMode  
System.Windows.Media.Visual.VisualScrollableAreaClip  
System.Windows.Media.Visual.VisualClip  
System.Windows.Media.Visual.VisualOffset  
System.Windows.Media.Visual.VisualOpacity  
System.Windows.Media.Visual.VisualEdgeMode  
System.Windows.Media.Visual.VisualBitmapScalingMode  
System.Windows.Media.Visual.VisualClearTypeHint  
System.Windows.Media.Visual.VisualTextRenderingMode  
System.Windows.Media.Visual.VisualTextHintingMode  
System.Windows.Media.Visual.VisualOpacityMask  
System.Windows.Media.Visual.VisualXSnappingGuidelines  
System.Windows.Media.Visual.VisualYSnappingGuidelines  
System.Windows.DependencyObject.Equals(System.Object)  
System.Windows.DependencyObject.GetHashCode()  
System.Windows.DependencyObject.GetValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.SetValue(System.Windows.DependencyProperty, System.Object)  
System.Windows.DependencyObject.SetCurrentValue(System.Windows.DependencyProperty, System.Object)  
System.Windows.DependencyObject.SetValue(System.Windows.DependencyPropertyKey, System.Object)  
System.Windows.DependencyObject.ClearValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ClearValue(System.Windows.DependencyPropertyKey)  
System.Windows.DependencyObject.CoerceValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.InvalidateProperty(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ShouldSerializeProperty(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ReadLocalValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.GetLocalValueEnumerator()  
System.Windows.DependencyObject.DependencyObjectType  
System.Windows.DependencyObject.IsSealed  
System.Windows.Threading.DispatcherObject.Dispatcher  
System.Object.ToString()  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: [CIDER.Views](#)

Assembly: CIDER.dll

Syntax

```
public class AngleTimed : Page, DUCE.IResource, IAnimatable, IFrameworkInputElement, IInputElement,
ISupportInitialize, IHaveResources, IQueryAmbient, IWindowService, IAddChild
```

## Constructors

### AngleTimed(DataProvider)

The constructor for the angle timed page

Declaration

```
public AngleTimed(DataProvider data)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">DataProvider</a>	data	A DataProvider object to read the data from

## Implements

System.Windows.Media.Animation.IAnimatable

System.Windows.IFrameworkInputElement

System.Windows.IInputElement

System.ComponentModel.ISupportInitialize

System.Windows.Markup.IQueryAmbient

System.Windows.Markup.IAddChild

# Class ArtificialHorizon

Interaction logic for the ArtificialHorizon page

## Inheritance

System.Object  
System.Windows.Threading.DispatcherObject  
System.Windows.DependencyObject  
System.Windows.Media.Visual  
System.Windows.UIElement  
System.Windows.FrameworkElement  
System.Windows.Controls.Page  
ArtificialHorizon

## Implements

System.Windows.Media.Animation.IAnimatable  
System.Windows.IFrameworkInputElement  
System.Windows.IInputElement  
System.ComponentModel.ISupportInitialize  
System.Windows.Markup.IQueryAmbient  
System.Windows.Markup.IAddChild

## Inherited Members

System.Windows.Controls.Page.ContentProperty  
System.Windows.Controls.Page.BackgroundProperty  
System.Windows.Controls.Page.TitleProperty  
System.Windows.Controls.Page.KeepAliveProperty  
System.Windows.Controls.Page.ForegroundProperty  
System.Windows.Controls.Page.FontFamilyProperty  
System.Windows.Controls.Page.FontSizeProperty  
System.Windows.Controls.Page.TemplateProperty  
System.Windows.Controls.Page.System.Windows.Markup.IAddChild.AddChild(System.Object)  
System.Windows.Controls.Page.System.Windows.Markup.IAddChild.AddText(System.String)  
System.Windows.Controls.Page.OnTemplateChanged(System.Windows.Controls.ControlTemplate, System.Windows.Controls.ControlTemplate)  
System.Windows.Controls.Page.MeasureOverride(System.Windows.Size)  
System.Windows.Controls.Page.ArrangeOverride(System.Windows.Size)  
System.Windows.Controls.Page.OnVisualParentChanged(System.Windows.DependencyObject)  
System.Windows.Controls.Page.LogicalChildren  
System.Windows.Controls.Page.Content  
System.Windows.Controls.Page.WindowTitle  
System.Windows.Controls.Page.WindowHeight  
System.Windows.Controls.Page.WindowWidth  
System.Windows.Controls.Page.Background  
System.Windows.Controls.Page.Title  
System.Windows.Controls.Page.ShowsNavigationUI  
System.Windows.Controls.Page.KeepAlive  
System.Windows.Controls.Page.NavigationService  
System.Windows.Controls.Page.Foreground  
System.Windows.Controls.Page.FontFamily  
System.Windows.Controls.Page.FontSize  
System.Windows.Controls.Page.Template  
System.Windows.FrameworkElement.StyleProperty  
System.Windows.FrameworkElement.OverridesDefaultStyleProperty

System.Windows.FrameworkElement.UseLayoutRoundingProperty  
System.Windows.FrameworkElement.DefaultStyleKeyProperty  
System.Windows.FrameworkElement.DataContextProperty  
System.Windows.FrameworkElement.BindingGroupProperty  
System.Windows.FrameworkElement.LanguageProperty  
System.Windows.FrameworkElement.NameProperty  
System.Windows.FrameworkElement.TagProperty  
System.Windows.FrameworkElement.InputScopeProperty  
System.Windows.FrameworkElement.RequestBringIntoViewEvent  
System.Windows.FrameworkElement.SizeChangedEvent  
System.Windows.FrameworkElement.ActualWidthProperty  
System.Windows.FrameworkElement.ActualHeightProperty  
System.Windows.FrameworkElement.LayoutTransformProperty  
System.Windows.FrameworkElement.WidthProperty  
System.Windows.FrameworkElement.MinWidthProperty  
System.Windows.FrameworkElement.MaxWidthProperty  
System.Windows.FrameworkElement.HeightProperty  
System.Windows.FrameworkElement.MinHeightProperty  
System.Windows.FrameworkElement.MaxHeightProperty  
System.Windows.FrameworkElement.FlowDirectionProperty  
System.Windows.FrameworkElement.MarginProperty  
System.Windows.FrameworkElement.HorizontalAlignmentProperty  
System.Windows.FrameworkElement.VerticalAlignmentProperty  
System.Windows.FrameworkElement.FocusVisualStyleProperty  
System.Windows.FrameworkElement.CursorProperty  
System.Windows.FrameworkElement.ForceCursorProperty  
System.Windows.FrameworkElement.LoadedEvent  
System.Windows.FrameworkElement.UnloadedEvent  
System.Windows.FrameworkElement.ToolTipProperty  
System.Windows.FrameworkElement.ContextMenuProperty  
System.Windows.FrameworkElement.ToolTipOpeningEvent  
System.Windows.FrameworkElement.ToolTipClosingEvent  
System.Windows.FrameworkElement.ContextMenuOpeningEvent  
System.Windows.FrameworkElement.ContextMenuClosingEvent  
System.Windows.FrameworkElement.OnStyleChanged(System.Windows.Style, System.Windows.Style)  
System.Windows.FrameworkElement.ParentLayoutInvalidated(System.Windows.UIElement)  
System.Windows.FrameworkElement.ApplyTemplate()  
System.Windows.FrameworkElement.OnApplyTemplate()  
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard)  
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard,  
System.Windows.Media.Animation.HandoffBehavior)  
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard,  
System.Windows.Media.Animation.HandoffBehavior, System.Boolean)  
System.Windows.FrameworkElement.GetVisualChild(System.Int32)  
System.Windows.FrameworkElement.System.Windows.Markup.IQueryAmbient.IsAmbientPropertyAvailable(System.String)  
System.Windows.FrameworkElement.GetTemplateChild(System.String)  
System.Windows.FrameworkElement.FindResource(System.Object)  
System.Windows.FrameworkElement.TryFindResource(System.Object)  
System.Windows.FrameworkElement.SetResourceReference(System.Windows.DependencyProperty, System.Object)  
System.Windows.FrameworkElement.OnPropertyChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.FrameworkElement.GetBindingExpression(System.Windows.DependencyProperty)  
System.Windows.FrameworkElement.SetBinding(System.Windows.DependencyProperty, System.Windows.Data.BindingBase)

System.Windows.FrameworkElement.SetBinding(System.Windows.DependencyProperty, System.String)  
System.Windows.FrameworkElement.GetUIParentCore()  
System.Windows.FrameworkElement.BringIntoView()  
System.Windows.FrameworkElement.BringIntoView(System.Windows.Rect)  
System.Windows.FrameworkElement.GetFlowDirection(System.Windows.DependencyObject)  
System.Windows.FrameworkElement.SetFlowDirection(System.Windows.DependencyObject, System.Windows.FlowDirection)  
System.Windows.FrameworkElement.MeasureCore(System.Windows.Size)  
System.Windows.FrameworkElement.ArrangeCore(System.Windows.Rect)  
System.Windows.FrameworkElement.OnRenderSizeChanged(System.Windows.SizeChangedEventArgs)  
System.Windows.FrameworkElement.GetLayoutClip(System.Windows.Size)  
System.Windows.FrameworkElement.MoveFocus(System.Windows.Input.TraversalRequest)  
System.Windows.FrameworkElement.PredictFocus(System.Windows.Input.FocusNavigationDirection)  
System.Windows.FrameworkElement.OnGotFocus(System.Windows.RoutedEventArgs)  
System.Windows.FrameworkElement.BeginInit()  
System.Windows.FrameworkElement.EndInit()  
System.Windows.FrameworkElement.OnInitialized(System.EventArgs)  
System.Windows.FrameworkElement.OnToolTipOpening(System.Windows.Controls.ToolTipEventArgs)  
System.Windows.FrameworkElement.OnToolTipClosing(System.Windows.Controls.ToolTipEventArgs)  
System.Windows.FrameworkElement.OnContextMenuOpening(System.Windows.Controls.ContextMenuEventArgs)  
System.Windows.FrameworkElement.OnContextMenuClosing(System.Windows.Controls.ContextMenuEventArgs)  
System.Windows.FrameworkElement.RegisterName(System.String, System.Object)  
System.Windows.FrameworkElement.UnregisterName(System.String)  
System.Windows.FrameworkElement.FindName(System.String)  
System.Windows.FrameworkElement.UpdateDefaultStyle()  
System.Windows.FrameworkElement.AddLogicalChild(System.Object)  
System.Windows.FrameworkElement.RemoveLogicalChild(System.Object)  
System.Windows.FrameworkElement.Style  
System.Windows.FrameworkElement.OverridesDefaultStyle  
System.Windows.FrameworkElement.UseLayoutRounding  
System.Windows.FrameworkElement.DefaultStyleKey  
System.Windows.FrameworkElement.Triggers  
System.Windows.FrameworkElement.TemplatedParent  
System.Windows.FrameworkElement.VisualChildrenCount  
System.Windows.FrameworkElement.Resources  
System.Windows.FrameworkElement.InheritanceBehavior  
System.Windows.FrameworkElement.DataContext  
System.Windows.FrameworkElement.BindingGroup  
System.Windows.FrameworkElement.Language  
System.Windows.FrameworkElement.Name  
System.Windows.FrameworkElement.Tag  
System.Windows.FrameworkElement.InputScope  
System.Windows.FrameworkElement.ActualWidth  
System.Windows.FrameworkElement.ActualHeight  
System.Windows.FrameworkElement.LayoutTransform  
System.Windows.FrameworkElement.Width  
System.Windows.FrameworkElement.MinWidth  
System.Windows.FrameworkElement.MaxWidth  
System.Windows.FrameworkElement.Height  
System.Windows.FrameworkElement.MinHeight  
System.Windows.FrameworkElement.MaxHeight  
System.Windows.FrameworkElement.FlowDirection  
System.Windows.FrameworkElement.Margin

System.Windows.FrameworkElement.HorizontalAlignment  
System.Windows.FrameworkElement.VerticalAlignment  
System.Windows.FrameworkElement.FocusVisualStyle  
System.Windows.FrameworkElement.Cursor  
System.Windows.FrameworkElement.ForceCursor  
System.Windows.FrameworkElement.IsInitialized  
System.Windows.FrameworkElement.IsLoaded  
System.Windows.FrameworkElement.ToolTip  
System.Windows.FrameworkElement.ContextMenu  
System.Windows.FrameworkElement.Parent  
System.Windows.FrameworkElement.TargetUpdated  
System.Windows.FrameworkElement.SourceUpdated  
System.Windows.FrameworkElement.DataContextChanged  
System.Windows.FrameworkElement.RequestBringIntoView  
System.Windows.FrameworkElement.SizeChanged  
System.Windows.FrameworkElement.Initialized  
System.Windows.FrameworkElement.Loaded  
System.Windows.FrameworkElement.Unloaded  
System.Windows.FrameworkElement.ToolTipOpening  
System.Windows.FrameworkElement.ToolTipClosing  
System.Windows.FrameworkElement.ContextMenuOpening  
System.Windows.FrameworkElement.ContextMenuClosing  
System.Windows.UIElement.PreviewMouseDownEvent  
System.Windows.UIElement.MouseDownEvent  
System.Windows.UIElement.PreviewMouseUpEvent  
System.Windows.UIElement.MouseUpEvent  
System.Windows.UIElement.PreviewMouseLeftButtonDownEvent  
System.Windows.UIElement.MouseLeftButtonDownEvent  
System.Windows.UIElement.PreviewMouseLeftButtonUpEvent  
System.Windows.UIElement.MouseLeftButtonUpEvent  
System.Windows.UIElement.PreviewMouseRightButtonDownEvent  
System.Windows.UIElement.MouseRightButtonDownEvent  
System.Windows.UIElement.PreviewMouseRightButtonUpEvent  
System.Windows.UIElement.MouseRightButtonUpEvent  
System.Windows.UIElement.PreviewMouseMoveEvent  
System.Windows.UIElement.MouseMoveEvent  
System.Windows.UIElement.PreviewMouseWheelEvent  
System.Windows.UIElement.MouseWheelEvent  
System.Windows.UIElement.MouseEnterEvent  
System.Windows.UIElement.MouseLeaveEvent  
System.Windows.UIElement.GotMouseCaptureEvent  
System.Windows.UIElement.LostMouseCaptureEvent  
System.Windows.UIElement.QueryCursorEvent  
System.Windows.UIElement.PreviewStylusDownEvent  
System.Windows.UIElement.StylusDownEvent  
System.Windows.UIElement.PreviewStylusUpEvent  
System.Windows.UIElement.StylusUpEvent  
System.Windows.UIElement.PreviewStylusMoveEvent  
System.Windows.UIElement.StylusMoveEvent  
System.Windows.UIElement.PreviewStylusInAirMoveEvent  
System.Windows.UIElement.StylusInAirMoveEvent  
System.Windows.UIElement.StylusEnterEvent

System.Windows.UIElement.StylusLeaveEvent  
System.Windows.UIElement.PreviewStylusInRangeEvent  
System.Windows.UIElement.StylusInRangeEvent  
System.Windows.UIElement.PreviewStylusOutOfRangeEvent  
System.Windows.UIElement.StylusOutOfRangeEvent  
System.Windows.UIElement.PreviewStylusSystemGestureEvent  
System.Windows.UIElement.StylusSystemGestureEvent  
System.Windows.UIElement.GotStylusCaptureEvent  
System.Windows.UIElement.LostStylusCaptureEvent  
System.Windows.UIElement.StylusButtonDownEvent  
System.Windows.UIElement.StylusButtonUpEvent  
System.Windows.UIElement.PreviewStylusButtonDownEvent  
System.Windows.UIElement.PreviewStylusButtonUpEvent  
System.Windows.UIElement.PreviewKeyDownEvent  
System.Windows.UIElement.KeyDownEvent  
System.Windows.UIElement.PreviewKeyUpEvent  
System.Windows.UIElement.KeyUpEvent  
System.Windows.UIElement.PreviewGotKeyboardFocusEvent  
System.Windows.UIElement.GotKeyboardFocusEvent  
System.Windows.UIElement.PreviewLostKeyboardFocusEvent  
System.Windows.UIElement.LostKeyboardFocusEvent  
System.Windows.UIElement.PreviewTextInputEvent  
System.Windows.UIElement.TextInputEvent  
System.Windows.UIElement.PreviewQueryContinueDragEvent  
System.Windows.UIElement.QueryContinueDragEvent  
System.Windows.UIElement.PreviewGiveFeedbackEvent  
System.Windows.UIElement.GiveFeedbackEvent  
System.Windows.UIElement.PreviewDragEnterEvent  
System.Windows.UIElement.DragEnterEvent  
System.Windows.UIElement.PreviewDragOverEvent  
System.Windows.UIElement.DragOverEvent  
System.Windows.UIElement.PreviewDragLeaveEvent  
System.Windows.UIElement.DragLeaveEvent  
System.Windows.UIElement.PreviewDropEvent  
System.Windows.UIElement.DropEvent  
System.Windows.UIElement.PreviewTouchDownEvent  
System.Windows.UIElement.TouchDownEvent  
System.Windows.UIElement.PreviewTouchMoveEvent  
System.Windows.UIElement.TouchMoveEvent  
System.Windows.UIElement.PreviewTouchUpEvent  
System.Windows.UIElement.TouchUpEvent  
System.Windows.UIElement.GotTouchCaptureEvent  
System.Windows.UIElement.LostTouchCaptureEvent  
System.Windows.UIElement.TouchEnterEvent  
System.Windows.UIElement.TouchLeaveEvent  
System.Windows.UIElement.IsMouseDirectlyOverProperty  
System.Windows.UIElement.IsMouseOverProperty  
System.Windows.UIElement.IsStylusOverProperty  
System.Windows.UIElement.IsKeyboardFocusWithinProperty  
System.Windows.UIElement.IsMouseCapturedProperty  
System.Windows.UIElement.IsMouseCaptureWithinProperty  
System.Windows.UIElement.IsStylusDirectlyOverProperty



System.Windows.UIElement.IsStylusCapturedProperty  
System.Windows.UIElement.IsStylusCaptureWithinProperty  
System.Windows.UIElement.IsKeyboardFocusedProperty  
System.Windows.UIElement.AreAnyTouchesDirectlyOverProperty  
System.Windows.UIElement.AreAnyTouchesOverProperty  
System.Windows.UIElement.AreAnyTouchesCapturedProperty  
System.Windows.UIElement.AreAnyTouchesCapturedWithinProperty  
System.Windows.UIElement.AllowDropProperty  
System.Windows.UIElement.RenderTransformProperty  
System.Windows.UIElement.RenderTransformOriginProperty  
System.Windows.UIElement.OpacityProperty  
System.Windows.UIElement.OpacityMaskProperty  
System.Windows.UIElement.BitmapEffectProperty  
System.Windows.UIElement.EffectProperty  
System.Windows.UIElement.BitmapEffectInputProperty  
System.Windows.UIElement.CacheModeProperty  
System.Windows.UIElement.UidProperty  
System.Windows.UIElement.VisibilityProperty  
System.Windows.UIElement.ClipToBoundsProperty  
System.Windows.UIElement.ClipProperty  
System.Windows.UIElement.SnapsToDevicePixelsProperty  
System.Windows.UIElement.GotFocusEvent  
System.Windows.UIElement.LostFocusEvent  
System.Windows.UIElement.IsFocusedProperty  
System.Windows.UIElement.IsEnabledProperty  
System.Windows.UIElement.IsHitTestVisibleProperty  
System.Windows.UIElement.IsVisibleProperty  
System.Windows.UIElement.FocusableProperty  
System.Windows.UIElement.IsManipulationEnabledProperty  
System.Windows.UIElement.ManipulationStartingEvent  
System.Windows.UIElement.ManipulationStartedEvent  
System.Windows.UIElement.ManipulationDeltaEvent  
System.Windows.UIElement.ManipulationInertiaStartingEvent  
System.Windows.UIElement.ManipulationBoundaryFeedbackEvent  
System.Windows.UIElement.ManipulationCompletedEvent  
System.Windows.UIElement.ApplyAnimationClock(System.Windows.DependencyProperty,  
System.Windows.Media.Animation.AnimationClock)  
System.Windows.UIElement.ApplyAnimationClock(System.Windows.DependencyProperty,  
System.Windows.Media.Animation.AnimationClock, System.Windows.Media.Animation.HandoffBehavior)  
System.Windows.UIElement.BeginAnimation(System.Windows.DependencyProperty,  
System.Windows.Media.Animation.AnimationTimeline)  
System.Windows.UIElement.BeginAnimation(System.Windows.DependencyProperty,  
System.Windows.Media.Animation.AnimationTimeline, System.Windows.Media.Animation.HandoffBehavior)  
System.Windows.UIElement.GetAnimationBaseValue(System.Windows.DependencyProperty)  
System.Windows.UIElement.RaiseEvent(System.Windows.RoutedEventArgs)  
System.Windows.UIElement.AddHandler(System.Windows.RoutedEvent, System.Delegate)  
System.Windows.UIElement.AddHandler(System.Windows.RoutedEvent, System.Delegate, System.Boolean)  
System.Windows.UIElement.RemoveHandler(System.Windows.RoutedEvent, System.Delegate)  
System.Windows.UIElement.AddToEventRoute(System.Windows.EventRoute, System.Windows.RoutedEventArgs)  
System.Windows.UIElement.OnPreviewMouseDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseUp(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnMouseUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseLeftButtonDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseLeftButtonDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseLeftButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseLeftButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseRightButtonDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseRightButtonDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseRightButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseRightButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseMove(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnMouseMove(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnPreviewMouseWheel(System.Windows.Input.MouseWheelEventArgs)  
System.Windows.UIElement.OnMouseWheel(System.Windows.Input.MouseWheelEventArgs)  
System.Windows.UIElement.OnMouseEnter(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnMouseLeave(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnGotMouseCapture(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnLostMouseCapture(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnQueryCursor(System.Windows.Input.QueryCursorEventArgs)  
System.Windows.UIElement.OnPreviewStylusDown(System.Windows.Input.StylusDownEventArgs)  
System.Windows.UIElement.OnStylusDown(System.Windows.Input.StylusDownEventArgs)  
System.Windows.UIElement.OnPreviewStylusUp(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusUp(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusInAirMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusInAirMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusEnter(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusLeave(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusInRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusInRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusOutOfRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusOutOfRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusSystemGesture(System.Windows.Input.StylusSystemGestureEventArgs)  
System.Windows.UIElement.OnStylusSystemGesture(System.Windows.Input.StylusSystemGestureEventArgs)  
System.Windows.UIElement.OnGotStylusCapture(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnLostStylusCapture(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusButtonDown(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnStylusButtonUp(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnPreviewStylusButtonDown(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnPreviewStylusButtonUp(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnPreviewKeyDown(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnKeyDown(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnPreviewKeyUp(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnKeyUp(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnPreviewGotKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnGotKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnPreviewLostKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnLostKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnPreviewTextInput(System.Windows.Input.TextCompositionEventArgs)  
System.Windows.UIElement.OnTextInput(System.Windows.Input.TextCompositionEventArgs)  
System.Windows.UIElement.OnPreviewQueryContinueDrag(System.Windows.QueryContinueDragEventArgs)  
System.Windows.UIElement.OnQueryContinueDrag(System.Windows.QueryContinueDragEventArgs)

System.Windows.UIElement.OnPreviewGiveFeedback(System.Windows.GiveFeedbackEventArgs)  
System.Windows.UIElement.OnGiveFeedback(System.Windows.GiveFeedbackEventArgs)  
System.Windows.UIElement.OnPreviewDragEnter(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDragEnter(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewDragOver(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDragOver(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewDragLeave(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDragLeave(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewDrop(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDrop(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewTouchDown(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchDown(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnPreviewTouchMove(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchMove(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnPreviewTouchUp(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchUp(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnGotTouchCapture(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnLostTouchCapture(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchEnter(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchLeave(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnIsMouseDirectlyOverChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsKeyboardFocusWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsMouseCapturedChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsMouseCaptureWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsStylusDirectlyOverChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsStylusCapturedChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsStylusCaptureWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsKeyboardFocusedChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.InvalidateMeasure()  
System.Windows.UIElement.InvalidateArrange()  
System.Windows.UIElement.InvalidateVisual()  
System.Windows.UIElement.OnChildDesiredSizeChanged(System.Windows.UIElement)  
System.Windows.UIElement.Measure(System.Windows.Size)  
System.Windows.UIElement.Arrange(System.Windows.Rect)  
System.Windows.UIElement.OnRender(System.Windows.Media.DrawingContext)  
System.Windows.UIElement.UpdateLayout()  
System.Windows.UIElement.TranslatePoint(System.Windows.Point, System.Windows.UIElement)  
System.Windows.UIElement.InputHitTest(System.Windows.Point)  
System.Windows.UIElement.CaptureMouse()  
System.Windows.UIElement.ReleaseMouseCapture()  
System.Windows.UIElement.CaptureStylus()  
System.Windows.UIElement.ReleaseStylusCapture()  
System.Windows.UIElement.Focus()  
System.Windows.UIElement.OnAccessKey(System.Windows.Input.AccessKeyEventArgs)  
System.Windows.UIElement.HitTestCore(System.Windows.Media.PointHitTestParameters)  
System.Windows.UIElement.HitTestCore(System.Windows.Media.GeometryHitTestParameters)  
System.Windows.UIElement.OnLostFocus(System.Windows.RoutedEventArgs)  
System.Windows.UIElement.OnCreateAutomationPeer()  
System.Windows.UIElement.OnManipulationStarting(System.Windows.Input.ManipulationStartingEventArgs)  
System.Windows.UIElement.OnManipulationStarted(System.Windows.Input.ManipulationStartedEventArgs)  
System.Windows.UIElement.OnManipulationDelta(System.Windows.Input.ManipulationDeltaEventArgs)  
System.Windows.UIElement.OnManipulationInertiaStarting(System.Windows.Input.ManipulationInertiaStartingEventArgs)

System.Windows.UIElement.OnManipulationBoundaryFeedback(System.Windows.Input.ManipulationBoundaryFeedbackEventArgs)  
System.Windows.UIElement.OnManipulationCompleted(System.Windows.Input.ManipulationCompletedEventArgs)  
System.Windows.UIElement.CaptureTouch(System.Windows.Input.TouchDevice)  
System.Windows.UIElement.ReleaseTouchCapture(System.Windows.Input.TouchDevice)  
System.Windows.UIElement.ReleaseAllTouchCaptures()  
System.Windows.UIElement.HasAnimatedProperties  
System.Windows.UIElement.InputBindings  
System.Windows.UIElement.CommandBindings  
System.Windows.UIElement.AllowDrop  
System.Windows.UIElement.StylusPlugins  
System.Windows.UIElement.DesiredSize  
System.Windows.UIElement.IsMeasureValid  
System.Windows.UIElement.IsArrangeValid  
System.Windows.UIElement.RenderSize  
System.Windows.UIElement.RenderTransform  
System.Windows.UIElement.RenderTransformOrigin  
System.Windows.UIElement.IsMouseDirectlyOver  
System.Windows.UIElement.IsMouseOver  
System.Windows.UIElement.IsStylusOver  
System.Windows.UIElement.IsKeyboardFocusWithin  
System.Windows.UIElement.IsMouseCaptured  
System.Windows.UIElement.IsMouseCaptureWithin  
System.Windows.UIElement.IsStylusDirectlyOver  
System.Windows.UIElement.IsStylusCaptured  
System.Windows.UIElement.IsStylusCaptureWithin  
System.Windows.UIElement.IsKeyboardFocused  
System.Windows.UIElement.IsInputMethodEnabled  
System.Windows.UIElement.Opacity  
System.Windows.UIElement.OpacityMask  
System.Windows.UIElement.BitmapEffect  
System.Windows.UIElement.Effect  
System.Windows.UIElement.BitmapEffectInput  
System.Windows.UIElement.CacheMode  
System.Windows.UIElement.Uid  
System.Windows.UIElement.Visibility  
System.Windows.UIElement.ClipToBounds  
System.Windows.UIElement.Clip  
System.Windows.UIElement.SnapsToDevicePixels  
System.Windows.UIElement.HasEffectiveKeyboardFocus  
System.Windows.UIElement.IsFocused  
System.Windows.UIElement.IsEnabled  
System.Windows.UIElement.IsEnabledCore  
System.Windows.UIElement.IsHitTestVisible  
System.Windows.UIElement.IsVisible  
System.Windows.UIElement.Focusable  
System.Windows.UIElement.PersistId  
System.Windows.UIElement.IsManipulationEnabled  
System.Windows.UIElement.AreAnyTouchesOver  
System.Windows.UIElement.AreAnyTouchesDirectlyOver  
System.Windows.UIElement.AreAnyTouchesCapturedWithin  
System.Windows.UIElement.AreAnyTouchesCaptured  
System.Windows.UIElement.TouchesCaptured

System.Windows.UIElement.TouchesCapturedWithin  
System.Windows.UIElement.TouchesOver  
System.Windows.UIElement.TouchesDirectlyOver  
System.Windows.UIElement.PreviewMouseDown  
System.Windows.UIElement.MouseDown  
System.Windows.UIElement.PreviewMouseUp  
System.Windows.UIElement.MouseUp  
System.Windows.UIElement.PreviewMouseLeftButtonDown  
System.Windows.UIElement.MouseLeftButtonDown  
System.Windows.UIElement.PreviewMouseLeftButtonUp  
System.Windows.UIElement.MouseLeftButtonUp  
System.Windows.UIElement.PreviewMouseRightButtonDown  
System.Windows.UIElement.MouseRightButtonDown  
System.Windows.UIElement.PreviewMouseRightButtonUp  
System.Windows.UIElement.MouseRightButtonUp  
System.Windows.UIElement.PreviewMouseMove  
System.Windows.UIElement.MouseMove  
System.Windows.UIElement.PreviewMouseWheel  
System.Windows.UIElement.MouseWheel  
System.Windows.UIElement.MouseEnter  
System.Windows.UIElement.MouseLeave  
System.Windows.UIElement.GotMouseCapture  
System.Windows.UIElement.LostMouseCapture  
System.Windows.UIElement.QueryCursor  
System.Windows.UIElement.PreviewStylusDown  
System.Windows.UIElement.StylusDown  
System.Windows.UIElement.PreviewStylusUp  
System.Windows.UIElement.StylusUp  
System.Windows.UIElement.PreviewStylusMove  
System.Windows.UIElement.StylusMove  
System.Windows.UIElement.PreviewStylusInAirMove  
System.Windows.UIElement.StylusInAirMove  
System.Windows.UIElement.StylusEnter  
System.Windows.UIElement.StylusLeave  
System.Windows.UIElement.PreviewStylusInRange  
System.Windows.UIElement.StylusInRange  
System.Windows.UIElement.PreviewStylusOutOfRange  
System.Windows.UIElement.StylusOutOfRange  
System.Windows.UIElement.PreviewStylusSystemGesture  
System.Windows.UIElement.StylusSystemGesture  
System.Windows.UIElement.GotStylusCapture  
System.Windows.UIElement.LostStylusCapture  
System.Windows.UIElement.StylusButtonDown  
System.Windows.UIElement.StylusButtonUp  
System.Windows.UIElement.PreviewStylusButtonDown  
System.Windows.UIElement.PreviewStylusButtonUp  
System.Windows.UIElement.PreviewKeyDown  
System.Windows.UIElement.KeyDown  
System.Windows.UIElement.PreviewKeyUp  
System.Windows.UIElement.KeyUp  
System.Windows.UIElement.PreviewGotKeyboardFocus  
System.Windows.UIElement.GotKeyboardFocus

System.Windows.UIElement.PreviewLostKeyboardFocus  
System.Windows.UIElement.LostKeyboardFocus  
System.Windows.UIElement.PreviewTextInput  
System.Windows.UIElement.TextInput  
System.Windows.UIElement.PreviewQueryContinueDrag  
System.Windows.UIElement.QueryContinueDrag  
System.Windows.UIElement.PreviewGiveFeedback  
System.Windows.UIElement.GiveFeedback  
System.Windows.UIElement.PreviewDragEnter  
System.Windows.UIElement.DragEnter  
System.Windows.UIElement.PreviewDragOver  
System.Windows.UIElement.DragOver  
System.Windows.UIElement.PreviewDragLeave  
System.Windows.UIElement.DragLeave  
System.Windows.UIElement.PreviewDrop  
System.Windows.UIElement.Drop  
System.Windows.UIElement.PreviewTouchDown  
System.Windows.UIElement.TouchDown  
System.Windows.UIElement.PreviewTouchMove  
System.Windows.UIElement.TouchMove  
System.Windows.UIElement.PreviewTouchUp  
System.Windows.UIElement.TouchUp  
System.Windows.UIElement.GotTouchCapture  
System.Windows.UIElement.LostTouchCapture  
System.Windows.UIElement.TouchEnter  
System.Windows.UIElement.TouchLeave  
System.Windows.UIElement.IsMouseDirectlyOverChanged  
System.Windows.UIElement.IsKeyboardFocusWithinChanged  
System.Windows.UIElement.IsMouseCapturedChanged  
System.Windows.UIElement.IsMouseCaptureWithinChanged  
System.Windows.UIElement.IsStylusDirectlyOverChanged  
System.Windows.UIElement.IsStylusCapturedChanged  
System.Windows.UIElement.IsStylusCaptureWithinChanged  
System.Windows.UIElement.IsKeyboardFocusedChanged  
System.Windows.UIElement.LayoutUpdated  
System.Windows.UIElement.GotFocus  
System.Windows.UIElement.LostFocus  
System.Windows.UIElement.IsEnabledChanged  
System.Windows.UIElement.IsHitTestVisibleChanged  
System.Windows.UIElement.IsVisibleChanged  
System.Windows.UIElement.FocusableChanged  
System.Windows.UIElement.ManipulationStarting  
System.Windows.UIElement.ManipulationStarted  
System.Windows.UIElement.ManipulationDelta  
System.Windows.UIElement.ManipulationInertiaStarting  
System.Windows.UIElement.ManipulationBoundaryFeedback  
System.Windows.UIElement.ManipulationCompleted  
System.Windows.Media.Visual.AddVisualChild(System.Windows.Media.Visual)  
System.Windows.Media.Visual.RemoveVisualChild(System.Windows.Media.Visual)  
System.Windows.Media.Visual.OnVisualChildrenChanged(System.Windows.DependencyObject,  
System.Windows.DependencyObject)  
System.Windows.Media.Visual.OnDpiChanged(System.Windows.DpiScale, System.Windows.DpiScale)

System.Windows.Media.Visual.IsAncestorOf(System.Windows.DependencyObject)  
System.Windows.Media.Visual.IsDescendantOf(System.Windows.DependencyObject)  
System.Windows.Media.Visual.FindCommonVisualAncestor(System.Windows.DependencyObject)  
System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Visual)  
System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Media3D.Visual3D)  
System.Windows.Media.Visual.TransformToDescendant(System.Windows.Media.Visual)  
System.Windows.Media.Visual.TransformToVisual(System.Windows.Media.Visual)  
System.Windows.Media.Visual.PointToScreen(System.Windows.Point)  
System.Windows.Media.Visual.PointFromScreen(System.Windows.Point)  
System.Windows.Media.Visual.VisualParent  
System.Windows.Media.Visual.VisualTransform  
System.Windows.Media.Visual.VisualEffect  
System.Windows.Media.Visual.VisualBitmapEffect  
System.Windows.Media.Visual.VisualBitmapEffectInput  
System.Windows.Media.Visual.VisualCacheMode  
System.Windows.Media.Visual.VisualScrollableAreaClip  
System.Windows.Media.Visual.VisualClip  
System.Windows.Media.Visual.VisualOffset  
System.Windows.Media.Visual.VisualOpacity  
System.Windows.Media.Visual.VisualEdgeMode  
System.Windows.Media.Visual.VisualBitmapScalingMode  
System.Windows.Media.Visual.VisualClearTypeHint  
System.Windows.Media.Visual.VisualTextRenderingMode  
System.Windows.Media.Visual.VisualTextHintingMode  
System.Windows.Media.Visual.VisualOpacityMask  
System.Windows.Media.Visual.VisualXSnappingGuidelines  
System.Windows.Media.Visual.VisualYSnappingGuidelines  
System.Windows.DependencyObject.Equals(System.Object)  
System.Windows.DependencyObject.GetHashCode()  
System.Windows.DependencyObject.GetValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.SetValue(System.Windows.DependencyProperty, System.Object)  
System.Windows.DependencyObject.SetCurrentValue(System.Windows.DependencyProperty, System.Object)  
System.Windows.DependencyObject.SetValue(System.Windows.DependencyPropertyKey, System.Object)  
System.Windows.DependencyObject.ClearValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ClearValue(System.Windows.DependencyPropertyKey)  
System.Windows.DependencyObject.CoerceValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.InvalidateProperty(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ShouldSerializeProperty(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ReadLocalValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.GetLocalValueEnumerator()  
System.Windows.DependencyObject.DependencyObjectType  
System.Windows.DependencyObject.IsSealed  
System.Windows.Threading.DispatcherObject.Dispatcher  
System.Object.ToString()  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: [CIDER.Views](#)

Assembly: CIDER.dll

Syntax

```
public class ArtificialHorizon : Page, DUCE.IResource, IAnimatable, IFrameworkInputElement, IInputElement, ISupportInitialize, IHaveResources, IQueryAmbient, IWindowService, IAddChild
```

Constructors

ArtificialHorizon(DataProvider)

The constructor for the ArtificialHorizon page

Declaration

```
public ArtificialHorizon(DataProvider data)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">DataProvider</a>	data	A DataPRovider object to read the data from

Implements

- System.Windows.Media.Animation.IAnimatable
- System.Windows.IFrameworkInputElement
- System.Windows.IInputElement
- System.ComponentModel.ISupportInitialize
- System.Windows.Markup.IQueryAmbient
- System.Windows.Markup.IAddChild



# Class Height

Interaction logic for the Height page

## Inheritance

System.Object  
System.Windows.Threading.DispatcherObject  
System.Windows.DependencyObject  
System.Windows.Media.Visual  
System.Windows.UIElement  
System.Windows.FrameworkElement  
System.Windows.Controls.Page  
Height

## Implements

System.Windows.Media.Animation.IAnimatable  
System.Windows.IFrameworkInputElement  
System.Windows.IInputElement  
System.ComponentModel.ISupportInitialize  
System.Windows.Markup.IQueryAmbient  
System.Windows.Markup.IAddChild

## Inherited Members

System.Windows.Controls.Page.ContentProperty  
System.Windows.Controls.Page.BackgroundProperty  
System.Windows.Controls.Page.TitleProperty  
System.Windows.Controls.Page.KeepAliveProperty  
System.Windows.Controls.Page.ForegroundProperty  
System.Windows.Controls.Page.FontFamilyProperty  
System.Windows.Controls.Page.FontSizeProperty  
System.Windows.Controls.Page.TemplateProperty  
System.Windows.Controls.Page.System.Windows.Markup.IAddChild.AddChild(System.Object)  
System.Windows.Controls.Page.System.Windows.Markup.IAddChild.AddText(System.String)  
System.Windows.Controls.Page.OnTemplateChanged(System.Windows.Controls.ControlTemplate, System.Windows.Controls.ControlTemplate)  
System.Windows.Controls.Page.MeasureOverride(System.Windows.Size)  
System.Windows.Controls.Page.ArrangeOverride(System.Windows.Size)  
System.Windows.Controls.Page.OnVisualParentChanged(System.Windows.DependencyObject)  
System.Windows.Controls.Page.LogicalChildren  
System.Windows.Controls.Page.Content  
System.Windows.Controls.Page.WindowTitle  
System.Windows.Controls.Page.WindowHeight  
System.Windows.Controls.Page.WindowWidth  
System.Windows.Controls.Page.Background  
System.Windows.Controls.Page.Title  
System.Windows.Controls.Page.ShowsNavigationUI  
System.Windows.Controls.Page.KeepAlive  
System.Windows.Controls.Page.NavigationService  
System.Windows.Controls.Page.Foreground  
System.Windows.Controls.Page.FontFamily  
System.Windows.Controls.Page.FontSize  
System.Windows.Controls.Page.Template  
System.Windows.FrameworkElement.StyleProperty  
System.Windows.FrameworkElement.OverridesDefaultStyleProperty

System.Windows.FrameworkElement.UseLayoutRoundingProperty  
System.Windows.FrameworkElement.DefaultStyleKeyProperty  
System.Windows.FrameworkElement.DataContextProperty  
System.Windows.FrameworkElement.BindingGroupProperty  
System.Windows.FrameworkElement.LanguageProperty  
System.Windows.FrameworkElement.NameProperty  
System.Windows.FrameworkElement.TagProperty  
System.Windows.FrameworkElement.InputScopeProperty  
System.Windows.FrameworkElement.RequestBringIntoViewEvent  
System.Windows.FrameworkElement.SizeChangedEvent  
System.Windows.FrameworkElement.ActualWidthProperty  
System.Windows.FrameworkElement.ActualHeightProperty  
System.Windows.FrameworkElement.LayoutTransformProperty  
System.Windows.FrameworkElement.WidthProperty  
System.Windows.FrameworkElement.MinWidthProperty  
System.Windows.FrameworkElement.MaxWidthProperty  
System.Windows.FrameworkElement.HeightProperty  
System.Windows.FrameworkElement.MinHeightProperty  
System.Windows.FrameworkElement.MaxHeightProperty  
System.Windows.FrameworkElement.FlowDirectionProperty  
System.Windows.FrameworkElement.MarginProperty  
System.Windows.FrameworkElement.HorizontalAlignmentProperty  
System.Windows.FrameworkElement.VerticalAlignmentProperty  
System.Windows.FrameworkElement.FocusVisualStyleProperty  
System.Windows.FrameworkElement.CursorProperty  
System.Windows.FrameworkElement.ForceCursorProperty  
System.Windows.FrameworkElement.LoadedEvent  
System.Windows.FrameworkElement.UnloadedEvent  
System.Windows.FrameworkElement.ToolTipProperty  
System.Windows.FrameworkElement.ContextMenuProperty  
System.Windows.FrameworkElement.ToolTipOpeningEvent  
System.Windows.FrameworkElement.ToolTipClosingEvent  
System.Windows.FrameworkElement.ContextMenuOpeningEvent  
System.Windows.FrameworkElement.ContextMenuClosingEvent  
System.Windows.FrameworkElement.OnStyleChanged(System.Windows.Style, System.Windows.Style)  
System.Windows.FrameworkElement.ParentLayoutInvalidated(System.Windows.UIElement)  
System.Windows.FrameworkElement.ApplyTemplate()  
System.Windows.FrameworkElement.OnApplyTemplate()  
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard)  
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard,  
System.Windows.Media.Animation.HandoffBehavior)  
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard,  
System.Windows.Media.Animation.HandoffBehavior, System.Boolean)  
System.Windows.FrameworkElement.GetVisualChild(System.Int32)  
System.Windows.FrameworkElement.System.Windows.Markup.IQueryAmbient.IsAmbientPropertyAvailable(System.String)  
System.Windows.FrameworkElement.GetTemplateChild(System.String)  
System.Windows.FrameworkElement.FindResource(System.Object)  
System.Windows.FrameworkElement.TryFindResource(System.Object)  
System.Windows.FrameworkElement.SetResourceReference(System.Windows.DependencyProperty, System.Object)  
System.Windows.FrameworkElement.OnPropertyChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.FrameworkElement.GetBindingExpression(System.Windows.DependencyProperty)  
System.Windows.FrameworkElement.SetBinding(System.Windows.DependencyProperty, System.Windows.Data.BindingBase)

System.Windows.FrameworkElement.SetBinding(System.Windows.DependencyProperty, System.String)  
System.Windows.FrameworkElement.GetUIParentCore()  
System.Windows.FrameworkElement.BringIntoView()  
System.Windows.FrameworkElement.BringIntoView(System.Windows.Rect)  
System.Windows.FrameworkElement.GetFlowDirection(System.Windows.DependencyObject)  
System.Windows.FrameworkElement.SetFlowDirection(System.Windows.DependencyObject, System.Windows.FlowDirection)  
System.Windows.FrameworkElement.MeasureCore(System.Windows.Size)  
System.Windows.FrameworkElement.ArrangeCore(System.Windows.Rect)  
System.Windows.FrameworkElement.OnRenderSizeChanged(System.Windows.SizeChangedEventArgs)  
System.Windows.FrameworkElement.GetLayoutClip(System.Windows.Size)  
System.Windows.FrameworkElement.MoveFocus(System.Windows.Input.TraversalRequest)  
System.Windows.FrameworkElement.PredictFocus(System.Windows.Input.FocusNavigationDirection)  
System.Windows.FrameworkElement.OnGotFocus(System.Windows.RoutedEventArgs)  
System.Windows.FrameworkElement.BeginInit()  
System.Windows.FrameworkElement.EndInit()  
System.Windows.FrameworkElement.OnInitialized(System.EventArgs)  
System.Windows.FrameworkElement.OnToolTipOpening(System.Windows.Controls.ToolTipEventArgs)  
System.Windows.FrameworkElement.OnToolTipClosing(System.Windows.Controls.ToolTipEventArgs)  
System.Windows.FrameworkElement.OnContextMenuOpening(System.Windows.Controls.ContextMenuEventArgs)  
System.Windows.FrameworkElement.OnContextMenuClosing(System.Windows.Controls.ContextMenuEventArgs)  
System.Windows.FrameworkElement.RegisterName(System.String, System.Object)  
System.Windows.FrameworkElement.UnregisterName(System.String)  
System.Windows.FrameworkElement.FindName(System.String)  
System.Windows.FrameworkElement.UpdateDefaultStyle()  
System.Windows.FrameworkElement.AddLogicalChild(System.Object)  
System.Windows.FrameworkElement.RemoveLogicalChild(System.Object)  
System.Windows.FrameworkElement.Style  
System.Windows.FrameworkElement.OverridesDefaultStyle  
System.Windows.FrameworkElement.UseLayoutRounding  
System.Windows.FrameworkElement.DefaultStyleKey  
System.Windows.FrameworkElement.Triggers  
System.Windows.FrameworkElement.TemplatedParent  
System.Windows.FrameworkElement.VisualChildrenCount  
System.Windows.FrameworkElement.Resources  
System.Windows.FrameworkElement.InheritanceBehavior  
System.Windows.FrameworkElement.DataContext  
System.Windows.FrameworkElement.BindingGroup  
System.Windows.FrameworkElement.Language  
System.Windows.FrameworkElement.Name  
System.Windows.FrameworkElement.Tag  
System.Windows.FrameworkElement.InputScope  
System.Windows.FrameworkElement.ActualWidth  
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System.Windows.FrameworkElement.LayoutTransform  
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System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: [CIDER.Views](#)

Assembly: CIDER.dll

Syntax

```
public class Height : Page, DUCE.IResource, IAnimatable, IFrameworkInputElement, IInputElement,
ISupportInitialize, IHaveResources, IQueryAmbient, IWindowService, IAddChild
```

Constructors

Height(DataProvider)

This is the constructor for the Height page

Declaration

```
public Height(DataProvider data)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">DataProvider</a>	data	A DataProvider object to read the data from

Implements

- System.Windows.Media.Animation.IAnimatable
- System.Windows.IFrameworkInputElement
- System.Windows.IInputElement
- System.ComponentModel.ISupportInitialize
- System.Windows.Markup.IQueryAmbient
- System.Windows.Markup.IAddChild

# Class Load

Interaction logic for Load.xaml

## Inheritance

System.Object  
System.Windows.Threading.DispatcherObject  
System.Windows.DependencyObject  
System.Windows.Media.Visual  
System.Windows.UIElement  
System.Windows.FrameworkElement  
System.Windows.Controls.Page  
Load

## Implements

System.Windows.Media.Animation.IAnimatable  
System.Windows.IFrameworkInputElement  
System.Windows.IInputElement  
System.ComponentModel.ISupportInitialize  
System.Windows.Markup.IQueryAmbient  
System.Windows.Markup.IAddChild

## Inherited Members

System.Windows.Controls.Page.ContentProperty  
System.Windows.Controls.Page.BackgroundProperty  
System.Windows.Controls.Page.TitleProperty  
System.Windows.Controls.Page.KeepAliveProperty  
System.Windows.Controls.Page.ForegroundProperty  
System.Windows.Controls.Page.FontFamilyProperty  
System.Windows.Controls.Page.FontSizeProperty  
System.Windows.Controls.Page.TemplateProperty  
System.Windows.Controls.Page.System.Windows.Markup.IAddChild.AddChild(System.Object)  
System.Windows.Controls.Page.System.Windows.Markup.IAddChild.AddText(System.String)  
System.Windows.Controls.Page.OnTemplateChanged(System.Windows.Controls.ControlTemplate, System.Windows.Controls.ControlTemplate)  
System.Windows.Controls.Page.MeasureOverride(System.Windows.Size)  
System.Windows.Controls.Page.ArrangeOverride(System.Windows.Size)  
System.Windows.Controls.Page.OnVisualParentChanged(System.Windows.DependencyObject)  
System.Windows.Controls.Page.LogicalChildren  
System.Windows.Controls.Page.Content  
System.Windows.Controls.Page.WindowTitle  
System.Windows.Controls.Page.WindowHeight  
System.Windows.Controls.Page.WindowWidth  
System.Windows.Controls.Page.Background  
System.Windows.Controls.Page.Title  
System.Windows.Controls.Page.ShowsNavigationUI  
System.Windows.Controls.Page.KeepAlive  
System.Windows.Controls.Page.NavigationService  
System.Windows.Controls.Page.Foreground  
System.Windows.Controls.Page.FontFamily  
System.Windows.Controls.Page.FontSize  
System.Windows.Controls.Page.Template  
System.Windows.FrameworkElement.StyleProperty  
System.Windows.FrameworkElement.OverridesDefaultStyleProperty

System.Windows.FrameworkElement.UseLayoutRoundingProperty  
System.Windows.FrameworkElement.DefaultStyleKeyProperty  
System.Windows.FrameworkElement.DataContextProperty  
System.Windows.FrameworkElement.BindingGroupProperty  
System.Windows.FrameworkElement.LanguageProperty  
System.Windows.FrameworkElement.NameProperty  
System.Windows.FrameworkElement.TagProperty  
System.Windows.FrameworkElement.InputScopeProperty  
System.Windows.FrameworkElement.RequestBringIntoViewEvent  
System.Windows.FrameworkElement.SizeChangedEvent  
System.Windows.FrameworkElement.ActualWidthProperty  
System.Windows.FrameworkElement.ActualHeightProperty  
System.Windows.FrameworkElement.LayoutTransformProperty  
System.Windows.FrameworkElement.WidthProperty  
System.Windows.FrameworkElement.MinWidthProperty  
System.Windows.FrameworkElement.MaxWidthProperty  
System.Windows.FrameworkElement.HeightProperty  
System.Windows.FrameworkElement.MinHeightProperty  
System.Windows.FrameworkElement.MaxHeightProperty  
System.Windows.FrameworkElement.FlowDirectionProperty  
System.Windows.FrameworkElement.MarginProperty  
System.Windows.FrameworkElement.HorizontalAlignmentProperty  
System.Windows.FrameworkElement.VerticalAlignmentProperty  
System.Windows.FrameworkElement.FocusVisualStyleProperty  
System.Windows.FrameworkElement.CursorProperty  
System.Windows.FrameworkElement.ForceCursorProperty  
System.Windows.FrameworkElement.LoadedEvent  
System.Windows.FrameworkElement.UnloadedEvent  
System.Windows.FrameworkElement.ToolTipProperty  
System.Windows.FrameworkElement.ContextMenuProperty  
System.Windows.FrameworkElement.ToolTipOpeningEvent  
System.Windows.FrameworkElement.ToolTipClosingEvent  
System.Windows.FrameworkElement.ContextMenuOpeningEvent  
System.Windows.FrameworkElement.ContextMenuClosingEvent  
System.Windows.FrameworkElement.OnStyleChanged(System.Windows.Style, System.Windows.Style)  
System.Windows.FrameworkElement.ParentLayoutInvalidated(System.Windows.UIElement)  
System.Windows.FrameworkElement.ApplyTemplate()  
System.Windows.FrameworkElement.OnApplyTemplate()  
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard)  
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard, System.Windows.Media.Animation.HandoffBehavior)  
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard, System.Windows.Media.Animation.HandoffBehavior, System.Boolean)  
System.Windows.FrameworkElement.GetVisualChild(System.Int32)  
System.Windows.FrameworkElement.System.Windows.Markup.IQueryAmbient.IsAmbientPropertyAvailable(System.String)  
System.Windows.FrameworkElement.GetTemplateChild(System.String)  
System.Windows.FrameworkElement.FindResource(System.Object)  
System.Windows.FrameworkElement.TryFindResource(System.Object)  
System.Windows.FrameworkElement.SetResourceReference(System.Windows.DependencyProperty, System.Object)  
System.Windows.FrameworkElement.OnPropertyChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.FrameworkElement.GetBindingExpression(System.Windows.DependencyProperty)  
System.Windows.FrameworkElement.SetBinding(System.Windows.DependencyProperty, System.Windows.Data.BindingBase)

System.Windows.FrameworkElement.SetBinding(System.Windows.DependencyProperty, System.String)  
System.Windows.FrameworkElement.GetUIParentCore()  
System.Windows.FrameworkElement.BringIntoView()  
System.Windows.FrameworkElement.BringIntoView(System.Windows.Rect)  
System.Windows.FrameworkElement.GetFlowDirection(System.Windows.DependencyObject)  
System.Windows.FrameworkElement.SetFlowDirection(System.Windows.DependencyObject, System.Windows.FlowDirection)  
System.Windows.FrameworkElement.MeasureCore(System.Windows.Size)  
System.Windows.FrameworkElement.ArrangeCore(System.Windows.Rect)  
System.Windows.FrameworkElement.OnRenderSizeChanged(System.Windows.SizeChangedEventArgs)  
System.Windows.FrameworkElement.GetLayoutClip(System.Windows.Size)  
System.Windows.FrameworkElement.MoveFocus(System.Windows.Input.TraversalRequest)  
System.Windows.FrameworkElement.PredictFocus(System.Windows.Input.FocusNavigationDirection)  
System.Windows.FrameworkElement.OnGotFocus(System.Windows.RoutedEventArgs)  
System.Windows.FrameworkElement.BeginInit()  
System.Windows.FrameworkElement.EndInit()  
System.Windows.FrameworkElement.OnInitialized(System.EventArgs)  
System.Windows.FrameworkElement.OnToolTipOpening(System.Windows.Controls.ToolTipEventArgs)  
System.Windows.FrameworkElement.OnToolTipClosing(System.Windows.Controls.ToolTipEventArgs)  
System.Windows.FrameworkElement.OnContextMenuOpening(System.Windows.Controls.ContextMenuEventArgs)  
System.Windows.FrameworkElement.OnContextMenuClosing(System.Windows.Controls.ContextMenuEventArgs)  
System.Windows.FrameworkElement.RegisterName(System.String, System.Object)  
System.Windows.FrameworkElement.UnregisterName(System.String)  
System.Windows.FrameworkElement.FindName(System.String)  
System.Windows.FrameworkElement.UpdateDefaultStyle()  
System.Windows.FrameworkElement.AddLogicalChild(System.Object)  
System.Windows.FrameworkElement.RemoveLogicalChild(System.Object)  
System.Windows.FrameworkElement.Style  
System.Windows.FrameworkElement.OverridesDefaultStyle  
System.Windows.FrameworkElement.UseLayoutRounding  
System.Windows.FrameworkElement.DefaultStyleKey  
System.Windows.FrameworkElement.Triggers  
System.Windows.FrameworkElement.TemplatedParent  
System.Windows.FrameworkElement.VisualChildrenCount  
System.Windows.FrameworkElement.Resources  
System.Windows.FrameworkElement.InheritanceBehavior  
System.Windows.FrameworkElement.DataContext  
System.Windows.FrameworkElement.BindingGroup  
System.Windows.FrameworkElement.Language  
System.Windows.FrameworkElement.Name  
System.Windows.FrameworkElement.Tag  
System.Windows.FrameworkElement.InputScope  
System.Windows.FrameworkElement.ActualWidth  
System.Windows.FrameworkElement.ActualHeight  
System.Windows.FrameworkElement.LayoutTransform  
System.Windows.FrameworkElement.Width  
System.Windows.FrameworkElement.MinWidth  
System.Windows.FrameworkElement.MaxWidth  
System.Windows.FrameworkElement.Height  
System.Windows.FrameworkElement.MinHeight  
System.Windows.FrameworkElement.MaxHeight  
System.Windows.FrameworkElement.FlowDirection  
System.Windows.FrameworkElement.Margin



System.Windows.FrameworkElement.HorizontalAlignment  
System.Windows.FrameworkElement.VerticalAlignment  
System.Windows.FrameworkElement.FocusVisualStyle  
System.Windows.FrameworkElement.Cursor  
System.Windows.FrameworkElement.ForceCursor  
System.Windows.FrameworkElement.IsInitialized  
System.Windows.FrameworkElement.IsLoaded  
System.Windows.FrameworkElement.ToolTip  
System.Windows.FrameworkElement.ContextMenu  
System.Windows.FrameworkElement.Parent  
System.Windows.FrameworkElement.TargetUpdated  
System.Windows.FrameworkElement.SourceUpdated  
System.Windows.FrameworkElement.DataContextChanged  
System.Windows.FrameworkElement.RequestBringIntoView  
System.Windows.FrameworkElement.SizeChanged  
System.Windows.FrameworkElement.Initialized  
System.Windows.FrameworkElement.Loaded  
System.Windows.FrameworkElement.Unloaded  
System.Windows.FrameworkElement.ToolTipOpening  
System.Windows.FrameworkElement.ToolTipClosing  
System.Windows.FrameworkElement.ContextMenuOpening  
System.Windows.FrameworkElement.ContextMenuClosing  
System.Windows.UIElement.PreviewMouseDownEvent  
System.Windows.UIElement.MouseDownEvent  
System.Windows.UIElement.PreviewMouseUpEvent  
System.Windows.UIElement.MouseUpEvent  
System.Windows.UIElement.PreviewMouseLeftButtonDownEvent  
System.Windows.UIElement.MouseLeftButtonDownEvent  
System.Windows.UIElement.PreviewMouseLeftButtonUpEvent  
System.Windows.UIElement.MouseLeftButtonUpEvent  
System.Windows.UIElement.PreviewMouseRightButtonDownEvent  
System.Windows.UIElement.MouseRightButtonDownEvent  
System.Windows.UIElement.PreviewMouseRightButtonUpEvent  
System.Windows.UIElement.MouseRightButtonUpEvent  
System.Windows.UIElement.PreviewMouseMoveEvent  
System.Windows.UIElement.MouseMoveEvent  
System.Windows.UIElement.PreviewMouseWheelEvent  
System.Windows.UIElement.MouseWheelEvent  
System.Windows.UIElement.MouseEnterEvent  
System.Windows.UIElement.MouseLeaveEvent  
System.Windows.UIElement.GotMouseCaptureEvent  
System.Windows.UIElement.LostMouseCaptureEvent  
System.Windows.UIElement.QueryCursorEvent  
System.Windows.UIElement.PreviewStylusDownEvent  
System.Windows.UIElement.StylusDownEvent  
System.Windows.UIElement.PreviewStylusUpEvent  
System.Windows.UIElement.StylusUpEvent  
System.Windows.UIElement.PreviewStylusMoveEvent  
System.Windows.UIElement.StylusMoveEvent  
System.Windows.UIElement.PreviewStylusInAirMoveEvent  
System.Windows.UIElement.StylusInAirMoveEvent  
System.Windows.UIElement.StylusEnterEvent

System.Windows.UIElement.StylusLeaveEvent  
System.Windows.UIElement.PreviewStylusInRangeEvent  
System.Windows.UIElement.StylusInRangeEvent  
System.Windows.UIElement.PreviewStylusOutOfRangeEvent  
System.Windows.UIElement.StylusOutOfRangeEvent  
System.Windows.UIElement.PreviewStylusSystemGestureEvent  
System.Windows.UIElement.StylusSystemGestureEvent  
System.Windows.UIElement.GotStylusCaptureEvent  
System.Windows.UIElement.LostStylusCaptureEvent  
System.Windows.UIElement.StylusButtonDownEvent  
System.Windows.UIElement.StylusButtonUpEvent  
System.Windows.UIElement.PreviewStylusButtonDownEvent  
System.Windows.UIElement.PreviewStylusButtonUpEvent  
System.Windows.UIElement.PreviewKeyDownEvent  
System.Windows.UIElement.KeyDownEvent  
System.Windows.UIElement.PreviewKeyUpEvent  
System.Windows.UIElement.KeyUpEvent  
System.Windows.UIElement.PreviewGotKeyboardFocusEvent  
System.Windows.UIElement.GotKeyboardFocusEvent  
System.Windows.UIElement.PreviewLostKeyboardFocusEvent  
System.Windows.UIElement.LostKeyboardFocusEvent  
System.Windows.UIElement.PreviewTextInputEvent  
System.Windows.UIElement.TextInputEvent  
System.Windows.UIElement.PreviewQueryContinueDragEvent  
System.Windows.UIElement.QueryContinueDragEvent  
System.Windows.UIElement.PreviewGiveFeedbackEvent  
System.Windows.UIElement.GiveFeedbackEvent  
System.Windows.UIElement.PreviewDragEnterEvent  
System.Windows.UIElement.DragEnterEvent  
System.Windows.UIElement.PreviewDragOverEvent  
System.Windows.UIElement.DragOverEvent  
System.Windows.UIElement.PreviewDragLeaveEvent  
System.Windows.UIElement.DragLeaveEvent  
System.Windows.UIElement.PreviewDropEvent  
System.Windows.UIElement.DropEvent  
System.Windows.UIElement.PreviewTouchDownEvent  
System.Windows.UIElement.TouchDownEvent  
System.Windows.UIElement.PreviewTouchMoveEvent  
System.Windows.UIElement.TouchMoveEvent  
System.Windows.UIElement.PreviewTouchUpEvent  
System.Windows.UIElement.TouchUpEvent  
System.Windows.UIElement.GotTouchCaptureEvent  
System.Windows.UIElement.LostTouchCaptureEvent  
System.Windows.UIElement.TouchEnterEvent  
System.Windows.UIElement.TouchLeaveEvent  
System.Windows.UIElement.IsMouseDirectlyOverProperty  
System.Windows.UIElement.IsMouseOverProperty  
System.Windows.UIElement.IsStylusOverProperty  
System.Windows.UIElement.IsKeyboardFocusWithinProperty  
System.Windows.UIElement.IsMouseCapturedProperty  
System.Windows.UIElement.IsMouseCaptureWithinProperty  
System.Windows.UIElement.IsStylusDirectlyOverProperty

System.Windows.UIElement.IsStylusCapturedProperty  
System.Windows.UIElement.IsStylusCaptureWithinProperty  
System.Windows.UIElement.IsKeyboardFocusedProperty  
System.Windows.UIElement.AreAnyTouchesDirectlyOverProperty  
System.Windows.UIElement.AreAnyTouchesOverProperty  
System.Windows.UIElement.AreAnyTouchesCapturedProperty  
System.Windows.UIElement.AreAnyTouchesCapturedWithinProperty  
System.Windows.UIElement.AllowDropProperty  
System.Windows.UIElement.RenderTransformProperty  
System.Windows.UIElement.RenderTransformOriginProperty  
System.Windows.UIElement.OpacityProperty  
System.Windows.UIElement.OpacityMaskProperty  
System.Windows.UIElement.BitmapEffectProperty  
System.Windows.UIElement.EffectProperty  
System.Windows.UIElement.BitmapEffectInputProperty  
System.Windows.UIElement.CacheModeProperty  
System.Windows.UIElement.UidProperty  
System.Windows.UIElement.VisibilityProperty  
System.Windows.UIElement.ClipToBoundsProperty  
System.Windows.UIElement.ClipProperty  
System.Windows.UIElement.SnapsToDevicePixelsProperty  
System.Windows.UIElement.GotFocusEvent  
System.Windows.UIElement.LostFocusEvent  
System.Windows.UIElement.IsFocusedProperty  
System.Windows.UIElement.IsEnabledProperty  
System.Windows.UIElement.IsHitTestVisibleProperty  
System.Windows.UIElement.IsVisibleProperty  
System.Windows.UIElement.FocusableProperty  
System.Windows.UIElement.IsManipulationEnabledProperty  
System.Windows.UIElement.ManipulationStartingEvent  
System.Windows.UIElement.ManipulationStartedEvent  
System.Windows.UIElement.ManipulationDeltaEvent  
System.Windows.UIElement.ManipulationInertiaStartingEvent  
System.Windows.UIElement.ManipulationBoundaryFeedbackEvent  
System.Windows.UIElement.ManipulationCompletedEvent  
System.Windows.UIElement.ApplyAnimationClock(System.Windows.DependencyProperty,  
System.Windows.Media.Animation.AnimationClock)  
System.Windows.UIElement.ApplyAnimationClock(System.Windows.DependencyProperty,  
System.Windows.Media.Animation.AnimationClock, System.Windows.Media.Animation.HandoffBehavior)  
System.Windows.UIElement.BeginAnimation(System.Windows.DependencyProperty,  
System.Windows.Media.Animation.AnimationTimeline)  
System.Windows.UIElement.BeginAnimation(System.Windows.DependencyProperty,  
System.Windows.Media.Animation.AnimationTimeline, System.Windows.Media.Animation.HandoffBehavior)  
System.Windows.UIElement.GetAnimationBaseValue(System.Windows.DependencyProperty)  
System.Windows.UIElement.RaiseEvent(System.Windows.RoutedEventArgs)  
System.Windows.UIElement.AddHandler(System.Windows.RoutedEvent, System.Delegate)  
System.Windows.UIElement.AddHandler(System.Windows.RoutedEvent, System.Delegate, System.Boolean)  
System.Windows.UIElement.RemoveHandler(System.Windows.RoutedEvent, System.Delegate)  
System.Windows.UIElement.AddToEventRoute(System.Windows.EventRoute, System.Windows.RoutedEventArgs)  
System.Windows.UIElement.OnPreviewMouseDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseUp(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnMouseUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseLeftButtonDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseLeftButtonDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseLeftButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseLeftButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseRightButtonDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseRightButtonDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseRightButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseRightButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseMove(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnMouseMove(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnPreviewMouseWheel(System.Windows.Input.MouseWheelEventArgs)  
System.Windows.UIElement.OnMouseWheel(System.Windows.Input.MouseWheelEventArgs)  
System.Windows.UIElement.OnMouseEnter(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnMouseLeave(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnGotMouseCapture(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnLostMouseCapture(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnQueryCursor(System.Windows.Input.QueryCursorEventArgs)  
System.Windows.UIElement.OnPreviewStylusDown(System.Windows.Input.StylusDownEventArgs)  
System.Windows.UIElement.OnStylusDown(System.Windows.Input.StylusDownEventArgs)  
System.Windows.UIElement.OnPreviewStylusUp(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusUp(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusInAirMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusInAirMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusEnter(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusLeave(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusInRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusInRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusOutOfRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusOutOfRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusSystemGesture(System.Windows.Input.StylusSystemGestureEventArgs)  
System.Windows.UIElement.OnStylusSystemGesture(System.Windows.Input.StylusSystemGestureEventArgs)  
System.Windows.UIElement.OnGotStylusCapture(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnLostStylusCapture(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusButtonDown(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnStylusButtonUp(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnPreviewStylusButtonDown(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnPreviewStylusButtonUp(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnPreviewKeyDown(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnKeyDown(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnPreviewKeyUp(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnKeyUp(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnPreviewGotKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnGotKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnPreviewLostKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnLostKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnPreviewTextInput(System.Windows.Input.TextCompositionEventArgs)  
System.Windows.UIElement.OnTextInput(System.Windows.Input.TextCompositionEventArgs)  
System.Windows.UIElement.OnPreviewQueryContinueDrag(System.Windows.QueryContinueDragEventArgs)  
System.Windows.UIElement.OnQueryContinueDrag(System.Windows.QueryContinueDragEventArgs)

System.Windows.UIElement.OnPreviewGiveFeedback(System.Windows.GiveFeedbackEventArgs)  
System.Windows.UIElement.OnGiveFeedback(System.Windows.GiveFeedbackEventArgs)  
System.Windows.UIElement.OnPreviewDragEnter(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDragEnter(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewDragOver(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDragOver(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewDragLeave(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDragLeave(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewDrop(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDrop(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewTouchDown(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchDown(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnPreviewTouchMove(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchMove(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnPreviewTouchUp(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchUp(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnGotTouchCapture(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnLostTouchCapture(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchEnter(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchLeave(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnIsMouseDirectlyOverChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsKeyboardFocusWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsMouseCapturedChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsMouseCaptureWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsStylusDirectlyOverChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsStylusCapturedChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsStylusCaptureWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsKeyboardFocusedChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.InvalidateMeasure()  
System.Windows.UIElement.InvalidateArrange()  
System.Windows.UIElement.InvalidateVisual()  
System.Windows.UIElement.OnChildDesiredSizeChanged(System.Windows.UIElement)  
System.Windows.UIElement.Measure(System.Windows.Size)  
System.Windows.UIElement.Arrange(System.Windows.Rect)  
System.Windows.UIElement.OnRender(System.Windows.Media.DrawingContext)  
System.Windows.UIElement.UpdateLayout()  
System.Windows.UIElement.TranslatePoint(System.Windows.Point, System.Windows.UIElement)  
System.Windows.UIElement.InputHitTest(System.Windows.Point)  
System.Windows.UIElement.CaptureMouse()  
System.Windows.UIElement.ReleaseMouseCapture()  
System.Windows.UIElement.CaptureStylus()  
System.Windows.UIElement.ReleaseStylusCapture()  
System.Windows.UIElement.Focus()  
System.Windows.UIElement.OnAccessKey(System.Windows.Input.AccessKeyEventArgs)  
System.Windows.UIElement.HitTestCore(System.Windows.Media.PointHitTestParameters)  
System.Windows.UIElement.HitTestCore(System.Windows.Media.GeometryHitTestParameters)  
System.Windows.UIElement.OnLostFocus(System.Windows.RoutedEventArgs)  
System.Windows.UIElement.OnCreateAutomationPeer()  
System.Windows.UIElement.OnManipulationStarting(System.Windows.Input.ManipulationStartingEventArgs)  
System.Windows.UIElement.OnManipulationStarted(System.Windows.Input.ManipulationStartedEventArgs)  
System.Windows.UIElement.OnManipulationDelta(System.Windows.Input.ManipulationDeltaEventArgs)  
System.Windows.UIElement.OnManipulationInertiaStarting(System.Windows.Input.ManipulationInertiaStartingEventArgs)

System.Windows.UIElement.OnManipulationBoundaryFeedback(System.Windows.Input.ManipulationBoundaryFeedbackEventArgs)  
System.Windows.UIElement.OnManipulationCompleted(System.Windows.Input.ManipulationCompletedEventArgs)  
System.Windows.UIElement.CaptureTouch(System.Windows.Input.TouchDevice)  
System.Windows.UIElement.ReleaseTouchCapture(System.Windows.Input.TouchDevice)  
System.Windows.UIElement.ReleaseAllTouchCaptures()  
System.Windows.UIElement.HasAnimatedProperties  
System.Windows.UIElement.InputBindings  
System.Windows.UIElement.CommandBindings  
System.Windows.UIElement.AllowDrop  
System.Windows.UIElement.StylusPlugins  
System.Windows.UIElement.DesiredSize  
System.Windows.UIElement.IsMeasureValid  
System.Windows.UIElement.IsArrangeValid  
System.Windows.UIElement.RenderSize  
System.Windows.UIElement.RenderTransform  
System.Windows.UIElement.RenderTransformOrigin  
System.Windows.UIElement.IsMouseDirectlyOver  
System.Windows.UIElement.IsMouseOver  
System.Windows.UIElement.IsStylusOver  
System.Windows.UIElement.IsKeyboardFocusWithin  
System.Windows.UIElement.IsMouseCaptured  
System.Windows.UIElement.IsMouseCaptureWithin  
System.Windows.UIElement.IsStylusDirectlyOver  
System.Windows.UIElement.IsStylusCaptured  
System.Windows.UIElement.IsStylusCaptureWithin  
System.Windows.UIElement.IsKeyboardFocused  
System.Windows.UIElement.IsInputMethodEnabled  
System.Windows.UIElement.Opacity  
System.Windows.UIElement.OpacityMask  
System.Windows.UIElement.BitmapEffect  
System.Windows.UIElement.Effect  
System.Windows.UIElement.BitmapEffectInput  
System.Windows.UIElement.CacheMode  
System.Windows.UIElement.Uid  
System.Windows.UIElement.Visibility  
System.Windows.UIElement.ClipToBounds  
System.Windows.UIElement.Clip  
System.Windows.UIElement.SnapsToDevicePixels  
System.Windows.UIElement.HasEffectiveKeyboardFocus  
System.Windows.UIElement.IsFocused  
System.Windows.UIElement.IsEnabled  
System.Windows.UIElement.IsEnabledCore  
System.Windows.UIElement.IsHitTestVisible  
System.Windows.UIElement.IsVisible  
System.Windows.UIElement.Focusable  
System.Windows.UIElement.PersistId  
System.Windows.UIElement.IsManipulationEnabled  
System.Windows.UIElement.AreAnyTouchesOver  
System.Windows.UIElement.AreAnyTouchesDirectlyOver  
System.Windows.UIElement.AreAnyTouchesCapturedWithin  
System.Windows.UIElement.AreAnyTouchesCaptured  
System.Windows.UIElement.TouchesCaptured

System.Windows.UIElement.TouchesCapturedWithin  
System.Windows.UIElement.TouchesOver  
System.Windows.UIElement.TouchesDirectlyOver  
System.Windows.UIElement.PreviewMouseDown  
System.Windows.UIElement.MouseDown  
System.Windows.UIElement.PreviewMouseUp  
System.Windows.UIElement.MouseUp  
System.Windows.UIElement.PreviewMouseLeftButtonDown  
System.Windows.UIElement.MouseLeftButtonDown  
System.Windows.UIElement.PreviewMouseLeftButtonUp  
System.Windows.UIElement.MouseLeftButtonUp  
System.Windows.UIElement.PreviewMouseRightButtonDown  
System.Windows.UIElement.MouseRightButtonDown  
System.Windows.UIElement.PreviewMouseRightButtonUp  
System.Windows.UIElement.MouseRightButtonUp  
System.Windows.UIElement.PreviewMouseMove  
System.Windows.UIElement.MouseMove  
System.Windows.UIElement.PreviewMouseWheel  
System.Windows.UIElement.MouseWheel  
System.Windows.UIElement.MouseEnter  
System.Windows.UIElement.MouseLeave  
System.Windows.UIElement.GotMouseCapture  
System.Windows.UIElement.LostMouseCapture  
System.Windows.UIElement.QueryCursor  
System.Windows.UIElement.PreviewStylusDown  
System.Windows.UIElement.StylusDown  
System.Windows.UIElement.PreviewStylusUp  
System.Windows.UIElement.StylusUp  
System.Windows.UIElement.PreviewStylusMove  
System.Windows.UIElement.StylusMove  
System.Windows.UIElement.PreviewStylusInAirMove  
System.Windows.UIElement.StylusInAirMove  
System.Windows.UIElement.StylusEnter  
System.Windows.UIElement.StylusLeave  
System.Windows.UIElement.PreviewStylusInRange  
System.Windows.UIElement.StylusInRange  
System.Windows.UIElement.PreviewStylusOutOfRange  
System.Windows.UIElement.StylusOutOfRange  
System.Windows.UIElement.PreviewStylusSystemGesture  
System.Windows.UIElement.StylusSystemGesture  
System.Windows.UIElement.GotStylusCapture  
System.Windows.UIElement.LostStylusCapture  
System.Windows.UIElement.StylusButtonDown  
System.Windows.UIElement.StylusButtonUp  
System.Windows.UIElement.PreviewStylusButtonDown  
System.Windows.UIElement.PreviewStylusButtonUp  
System.Windows.UIElement.PreviewKeyDown  
System.Windows.UIElement.KeyDown  
System.Windows.UIElement.PreviewKeyUp  
System.Windows.UIElement.KeyUp  
System.Windows.UIElement.PreviewGotKeyboardFocus  
System.Windows.UIElement.GotKeyboardFocus

System.Windows.UIElement.PreviewLostKeyboardFocus  
System.Windows.UIElement.LostKeyboardFocus  
System.Windows.UIElement.PreviewTextInput  
System.Windows.UIElement.TextInput  
System.Windows.UIElement.PreviewQueryContinueDrag  
System.Windows.UIElement.QueryContinueDrag  
System.Windows.UIElement.PreviewGiveFeedback  
System.Windows.UIElement.GiveFeedback  
System.Windows.UIElement.PreviewDragEnter  
System.Windows.UIElement.DragEnter  
System.Windows.UIElement.PreviewDragOver  
System.Windows.UIElement.DragOver  
System.Windows.UIElement.PreviewDragLeave  
System.Windows.UIElement.DragLeave  
System.Windows.UIElement.PreviewDrop  
System.Windows.UIElement.Drop  
System.Windows.UIElement.PreviewTouchDown  
System.Windows.UIElement.TouchDown  
System.Windows.UIElement.PreviewTouchMove  
System.Windows.UIElement.TouchMove  
System.Windows.UIElement.PreviewTouchUp  
System.Windows.UIElement.TouchUp  
System.Windows.UIElement.GotTouchCapture  
System.Windows.UIElement.LostTouchCapture  
System.Windows.UIElement.TouchEnter  
System.Windows.UIElement.TouchLeave  
System.Windows.UIElement.IsMouseDirectlyOverChanged  
System.Windows.UIElement.IsKeyboardFocusWithinChanged  
System.Windows.UIElement.IsMouseCapturedChanged  
System.Windows.UIElement.IsMouseCaptureWithinChanged  
System.Windows.UIElement.IsStylusDirectlyOverChanged  
System.Windows.UIElement.IsStylusCapturedChanged  
System.Windows.UIElement.IsStylusCaptureWithinChanged  
System.Windows.UIElement.IsKeyboardFocusedChanged  
System.Windows.UIElement.LayoutUpdated  
System.Windows.UIElement.GotFocus  
System.Windows.UIElement.LostFocus  
System.Windows.UIElement.IsEnabledChanged  
System.Windows.UIElement.IsHitTestVisibleChanged  
System.Windows.UIElement.IsVisibleChanged  
System.Windows.UIElement.FocusableChanged  
System.Windows.UIElement.ManipulationStarting  
System.Windows.UIElement.ManipulationStarted  
System.Windows.UIElement.ManipulationDelta  
System.Windows.UIElement.ManipulationInertiaStarting  
System.Windows.UIElement.ManipulationBoundaryFeedback  
System.Windows.UIElement.ManipulationCompleted  
System.Windows.Media.Visual.AddVisualChild(System.Windows.Media.Visual)  
System.Windows.Media.Visual.RemoveVisualChild(System.Windows.Media.Visual)  
System.Windows.Media.Visual.OnVisualChildrenChanged(System.Windows.DependencyObject,  
System.Windows.DependencyObject)  
System.Windows.Media.Visual.OnDpiChanged(System.Windows.DpiScale, System.Windows.DpiScale)



System.Windows.Media.Visual.IsAncestorOf(System.Windows.DependencyObject)  
System.Windows.Media.Visual.IsDescendantOf(System.Windows.DependencyObject)  
System.Windows.Media.Visual.FindCommonVisualAncestor(System.Windows.DependencyObject)  
System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Visual)  
System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Media3D.Visual3D)  
System.Windows.Media.Visual.TransformToDescendant(System.Windows.Media.Visual)  
System.Windows.Media.Visual.TransformToVisual(System.Windows.Media.Visual)  
System.Windows.Media.Visual.PointToScreen(System.Windows.Point)  
System.Windows.Media.Visual.PointFromScreen(System.Windows.Point)  
System.Windows.Media.Visual.VisualParent  
System.Windows.Media.Visual.VisualTransform  
System.Windows.Media.Visual.VisualEffect  
System.Windows.Media.Visual.VisualBitmapEffect  
System.Windows.Media.Visual.VisualBitmapEffectInput  
System.Windows.Media.Visual.VisualCacheMode  
System.Windows.Media.Visual.VisualScrollableAreaClip  
System.Windows.Media.Visual.VisualClip  
System.Windows.Media.Visual.VisualOffset  
System.Windows.Media.Visual.VisualOpacity  
System.Windows.Media.Visual.VisualEdgeMode  
System.Windows.Media.Visual.VisualBitmapScalingMode  
System.Windows.Media.Visual.VisualClearTypeHint  
System.Windows.Media.Visual.VisualTextRenderingMode  
System.Windows.Media.Visual.VisualTextHintingMode  
System.Windows.Media.Visual.VisualOpacityMask  
System.Windows.Media.Visual.VisualXSnappingGuidelines  
System.Windows.Media.Visual.VisualYSnappingGuidelines  
System.Windows.DependencyObject.Equals(System.Object)  
System.Windows.DependencyObject.GetHashCode()  
System.Windows.DependencyObject.GetValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.SetValue(System.Windows.DependencyProperty, System.Object)  
System.Windows.DependencyObject.SetCurrentValue(System.Windows.DependencyProperty, System.Object)  
System.Windows.DependencyObject.SetValue(System.Windows.DependencyPropertyKey, System.Object)  
System.Windows.DependencyObject.ClearValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ClearValue(System.Windows.DependencyPropertyKey)  
System.Windows.DependencyObject.CoerceValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.InvalidateProperty(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ShouldSerializeProperty(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ReadLocalValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.GetLocalValueEnumerator()  
System.Windows.DependencyObject.DependencyObjectType  
System.Windows.DependencyObject.IsSealed  
System.Windows.Threading.DispatcherObject.Dispatcher  
System.Object.ToString()  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: [CIDER.Views](#)

Assembly: CIDER.dll

Syntax

```
public class Load : Page, DUCE.IResource, IAnimatable, IFrameworkInputElement, IInputElement, ISupportInitialize, IHaveResources, IQueryAmbient, IWindowService, IAddChild
```

Constructors

Load(DataProvider, MainWindowViewModel)

This is the constructor for the Load page

Declaration

```
public Load(DataProvider data, MainWindowViewModel main)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">DataProvider</a>	data	A DataProvider object to store the data in
<a href="#">MainWindowViewModel</a>	main	An instance of the MainWindowViewModel

Implements

- System.Windows.Media.Animation.IAnimatable
- System.Windows.IFrameworkInputElement
- System.Windows.IInputElement
- System.ComponentModel.ISupportInitialize
- System.Windows.Markup.IQueryAmbient
- System.Windows.Markup.IAddChild

# Class MapRoute

Interaction logic for the map route page

## Inheritance

System.Object  
System.Windows.Threading.DispatcherObject  
System.Windows.DependencyObject  
System.Windows.Media.Visual  
System.Windows.UIElement  
System.Windows.FrameworkElement  
System.Windows.Controls.Page  
MapRoute

## Implements

System.Windows.Media.Animation.IAnimatable  
System.Windows.IFrameworkInputElement  
System.Windows.IInputElement  
System.ComponentModel.ISupportInitialize  
System.Windows.Markup.IQueryAmbient  
System.Windows.Markup.IAddChild

## Inherited Members

System.Windows.Controls.Page.ContentProperty  
System.Windows.Controls.Page.BackgroundProperty  
System.Windows.Controls.Page.TitleProperty  
System.Windows.Controls.Page.KeepAliveProperty  
System.Windows.Controls.Page.ForegroundProperty  
System.Windows.Controls.Page.FontFamilyProperty  
System.Windows.Controls.Page.FontSizeProperty  
System.Windows.Controls.Page.TemplateProperty  
System.Windows.Controls.Page.System.Windows.Markup.IAddChild.AddChild(System.Object)  
System.Windows.Controls.Page.System.Windows.Markup.IAddChild.AddText(System.String)  
System.Windows.Controls.Page.OnTemplateChanged(System.Windows.Controls.ControlTemplate, System.Windows.Controls.ControlTemplate)  
System.Windows.Controls.Page.MeasureOverride(System.Windows.Size)  
System.Windows.Controls.Page.ArrangeOverride(System.Windows.Size)  
System.Windows.Controls.Page.OnVisualParentChanged(System.Windows.DependencyObject)  
System.Windows.Controls.Page.LogicalChildren  
System.Windows.Controls.Page.Content  
System.Windows.Controls.Page.WindowTitle  
System.Windows.Controls.Page.WindowHeight  
System.Windows.Controls.Page.WindowWidth  
System.Windows.Controls.Page.Background  
System.Windows.Controls.Page.Title  
System.Windows.Controls.Page.ShowsNavigationUI  
System.Windows.Controls.Page.KeepAlive  
System.Windows.Controls.Page.NavigationService  
System.Windows.Controls.Page.Foreground  
System.Windows.Controls.Page.FontFamily  
System.Windows.Controls.Page.FontSize  
System.Windows.Controls.Page.Template  
System.Windows.FrameworkElement.StyleProperty  
System.Windows.FrameworkElement.OverridesDefaultStyleProperty

System.Windows.FrameworkElement.UseLayoutRoundingProperty  
System.Windows.FrameworkElement.DefaultStyleKeyProperty  
System.Windows.FrameworkElement.DataContextProperty  
System.Windows.FrameworkElement.BindingGroupProperty  
System.Windows.FrameworkElement.LanguageProperty  
System.Windows.FrameworkElement.NameProperty  
System.Windows.FrameworkElement.TagProperty  
System.Windows.FrameworkElement.InputScopeProperty  
System.Windows.FrameworkElement.RequestBringIntoViewEvent  
System.Windows.FrameworkElement.SizeChangedEvent  
System.Windows.FrameworkElement.ActualWidthProperty  
System.Windows.FrameworkElement.ActualHeightProperty  
System.Windows.FrameworkElement.LayoutTransformProperty  
System.Windows.FrameworkElement.WidthProperty  
System.Windows.FrameworkElement.MinWidthProperty  
System.Windows.FrameworkElement.MaxWidthProperty  
System.Windows.FrameworkElement.HeightProperty  
System.Windows.FrameworkElement.MinHeightProperty  
System.Windows.FrameworkElement.MaxHeightProperty  
System.Windows.FrameworkElement.FlowDirectionProperty  
System.Windows.FrameworkElement.MarginProperty  
System.Windows.FrameworkElement.HorizontalAlignmentProperty  
System.Windows.FrameworkElement.VerticalAlignmentProperty  
System.Windows.FrameworkElement.FocusVisualStyleProperty  
System.Windows.FrameworkElement.CursorProperty  
System.Windows.FrameworkElement.ForceCursorProperty  
System.Windows.FrameworkElement.LoadedEvent  
System.Windows.FrameworkElement.UnloadedEvent  
System.Windows.FrameworkElement.ToolTipProperty  
System.Windows.FrameworkElement.ContextMenuProperty  
System.Windows.FrameworkElement.ToolTipOpeningEvent  
System.Windows.FrameworkElement.ToolTipClosingEvent  
System.Windows.FrameworkElement.ContextMenuOpeningEvent  
System.Windows.FrameworkElement.ContextMenuClosingEvent  
System.Windows.FrameworkElement.OnStyleChanged(System.Windows.Style, System.Windows.Style)  
System.Windows.FrameworkElement.ParentLayoutInvalidated(System.Windows.UIElement)  
System.Windows.FrameworkElement.ApplyTemplate()  
System.Windows.FrameworkElement.OnApplyTemplate()  
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard)  
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard, System.Windows.Media.Animation.HandoffBehavior)  
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard, System.Windows.Media.Animation.HandoffBehavior, System.Boolean)  
System.Windows.FrameworkElement.GetVisualChild(System.Int32)  
System.Windows.FrameworkElement.System.Windows.Markup.IQueryAmbient.IsAmbientPropertyAvailable(System.String)  
System.Windows.FrameworkElement.GetTemplateChild(System.String)  
System.Windows.FrameworkElement.FindResource(System.Object)  
System.Windows.FrameworkElement.TryFindResource(System.Object)  
System.Windows.FrameworkElement.SetResourceReference(System.Windows.DependencyProperty, System.Object)  
System.Windows.FrameworkElement.OnPropertyChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.FrameworkElement.GetBindingExpression(System.Windows.DependencyProperty)  
System.Windows.FrameworkElement.SetBinding(System.Windows.DependencyProperty, System.Windows.Data.BindingBase)

System.Windows.FrameworkElement.SetBinding(System.Windows.DependencyProperty, System.String)  
System.Windows.FrameworkElement.GetUIParentCore()  
System.Windows.FrameworkElement.BringIntoView()  
System.Windows.FrameworkElement.BringIntoView(System.Windows.Rect)  
System.Windows.FrameworkElement.GetFlowDirection(System.Windows.DependencyObject)  
System.Windows.FrameworkElement.SetFlowDirection(System.Windows.DependencyObject, System.Windows.FlowDirection)  
System.Windows.FrameworkElement.MeasureCore(System.Windows.Size)  
System.Windows.FrameworkElement.ArrangeCore(System.Windows.Rect)  
System.Windows.FrameworkElement.OnRenderSizeChanged(System.Windows.SizeChangedEventArgs)  
System.Windows.FrameworkElement.GetLayoutClip(System.Windows.Size)  
System.Windows.FrameworkElement.MoveFocus(System.Windows.Input.TraversalRequest)  
System.Windows.FrameworkElement.PredictFocus(System.Windows.Input.FocusNavigationDirection)  
System.Windows.FrameworkElement.OnGotFocus(System.Windows.RoutedEventArgs)  
System.Windows.FrameworkElement.BeginInit()  
System.Windows.FrameworkElement.EndInit()  
System.Windows.FrameworkElement.OnInitialized(System.EventArgs)  
System.Windows.FrameworkElement.OnToolTipOpening(System.Windows.Controls.ToolTipEventArgs)  
System.Windows.FrameworkElement.OnToolTipClosing(System.Windows.Controls.ToolTipEventArgs)  
System.Windows.FrameworkElement.OnContextMenuOpening(System.Windows.Controls.ContextMenuEventArgs)  
System.Windows.FrameworkElement.OnContextMenuClosing(System.Windows.Controls.ContextMenuEventArgs)  
System.Windows.FrameworkElement.RegisterName(System.String, System.Object)  
System.Windows.FrameworkElement.UnregisterName(System.String)  
System.Windows.FrameworkElement.FindName(System.String)  
System.Windows.FrameworkElement.UpdateDefaultStyle()  
System.Windows.FrameworkElement.AddLogicalChild(System.Object)  
System.Windows.FrameworkElement.RemoveLogicalChild(System.Object)  
System.Windows.FrameworkElement.Style  
System.Windows.FrameworkElement.OverridesDefaultStyle  
System.Windows.FrameworkElement.UseLayoutRounding  
System.Windows.FrameworkElement.DefaultStyleKey  
System.Windows.FrameworkElement.Triggers  
System.Windows.FrameworkElement.TemplatedParent  
System.Windows.FrameworkElement.VisualChildrenCount  
System.Windows.FrameworkElement.Resources  
System.Windows.FrameworkElement.InheritanceBehavior  
System.Windows.FrameworkElement.DataContext  
System.Windows.FrameworkElement.BindingGroup  
System.Windows.FrameworkElement.Language  
System.Windows.FrameworkElement.Name  
System.Windows.FrameworkElement.Tag  
System.Windows.FrameworkElement.InputScope  
System.Windows.FrameworkElement.ActualWidth  
System.Windows.FrameworkElement.ActualHeight  
System.Windows.FrameworkElement.LayoutTransform  
System.Windows.FrameworkElement.Width  
System.Windows.FrameworkElement.MinWidth  
System.Windows.FrameworkElement.MaxWidth  
System.Windows.FrameworkElement.Height  
System.Windows.FrameworkElement.MinHeight  
System.Windows.FrameworkElement.MaxHeight  
System.Windows.FrameworkElement.FlowDirection  
System.Windows.FrameworkElement.Margin

System.Windows.FrameworkElement.HorizontalAlignment  
System.Windows.FrameworkElement.VerticalAlignment  
System.Windows.FrameworkElement.FocusVisualStyle  
System.Windows.FrameworkElement.Cursor  
System.Windows.FrameworkElement.ForceCursor  
System.Windows.FrameworkElement.IsInitialized  
System.Windows.FrameworkElement.IsLoaded  
System.Windows.FrameworkElement.ToolTip  
System.Windows.FrameworkElement.ContextMenu  
System.Windows.FrameworkElement.Parent  
System.Windows.FrameworkElement.TargetUpdated  
System.Windows.FrameworkElement.SourceUpdated  
System.Windows.FrameworkElement.DataContextChanged  
System.Windows.FrameworkElement.RequestBringIntoView  
System.Windows.FrameworkElement.SizeChanged  
System.Windows.FrameworkElement.Initialized  
System.Windows.FrameworkElement.Loaded  
System.Windows.FrameworkElement.Unloaded  
System.Windows.FrameworkElement.ToolTipOpening  
System.Windows.FrameworkElement.ToolTipClosing  
System.Windows.FrameworkElement.ContextMenuOpening  
System.Windows.FrameworkElement.ContextMenuClosing  
System.Windows.UIElement.PreviewMouseDownEvent  
System.Windows.UIElement.MouseDownEvent  
System.Windows.UIElement.PreviewMouseUpEvent  
System.Windows.UIElement.MouseUpEvent  
System.Windows.UIElement.PreviewMouseLeftButtonDownEvent  
System.Windows.UIElement.MouseLeftButtonDownEvent  
System.Windows.UIElement.PreviewMouseLeftButtonUpEvent  
System.Windows.UIElement.MouseLeftButtonUpEvent  
System.Windows.UIElement.PreviewMouseRightButtonDownEvent  
System.Windows.UIElement.MouseRightButtonDownEvent  
System.Windows.UIElement.PreviewMouseRightButtonUpEvent  
System.Windows.UIElement.MouseRightButtonUpEvent  
System.Windows.UIElement.PreviewMouseMoveEvent  
System.Windows.UIElement.MouseMoveEvent  
System.Windows.UIElement.PreviewMouseWheelEvent  
System.Windows.UIElement.MouseWheelEvent  
System.Windows.UIElement.MouseEnterEvent  
System.Windows.UIElement.MouseLeaveEvent  
System.Windows.UIElement.GotMouseCaptureEvent  
System.Windows.UIElement.LostMouseCaptureEvent  
System.Windows.UIElement.QueryCursorEvent  
System.Windows.UIElement.PreviewStylusDownEvent  
System.Windows.UIElement.StylusDownEvent  
System.Windows.UIElement.PreviewStylusUpEvent  
System.Windows.UIElement.StylusUpEvent  
System.Windows.UIElement.PreviewStylusMoveEvent  
System.Windows.UIElement.StylusMoveEvent  
System.Windows.UIElement.PreviewStylusInAirMoveEvent  
System.Windows.UIElement.StylusInAirMoveEvent  
System.Windows.UIElement.StylusEnterEvent

System.Windows.UIElement.StylusLeaveEvent  
System.Windows.UIElement.PreviewStylusInRangeEvent  
System.Windows.UIElement.StylusInRangeEvent  
System.Windows.UIElement.PreviewStylusOutOfRangeEvent  
System.Windows.UIElement.StylusOutOfRangeEvent  
System.Windows.UIElement.PreviewStylusSystemGestureEvent  
System.Windows.UIElement.StylusSystemGestureEvent  
System.Windows.UIElement.GotStylusCaptureEvent  
System.Windows.UIElement.LostStylusCaptureEvent  
System.Windows.UIElement.StylusButtonDownEvent  
System.Windows.UIElement.StylusButtonUpEvent  
System.Windows.UIElement.PreviewStylusButtonDownEvent  
System.Windows.UIElement.PreviewStylusButtonUpEvent  
System.Windows.UIElement.PreviewKeyDownEvent  
System.Windows.UIElement.KeyDownEvent  
System.Windows.UIElement.PreviewKeyUpEvent  
System.Windows.UIElement.KeyUpEvent  
System.Windows.UIElement.PreviewGotKeyboardFocusEvent  
System.Windows.UIElement.GotKeyboardFocusEvent  
System.Windows.UIElement.PreviewLostKeyboardFocusEvent  
System.Windows.UIElement.LostKeyboardFocusEvent  
System.Windows.UIElement.PreviewTextInputEvent  
System.Windows.UIElement.TextInputEvent  
System.Windows.UIElement.PreviewQueryContinueDragEvent  
System.Windows.UIElement.QueryContinueDragEvent  
System.Windows.UIElement.PreviewGiveFeedbackEvent  
System.Windows.UIElement.GiveFeedbackEvent  
System.Windows.UIElement.PreviewDragEnterEvent  
System.Windows.UIElement.DragEnterEvent  
System.Windows.UIElement.PreviewDragOverEvent  
System.Windows.UIElement.DragOverEvent  
System.Windows.UIElement.PreviewDragLeaveEvent  
System.Windows.UIElement.DragLeaveEvent  
System.Windows.UIElement.PreviewDropEvent  
System.Windows.UIElement.DropEvent  
System.Windows.UIElement.PreviewTouchDownEvent  
System.Windows.UIElement.TouchDownEvent  
System.Windows.UIElement.PreviewTouchMoveEvent  
System.Windows.UIElement.TouchMoveEvent  
System.Windows.UIElement.PreviewTouchUpEvent  
System.Windows.UIElement.TouchUpEvent  
System.Windows.UIElement.GotTouchCaptureEvent  
System.Windows.UIElement.LostTouchCaptureEvent  
System.Windows.UIElement.TouchEnterEvent  
System.Windows.UIElement.TouchLeaveEvent  
System.Windows.UIElement.IsMouseDirectlyOverProperty  
System.Windows.UIElement.IsMouseOverProperty  
System.Windows.UIElement.IsStylusOverProperty  
System.Windows.UIElement.IsKeyboardFocusWithinProperty  
System.Windows.UIElement.IsMouseCapturedProperty  
System.Windows.UIElement.IsMouseCaptureWithinProperty  
System.Windows.UIElement.IsStylusDirectlyOverProperty

System.Windows.UIElement.IsStylusCapturedProperty  
System.Windows.UIElement.IsStylusCaptureWithinProperty  
System.Windows.UIElement.IsKeyboardFocusedProperty  
System.Windows.UIElement.AreAnyTouchesDirectlyOverProperty  
System.Windows.UIElement.AreAnyTouchesOverProperty  
System.Windows.UIElement.AreAnyTouchesCapturedProperty  
System.Windows.UIElement.AreAnyTouchesCapturedWithinProperty  
System.Windows.UIElement.AllowDropProperty  
System.Windows.UIElement.RenderTransformProperty  
System.Windows.UIElement.RenderTransformOriginProperty  
System.Windows.UIElement.OpacityProperty  
System.Windows.UIElement.OpacityMaskProperty  
System.Windows.UIElement.BitmapEffectProperty  
System.Windows.UIElement.EffectProperty  
System.Windows.UIElement.BitmapEffectInputProperty  
System.Windows.UIElement.CacheModeProperty  
System.Windows.UIElement.UidProperty  
System.Windows.UIElement.VisibilityProperty  
System.Windows.UIElement.ClipToBoundsProperty  
System.Windows.UIElement.ClipProperty  
System.Windows.UIElement.SnapsToDevicePixelsProperty  
System.Windows.UIElement.GotFocusEvent  
System.Windows.UIElement.LostFocusEvent  
System.Windows.UIElement.IsFocusedProperty  
System.Windows.UIElement.IsEnabledProperty  
System.Windows.UIElement.IsHitTestVisibleProperty  
System.Windows.UIElement.IsVisibleProperty  
System.Windows.UIElement.FocusableProperty  
System.Windows.UIElement.IsManipulationEnabledProperty  
System.Windows.UIElement.ManipulationStartingEvent  
System.Windows.UIElement.ManipulationStartedEvent  
System.Windows.UIElement.ManipulationDeltaEvent  
System.Windows.UIElement.ManipulationInertiaStartingEvent  
System.Windows.UIElement.ManipulationBoundaryFeedbackEvent  
System.Windows.UIElement.ManipulationCompletedEvent  
System.Windows.UIElement.ApplyAnimationClock(System.Windows.DependencyProperty,  
System.Windows.Media.Animation.AnimationClock)  
System.Windows.UIElement.ApplyAnimationClock(System.Windows.DependencyProperty,  
System.Windows.Media.Animation.AnimationClock, System.Windows.Media.Animation.HandoffBehavior)  
System.Windows.UIElement.BeginAnimation(System.Windows.DependencyProperty,  
System.Windows.Media.Animation.AnimationTimeline)  
System.Windows.UIElement.BeginAnimation(System.Windows.DependencyProperty,  
System.Windows.Media.Animation.AnimationTimeline, System.Windows.Media.Animation.HandoffBehavior)  
System.Windows.UIElement.GetAnimationBaseValue(System.Windows.DependencyProperty)  
System.Windows.UIElement.RaiseEvent(System.Windows.RoutedEventArgs)  
System.Windows.UIElement.AddHandler(System.Windows.RoutedEvent, System.Delegate)  
System.Windows.UIElement.AddHandler(System.Windows.RoutedEvent, System.Delegate, System.Boolean)  
System.Windows.UIElement.RemoveHandler(System.Windows.RoutedEvent, System.Delegate)  
System.Windows.UIElement.AddToEventRoute(System.Windows.EventRoute, System.Windows.RoutedEventArgs)  
System.Windows.UIElement.OnPreviewMouseDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseUp(System.Windows.Input.MouseButtonEventArgs)



System.Windows.UIElement.OnMouseUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseLeftButtonDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseLeftButtonDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseLeftButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseLeftButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseRightButtonDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseRightButtonDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseRightButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseRightButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseMove(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnMouseMove(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnPreviewMouseWheel(System.Windows.Input.MouseWheelEventArgs)  
System.Windows.UIElement.OnMouseWheel(System.Windows.Input.MouseWheelEventArgs)  
System.Windows.UIElement.OnMouseEnter(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnMouseLeave(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnGotMouseCapture(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnLostMouseCapture(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnQueryCursor(System.Windows.Input.QueryCursorEventArgs)  
System.Windows.UIElement.OnPreviewStylusDown(System.Windows.Input.StylusDownEventArgs)  
System.Windows.UIElement.OnStylusDown(System.Windows.Input.StylusDownEventArgs)  
System.Windows.UIElement.OnPreviewStylusUp(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusUp(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusInAirMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusInAirMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusEnter(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusLeave(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusInRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusInRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusOutOfRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusOutOfRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusSystemGesture(System.Windows.Input.StylusSystemGestureEventArgs)  
System.Windows.UIElement.OnStylusSystemGesture(System.Windows.Input.StylusSystemGestureEventArgs)  
System.Windows.UIElement.OnGotStylusCapture(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnLostStylusCapture(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusButtonDown(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnStylusButtonUp(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnPreviewStylusButtonDown(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnPreviewStylusButtonUp(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnPreviewKeyDown(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnKeyDown(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnPreviewKeyUp(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnKeyUp(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnPreviewGotKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnGotKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnPreviewLostKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnLostKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnPreviewTextInput(System.Windows.Input.TextCompositionEventArgs)  
System.Windows.UIElement.OnTextInput(System.Windows.Input.TextCompositionEventArgs)  
System.Windows.UIElement.OnPreviewQueryContinueDrag(System.Windows.QueryContinueDragEventArgs)  
System.Windows.UIElement.OnQueryContinueDrag(System.Windows.QueryContinueDragEventArgs)

System.Windows.UIElement.OnPreviewGiveFeedback(System.Windows.GiveFeedbackEventArgs)  
System.Windows.UIElement.OnGiveFeedback(System.Windows.GiveFeedbackEventArgs)  
System.Windows.UIElement.OnPreviewDragEnter(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDragEnter(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewDragOver(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDragOver(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewDragLeave(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDragLeave(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewDrop(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDrop(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewTouchDown(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchDown(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnPreviewTouchMove(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchMove(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnPreviewTouchUp(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchUp(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnGotTouchCapture(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnLostTouchCapture(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchEnter(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchLeave(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnIsMouseDirectlyOverChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsKeyboardFocusWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsMouseCapturedChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsMouseCaptureWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsStylusDirectlyOverChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsStylusCapturedChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsStylusCaptureWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsKeyboardFocusedChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.InvalidateMeasure()  
System.Windows.UIElement.InvalidateArrange()  
System.Windows.UIElement.InvalidateVisual()  
System.Windows.UIElement.OnChildDesiredSizeChanged(System.Windows.UIElement)  
System.Windows.UIElement.Measure(System.Windows.Size)  
System.Windows.UIElement.Arrange(System.Windows.Rect)  
System.Windows.UIElement.OnRender(System.Windows.Media.DrawingContext)  
System.Windows.UIElement.UpdateLayout()  
System.Windows.UIElement.TranslatePoint(System.Windows.Point, System.Windows.UIElement)  
System.Windows.UIElement.InputHitTest(System.Windows.Point)  
System.Windows.UIElement.CaptureMouse()  
System.Windows.UIElement.ReleaseMouseCapture()  
System.Windows.UIElement.CaptureStylus()  
System.Windows.UIElement.ReleaseStylusCapture()  
System.Windows.UIElement.Focus()  
System.Windows.UIElement.OnAccessKey(System.Windows.Input.AccessKeyEventArgs)  
System.Windows.UIElement.HitTestCore(System.Windows.Media.PointHitTestParameters)  
System.Windows.UIElement.HitTestCore(System.Windows.Media.GeometryHitTestParameters)  
System.Windows.UIElement.OnLostFocus(System.Windows.RoutedEventArgs)  
System.Windows.UIElement.OnCreateAutomationPeer()  
System.Windows.UIElement.OnManipulationStarting(System.Windows.Input.ManipulationStartingEventArgs)  
System.Windows.UIElement.OnManipulationStarted(System.Windows.Input.ManipulationStartedEventArgs)  
System.Windows.UIElement.OnManipulationDelta(System.Windows.Input.ManipulationDeltaEventArgs)  
System.Windows.UIElement.OnManipulationInertiaStarting(System.Windows.Input.ManipulationInertiaStartingEventArgs)

System.Windows.UIElement.OnManipulationBoundaryFeedback(System.Windows.Input.ManipulationBoundaryFeedbackEventArgs)  
System.Windows.UIElement.OnManipulationCompleted(System.Windows.Input.ManipulationCompletedEventArgs)  
System.Windows.UIElement.CaptureTouch(System.Windows.Input.TouchDevice)  
System.Windows.UIElement.ReleaseTouchCapture(System.Windows.Input.TouchDevice)  
System.Windows.UIElement.ReleaseAllTouchCaptures()  
System.Windows.UIElement.HasAnimatedProperties  
System.Windows.UIElement.InputBindings  
System.Windows.UIElement.CommandBindings  
System.Windows.UIElement.AllowDrop  
System.Windows.UIElement.StylusPlugins  
System.Windows.UIElement.DesiredSize  
System.Windows.UIElement.IsMeasureValid  
System.Windows.UIElement.IsArrangeValid  
System.Windows.UIElement.RenderSize  
System.Windows.UIElement.RenderTransform  
System.Windows.UIElement.RenderTransformOrigin  
System.Windows.UIElement.IsMouseDirectlyOver  
System.Windows.UIElement.IsMouseOver  
System.Windows.UIElement.IsStylusOver  
System.Windows.UIElement.IsKeyboardFocusWithin  
System.Windows.UIElement.IsMouseCaptured  
System.Windows.UIElement.IsMouseCaptureWithin  
System.Windows.UIElement.IsStylusDirectlyOver  
System.Windows.UIElement.IsStylusCaptured  
System.Windows.UIElement.IsStylusCaptureWithin  
System.Windows.UIElement.IsKeyboardFocused  
System.Windows.UIElement.IsInputMethodEnabled  
System.Windows.UIElement.Opacity  
System.Windows.UIElement.OpacityMask  
System.Windows.UIElement.BitmapEffect  
System.Windows.UIElement.Effect  
System.Windows.UIElement.BitmapEffectInput  
System.Windows.UIElement.CacheMode  
System.Windows.UIElement.Uid  
System.Windows.UIElement.Visibility  
System.Windows.UIElement.ClipToBounds  
System.Windows.UIElement.Clip  
System.Windows.UIElement.SnapsToDevicePixels  
System.Windows.UIElement.HasEffectiveKeyboardFocus  
System.Windows.UIElement.IsFocused  
System.Windows.UIElement.IsEnabled  
System.Windows.UIElement.IsEnabledCore  
System.Windows.UIElement.IsHitTestVisible  
System.Windows.UIElement.IsVisible  
System.Windows.UIElement.Focusable  
System.Windows.UIElement.PersistId  
System.Windows.UIElement.IsManipulationEnabled  
System.Windows.UIElement.AreAnyTouchesOver  
System.Windows.UIElement.AreAnyTouchesDirectlyOver  
System.Windows.UIElement.AreAnyTouchesCapturedWithin  
System.Windows.UIElement.AreAnyTouchesCaptured  
System.Windows.UIElement.TouchesCaptured

System.Windows.UIElement.TouchesCapturedWithin  
System.Windows.UIElement.TouchesOver  
System.Windows.UIElement.TouchesDirectlyOver  
System.Windows.UIElement.PreviewMouseDown  
System.Windows.UIElement.MouseDown  
System.Windows.UIElement.PreviewMouseUp  
System.Windows.UIElement.MouseUp  
System.Windows.UIElement.PreviewMouseLeftButtonDown  
System.Windows.UIElement.MouseLeftButtonDown  
System.Windows.UIElement.PreviewMouseLeftButtonUp  
System.Windows.UIElement.MouseLeftButtonUp  
System.Windows.UIElement.PreviewMouseRightButtonDown  
System.Windows.UIElement.MouseRightButtonDown  
System.Windows.UIElement.PreviewMouseRightButtonUp  
System.Windows.UIElement.MouseRightButtonUp  
System.Windows.UIElement.PreviewMouseMove  
System.Windows.UIElement.MouseMove  
System.Windows.UIElement.PreviewMouseWheel  
System.Windows.UIElement.MouseWheel  
System.Windows.UIElement.MouseEnter  
System.Windows.UIElement.MouseLeave  
System.Windows.UIElement.GotMouseCapture  
System.Windows.UIElement.LostMouseCapture  
System.Windows.UIElement.QueryCursor  
System.Windows.UIElement.PreviewStylusDown  
System.Windows.UIElement.StylusDown  
System.Windows.UIElement.PreviewStylusUp  
System.Windows.UIElement.StylusUp  
System.Windows.UIElement.PreviewStylusMove  
System.Windows.UIElement.StylusMove  
System.Windows.UIElement.PreviewStylusInAirMove  
System.Windows.UIElement.StylusInAirMove  
System.Windows.UIElement.StylusEnter  
System.Windows.UIElement.StylusLeave  
System.Windows.UIElement.PreviewStylusInRange  
System.Windows.UIElement.StylusInRange  
System.Windows.UIElement.PreviewStylusOutOfRange  
System.Windows.UIElement.StylusOutOfRange  
System.Windows.UIElement.PreviewStylusSystemGesture  
System.Windows.UIElement.StylusSystemGesture  
System.Windows.UIElement.GotStylusCapture  
System.Windows.UIElement.LostStylusCapture  
System.Windows.UIElement.StylusButtonDown  
System.Windows.UIElement.StylusButtonUp  
System.Windows.UIElement.PreviewStylusButtonDown  
System.Windows.UIElement.PreviewStylusButtonUp  
System.Windows.UIElement.PreviewKeyDown  
System.Windows.UIElement.KeyDown  
System.Windows.UIElement.PreviewKeyUp  
System.Windows.UIElement.KeyUp  
System.Windows.UIElement.PreviewGotKeyboardFocus  
System.Windows.UIElement.GotKeyboardFocus

System.Windows.UIElement.PreviewLostKeyboardFocus  
System.Windows.UIElement.LostKeyboardFocus  
System.Windows.UIElement.PreviewTextInput  
System.Windows.UIElement.TextInput  
System.Windows.UIElement.PreviewQueryContinueDrag  
System.Windows.UIElement.QueryContinueDrag  
System.Windows.UIElement.PreviewGiveFeedback  
System.Windows.UIElement.GiveFeedback  
System.Windows.UIElement.PreviewDragEnter  
System.Windows.UIElement.DragEnter  
System.Windows.UIElement.PreviewDragOver  
System.Windows.UIElement.DragOver  
System.Windows.UIElement.PreviewDragLeave  
System.Windows.UIElement.DragLeave  
System.Windows.UIElement.PreviewDrop  
System.Windows.UIElement.Drop  
System.Windows.UIElement.PreviewTouchDown  
System.Windows.UIElement.TouchDown  
System.Windows.UIElement.PreviewTouchMove  
System.Windows.UIElement.TouchMove  
System.Windows.UIElement.PreviewTouchUp  
System.Windows.UIElement.TouchUp  
System.Windows.UIElement.GotTouchCapture  
System.Windows.UIElement.LostTouchCapture  
System.Windows.UIElement.TouchEnter  
System.Windows.UIElement.TouchLeave  
System.Windows.UIElement.IsMouseDirectlyOverChanged  
System.Windows.UIElement.IsKeyboardFocusWithinChanged  
System.Windows.UIElement.IsMouseCapturedChanged  
System.Windows.UIElement.IsMouseCaptureWithinChanged  
System.Windows.UIElement.IsStylusDirectlyOverChanged  
System.Windows.UIElement.IsStylusCapturedChanged  
System.Windows.UIElement.IsStylusCaptureWithinChanged  
System.Windows.UIElement.IsKeyboardFocusedChanged  
System.Windows.UIElement.LayoutUpdated  
System.Windows.UIElement.GotFocus  
System.Windows.UIElement.LostFocus  
System.Windows.UIElement.IsEnabledChanged  
System.Windows.UIElement.IsHitTestVisibleChanged  
System.Windows.UIElement.IsVisibleChanged  
System.Windows.UIElement.FocusableChanged  
System.Windows.UIElement.ManipulationStarting  
System.Windows.UIElement.ManipulationStarted  
System.Windows.UIElement.ManipulationDelta  
System.Windows.UIElement.ManipulationInertiaStarting  
System.Windows.UIElement.ManipulationBoundaryFeedback  
System.Windows.UIElement.ManipulationCompleted  
System.Windows.Media.Visual.AddVisualChild(System.Windows.Media.Visual)  
System.Windows.Media.Visual.RemoveVisualChild(System.Windows.Media.Visual)  
System.Windows.Media.Visual.OnVisualChildrenChanged(System.Windows.DependencyObject,  
System.Windows.DependencyObject)  
System.Windows.Media.Visual.OnDpiChanged(System.Windows.DpiScale, System.Windows.DpiScale)

System.Windows.Media.Visual.IsAncestorOf(System.Windows.DependencyObject)  
System.Windows.Media.Visual.IsDescendantOf(System.Windows.DependencyObject)  
System.Windows.Media.Visual.FindCommonVisualAncestor(System.Windows.DependencyObject)  
System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Visual)  
System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Media3D.Visual3D)  
System.Windows.Media.Visual.TransformToDescendant(System.Windows.Media.Visual)  
System.Windows.Media.Visual.TransformToVisual(System.Windows.Media.Visual)  
System.Windows.Media.Visual.PointToScreen(System.Windows.Point)  
System.Windows.Media.Visual.PointFromScreen(System.Windows.Point)  
System.Windows.Media.Visual.VisualParent  
System.Windows.Media.Visual.VisualTransform  
System.Windows.Media.Visual.VisualEffect  
System.Windows.Media.Visual.VisualBitmapEffect  
System.Windows.Media.Visual.VisualBitmapEffectInput  
System.Windows.Media.Visual.VisualCacheMode  
System.Windows.Media.Visual.VisualScrollableAreaClip  
System.Windows.Media.Visual.VisualClip  
System.Windows.Media.Visual.VisualOffset  
System.Windows.Media.Visual.VisualOpacity  
System.Windows.Media.Visual.VisualEdgeMode  
System.Windows.Media.Visual.VisualBitmapScalingMode  
System.Windows.Media.Visual.VisualClearTypeHint  
System.Windows.Media.Visual.VisualTextRenderingMode  
System.Windows.Media.Visual.VisualTextHintingMode  
System.Windows.Media.Visual.VisualOpacityMask  
System.Windows.Media.Visual.VisualXSnappingGuidelines  
System.Windows.Media.Visual.VisualYSnappingGuidelines  
System.Windows.DependencyObject.Equals(System.Object)  
System.Windows.DependencyObject.GetHashCode()  
System.Windows.DependencyObject.GetValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.SetValue(System.Windows.DependencyProperty, System.Object)  
System.Windows.DependencyObject.SetCurrentValue(System.Windows.DependencyProperty, System.Object)  
System.Windows.DependencyObject.SetValue(System.Windows.DependencyPropertyKey, System.Object)  
System.Windows.DependencyObject.ClearValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ClearValue(System.Windows.DependencyPropertyKey)  
System.Windows.DependencyObject.CoerceValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.InvalidateProperty(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ShouldSerializeProperty(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ReadLocalValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.GetLocalValueEnumerator()  
System.Windows.DependencyObject.DependencyObjectType  
System.Windows.DependencyObject.IsSealed  
System.Windows.Threading.DispatcherObject.Dispatcher  
System.Object.ToString()  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: [CIDER.Views](#)

Assembly: CIDER.dll

Syntax

```
public class MapRoute : Page, DUCE.IResource, IAnimatable, IFrameworkInputElement, IInputElement,
ISupportInitialize, IHaveResources, IQueryAmbient, IWindowService, IAddChild
```

Constructors

MapRoute(DataProvider)

The constructor for the MapRoute page

Declaration

```
public MapRoute(DataProvider data)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">DataProvider</a>	data	A DataProvider object to read the data from

Implements

- System.Windows.Media.Animation.IAnimatable
- System.Windows.IFrameworkInputElement
- System.Windows.IInputElement
- System.ComponentModel.ISupportInitialize
- System.Windows.Markup.IQueryAmbient
- System.Windows.Markup.IAddChild

# Class MapTimed

Interaction logic for the MapTimed page

## Inheritance

System.Object  
System.Windows.Threading.DispatcherObject  
System.Windows.DependencyObject  
System.Windows.Media.Visual  
System.Windows.UIElement  
System.Windows.FrameworkElement  
System.Windows.Controls.Page  
MapTimed

## Implements

System.Windows.Media.Animation.IAnimatable  
System.Windows.IFrameworkInputElement  
System.Windows.IInputElement  
System.ComponentModel.ISupportInitialize  
System.Windows.Markup.IQueryAmbient  
System.Windows.Markup.IAddChild

## Inherited Members

System.Windows.Controls.Page.ContentProperty  
System.Windows.Controls.Page.BackgroundProperty  
System.Windows.Controls.Page.TitleProperty  
System.Windows.Controls.Page.KeepAliveProperty  
System.Windows.Controls.Page.ForegroundProperty  
System.Windows.Controls.Page.FontFamilyProperty  
System.Windows.Controls.Page.FontSizeProperty  
System.Windows.Controls.Page.TemplateProperty  
System.Windows.Controls.Page.System.Windows.Markup.IAddChild.AddChild(System.Object)  
System.Windows.Controls.Page.System.Windows.Markup.IAddChild.AddText(System.String)  
System.Windows.Controls.Page.OnTemplateChanged(System.Windows.Controls.ControlTemplate, System.Windows.Controls.ControlTemplate)  
System.Windows.Controls.Page.MeasureOverride(System.Windows.Size)  
System.Windows.Controls.Page.ArrangeOverride(System.Windows.Size)  
System.Windows.Controls.Page.OnVisualParentChanged(System.Windows.DependencyObject)  
System.Windows.Controls.Page.LogicalChildren  
System.Windows.Controls.Page.Content  
System.Windows.Controls.Page.WindowTitle  
System.Windows.Controls.Page.WindowHeight  
System.Windows.Controls.Page.WindowWidth  
System.Windows.Controls.Page.Background  
System.Windows.Controls.Page.Title  
System.Windows.Controls.Page.ShowsNavigationUI  
System.Windows.Controls.Page.KeepAlive  
System.Windows.Controls.Page.NavigationService  
System.Windows.Controls.Page.Foreground  
System.Windows.Controls.Page.FontFamily  
System.Windows.Controls.Page.FontSize  
System.Windows.Controls.Page.Template  
System.Windows.FrameworkElement.StyleProperty  
System.Windows.FrameworkElement.OverridesDefaultStyleProperty



System.Windows.FrameworkElement.UseLayoutRoundingProperty  
System.Windows.FrameworkElement.DefaultStyleKeyProperty  
System.Windows.FrameworkElement.DataContextProperty  
System.Windows.FrameworkElement.BindingGroupProperty  
System.Windows.FrameworkElement.LanguageProperty  
System.Windows.FrameworkElement.NameProperty  
System.Windows.FrameworkElement.TagProperty  
System.Windows.FrameworkElement.InputScopeProperty  
System.Windows.FrameworkElement.RequestBringIntoViewEvent  
System.Windows.FrameworkElement.SizeChangedEvent  
System.Windows.FrameworkElement.ActualWidthProperty  
System.Windows.FrameworkElement.ActualHeightProperty  
System.Windows.FrameworkElement.LayoutTransformProperty  
System.Windows.FrameworkElement.WidthProperty  
System.Windows.FrameworkElement.MinWidthProperty  
System.Windows.FrameworkElement.MaxWidthProperty  
System.Windows.FrameworkElement.HeightProperty  
System.Windows.FrameworkElement.MinHeightProperty  
System.Windows.FrameworkElement.MaxHeightProperty  
System.Windows.FrameworkElement.FlowDirectionProperty  
System.Windows.FrameworkElement.MarginProperty  
System.Windows.FrameworkElement.HorizontalAlignmentProperty  
System.Windows.FrameworkElement.VerticalAlignmentProperty  
System.Windows.FrameworkElement.FocusVisualStyleProperty  
System.Windows.FrameworkElement.CursorProperty  
System.Windows.FrameworkElement.ForceCursorProperty  
System.Windows.FrameworkElement.LoadedEvent  
System.Windows.FrameworkElement.UnloadedEvent  
System.Windows.FrameworkElement.ToolTipProperty  
System.Windows.FrameworkElement.ContextMenuProperty  
System.Windows.FrameworkElement.ToolTipOpeningEvent  
System.Windows.FrameworkElement.ToolTipClosingEvent  
System.Windows.FrameworkElement.ContextMenuOpeningEvent  
System.Windows.FrameworkElement.ContextMenuClosingEvent  
System.Windows.FrameworkElement.OnStyleChanged(System.Windows.Style, System.Windows.Style)  
System.Windows.FrameworkElement.ParentLayoutInvalidated(System.Windows.UIElement)  
System.Windows.FrameworkElement.ApplyTemplate()  
System.Windows.FrameworkElement.OnApplyTemplate()  
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard)  
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard, System.Windows.Media.Animation.HandoffBehavior)  
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard, System.Windows.Media.Animation.HandoffBehavior, System.Boolean)  
System.Windows.FrameworkElement.GetVisualChild(System.Int32)  
System.Windows.FrameworkElement.System.Windows.Markup.IQueryAmbient.IsAmbientPropertyAvailable(System.String)  
System.Windows.FrameworkElement.GetTemplateChild(System.String)  
System.Windows.FrameworkElement.FindResource(System.Object)  
System.Windows.FrameworkElement.TryFindResource(System.Object)  
System.Windows.FrameworkElement.SetResourceReference(System.Windows.DependencyProperty, System.Object)  
System.Windows.FrameworkElement.OnPropertyChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.FrameworkElement.GetBindingExpression(System.Windows.DependencyProperty)  
System.Windows.FrameworkElement.SetBinding(System.Windows.DependencyProperty, System.Windows.Data.BindingBase)

System.Windows.FrameworkElement.SetBinding(System.Windows.DependencyProperty, System.String)  
System.Windows.FrameworkElement.GetUIParentCore()  
System.Windows.FrameworkElement.BringIntoView()  
System.Windows.FrameworkElement.BringIntoView(System.Windows.Rect)  
System.Windows.FrameworkElement.GetFlowDirection(System.Windows.DependencyObject)  
System.Windows.FrameworkElement.SetFlowDirection(System.Windows.DependencyObject, System.Windows.FlowDirection)  
System.Windows.FrameworkElement.MeasureCore(System.Windows.Size)  
System.Windows.FrameworkElement.ArrangeCore(System.Windows.Rect)  
System.Windows.FrameworkElement.OnRenderSizeChanged(System.Windows.SizeChangedEventArgs)  
System.Windows.FrameworkElement.GetLayoutClip(System.Windows.Size)  
System.Windows.FrameworkElement.MoveFocus(System.Windows.Input.TraversalRequest)  
System.Windows.FrameworkElement.PredictFocus(System.Windows.Input.FocusNavigationDirection)  
System.Windows.FrameworkElement.OnGotFocus(System.Windows.RoutedEventArgs)  
System.Windows.FrameworkElement.BeginInit()  
System.Windows.FrameworkElement.EndInit()  
System.Windows.FrameworkElement.OnInitialized(System.EventArgs)  
System.Windows.FrameworkElement.OnToolTipOpening(System.Windows.Controls.ToolTipEventArgs)  
System.Windows.FrameworkElement.OnToolTipClosing(System.Windows.Controls.ToolTipEventArgs)  
System.Windows.FrameworkElement.OnContextMenuOpening(System.Windows.Controls.ContextMenuEventArgs)  
System.Windows.FrameworkElement.OnContextMenuClosing(System.Windows.Controls.ContextMenuEventArgs)  
System.Windows.FrameworkElement.RegisterName(System.String, System.Object)  
System.Windows.FrameworkElement.UnregisterName(System.String)  
System.Windows.FrameworkElement.FindName(System.String)  
System.Windows.FrameworkElement.UpdateDefaultStyle()  
System.Windows.FrameworkElement.AddLogicalChild(System.Object)  
System.Windows.FrameworkElement.RemoveLogicalChild(System.Object)  
System.Windows.FrameworkElement.Style  
System.Windows.FrameworkElement.OverridesDefaultStyle  
System.Windows.FrameworkElement.UseLayoutRounding  
System.Windows.FrameworkElement.DefaultStyleKey  
System.Windows.FrameworkElement.Triggers  
System.Windows.FrameworkElement.TemplatedParent  
System.Windows.FrameworkElement.VisualChildrenCount  
System.Windows.FrameworkElement.Resources  
System.Windows.FrameworkElement.InheritanceBehavior  
System.Windows.FrameworkElement.DataContext  
System.Windows.FrameworkElement.BindingGroup  
System.Windows.FrameworkElement.Language  
System.Windows.FrameworkElement.Name  
System.Windows.FrameworkElement.Tag  
System.Windows.FrameworkElement.InputScope  
System.Windows.FrameworkElement.ActualWidth  
System.Windows.FrameworkElement.ActualHeight  
System.Windows.FrameworkElement.LayoutTransform  
System.Windows.FrameworkElement.Width  
System.Windows.FrameworkElement.MinWidth  
System.Windows.FrameworkElement.MaxWidth  
System.Windows.FrameworkElement.Height  
System.Windows.FrameworkElement.MinHeight  
System.Windows.FrameworkElement.MaxHeight  
System.Windows.FrameworkElement.FlowDirection  
System.Windows.FrameworkElement.Margin

System.Windows.FrameworkElement.HorizontalAlignment  
System.Windows.FrameworkElement.VerticalAlignment  
System.Windows.FrameworkElement.FocusVisualStyle  
System.Windows.FrameworkElement.Cursor  
System.Windows.FrameworkElement.ForceCursor  
System.Windows.FrameworkElement.IsInitialized  
System.Windows.FrameworkElement.IsLoaded  
System.Windows.FrameworkElement.ToolTip  
System.Windows.FrameworkElement.ContextMenu  
System.Windows.FrameworkElement.Parent  
System.Windows.FrameworkElement.TargetUpdated  
System.Windows.FrameworkElement.SourceUpdated  
System.Windows.FrameworkElement.DataContextChanged  
System.Windows.FrameworkElement.RequestBringIntoView  
System.Windows.FrameworkElement.SizeChanged  
System.Windows.FrameworkElement.Initialized  
System.Windows.FrameworkElement.Loaded  
System.Windows.FrameworkElement.Unloaded  
System.Windows.FrameworkElement.ToolTipOpening  
System.Windows.FrameworkElement.ToolTipClosing  
System.Windows.FrameworkElement.ContextMenuOpening  
System.Windows.FrameworkElement.ContextMenuClosing  
System.Windows.UIElement.PreviewMouseDownEvent  
System.Windows.UIElement.MouseDownEvent  
System.Windows.UIElement.PreviewMouseUpEvent  
System.Windows.UIElement.MouseUpEvent  
System.Windows.UIElement.PreviewMouseLeftButtonDownEvent  
System.Windows.UIElement.MouseLeftButtonDownEvent  
System.Windows.UIElement.PreviewMouseLeftButtonUpEvent  
System.Windows.UIElement.MouseLeftButtonUpEvent  
System.Windows.UIElement.PreviewMouseRightButtonDownEvent  
System.Windows.UIElement.MouseRightButtonDownEvent  
System.Windows.UIElement.PreviewMouseRightButtonUpEvent  
System.Windows.UIElement.MouseRightButtonUpEvent  
System.Windows.UIElement.PreviewMouseMoveEvent  
System.Windows.UIElement.MouseMoveEvent  
System.Windows.UIElement.PreviewMouseWheelEvent  
System.Windows.UIElement.MouseWheelEvent  
System.Windows.UIElement.MouseEnterEvent  
System.Windows.UIElement.MouseLeaveEvent  
System.Windows.UIElement.GotMouseCaptureEvent  
System.Windows.UIElement.LostMouseCaptureEvent  
System.Windows.UIElement.QueryCursorEvent  
System.Windows.UIElement.PreviewStylusDownEvent  
System.Windows.UIElement.StylusDownEvent  
System.Windows.UIElement.PreviewStylusUpEvent  
System.Windows.UIElement.StylusUpEvent  
System.Windows.UIElement.PreviewStylusMoveEvent  
System.Windows.UIElement.StylusMoveEvent  
System.Windows.UIElement.PreviewStylusInAirMoveEvent  
System.Windows.UIElement.StylusInAirMoveEvent  
System.Windows.UIElement.StylusEnterEvent

System.Windows.UIElement.StylusLeaveEvent  
System.Windows.UIElement.PreviewStylusInRangeEvent  
System.Windows.UIElement.StylusInRangeEvent  
System.Windows.UIElement.PreviewStylusOutOfRangeEvent  
System.Windows.UIElement.StylusOutOfRangeEvent  
System.Windows.UIElement.PreviewStylusSystemGestureEvent  
System.Windows.UIElement.StylusSystemGestureEvent  
System.Windows.UIElement.GotStylusCaptureEvent  
System.Windows.UIElement.LostStylusCaptureEvent  
System.Windows.UIElement.StylusButtonDownEvent  
System.Windows.UIElement.StylusButtonUpEvent  
System.Windows.UIElement.PreviewStylusButtonDownEvent  
System.Windows.UIElement.PreviewStylusButtonUpEvent  
System.Windows.UIElement.PreviewKeyDownEvent  
System.Windows.UIElement.KeyDownEvent  
System.Windows.UIElement.PreviewKeyUpEvent  
System.Windows.UIElement.KeyUpEvent  
System.Windows.UIElement.PreviewGotKeyboardFocusEvent  
System.Windows.UIElement.GotKeyboardFocusEvent  
System.Windows.UIElement.PreviewLostKeyboardFocusEvent  
System.Windows.UIElement.LostKeyboardFocusEvent  
System.Windows.UIElement.PreviewTextInputEvent  
System.Windows.UIElement.TextInputEvent  
System.Windows.UIElement.PreviewQueryContinueDragEvent  
System.Windows.UIElement.QueryContinueDragEvent  
System.Windows.UIElement.PreviewGiveFeedbackEvent  
System.Windows.UIElement.GiveFeedbackEvent  
System.Windows.UIElement.PreviewDragEnterEvent  
System.Windows.UIElement.DragEnterEvent  
System.Windows.UIElement.PreviewDragOverEvent  
System.Windows.UIElement.DragOverEvent  
System.Windows.UIElement.PreviewDragLeaveEvent  
System.Windows.UIElement.DragLeaveEvent  
System.Windows.UIElement.PreviewDropEvent  
System.Windows.UIElement.DropEvent  
System.Windows.UIElement.PreviewTouchDownEvent  
System.Windows.UIElement.TouchDownEvent  
System.Windows.UIElement.PreviewTouchMoveEvent  
System.Windows.UIElement.TouchMoveEvent  
System.Windows.UIElement.PreviewTouchUpEvent  
System.Windows.UIElement.TouchUpEvent  
System.Windows.UIElement.GotTouchCaptureEvent  
System.Windows.UIElement.LostTouchCaptureEvent  
System.Windows.UIElement.TouchEnterEvent  
System.Windows.UIElement.TouchLeaveEvent  
System.Windows.UIElement.IsMouseDirectlyOverProperty  
System.Windows.UIElement.IsMouseOverProperty  
System.Windows.UIElement.IsStylusOverProperty  
System.Windows.UIElement.IsKeyboardFocusWithinProperty  
System.Windows.UIElement.IsMouseCapturedProperty  
System.Windows.UIElement.IsMouseCaptureWithinProperty  
System.Windows.UIElement.IsStylusDirectlyOverProperty

System.Windows.UIElement.IsStylusCapturedProperty  
System.Windows.UIElement.IsStylusCaptureWithinProperty  
System.Windows.UIElement.IsKeyboardFocusedProperty  
System.Windows.UIElement.AreAnyTouchesDirectlyOverProperty  
System.Windows.UIElement.AreAnyTouchesOverProperty  
System.Windows.UIElement.AreAnyTouchesCapturedProperty  
System.Windows.UIElement.AreAnyTouchesCapturedWithinProperty  
System.Windows.UIElement.AllowDropProperty  
System.Windows.UIElement.RenderTransformProperty  
System.Windows.UIElement.RenderTransformOriginProperty  
System.Windows.UIElement.OpacityProperty  
System.Windows.UIElement.OpacityMaskProperty  
System.Windows.UIElement.BitmapEffectProperty  
System.Windows.UIElement.EffectProperty  
System.Windows.UIElement.BitmapEffectInputProperty  
System.Windows.UIElement.CacheModeProperty  
System.Windows.UIElement.UidProperty  
System.Windows.UIElement.VisibilityProperty  
System.Windows.UIElement.ClipToBoundsProperty  
System.Windows.UIElement.ClipProperty  
System.Windows.UIElement.SnapsToDevicePixelsProperty  
System.Windows.UIElement.GotFocusEvent  
System.Windows.UIElement.LostFocusEvent  
System.Windows.UIElement.IsFocusedProperty  
System.Windows.UIElement.IsEnabledProperty  
System.Windows.UIElement.IsHitTestVisibleProperty  
System.Windows.UIElement.IsVisibleProperty  
System.Windows.UIElement.FocusableProperty  
System.Windows.UIElement.IsManipulationEnabledProperty  
System.Windows.UIElement.ManipulationStartingEvent  
System.Windows.UIElement.ManipulationStartedEvent  
System.Windows.UIElement.ManipulationDeltaEvent  
System.Windows.UIElement.ManipulationInertiaStartingEvent  
System.Windows.UIElement.ManipulationBoundaryFeedbackEvent  
System.Windows.UIElement.ManipulationCompletedEvent  
System.Windows.UIElement.ApplyAnimationClock(System.Windows.DependencyProperty,  
System.Windows.Media.Animation.AnimationClock)  
System.Windows.UIElement.ApplyAnimationClock(System.Windows.DependencyProperty,  
System.Windows.Media.Animation.AnimationClock, System.Windows.Media.Animation.HandoffBehavior)  
System.Windows.UIElement.BeginAnimation(System.Windows.DependencyProperty,  
System.Windows.Media.Animation.AnimationTimeline)  
System.Windows.UIElement.BeginAnimation(System.Windows.DependencyProperty,  
System.Windows.Media.Animation.AnimationTimeline, System.Windows.Media.Animation.HandoffBehavior)  
System.Windows.UIElement.GetAnimationBaseValue(System.Windows.DependencyProperty)  
System.Windows.UIElement.RaiseEvent(System.Windows.RoutedEventArgs)  
System.Windows.UIElement.AddHandler(System.Windows.RoutedEvent, System.Delegate)  
System.Windows.UIElement.AddHandler(System.Windows.RoutedEvent, System.Delegate, System.Boolean)  
System.Windows.UIElement.RemoveHandler(System.Windows.RoutedEvent, System.Delegate)  
System.Windows.UIElement.AddToEventRoute(System.Windows.EventRoute, System.Windows.RoutedEventArgs)  
System.Windows.UIElement.OnPreviewMouseDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseUp(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnMouseUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseLeftButtonDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseLeftButtonDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseLeftButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseLeftButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseRightButtonDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseRightButtonDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseRightButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseRightButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseMove(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnMouseMove(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnPreviewMouseWheel(System.Windows.Input.MouseWheelEventArgs)  
System.Windows.UIElement.OnMouseWheel(System.Windows.Input.MouseWheelEventArgs)  
System.Windows.UIElement.OnMouseEnter(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnMouseLeave(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnGotMouseCapture(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnLostMouseCapture(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnQueryCursor(System.Windows.Input.QueryCursorEventArgs)  
System.Windows.UIElement.OnPreviewStylusDown(System.Windows.Input.StylusDownEventArgs)  
System.Windows.UIElement.OnStylusDown(System.Windows.Input.StylusDownEventArgs)  
System.Windows.UIElement.OnPreviewStylusUp(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusUp(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusInAirMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusInAirMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusEnter(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusLeave(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusInRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusInRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusOutOfRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusOutOfRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusSystemGesture(System.Windows.Input.StylusSystemGestureEventArgs)  
System.Windows.UIElement.OnStylusSystemGesture(System.Windows.Input.StylusSystemGestureEventArgs)  
System.Windows.UIElement.OnGotStylusCapture(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnLostStylusCapture(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusButtonDown(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnStylusButtonUp(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnPreviewStylusButtonDown(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnPreviewStylusButtonUp(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnPreviewKeyDown(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnKeyDown(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnPreviewKeyUp(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnKeyUp(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnPreviewGotKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnGotKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnPreviewLostKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnLostKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnPreviewTextInput(System.Windows.Input.TextCompositionEventArgs)  
System.Windows.UIElement.OnTextInput(System.Windows.Input.TextCompositionEventArgs)  
System.Windows.UIElement.OnPreviewQueryContinueDrag(System.Windows.QueryContinueDragEventArgs)  
System.Windows.UIElement.OnQueryContinueDrag(System.Windows.QueryContinueDragEventArgs)

System.Windows.UIElement.OnPreviewGiveFeedback(System.Windows.GiveFeedbackEventArgs)  
System.Windows.UIElement.OnGiveFeedback(System.Windows.GiveFeedbackEventArgs)  
System.Windows.UIElement.OnPreviewDragEnter(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDragEnter(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewDragOver(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDragOver(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewDragLeave(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDragLeave(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewDrop(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDrop(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewTouchDown(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchDown(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnPreviewTouchMove(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchMove(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnPreviewTouchUp(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchUp(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnGotTouchCapture(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnLostTouchCapture(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchEnter(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchLeave(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnIsMouseDirectlyOverChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsKeyboardFocusWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsMouseCapturedChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsMouseCaptureWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsStylusDirectlyOverChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsStylusCapturedChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsStylusCaptureWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsKeyboardFocusedChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.InvalidateMeasure()  
System.Windows.UIElement.InvalidateArrange()  
System.Windows.UIElement.InvalidateVisual()  
System.Windows.UIElement.OnChildDesiredSizeChanged(System.Windows.UIElement)  
System.Windows.UIElement.Measure(System.Windows.Size)  
System.Windows.UIElement.Arrange(System.Windows.Rect)  
System.Windows.UIElement.OnRender(System.Windows.Media.DrawingContext)  
System.Windows.UIElement.UpdateLayout()  
System.Windows.UIElement.TranslatePoint(System.Windows.Point, System.Windows.UIElement)  
System.Windows.UIElement.InputHitTest(System.Windows.Point)  
System.Windows.UIElement.CaptureMouse()  
System.Windows.UIElement.ReleaseMouseCapture()  
System.Windows.UIElement.CaptureStylus()  
System.Windows.UIElement.ReleaseStylusCapture()  
System.Windows.UIElement.Focus()  
System.Windows.UIElement.OnAccessKey(System.Windows.Input.AccessKeyEventArgs)  
System.Windows.UIElement.HitTestCore(System.Windows.Media.PointHitTestParameters)  
System.Windows.UIElement.HitTestCore(System.Windows.Media.GeometryHitTestParameters)  
System.Windows.UIElement.OnLostFocus(System.Windows.RoutedEventArgs)  
System.Windows.UIElement.OnCreateAutomationPeer()  
System.Windows.UIElement.OnManipulationStarting(System.Windows.Input.ManipulationStartingEventArgs)  
System.Windows.UIElement.OnManipulationStarted(System.Windows.Input.ManipulationStartedEventArgs)  
System.Windows.UIElement.OnManipulationDelta(System.Windows.Input.ManipulationDeltaEventArgs)  
System.Windows.UIElement.OnManipulationInertiaStarting(System.Windows.Input.ManipulationInertiaStartingEventArgs)

System.Windows.UIElement.OnManipulationBoundaryFeedback(System.Windows.Input.ManipulationBoundaryFeedbackEventArgs)  
System.Windows.UIElement.OnManipulationCompleted(System.Windows.Input.ManipulationCompletedEventArgs)  
System.Windows.UIElement.CaptureTouch(System.Windows.Input.TouchDevice)  
System.Windows.UIElement.ReleaseTouchCapture(System.Windows.Input.TouchDevice)  
System.Windows.UIElement.ReleaseAllTouchCaptures()  
System.Windows.UIElement.HasAnimatedProperties  
System.Windows.UIElement.InputBindings  
System.Windows.UIElement.CommandBindings  
System.Windows.UIElement.AllowDrop  
System.Windows.UIElement.StylusPlugins  
System.Windows.UIElement.DesiredSize  
System.Windows.UIElement.IsMeasureValid  
System.Windows.UIElement.IsArrangeValid  
System.Windows.UIElement.RenderSize  
System.Windows.UIElement.RenderTransform  
System.Windows.UIElement.RenderTransformOrigin  
System.Windows.UIElement.IsMouseDirectlyOver  
System.Windows.UIElement.IsMouseOver  
System.Windows.UIElement.IsStylusOver  
System.Windows.UIElement.IsKeyboardFocusWithin  
System.Windows.UIElement.IsMouseCaptured  
System.Windows.UIElement.IsMouseCaptureWithin  
System.Windows.UIElement.IsStylusDirectlyOver  
System.Windows.UIElement.IsStylusCaptured  
System.Windows.UIElement.IsStylusCaptureWithin  
System.Windows.UIElement.IsKeyboardFocused  
System.Windows.UIElement.IsInputMethodEnabled  
System.Windows.UIElement.Opacity  
System.Windows.UIElement.OpacityMask  
System.Windows.UIElement.BitmapEffect  
System.Windows.UIElement.Effect  
System.Windows.UIElement.BitmapEffectInput  
System.Windows.UIElement.CacheMode  
System.Windows.UIElement.Uid  
System.Windows.UIElement.Visibility  
System.Windows.UIElement.ClipToBounds  
System.Windows.UIElement.Clip  
System.Windows.UIElement.SnapsToDevicePixels  
System.Windows.UIElement.HasEffectiveKeyboardFocus  
System.Windows.UIElement.IsFocused  
System.Windows.UIElement.IsEnabled  
System.Windows.UIElement.IsEnabledCore  
System.Windows.UIElement.IsHitTestVisible  
System.Windows.UIElement.IsVisible  
System.Windows.UIElement.Focusable  
System.Windows.UIElement.PersistId  
System.Windows.UIElement.IsManipulationEnabled  
System.Windows.UIElement.AreAnyTouchesOver  
System.Windows.UIElement.AreAnyTouchesDirectlyOver  
System.Windows.UIElement.AreAnyTouchesCapturedWithin  
System.Windows.UIElement.AreAnyTouchesCaptured  
System.Windows.UIElement.TouchesCaptured



System.Windows.UIElement.TouchesCapturedWithin  
System.Windows.UIElement.TouchesOver  
System.Windows.UIElement.TouchesDirectlyOver  
System.Windows.UIElement.PreviewMouseDown  
System.Windows.UIElement.MouseDown  
System.Windows.UIElement.PreviewMouseUp  
System.Windows.UIElement.MouseUp  
System.Windows.UIElement.PreviewMouseLeftButtonDown  
System.Windows.UIElement.MouseLeftButtonDown  
System.Windows.UIElement.PreviewMouseLeftButtonUp  
System.Windows.UIElement.MouseLeftButtonUp  
System.Windows.UIElement.PreviewMouseRightButtonDown  
System.Windows.UIElement.MouseRightButtonDown  
System.Windows.UIElement.PreviewMouseRightButtonUp  
System.Windows.UIElement.MouseRightButtonUp  
System.Windows.UIElement.PreviewMouseMove  
System.Windows.UIElement.MouseMove  
System.Windows.UIElement.PreviewMouseWheel  
System.Windows.UIElement.MouseWheel  
System.Windows.UIElement.MouseEnter  
System.Windows.UIElement.MouseLeave  
System.Windows.UIElement.GotMouseCapture  
System.Windows.UIElement.LostMouseCapture  
System.Windows.UIElement.QueryCursor  
System.Windows.UIElement.PreviewStylusDown  
System.Windows.UIElement.StylusDown  
System.Windows.UIElement.PreviewStylusUp  
System.Windows.UIElement.StylusUp  
System.Windows.UIElement.PreviewStylusMove  
System.Windows.UIElement.StylusMove  
System.Windows.UIElement.PreviewStylusInAirMove  
System.Windows.UIElement.StylusInAirMove  
System.Windows.UIElement.StylusEnter  
System.Windows.UIElement.StylusLeave  
System.Windows.UIElement.PreviewStylusInRange  
System.Windows.UIElement.StylusInRange  
System.Windows.UIElement.PreviewStylusOutOfRange  
System.Windows.UIElement.StylusOutOfRange  
System.Windows.UIElement.PreviewStylusSystemGesture  
System.Windows.UIElement.StylusSystemGesture  
System.Windows.UIElement.GotStylusCapture  
System.Windows.UIElement.LostStylusCapture  
System.Windows.UIElement.StylusButtonDown  
System.Windows.UIElement.StylusButtonUp  
System.Windows.UIElement.PreviewStylusButtonDown  
System.Windows.UIElement.PreviewStylusButtonUp  
System.Windows.UIElement.PreviewKeyDown  
System.Windows.UIElement.KeyDown  
System.Windows.UIElement.PreviewKeyUp  
System.Windows.UIElement.KeyUp  
System.Windows.UIElement.PreviewGotKeyboardFocus  
System.Windows.UIElement.GotKeyboardFocus

System.Windows.UIElement.PreviewLostKeyboardFocus  
System.Windows.UIElement.LostKeyboardFocus  
System.Windows.UIElement.PreviewTextInput  
System.Windows.UIElement.TextInput  
System.Windows.UIElement.PreviewQueryContinueDrag  
System.Windows.UIElement.QueryContinueDrag  
System.Windows.UIElement.PreviewGiveFeedback  
System.Windows.UIElement.GiveFeedback  
System.Windows.UIElement.PreviewDragEnter  
System.Windows.UIElement.DragEnter  
System.Windows.UIElement.PreviewDragOver  
System.Windows.UIElement.DragOver  
System.Windows.UIElement.PreviewDragLeave  
System.Windows.UIElement.DragLeave  
System.Windows.UIElement.PreviewDrop  
System.Windows.UIElement.Drop  
System.Windows.UIElement.PreviewTouchDown  
System.Windows.UIElement.TouchDown  
System.Windows.UIElement.PreviewTouchMove  
System.Windows.UIElement.TouchMove  
System.Windows.UIElement.PreviewTouchUp  
System.Windows.UIElement.TouchUp  
System.Windows.UIElement.GotTouchCapture  
System.Windows.UIElement.LostTouchCapture  
System.Windows.UIElement.TouchEnter  
System.Windows.UIElement.TouchLeave  
System.Windows.UIElement.IsMouseDirectlyOverChanged  
System.Windows.UIElement.IsKeyboardFocusWithinChanged  
System.Windows.UIElement.IsMouseCapturedChanged  
System.Windows.UIElement.IsMouseCaptureWithinChanged  
System.Windows.UIElement.IsStylusDirectlyOverChanged  
System.Windows.UIElement.IsStylusCapturedChanged  
System.Windows.UIElement.IsStylusCaptureWithinChanged  
System.Windows.UIElement.IsKeyboardFocusedChanged  
System.Windows.UIElement.LayoutUpdated  
System.Windows.UIElement.GotFocus  
System.Windows.UIElement.LostFocus  
System.Windows.UIElement.IsEnabledChanged  
System.Windows.UIElement.IsHitTestVisibleChanged  
System.Windows.UIElement.IsVisibleChanged  
System.Windows.UIElement.FocusableChanged  
System.Windows.UIElement.ManipulationStarting  
System.Windows.UIElement.ManipulationStarted  
System.Windows.UIElement.ManipulationDelta  
System.Windows.UIElement.ManipulationInertiaStarting  
System.Windows.UIElement.ManipulationBoundaryFeedback  
System.Windows.UIElement.ManipulationCompleted  
System.Windows.Media.Visual.AddVisualChild(System.Windows.Media.Visual)  
System.Windows.Media.Visual.RemoveVisualChild(System.Windows.Media.Visual)  
System.Windows.Media.Visual.OnVisualChildrenChanged(System.Windows.DependencyObject,  
System.Windows.DependencyObject)  
System.Windows.Media.Visual.OnDpiChanged(System.Windows.DpiScale, System.Windows.DpiScale)

System.Windows.Media.Visual.IsAncestorOf(System.Windows.DependencyObject)  
System.Windows.Media.Visual.IsDescendantOf(System.Windows.DependencyObject)  
System.Windows.Media.Visual.FindCommonVisualAncestor(System.Windows.DependencyObject)  
System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Visual)  
System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Media3D.Visual3D)  
System.Windows.Media.Visual.TransformToDescendant(System.Windows.Media.Visual)  
System.Windows.Media.Visual.TransformToVisual(System.Windows.Media.Visual)  
System.Windows.Media.Visual.PointToScreen(System.Windows.Point)  
System.Windows.Media.Visual.PointFromScreen(System.Windows.Point)  
System.Windows.Media.Visual.VisualParent  
System.Windows.Media.Visual.VisualTransform  
System.Windows.Media.Visual.VisualEffect  
System.Windows.Media.Visual.VisualBitmapEffect  
System.Windows.Media.Visual.VisualBitmapEffectInput  
System.Windows.Media.Visual.VisualCacheMode  
System.Windows.Media.Visual.VisualScrollableAreaClip  
System.Windows.Media.Visual.VisualClip  
System.Windows.Media.Visual.VisualOffset  
System.Windows.Media.Visual.VisualOpacity  
System.Windows.Media.Visual.VisualEdgeMode  
System.Windows.Media.Visual.VisualBitmapScalingMode  
System.Windows.Media.Visual.VisualClearTypeHint  
System.Windows.Media.Visual.VisualTextRenderingMode  
System.Windows.Media.Visual.VisualTextHintingMode  
System.Windows.Media.Visual.VisualOpacityMask  
System.Windows.Media.Visual.VisualXSnappingGuidelines  
System.Windows.Media.Visual.VisualYSnappingGuidelines  
System.Windows.DependencyObject.Equals(System.Object)  
System.Windows.DependencyObject.GetHashCode()  
System.Windows.DependencyObject.GetValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.SetValue(System.Windows.DependencyProperty, System.Object)  
System.Windows.DependencyObject.SetCurrentValue(System.Windows.DependencyProperty, System.Object)  
System.Windows.DependencyObject.SetValue(System.Windows.DependencyPropertyKey, System.Object)  
System.Windows.DependencyObject.ClearValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ClearValue(System.Windows.DependencyPropertyKey)  
System.Windows.DependencyObject.CoerceValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.InvalidateProperty(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ShouldSerializeProperty(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ReadLocalValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.GetLocalValueEnumerator()  
System.Windows.DependencyObject.DependencyObjectType  
System.Windows.DependencyObject.IsSealed  
System.Windows.Threading.DispatcherObject.Dispatcher  
System.Object.ToString()  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: [CIDER.Views](#)

Assembly: CIDER.dll

Syntax

```
public class MapTimed : Page, DUCE.IResource, IAnimatable, IFrameworkInputElement, IInputElement, ISupportInitialize, IHaveResources, IQueryAmbient, IWindowService, IAddChild
```

Constructors

MapTimed(DataProvider)

This is the constructor of the MapTimed page

Declaration

```
public MapTimed(DataProvider data)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">DataProvider</a>	data	

Methods

slValueChanged(Object, EventArgs)

This function is called when the slider value changes

Declaration

```
public void slValueChanged(object sender, EventArgs e)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Object	sender	The object that called this method
System.EventArgs	e	The event args this was called with

Implements

- System.Windows.Media.Animation.IAnimatable
- System.Windows.IFrameworkInputElement
- System.Windows.IInputElement
- System.ComponentModel.ISupportInitialize
- System.Windows.Markup.IQueryAmbient
- System.Windows.Markup.IAddChild

# Class VelocityGraph

Interaction logic for the VelocityGraph page

## Inheritance

System.Object  
System.Windows.Threading.DispatcherObject  
System.Windows.DependencyObject  
System.Windows.Media.Visual  
System.Windows.UIElement  
System.Windows.FrameworkElement  
System.Windows.Controls.Page  
VelocityGraph

## Implements

System.Windows.Media.Animation.IAnimatable  
System.Windows.IFrameworkInputElement  
System.Windows.IInputElement  
System.ComponentModel.ISupportInitialize  
System.Windows.Markup.IQueryAmbient  
System.Windows.Markup.IAddChild

## Inherited Members

System.Windows.Controls.Page.ContentProperty  
System.Windows.Controls.Page.BackgroundProperty  
System.Windows.Controls.Page.TitleProperty  
System.Windows.Controls.Page.KeepAliveProperty  
System.Windows.Controls.Page.ForegroundProperty  
System.Windows.Controls.Page.FontFamilyProperty  
System.Windows.Controls.Page.FontSizeProperty  
System.Windows.Controls.Page.TemplateProperty  
System.Windows.Controls.Page.System.Windows.Markup.IAddChild.AddChild(System.Object)  
System.Windows.Controls.Page.System.Windows.Markup.IAddChild.AddText(System.String)  
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System.Windows.UIElement.OnPreviewMouseRightButtonDown(System.Windows.Input.MouseButtonEventArgs)  
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System.Windows.UIElement.StylusMove  
System.Windows.UIElement.PreviewStylusInAirMove  
System.Windows.UIElement.StylusInAirMove  
System.Windows.UIElement.StylusEnter  
System.Windows.UIElement.StylusLeave  
System.Windows.UIElement.PreviewStylusInRange  
System.Windows.UIElement.StylusInRange  
System.Windows.UIElement.PreviewStylusOutOfRange  
System.Windows.UIElement.StylusOutOfRange  
System.Windows.UIElement.PreviewStylusSystemGesture  
System.Windows.UIElement.StylusSystemGesture  
System.Windows.UIElement.GotStylusCapture  
System.Windows.UIElement.LostStylusCapture  
System.Windows.UIElement.StylusButtonDown  
System.Windows.UIElement.StylusButtonUp  
System.Windows.UIElement.PreviewStylusButtonDown  
System.Windows.UIElement.PreviewStylusButtonUp  
System.Windows.UIElement.PreviewKeyDown  
System.Windows.UIElement.KeyDown  
System.Windows.UIElement.PreviewKeyUp  
System.Windows.UIElement.KeyUp  
System.Windows.UIElement.PreviewGotKeyboardFocus  
System.Windows.UIElement.GotKeyboardFocus

System.Windows.UIElement.PreviewLostKeyboardFocus  
System.Windows.UIElement.LostKeyboardFocus  
System.Windows.UIElement.PreviewTextInput  
System.Windows.UIElement.TextInput  
System.Windows.UIElement.PreviewQueryContinueDrag  
System.Windows.UIElement.QueryContinueDrag  
System.Windows.UIElement.PreviewGiveFeedback  
System.Windows.UIElement.GiveFeedback  
System.Windows.UIElement.PreviewDragEnter  
System.Windows.UIElement.DragEnter  
System.Windows.UIElement.PreviewDragOver  
System.Windows.UIElement.DragOver  
System.Windows.UIElement.PreviewDragLeave  
System.Windows.UIElement.DragLeave  
System.Windows.UIElement.PreviewDrop  
System.Windows.UIElement.Drop  
System.Windows.UIElement.PreviewTouchDown  
System.Windows.UIElement.TouchDown  
System.Windows.UIElement.PreviewTouchMove  
System.Windows.UIElement.TouchMove  
System.Windows.UIElement.PreviewTouchUp  
System.Windows.UIElement.TouchUp  
System.Windows.UIElement.GotTouchCapture  
System.Windows.UIElement.LostTouchCapture  
System.Windows.UIElement.TouchEnter  
System.Windows.UIElement.TouchLeave  
System.Windows.UIElement.IsMouseDirectlyOverChanged  
System.Windows.UIElement.IsKeyboardFocusWithinChanged  
System.Windows.UIElement.IsMouseCapturedChanged  
System.Windows.UIElement.IsMouseCaptureWithinChanged  
System.Windows.UIElement.IsStylusDirectlyOverChanged  
System.Windows.UIElement.IsStylusCapturedChanged  
System.Windows.UIElement.IsStylusCaptureWithinChanged  
System.Windows.UIElement.IsKeyboardFocusedChanged  
System.Windows.UIElement.LayoutUpdated  
System.Windows.UIElement.GotFocus  
System.Windows.UIElement.LostFocus  
System.Windows.UIElement.IsEnabledChanged  
System.Windows.UIElement.IsHitTestVisibleChanged  
System.Windows.UIElement.IsVisibleChanged  
System.Windows.UIElement.FocusableChanged  
System.Windows.UIElement.ManipulationStarting  
System.Windows.UIElement.ManipulationStarted  
System.Windows.UIElement.ManipulationDelta  
System.Windows.UIElement.ManipulationInertiaStarting  
System.Windows.UIElement.ManipulationBoundaryFeedback  
System.Windows.UIElement.ManipulationCompleted  
System.Windows.Media.Visual.AddVisualChild(System.Windows.Media.Visual)  
System.Windows.Media.Visual.RemoveVisualChild(System.Windows.Media.Visual)  
System.Windows.Media.Visual.OnVisualChildrenChanged(System.Windows.DependencyObject,  
System.Windows.DependencyObject)  
System.Windows.Media.Visual.OnDpiChanged(System.Windows.DpiScale, System.Windows.DpiScale)

System.Windows.Media.Visual.IsAncestorOf(System.Windows.DependencyObject)  
System.Windows.Media.Visual.IsDescendantOf(System.Windows.DependencyObject)  
System.Windows.Media.Visual.FindCommonVisualAncestor(System.Windows.DependencyObject)  
System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Visual)  
System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Media3D.Visual3D)  
System.Windows.Media.Visual.TransformToDescendant(System.Windows.Media.Visual)  
System.Windows.Media.Visual.TransformToVisual(System.Windows.Media.Visual)  
System.Windows.Media.Visual.PointToScreen(System.Windows.Point)  
System.Windows.Media.Visual.PointFromScreen(System.Windows.Point)  
System.Windows.Media.Visual.VisualParent  
System.Windows.Media.Visual.VisualTransform  
System.Windows.Media.Visual.VisualEffect  
System.Windows.Media.Visual.VisualBitmapEffect  
System.Windows.Media.Visual.VisualBitmapEffectInput  
System.Windows.Media.Visual.VisualCacheMode  
System.Windows.Media.Visual.VisualScrollableAreaClip  
System.Windows.Media.Visual.VisualClip  
System.Windows.Media.Visual.VisualOffset  
System.Windows.Media.Visual.VisualOpacity  
System.Windows.Media.Visual.VisualEdgeMode  
System.Windows.Media.Visual.VisualBitmapScalingMode  
System.Windows.Media.Visual.VisualClearTypeHint  
System.Windows.Media.Visual.VisualTextRenderingMode  
System.Windows.Media.Visual.VisualTextHintingMode  
System.Windows.Media.Visual.VisualOpacityMask  
System.Windows.Media.Visual.VisualXSnappingGuidelines  
System.Windows.Media.Visual.VisualYSnappingGuidelines  
System.Windows.DependencyObject.Equals(System.Object)  
System.Windows.DependencyObject.GetHashCode()  
System.Windows.DependencyObject.GetValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.SetValue(System.Windows.DependencyProperty, System.Object)  
System.Windows.DependencyObject.SetCurrentValue(System.Windows.DependencyProperty, System.Object)  
System.Windows.DependencyObject.SetValue(System.Windows.DependencyPropertyKey, System.Object)  
System.Windows.DependencyObject.ClearValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ClearValue(System.Windows.DependencyPropertyKey)  
System.Windows.DependencyObject.CoerceValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.InvalidateProperty(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ShouldSerializeProperty(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ReadLocalValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.GetLocalValueEnumerator()  
System.Windows.DependencyObject.DependencyObjectType  
System.Windows.DependencyObject.IsSealed  
System.Windows.Threading.DispatcherObject.Dispatcher  
System.Object.ToString()  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: [CIDER.Views](#)

Assembly: CIDER.dll

Syntax



```
public class VelocityGraph : Page, DUCE.IResource, IAnimatable, IFrameworkInputElement, IInputElement, ISupportInitialize, IHaveResources, IQueryAmbient, IWindowService, IAddChild
```

Constructors

VelocityGraph(DataProvider)

This is the constructor of the VelocityGraph page

Declaration

```
public VelocityGraph(DataProvider data)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">DataProvider</a>	data	A DataProvider object to read the data from

Implements

- System.Windows.Media.Animation.IAnimatable
- System.Windows.IFrameworkInputElement
- System.Windows.IInputElement
- System.ComponentModel.ISupportInitialize
- System.Windows.Markup.IQueryAmbient
- System.Windows.Markup.IAddChild

# Class VelocityTimed

Interaction logic for VelocityTimed page

## Inheritance

System.Object  
System.Windows.Threading.DispatcherObject  
System.Windows.DependencyObject  
System.Windows.Media.Visual  
System.Windows.UIElement  
System.Windows.FrameworkElement  
System.Windows.Controls.Page  
VelocityTimed

## Implements

System.Windows.Media.Animation.IAnimatable  
System.Windows.IFrameworkInputElement  
System.Windows.IInputElement  
System.ComponentModel.ISupportInitialize  
System.Windows.Markup.IQueryAmbient  
System.Windows.Markup.IAddChild

## Inherited Members

System.Windows.Controls.Page.ContentProperty  
System.Windows.Controls.Page.BackgroundProperty  
System.Windows.Controls.Page.TitleProperty  
System.Windows.Controls.Page.KeepAliveProperty  
System.Windows.Controls.Page.ForegroundProperty  
System.Windows.Controls.Page.FontFamilyProperty  
System.Windows.Controls.Page.FontSizeProperty  
System.Windows.Controls.Page.TemplateProperty  
System.Windows.Controls.Page.System.Windows.Markup.IAddChild.AddChild(System.Object)  
System.Windows.Controls.Page.System.Windows.Markup.IAddChild.AddText(System.String)  
System.Windows.Controls.Page.OnTemplateChanged(System.Windows.Controls.ControlTemplate, System.Windows.Controls.ControlTemplate)  
System.Windows.Controls.Page.MeasureOverride(System.Windows.Size)  
System.Windows.Controls.Page.ArrangeOverride(System.Windows.Size)  
System.Windows.Controls.Page.OnVisualParentChanged(System.Windows.DependencyObject)  
System.Windows.Controls.Page.LogicalChildren  
System.Windows.Controls.Page.Content  
System.Windows.Controls.Page.WindowTitle  
System.Windows.Controls.Page.WindowHeight  
System.Windows.Controls.Page.WindowWidth  
System.Windows.Controls.Page.Background  
System.Windows.Controls.Page.Title  
System.Windows.Controls.Page.ShowsNavigationUI  
System.Windows.Controls.Page.KeepAlive  
System.Windows.Controls.Page.NavigationService  
System.Windows.Controls.Page.Foreground  
System.Windows.Controls.Page.FontFamily  
System.Windows.Controls.Page.FontSize  
System.Windows.Controls.Page.Template  
System.Windows.FrameworkElement.StyleProperty  
System.Windows.FrameworkElement.OverridesDefaultStyleProperty

System.Windows.FrameworkElement.UseLayoutRoundingProperty  
System.Windows.FrameworkElement.DefaultStyleKeyProperty  
System.Windows.FrameworkElement.DataContextProperty  
System.Windows.FrameworkElement.BindingGroupProperty  
System.Windows.FrameworkElement.LanguageProperty  
System.Windows.FrameworkElement.NameProperty  
System.Windows.FrameworkElement.TagProperty  
System.Windows.FrameworkElement.InputScopeProperty  
System.Windows.FrameworkElement.RequestBringIntoViewEvent  
System.Windows.FrameworkElement.SizeChangedEvent  
System.Windows.FrameworkElement.ActualWidthProperty  
System.Windows.FrameworkElement.ActualHeightProperty  
System.Windows.FrameworkElement.LayoutTransformProperty  
System.Windows.FrameworkElement.WidthProperty  
System.Windows.FrameworkElement.MinWidthProperty  
System.Windows.FrameworkElement.MaxWidthProperty  
System.Windows.FrameworkElement.HeightProperty  
System.Windows.FrameworkElement.MinHeightProperty  
System.Windows.FrameworkElement.MaxHeightProperty  
System.Windows.FrameworkElement.FlowDirectionProperty  
System.Windows.FrameworkElement.MarginProperty  
System.Windows.FrameworkElement.HorizontalAlignmentProperty  
System.Windows.FrameworkElement.VerticalAlignmentProperty  
System.Windows.FrameworkElement.FocusVisualStyleProperty  
System.Windows.FrameworkElement.CursorProperty  
System.Windows.FrameworkElement.ForceCursorProperty  
System.Windows.FrameworkElement.LoadedEvent  
System.Windows.FrameworkElement.UnloadedEvent  
System.Windows.FrameworkElement.ToolTipProperty  
System.Windows.FrameworkElement.ContextMenuProperty  
System.Windows.FrameworkElement.ToolTipOpeningEvent  
System.Windows.FrameworkElement.ToolTipClosingEvent  
System.Windows.FrameworkElement.ContextMenuOpeningEvent  
System.Windows.FrameworkElement.ContextMenuClosingEvent  
System.Windows.FrameworkElement.OnStyleChanged(System.Windows.Style, System.Windows.Style)  
System.Windows.FrameworkElement.ParentLayoutInvalidated(System.Windows.UIElement)  
System.Windows.FrameworkElement.ApplyTemplate()  
System.Windows.FrameworkElement.OnApplyTemplate()  
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard)  
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard, System.Windows.Media.Animation.HandoffBehavior)  
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard, System.Windows.Media.Animation.HandoffBehavior, System.Boolean)  
System.Windows.FrameworkElement.GetVisualChild(System.Int32)  
System.Windows.FrameworkElement.System.Windows.Markup.IQueryAmbient.IsAmbientPropertyAvailable(System.String)  
System.Windows.FrameworkElement.GetTemplateChild(System.String)  
System.Windows.FrameworkElement.FindResource(System.Object)  
System.Windows.FrameworkElement.TryFindResource(System.Object)  
System.Windows.FrameworkElement.SetResourceReference(System.Windows.DependencyProperty, System.Object)  
System.Windows.FrameworkElement.OnPropertyChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.FrameworkElement.GetBindingExpression(System.Windows.DependencyProperty)  
System.Windows.FrameworkElement.SetBinding(System.Windows.DependencyProperty, System.Windows.Data.BindingBase)

System.Windows.FrameworkElement.SetBinding(System.Windows.DependencyProperty, System.String)  
System.Windows.FrameworkElement.GetUIParentCore()  
System.Windows.FrameworkElement.BringIntoView()  
System.Windows.FrameworkElement.BringIntoView(System.Windows.Rect)  
System.Windows.FrameworkElement.GetFlowDirection(System.Windows.DependencyObject)  
System.Windows.FrameworkElement.SetFlowDirection(System.Windows.DependencyObject, System.Windows.FlowDirection)  
System.Windows.FrameworkElement.MeasureCore(System.Windows.Size)  
System.Windows.FrameworkElement.ArrangeCore(System.Windows.Rect)  
System.Windows.FrameworkElement.OnRenderSizeChanged(System.Windows.SizeChangedEventArgs)  
System.Windows.FrameworkElement.GetLayoutClip(System.Windows.Size)  
System.Windows.FrameworkElement.MoveFocus(System.Windows.Input.TraversalRequest)  
System.Windows.FrameworkElement.PredictFocus(System.Windows.Input.FocusNavigationDirection)  
System.Windows.FrameworkElement.OnGotFocus(System.Windows.RoutedEventArgs)  
System.Windows.FrameworkElement.BeginInit()  
System.Windows.FrameworkElement.EndInit()  
System.Windows.FrameworkElement.OnInitialized(System.EventArgs)  
System.Windows.FrameworkElement.OnToolTipOpening(System.Windows.Controls.ToolTipEventArgs)  
System.Windows.FrameworkElement.OnToolTipClosing(System.Windows.Controls.ToolTipEventArgs)  
System.Windows.FrameworkElement.OnContextMenuOpening(System.Windows.Controls.ContextMenuEventArgs)  
System.Windows.FrameworkElement.OnContextMenuClosing(System.Windows.Controls.ContextMenuEventArgs)  
System.Windows.FrameworkElement.RegisterName(System.String, System.Object)  
System.Windows.FrameworkElement.UnregisterName(System.String)  
System.Windows.FrameworkElement.FindName(System.String)  
System.Windows.FrameworkElement.UpdateDefaultStyle()  
System.Windows.FrameworkElement.AddLogicalChild(System.Object)  
System.Windows.FrameworkElement.RemoveLogicalChild(System.Object)  
System.Windows.FrameworkElement.Style  
System.Windows.FrameworkElement.OverridesDefaultStyle  
System.Windows.FrameworkElement.UseLayoutRounding  
System.Windows.FrameworkElement.DefaultStyleKey  
System.Windows.FrameworkElement.Triggers  
System.Windows.FrameworkElement.TemplatedParent  
System.Windows.FrameworkElement.VisualChildrenCount  
System.Windows.FrameworkElement.Resources  
System.Windows.FrameworkElement.InheritanceBehavior  
System.Windows.FrameworkElement.DataContext  
System.Windows.FrameworkElement.BindingGroup  
System.Windows.FrameworkElement.Language  
System.Windows.FrameworkElement.Name  
System.Windows.FrameworkElement.Tag  
System.Windows.FrameworkElement.InputScope  
System.Windows.FrameworkElement.ActualWidth  
System.Windows.FrameworkElement.ActualHeight  
System.Windows.FrameworkElement.LayoutTransform  
System.Windows.FrameworkElement.Width  
System.Windows.FrameworkElement.MinWidth  
System.Windows.FrameworkElement.MaxWidth  
System.Windows.FrameworkElement.Height  
System.Windows.FrameworkElement.MinHeight  
System.Windows.FrameworkElement.MaxHeight  
System.Windows.FrameworkElement.FlowDirection  
System.Windows.FrameworkElement.Margin

System.Windows.FrameworkElement.HorizontalAlignment  
System.Windows.FrameworkElement.VerticalAlignment  
System.Windows.FrameworkElement.FocusVisualStyle  
System.Windows.FrameworkElement.Cursor  
System.Windows.FrameworkElement.ForceCursor  
System.Windows.FrameworkElement.IsInitialized  
System.Windows.FrameworkElement.IsLoaded  
System.Windows.FrameworkElement.ToolTip  
System.Windows.FrameworkElement.ContextMenu  
System.Windows.FrameworkElement.Parent  
System.Windows.FrameworkElement.TargetUpdated  
System.Windows.FrameworkElement.SourceUpdated  
System.Windows.FrameworkElement.DataContextChanged  
System.Windows.FrameworkElement.RequestBringIntoView  
System.Windows.FrameworkElement.SizeChanged  
System.Windows.FrameworkElement.Initialized  
System.Windows.FrameworkElement.Loaded  
System.Windows.FrameworkElement.Unloaded  
System.Windows.FrameworkElement.ToolTipOpening  
System.Windows.FrameworkElement.ToolTipClosing  
System.Windows.FrameworkElement.ContextMenuOpening  
System.Windows.FrameworkElement.ContextMenuClosing  
System.Windows.UIElement.PreviewMouseDownEvent  
System.Windows.UIElement.MouseDownEvent  
System.Windows.UIElement.PreviewMouseUpEvent  
System.Windows.UIElement.MouseUpEvent  
System.Windows.UIElement.PreviewMouseLeftButtonDownEvent  
System.Windows.UIElement.MouseLeftButtonDownEvent  
System.Windows.UIElement.PreviewMouseLeftButtonUpEvent  
System.Windows.UIElement.MouseLeftButtonUpEvent  
System.Windows.UIElement.PreviewMouseRightButtonDownEvent  
System.Windows.UIElement.MouseRightButtonDownEvent  
System.Windows.UIElement.PreviewMouseRightButtonUpEvent  
System.Windows.UIElement.MouseRightButtonUpEvent  
System.Windows.UIElement.PreviewMouseMoveEvent  
System.Windows.UIElement.MouseMoveEvent  
System.Windows.UIElement.PreviewMouseWheelEvent  
System.Windows.UIElement.MouseWheelEvent  
System.Windows.UIElement.MouseEnterEvent  
System.Windows.UIElement.MouseLeaveEvent  
System.Windows.UIElement.GotMouseCaptureEvent  
System.Windows.UIElement.LostMouseCaptureEvent  
System.Windows.UIElement.QueryCursorEvent  
System.Windows.UIElement.PreviewStylusDownEvent  
System.Windows.UIElement.StylusDownEvent  
System.Windows.UIElement.PreviewStylusUpEvent  
System.Windows.UIElement.StylusUpEvent  
System.Windows.UIElement.PreviewStylusMoveEvent  
System.Windows.UIElement.StylusMoveEvent  
System.Windows.UIElement.PreviewStylusInAirMoveEvent  
System.Windows.UIElement.StylusInAirMoveEvent  
System.Windows.UIElement.StylusEnterEvent

System.Windows.UIElement.StylusLeaveEvent  
System.Windows.UIElement.PreviewStylusInRangeEvent  
System.Windows.UIElement.StylusInRangeEvent  
System.Windows.UIElement.PreviewStylusOutOfRangeEvent  
System.Windows.UIElement.StylusOutOfRangeEvent  
System.Windows.UIElement.PreviewStylusSystemGestureEvent  
System.Windows.UIElement.StylusSystemGestureEvent  
System.Windows.UIElement.GotStylusCaptureEvent  
System.Windows.UIElement.LostStylusCaptureEvent  
System.Windows.UIElement.StylusButtonDownEvent  
System.Windows.UIElement.StylusButtonUpEvent  
System.Windows.UIElement.PreviewStylusButtonDownEvent  
System.Windows.UIElement.PreviewStylusButtonUpEvent  
System.Windows.UIElement.PreviewKeyDownEvent  
System.Windows.UIElement.KeyDownEvent  
System.Windows.UIElement.PreviewKeyUpEvent  
System.Windows.UIElement.KeyUpEvent  
System.Windows.UIElement.PreviewGotKeyboardFocusEvent  
System.Windows.UIElement.GotKeyboardFocusEvent  
System.Windows.UIElement.PreviewLostKeyboardFocusEvent  
System.Windows.UIElement.LostKeyboardFocusEvent  
System.Windows.UIElement.PreviewTextInputEvent  
System.Windows.UIElement.TextInputEvent  
System.Windows.UIElement.PreviewQueryContinueDragEvent  
System.Windows.UIElement.QueryContinueDragEvent  
System.Windows.UIElement.PreviewGiveFeedbackEvent  
System.Windows.UIElement.GiveFeedbackEvent  
System.Windows.UIElement.PreviewDragEnterEvent  
System.Windows.UIElement.DragEnterEvent  
System.Windows.UIElement.PreviewDragOverEvent  
System.Windows.UIElement.DragOverEvent  
System.Windows.UIElement.PreviewDragLeaveEvent  
System.Windows.UIElement.DragLeaveEvent  
System.Windows.UIElement.PreviewDropEvent  
System.Windows.UIElement.DropEvent  
System.Windows.UIElement.PreviewTouchDownEvent  
System.Windows.UIElement.TouchDownEvent  
System.Windows.UIElement.PreviewTouchMoveEvent  
System.Windows.UIElement.TouchMoveEvent  
System.Windows.UIElement.PreviewTouchUpEvent  
System.Windows.UIElement.TouchUpEvent  
System.Windows.UIElement.GotTouchCaptureEvent  
System.Windows.UIElement.LostTouchCaptureEvent  
System.Windows.UIElement.TouchEnterEvent  
System.Windows.UIElement.TouchLeaveEvent  
System.Windows.UIElement.IsMouseDirectlyOverProperty  
System.Windows.UIElement.IsMouseOverProperty  
System.Windows.UIElement.IsStylusOverProperty  
System.Windows.UIElement.IsKeyboardFocusWithinProperty  
System.Windows.UIElement.IsMouseCapturedProperty  
System.Windows.UIElement.IsMouseCaptureWithinProperty  
System.Windows.UIElement.IsStylusDirectlyOverProperty

System.Windows.UIElement.IsStylusCapturedProperty  
System.Windows.UIElement.IsStylusCaptureWithinProperty  
System.Windows.UIElement.IsKeyboardFocusedProperty  
System.Windows.UIElement.AreAnyTouchesDirectlyOverProperty  
System.Windows.UIElement.AreAnyTouchesOverProperty  
System.Windows.UIElement.AreAnyTouchesCapturedProperty  
System.Windows.UIElement.AreAnyTouchesCapturedWithinProperty  
System.Windows.UIElement.AllowDropProperty  
System.Windows.UIElement.RenderTransformProperty  
System.Windows.UIElement.RenderTransformOriginProperty  
System.Windows.UIElement.OpacityProperty  
System.Windows.UIElement.OpacityMaskProperty  
System.Windows.UIElement.BitmapEffectProperty  
System.Windows.UIElement.EffectProperty  
System.Windows.UIElement.BitmapEffectInputProperty  
System.Windows.UIElement.CacheModeProperty  
System.Windows.UIElement.UidProperty  
System.Windows.UIElement.VisibilityProperty  
System.Windows.UIElement.ClipToBoundsProperty  
System.Windows.UIElement.ClipProperty  
System.Windows.UIElement.SnapsToDevicePixelsProperty  
System.Windows.UIElement.GotFocusEvent  
System.Windows.UIElement.LostFocusEvent  
System.Windows.UIElement.IsFocusedProperty  
System.Windows.UIElement.IsEnabledProperty  
System.Windows.UIElement.IsHitTestVisibleProperty  
System.Windows.UIElement.IsVisibleProperty  
System.Windows.UIElement.FocusableProperty  
System.Windows.UIElement.IsManipulationEnabledProperty  
System.Windows.UIElement.ManipulationStartingEvent  
System.Windows.UIElement.ManipulationStartedEvent  
System.Windows.UIElement.ManipulationDeltaEvent  
System.Windows.UIElement.ManipulationInertiaStartingEvent  
System.Windows.UIElement.ManipulationBoundaryFeedbackEvent  
System.Windows.UIElement.ManipulationCompletedEvent  
System.Windows.UIElement.ApplyAnimationClock(System.Windows.DependencyProperty,  
System.Windows.Media.Animation.AnimationClock)  
System.Windows.UIElement.ApplyAnimationClock(System.Windows.DependencyProperty,  
System.Windows.Media.Animation.AnimationClock, System.Windows.Media.Animation.HandoffBehavior)  
System.Windows.UIElement.BeginAnimation(System.Windows.DependencyProperty,  
System.Windows.Media.Animation.AnimationTimeline)  
System.Windows.UIElement.BeginAnimation(System.Windows.DependencyProperty,  
System.Windows.Media.Animation.AnimationTimeline, System.Windows.Media.Animation.HandoffBehavior)  
System.Windows.UIElement.GetAnimationBaseValue(System.Windows.DependencyProperty)  
System.Windows.UIElement.RaiseEvent(System.Windows.RoutedEventArgs)  
System.Windows.UIElement.AddHandler(System.Windows.RoutedEvent, System.Delegate)  
System.Windows.UIElement.AddHandler(System.Windows.RoutedEvent, System.Delegate, System.Boolean)  
System.Windows.UIElement.RemoveHandler(System.Windows.RoutedEvent, System.Delegate)  
System.Windows.UIElement.AddToEventRoute(System.Windows.EventRoute, System.Windows.RoutedEventArgs)  
System.Windows.UIElement.OnPreviewMouseDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseUp(System.Windows.Input.MouseButtonEventArgs)

System.Windows.UIElement.OnMouseUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseLeftButtonDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseLeftButtonDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseLeftButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseLeftButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseRightButtonDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseRightButtonDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseRightButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseRightButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseMove(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnMouseMove(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnPreviewMouseWheel(System.Windows.Input.MouseWheelEventArgs)  
System.Windows.UIElement.OnMouseWheel(System.Windows.Input.MouseWheelEventArgs)  
System.Windows.UIElement.OnMouseEnter(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnMouseLeave(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnGotMouseCapture(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnLostMouseCapture(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnQueryCursor(System.Windows.Input.QueryCursorEventArgs)  
System.Windows.UIElement.OnPreviewStylusDown(System.Windows.Input.StylusDownEventArgs)  
System.Windows.UIElement.OnStylusDown(System.Windows.Input.StylusDownEventArgs)  
System.Windows.UIElement.OnPreviewStylusUp(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusUp(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusInAirMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusInAirMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusEnter(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusLeave(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusInRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusInRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusOutOfRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusOutOfRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusSystemGesture(System.Windows.Input.StylusSystemGestureEventArgs)  
System.Windows.UIElement.OnStylusSystemGesture(System.Windows.Input.StylusSystemGestureEventArgs)  
System.Windows.UIElement.OnGotStylusCapture(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnLostStylusCapture(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusButtonDown(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnStylusButtonUp(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnPreviewStylusButtonDown(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnPreviewStylusButtonUp(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnPreviewKeyDown(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnKeyDown(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnPreviewKeyUp(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnKeyUp(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnPreviewGotKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnGotKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnPreviewLostKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
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System.Windows.UIElement.OnQueryContinueDrag(System.Windows.QueryContinueDragEventArgs)



System.Windows.UIElement.OnPreviewGiveFeedback(System.Windows.GiveFeedbackEventArgs)  
System.Windows.UIElement.OnGiveFeedback(System.Windows.GiveFeedbackEventArgs)  
System.Windows.UIElement.OnPreviewDragEnter(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDragEnter(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewDragOver(System.Windows.DragEventArgs)  
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System.Windows.UIElement.OnPreviewDragLeave(System.Windows.DragEventArgs)  
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System.Windows.UIElement.OnPreviewDrop(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDrop(System.Windows.DragEventArgs)  
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System.Windows.UIElement.OnTouchDown(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnPreviewTouchMove(System.Windows.Input.TouchEventArgs)  
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System.Windows.UIElement.AreAnyTouchesDirectlyOver  
System.Windows.UIElement.AreAnyTouchesCapturedWithin  
System.Windows.UIElement.AreAnyTouchesCaptured  
System.Windows.UIElement.TouchesCaptured

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System.Windows.UIElement.MouseDown  
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System.Windows.UIElement.MouseUp  
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System.Windows.UIElement.MouseLeftButtonDown  
System.Windows.UIElement.PreviewMouseLeftButtonUp  
System.Windows.UIElement.MouseLeftButtonUp  
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System.Windows.UIElement.MouseRightButtonDown  
System.Windows.UIElement.PreviewMouseRightButtonUp  
System.Windows.UIElement.MouseRightButtonUp  
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System.Windows.UIElement.PreviewStylusMove  
System.Windows.UIElement.StylusMove  
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System.Windows.UIElement.StylusInAirMove  
System.Windows.UIElement.StylusEnter  
System.Windows.UIElement.StylusLeave  
System.Windows.UIElement.PreviewStylusInRange  
System.Windows.UIElement.StylusInRange  
System.Windows.UIElement.PreviewStylusOutOfRange  
System.Windows.UIElement.StylusOutOfRange  
System.Windows.UIElement.PreviewStylusSystemGesture  
System.Windows.UIElement.StylusSystemGesture  
System.Windows.UIElement.GotStylusCapture  
System.Windows.UIElement.LostStylusCapture  
System.Windows.UIElement.StylusButtonDown  
System.Windows.UIElement.StylusButtonUp  
System.Windows.UIElement.PreviewStylusButtonDown  
System.Windows.UIElement.PreviewStylusButtonUp  
System.Windows.UIElement.PreviewKeyDown  
System.Windows.UIElement.KeyDown  
System.Windows.UIElement.PreviewKeyUp  
System.Windows.UIElement.KeyUp  
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System.Windows.UIElement.LostKeyboardFocus  
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System.Windows.UIElement.TextInput  
System.Windows.UIElement.PreviewQueryContinueDrag  
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System.Windows.UIElement.PreviewDragOver  
System.Windows.UIElement.DragOver  
System.Windows.UIElement.PreviewDragLeave  
System.Windows.UIElement.DragLeave  
System.Windows.UIElement.PreviewDrop  
System.Windows.UIElement.Drop  
System.Windows.UIElement.PreviewTouchDown  
System.Windows.UIElement.TouchDown  
System.Windows.UIElement.PreviewTouchMove  
System.Windows.UIElement.TouchMove  
System.Windows.UIElement.PreviewTouchUp  
System.Windows.UIElement.TouchUp  
System.Windows.UIElement.GotTouchCapture  
System.Windows.UIElement.LostTouchCapture  
System.Windows.UIElement.TouchEnter  
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System.Windows.Media.Visual.OnVisualChildrenChanged(System.Windows.DependencyObject,  
System.Windows.DependencyObject)  
System.Windows.Media.Visual.OnDpiChanged(System.Windows.DpiScale, System.Windows.DpiScale)

System.Windows.Media.Visual.IsAncestorOf(System.Windows.DependencyObject)  
System.Windows.Media.Visual.IsDescendantOf(System.Windows.DependencyObject)  
System.Windows.Media.Visual.FindCommonVisualAncestor(System.Windows.DependencyObject)  
System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Visual)  
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System.Windows.Media.Visual.TransformToDescendant(System.Windows.Media.Visual)  
System.Windows.Media.Visual.TransformToVisual(System.Windows.Media.Visual)  
System.Windows.Media.Visual.PointToScreen(System.Windows.Point)  
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System.Windows.Media.Visual.VisualParent  
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System.Windows.Media.Visual.VisualEffect  
System.Windows.Media.Visual.VisualBitmapEffect  
System.Windows.Media.Visual.VisualBitmapEffectInput  
System.Windows.Media.Visual.VisualCacheMode  
System.Windows.Media.Visual.VisualScrollableAreaClip  
System.Windows.Media.Visual.VisualClip  
System.Windows.Media.Visual.VisualOffset  
System.Windows.Media.Visual.VisualOpacity  
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System.Windows.Media.Visual.VisualBitmapScalingMode  
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System.Windows.Media.Visual.VisualTextHintingMode  
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System.Windows.DependencyObject.SetCurrentValue(System.Windows.DependencyProperty, System.Object)  
System.Windows.DependencyObject.SetValue(System.Windows.DependencyPropertyKey, System.Object)  
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System.Windows.DependencyObject.ClearValue(System.Windows.DependencyPropertyKey)  
System.Windows.DependencyObject.CoerceValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.InvalidateProperty(System.Windows.DependencyProperty)  
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System.Windows.DependencyObject.IsSealed  
System.Windows.Threading.DispatcherObject.Dispatcher  
System.Object.ToString()  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: [CIDER.Views](#)

Assembly: CIDER.dll

Syntax

```
public class VelocityTimed : Page, DUCE.IResource, IAnimatable, IFrameworkInputElement, IInputElement, ISupportInitialize, IHaveResources, IQueryAmbient, IWindowService, IAddChild
```

Constructors

VelocityTimed(DataProvider)

This is the constructor of hte VelocityTimed page

Declaration

```
public VelocityTimed(DataProvider data)
```

Parameters

TYPE	NAME	DESCRIPTION
<a href="#">DataProvider</a>	data	A DataProvider object to read the data from

Implements

- System.Windows.Media.Animation.IAnimatable
- System.Windows.IFrameworkInputElement
- System.Windows.IInputElement
- System.ComponentModel.ISupportInitialize
- System.Windows.Markup.IQueryAmbient
- System.Windows.Markup.IAddChild