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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

[ColorWriterWritingException](#)

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](#)

[IKeyManager](#)

This interface can be used for unit testing

[ILicense](#)

This interface is used for unit testing

[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)

System.Windows.Application.GetContentStream(System.Uri)

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

System.Windows.Application.SetCookie(System.Uri, System.String)

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
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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 |
|-------------------------|--------|---|
| IReader | 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 IKeyManager

This interface can used for unit testing

Namespace: [CIDER](#)

Assembly: CIDER.dll

Syntax

```
public interface IKeyManager
```

Methods

Fetch()

This function should be used to fetch a key.

Declaration

```
bool Fetch()
```

Returns

| TYPE | DESCRIPTION |
|----------------|-------------------|
| System.Boolean | true if sucessful |

Put()

This function should be used to put a new key into a file.

Declaration

```
bool Put()
```

Returns

| TYPE | DESCRIPTION |
|----------------|--------------------|
| System.Boolean | true if successful |

Interface ILicense

This interface is used for unit testing

Namespace: [CIDER](#)

Assembly: CIDER.dll

Syntax

```
public interface ILicense
```

Methods

Show()

This function is called to show the License View

Declaration

```
void Show()
```

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

| |
|---|
| <code>DialogResult ShowDialog(OpenFileDialog dialog)</code> |
|---|

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

| |
|--|
| <code>void WriteAllLines(string[] lines, string filename)</code> |
|--|

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

| |
|--|
| <code>void WriteAllText(string text, string filename)</code> |
|--|

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

Implements

IKeyManager

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 : IKeyManager
```

Constructors

KeyManager(DataProvider, IReader)

This is the constructor for the KeyManager class

Declaration

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

Parameters

| TYPE | NAME | DESCRIPTION |
|------------------------------|--------|---|
| DataProvider | Data | This expects a DataProvider object to store the api key in |
| IReader | 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 |

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 | |

Implements

[IKeyManager](#)

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.InputElement)
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.OverlayFadeIn
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 |
|---------|--------|---|
| IReader | 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
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
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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 Task CreatePDF(string Title, string fileName)
```

Parameters

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

Returns

| TYPE | DESCRIPTION |
|-----------------------------|-------------|
| System.Threading.Tasks.Task | |

GetPlotModel(String)

This function is used to get a plotmodel

Declaration

```
public Task<PlotModel> GetPlotModel(string Title)
```

Parameters

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

Returns

| TYPE | DESCRIPTION |
|--|---------------------|
| System.Threading.Tasks.Task<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

```
[STAThread]  
public List<MapPolyline> CreateRoute(DataProvider Data)
```

Parameters

| TYPE | NAME | DESCRIPTION |
|------------------------------|------|--|
| DataProvider | 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 |
|------------------------------|----------------|--|
| DataProvider | 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
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
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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 Task 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 |

Returns

| TYPE | DESCRIPTION |
|-----------------------------|-------------|
| System.Threading.Tasks.Task | |

ReadNmea(DataProvider, String, IRead, MainWindowViewModel)

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

Declaration

```
public Task ReadNmea(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 .nmea file |
| IRead | Read | An object implementing the IRead interface |
| MainWindowViewModel | Main | A MainWindowViewModel object to toggle the buttons from |

Returns

| TYPE | DESCRIPTION |
|-----------------------------|-------------|
| System.Threading.Tasks.Task | |

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

```
Task 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 .nmea file |
| IRead | Read | An object implementing the IRead interface |
| MainWindowViewModel | Main | A MainWindowViewModel object to toggle the buttons from |

Returns

| TYPE | DESCRIPTION |
|-----------------------------|-------------|
| System.Threading.Tasks.Task | |

ReadNmea(DataProvider, String, IRead, MainWindowViewModel)

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

Declaration

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

Parameters

| TYPE | NAME | DESCRIPTION |
|------------------------------|------|---|
| DataProvider | Data | A DataProvider object to store the ingested data in |
| | | |

| TYPE | NAME | DESCRIPTION |
|-------------------------------------|------|---|
| System.String | Path | A path to the folder to the .nmea file |
| IRead | Read | An object implementing the IRead interface |
| MainWindowViewModel | Main | A MainWindowViewModel object to toggle the buttons from |

Returns

| TYPE | DESCRIPTION |
|-----------------------------|-------------|
| System.Threading.Tasks.Task | |

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

[Licenser](#)

The implementation of ILicense for production

[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](#)s

Assembly: CIDER.dll

Syntax

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

Constructors

AboutViewModel(IProcessStarter, IKeyManager, ILicense)

This is the constructor for the About Viewmodel

Declaration

```
public AboutViewModel(IProcessStarter starter, IKeyManager manager, ILicense license)
```

Parameters

| TYPE | NAME | DESCRIPTION |
|---------------------------------|---------|---|
| IProcessStarter | starter | An object implementing the IPProcessStarter interface |
| IKeyManager | manager | A keymanager object |
| ILicense | license | An object implementing the ILicense interface |

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 |
|------------------------------|--------------|---|
| DataProvider | 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 |
|------------------------------|------|---|
| DataProvider | 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 | |

slMaximum

This contains the maxximum of the slider

Declaration

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

Property Value

| TYPE | DESCRIPTION |
|--------------|-------------|
| System.Int32 | |

slTickFrequency

This contains the frequency of slider ticks

Declaration

```
public int slTickFrequency { 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 |
|------------------------------|--------------|---|
| DataProvider | 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 |
|------------------------------|------|---|
| DataProvider | 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 |
|------------------------------|------|---|
| DataProvider | 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 |
|------------------------------|--------------|---|
| DataProvider | 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 Licenser

The implementation of ILicense for production

Inheritance

System.Object

Licenser

Implements

[ILicense](#)

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 Licenser : ILicense
```

Methods

Show()

This function shows the license view

Declaration

```
public void Show()
```

Implements

[ILicense](#)

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 |
|-------------------------------------|------|--|
| MainWindowViewModel | 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(KeyManager, DataProvider, IReader, Boolean)

This is the constructor for the MainWindow ViewModel

Declaration

```
public MainWindowViewModel(KeyManager manager, DataProvider data, IReader reader, bool IsTesting = false)
```

Parameters

| TYPE | NAME | DESCRIPTION |
|------------------------------|-----------|-------------|
| KeyManager | manager | |
| DataProvider | data | |
| IReader | reader | |
| System.Boolean | IsTesting | |

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

```
public double MapZoomLevel
```

Field Value

| TYPE | DESCRIPTION |
|---------------|-------------|
| System.Double | |

Properties

APIKey

This contains the APIKey for the map

Declaration

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

Property Value

| TYPE | DESCRIPTION |
|--|-------------|
| Microsoft.Maps.MapControl.WPF.ApplicationIdCredentialsProvider | |

MapPolylines

This is a list of polylines to display on the map

Declaration

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

Property Value

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

Methods

CalculateCenter()

This function calculates the center of the map

Declaration

```
public void CalculateCenter()
```

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 |
|------------------------------|------|---|
| DataProvider | 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 |
|------------------------------|--------------|---|
| DataProvider | 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 |
|------------------------------|------|---|
| DataProvider | 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 | |

slTickFrequency

This contains the tick frequency of the slider

Declaration

```
public int slTickFrequency { 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
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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 |
|------------------------------|------|---|
| DataProvider | 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 |
|------------------------------|------|---|
| DataProvider | 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)
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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 |
|------------------------------|------|--------------------------------------|
| DataProvider | 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)
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 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 |
|------------------------------|------|---|
| DataProvider | 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()
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System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard, System.Windows.Media.Animation.HandoffBehavior)
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System.Windows.UIElement.PreviewStylusOutOfRange
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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 |
|------------------------------|------|---|
| DataProvider | 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 |
|------------------------------|------|---|
| DataProvider | 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
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 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 |
|------------------------------|------|---|
| DataProvider | 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 |
|-------------------------------------|------|--|
| DataProvider | data | A DataProvider object to store the data in |
| MainWindowViewModel | 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()
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System.Windows.UIElement.PreviewStylusMoveEvent
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System.Windows.UIElement.LostStylusCaptureEvent
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System.Windows.UIElement.StylusButtonUpEvent
System.Windows.UIElement.PreviewStylusButtonDownEvent
System.Windows.UIElement.PreviewStylusButtonUpEvent
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System.Windows.UIElement.PreviewKeyUpEvent
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System.Windows.UIElement.GotKeyboardFocusEvent
System.Windows.UIElement.PreviewLostKeyboardFocusEvent
System.Windows.UIElement.LostKeyboardFocusEvent
System.Windows.UIElement.PreviewTextInputEvent
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System.Windows.UIElement.IsStylusCapturedProperty
System.Windows.UIElement.IsStylusCaptureWithinProperty
System.Windows.UIElement.IsKeyboardFocusedProperty
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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
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System.Windows.UIElement.ApplyAnimationClock(System.Windows.DependencyProperty,
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System.Windows.UIElement.BeginAnimation(System.Windows.DependencyProperty,
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System.Windows.Media.Animation.AnimationTimeline, System.Windows.Media.Animation.HandoffBehavior)
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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)
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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)
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System.Windows.UIElement.OnPreviewStylusUp(System.Windows.Input.StylusEventArgs)
System.Windows.UIElement.OnStylusUp(System.Windows.Input.StylusEventArgs)
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System.Windows.UIElement.OnPreviewStylusButtonDown(System.Windows.Input.StylusButtonEventArgs)
System.Windows.UIElement.OnPreviewStylusButtonUp(System.Windows.Input.StylusButtonEventArgs)
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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)
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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)

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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.OnTouchEnter(System.Windows.Input.TouchEventArgs)
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System.Windows.UIElement.OnManipulationDelta(System.Windows.Input.ManipulationDeltaEventArgs)
System.Windows.UIElement.OnManipulationInertiaStarting(System.Windows.Input.ManipulationInertiaStartingEventArgs)

System.Windows.UIElement.OnManipulationBoundaryFeedback(System.Windows.Input.ManipulationBoundaryFeedbackEventArgs)
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System.Windows.UIElement.ReleaseTouchCapture(System.Windows.Input.TouchDevice)
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System.Windows.UIElement.IsStylusCaptured
System.Windows.UIElement.IsStylusCaptureWithin
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System.Windows.UIElement.OpacityMask
System.Windows.UIElement.BitmapEffect
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System.Windows.UIElement.BitmapEffectInput
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System.Windows.UIElement.AreAnyTouchesCapturedWithin
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System.Windows.UIElement.TouchesCaptured

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System.Windows.UIElement.TouchesOver
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System.Windows.UIElement.MouseDown
System.Windows.UIElement.PreviewMouseUp
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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
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System.Windows.UIElement.GotMouseCapture
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System.Windows.UIElement.QueryCursor
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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
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System.Windows.UIElement.LostStylusCapture
System.Windows.UIElement.StylusButtonDown
System.Windows.UIElement.StylusButtonUp
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System.Windows.UIElement.PreviewStylusButtonUp
System.Windows.UIElement.PreviewKeyDown
System.Windows.UIElement.KeyDown
System.Windows.UIElement.PreviewKeyUp
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System.Windows.UIElement.GotKeyboardFocus

System.Windows.UIElement.PreviewLostKeyboardFocus
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System.Windows.UIElement.QueryContinueDrag
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System.Windows.UIElement.GiveFeedback
System.Windows.UIElement.PreviewDragEnter
System.Windows.UIElement.DragEnter
System.Windows.UIElement.PreviewDragOver
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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.UIElement.IsMouseDirectlyOverChanged
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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
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System.Windows.UIElement.LostFocus
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System.Windows.UIElement.FocusableChanged
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System.Windows.UIElement.ManipulationInertiaStarting
System.Windows.UIElement.ManipulationBoundaryFeedback
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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
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System.Windows.Media.Visual.VisualOffset
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System.Windows.Media.Visual.VisualBitmapScalingMode
System.Windows.Media.Visual.VisualClearTypeHint
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System.Windows.DependencyObject.SetValue(System.Windows.DependencyProperty, System.Object)
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System.Windows.DependencyObject.SetValue(System.Windows.DependencyPropertyKey, System.Object)
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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 |
|------------------------------|------|---|
| DataProvider | 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 |
|------------------------------|------|-------------|
| DataProvider | 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)
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)
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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 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 |
|------------------------------|------|---|
| DataProvider | 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)
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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)
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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)
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System.Windows.UIElement.OnIsKeyboardFocusWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)
System.Windows.UIElement.OnIsMouseCapturedChanged(System.Windows.DependencyPropertyChangedEventArgs)
System.Windows.UIElement.OnIsMouseCaptureWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)
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System.Windows.UIElement.OnIsStylusCapturedChanged(System.Windows.DependencyPropertyChangedEventArgs)
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System.Windows.UIElement.UpdateLayout()
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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()
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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)
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System.Windows.UIElement.ReleaseTouchCapture(System.Windows.Input.TouchDevice)
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System.Windows.UIElement.CommandBindings
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System.Windows.UIElement.RenderTransformOrigin
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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
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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
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System.Windows.UIElement.LayoutUpdated
System.Windows.UIElement.GotFocus
System.Windows.UIElement.LostFocus
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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
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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)
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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 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 |
|------------------------------|------|---|
| DataProvider | 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