**InkCanvas Class**

Defines an area that receives and displays ink strokes.

Inheritance Hierarchy

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

**Namespace:**   System.Windows.Controls   
**Assembly:**PresentationFramework (in PresentationFramework.dll)   
**XMLNS for XAML:** http://schemas.microsoft.com/winfx/2006/xaml/presentation, http://schemas.microsoft.com/netfx/2007/xaml/presentation

Syntax

[ContentPropertyAttribute("Children")]

public class InkCanvas : FrameworkElement, IAddChild

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public ref class InkCanvas : public FrameworkElement,

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[<ContentPropertyAttribute("Children")>]

type InkCanvas =

class

inherit FrameworkElement

interface IAddChild

end

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'Declaration

<ContentPropertyAttribute("Children")> \_

Public Class InkCanvas \_

Inherits FrameworkElement \_

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Public Class InkCanvas \_

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Implements IAddChild

XAML

<InkCanvas>

Children

</InkCanvas>

<InkCanvas>

Children

</InkCanvas>

The InkCanvas type exposes the following members.

Constructors

|  |  |  |
| --- | --- | --- |
|  | **Name** | **Description** |
|  | InkCanvas | Initializes a new instance of the InkCanvas class. |

Properties

No members matching the current filter

|  |  |  |
| --- | --- | --- |
|  | **Name** | **Description** |
|  | ActiveEditingMode | Gets the current editing mode of the InkCanvas. |
|  | ActualHeight | Gets the rendered height of this element. (Inherited from FrameworkElement.) |
|  | ActualWidth | Gets the rendered width of this element. (Inherited from FrameworkElement.) |
|  | AllowDrop | Gets or sets a value indicating whether this element can be used as the target of a drag-and-drop operation. This is a dependency property. (Inherited from UIElement.) |
|  | AreAnyTouchesCaptured | Gets a value that indicates whether at least one touch is captured to this element. (Inherited from UIElement.) |
|  | AreAnyTouchesCapturedWithin | Gets a value that indicates whether at least one touch is captured to this element or to any child elements in its visual tree. (Inherited from UIElement.) |
|  | AreAnyTouchesDirectlyOver | Gets a value that indicates whether at least one touch is pressed over this element. (Inherited from UIElement.) |
|  | AreAnyTouchesOver | Gets a value that indicates whether at least one touch is pressed over this element or any child elements in its visual tree. (Inherited from UIElement.) |
|  | Background | Gets or sets a Brush. The brush is used to fill the border area surrounding a InkCanvas. |
|  | BindingGroup | Gets or sets the BindingGroup that is used for the element. (Inherited from FrameworkElement.) |
|  | BitmapEffect | **Obsolete.**Gets or sets a bitmap effect that applies directly to the rendered content for this element. This is a dependency property. (Inherited from UIElement.) |
|  | BitmapEffectInput | **Obsolete.** Gets or sets an input source for the bitmap effect that applies directly to the rendered content for this element. This is a dependency property. (Inherited from UIElement.) |
|  | CacheMode | Gets or sets a cached representation of the UIElement. (Inherited from UIElement.) |
|  | Children | Retrieves child elements of the InkCanvas. |
|  | Clip | Gets or sets the geometry used to define the outline of the contents of an element. This is a dependency property. (Inherited from UIElement.) |
|  | ClipToBounds | Gets or sets a value indicating whether to clip the content of this element (or content coming from the child elements of this element) to fit into the size of the containing element. This is a dependency property. (Inherited from UIElement.) |
|  | CommandBindings | Gets a collection of CommandBinding objects associated with this element. A CommandBinding enables command handling for this element, and declares the linkage between a command, its events, and the handlers attached by this element. (Inherited from UIElement.) |
|  | ContextMenu | Gets or sets the context menu element that should appear whenever the context menu is requested through user interface (UI) from within this element. (Inherited from FrameworkElement.) |
|  | Cursor | Gets or sets the cursor that displays when the mouse pointer is over this element. (Inherited from FrameworkElement.) |
|  | DataContext | Gets or sets the data context for an element when it participates in data binding. (Inherited from FrameworkElement.) |
|  | DefaultDrawingAttributes | Gets or sets the drawing attributes that are applied to new ink strokes made on the InkCanvas. |
|  | DefaultStyleKey | Gets or sets the key to use to reference the style for this control, when theme styles are used or defined. (Inherited from FrameworkElement.) |
|  | DefaultStylusPointDescription | Gets or sets the stylus point description for an InkCanvas. |
|  | DependencyObjectType | Gets the DependencyObjectType that wraps the CLR type of this instance. (Inherited from DependencyObject.) |
|  | DesiredSize | Gets the size that this element computed during the measure pass of the layout process. (Inherited from UIElement.) |
|  | Dispatcher | Gets the Dispatcher this DispatcherObject is associated with. (Inherited from DispatcherObject.) |
|  | DynamicRenderer | Gets or sets the renderer that dynamically draws ink on the InkCanvas. |
|  | EditingMode | Gets or sets the user editing mode used by an active pointing device. |
|  | EditingModeInverted | Gets or sets the user editing mode if the stylus is inverted when it interacts with the InkCanvas. |
|  | Effect | Gets or sets the bitmap effect to apply to the UIElement. This is a dependency property. (Inherited from UIElement.) |
|  | EraserShape | Gets or sets the StylusShape used to point-erase ink from an InkCanvas. |
|  | FlowDirection | Gets or sets the direction that text and other user interface (UI) elements flow within any parent element that controls their layout. (Inherited from FrameworkElement.) |
|  | Focusable | Gets or sets a value that indicates whether the element can receive focus. This is a dependency property. (Inherited from UIElement.) |
|  | FocusVisualStyle | Gets or sets a property that enables customization of appearance, effects, or other style characteristics that will apply to this element when it captures keyboard focus. (Inherited from FrameworkElement.) |
|  | ForceCursor | Gets or sets a value that indicates whether this FrameworkElement should force the user interface (UI) to render the cursor as declared by the Cursor property. (Inherited from FrameworkElement.) |
|  | HasAnimatedProperties | Gets a value indicating whether this element has any animated properties. (Inherited from UIElement.) |
|  | HasEffectiveKeyboardFocus | Gets a value that indicates whether the UIElement has focus. (Inherited from UIElement.) |
|  | Height | Gets or sets the suggested height of the element. (Inherited from FrameworkElement.) |
|  | HorizontalAlignment | Gets or sets the horizontal alignment characteristics applied to this element when it is composed within a parent element, such as a panel or items control. (Inherited from FrameworkElement.) |
|  | InheritanceBehavior | Gets or sets the scope limits for property value inheritance, resource key lookup, and RelativeSource FindAncestor lookup. (Inherited from FrameworkElement.) |
|  | InkPresenter | Gets the ink presenter that displays ink on the InkCanvas. |
|  | InputBindings | Gets the collection of input bindings associated with this element. (Inherited from UIElement.) |
|  | InputScope | Gets or sets the context for input used by this FrameworkElement. (Inherited from FrameworkElement.) |
|  | IsArrangeValid | Gets a value indicating whether the computed size and position of child elements in this element's layout are valid. (Inherited from UIElement.) |
|  | IsEnabled | Gets or sets a value indicating whether this element is enabled in the user interface (UI). This is a dependency property. (Inherited from UIElement.) |
|  | IsEnabledCore | Gets a value that becomes the return value of IsEnabled in derived classes. (Inherited from UIElement.) |
|  | IsFocused | Gets a value that determines whether this element has logical focus. This is a dependency property. (Inherited from UIElement.) |
|  | IsGestureRecognizerAvailable | Gets (determines) whether the gesture recognition component is available on the user's system. |
|  | IsHitTestVisible | Gets or sets a value that declares whether this element can possibly be returned as a hit test result from some portion of its rendered content. This is a dependency property. (Inherited from UIElement.) |
|  | IsInitialized | Gets a value that indicates whether this element has been initialized, either during processing by a XAML processor, or by explicitly having its EndInit method called. (Inherited from FrameworkElement.) |
|  | IsInputMethodEnabled | Gets a value indicating whether an input method system, such as an Input Method Editor (IME), is enabled for processing the input to this element. (Inherited from UIElement.) |
|  | IsKeyboardFocused | Gets a value indicating whether this element has keyboard focus. This is a dependency property. (Inherited from UIElement.) |
|  | IsKeyboardFocusWithin | Gets a value indicating whether keyboard focus is anywhere within the element or its visual tree child elements. This is a dependency property. (Inherited from UIElement.) |
|  | IsLoaded | Gets a value that indicates whether this element has been loaded for presentation. (Inherited from FrameworkElement.) |
|  | IsManipulationEnabled | Gets or sets a value that indicates whether manipulation events are enabled on this UIElement. (Inherited from UIElement.) |
|  | IsMeasureValid | Gets a value indicating whether the current size returned by layout measure is valid. (Inherited from UIElement.) |
|  | IsMouseCaptured | Gets a value indicating whether the mouse is captured to this element. This is a dependency property. (Inherited from UIElement.) |
|  | IsMouseCaptureWithin | Gets a value that determines whether mouse capture is held by this element or by child elements in its visual tree. This is a dependency property. (Inherited from UIElement.) |
|  | IsMouseDirectlyOver | Gets a value that indicates whether the position of the mouse pointer corresponds to hit test results, which take element compositing into account. This is a dependency property. (Inherited from UIElement.) |
|  | IsMouseOver | Gets a value indicating whether the mouse pointer is located over this element (including child elements in the visual tree). This is a dependency property. (Inherited from UIElement.) |
|  | IsSealed | Gets a value that indicates whether this instance is currently sealed (read-only). (Inherited from DependencyObject.) |
|  | IsStylusCaptured | Gets a value indicating whether the stylus is captured by this element. This is a dependency property. (Inherited from UIElement.) |
|  | IsStylusCaptureWithin | Gets a value that determines whether stylus capture is held by this element, or an element within the element bounds and its visual tree. This is a dependency property. (Inherited from UIElement.) |
|  | IsStylusDirectlyOver | Gets a value that indicates whether the stylus position corresponds to hit test results, which take element compositing into account. This is a dependency property. (Inherited from UIElement.) |
|  | IsStylusOver | Gets a value indicating whether the stylus cursor is located over this element (including visual child elements). This is a dependency property. (Inherited from UIElement.) |
|  | IsVisible | Gets a value indicating whether this element is visible in the user interface (UI). This is a dependency property. (Inherited from UIElement.) |
|  | Language | Gets or sets localization/globalization language information that applies to an element. (Inherited from FrameworkElement.) |
|  | LayoutTransform | Gets or sets a graphics transformation that should apply to this element when layout is performed. (Inherited from FrameworkElement.) |
|  | LogicalChildren | Returns enumerator to logical children. (Overrides FrameworkElement. LogicalChildren.) |
|  | Margin | Gets or sets the outer margin of an element. (Inherited from FrameworkElement.) |
|  | MaxHeight | Gets or sets the maximum height constraint of the element. (Inherited from FrameworkElement.) |
|  | MaxWidth | Gets or sets the maximum width constraint of the element. (Inherited from FrameworkElement.) |
|  | MinHeight | Gets or sets the minimum height constraint of the element. (Inherited from FrameworkElement.) |
|  | MinWidth | Gets or sets the minimum width constraint of the element. (Inherited from FrameworkElement.) |
|  | MoveEnabled | Gets or sets a Boolean value which indicates whether the user is enabled to move selected ink strokes and/or elements on the InkCanvas. |
|  | Name | Gets or sets the identifying name of the element. The name provides a reference so that code-behind, such as event handler code, can refer to a markup element after it is constructed during processing by a XAML processor. (Inherited from FrameworkElement.) |
|  | Opacity | Gets or sets the opacity factor applied to the entire UIElement when it is rendered in the user interface (UI). This is a dependency property. (Inherited from UIElement.) |
|  | OpacityMask | Gets or sets an opacity mask, as a Brush implementation that is applied to any alpha-channel masking for the rendered content of this element. This is a dependency property. (Inherited from UIElement.) |
|  | OverridesDefaultStyle | Gets or sets a value that indicates whether this element incorporates style properties from theme styles. (Inherited from FrameworkElement.) |
|  | Parent | Gets the logical parent element of this element. (Inherited from FrameworkElement.) |
|  | PersistId | **Obsolete.**Gets a value that uniquely identifies this element. (Inherited from UIElement.) |
|  | PreferredPasteFormats | Gets or sets formats that can be pasted onto the InkCanvas. |
|  | RenderSize | Gets (or sets, but see Remarks) the final render size of this element. (Inherited from UIElement.) |
|  | RenderTransform | Gets or sets transform information that affects the rendering position of this element. This is a dependency property. (Inherited from UIElement.) |
|  | RenderTransformOrigin | Gets or sets the center point of any possible render transform declared by RenderTransform, relative to the bounds of the element. This is a dependency property. (Inherited from UIElement.) |
|  | ResizeEnabled | Gets or sets a Boolean value that indicates whether the user can resize selected ink strokes and/or elements on the InkCanvas. |
|  | Resources | Gets or sets the locally-defined resource dictionary. (Inherited from FrameworkElement.) |
|  | SnapsToDevicePixels | Gets or sets a value that determines whether rendering for this element should use device-specific pixel settings during rendering. This is a dependency property. (Inherited from UIElement.) |
|  | Strokes | Gets or sets the collection of ink Stroke objects collected by the InkCanvas. |
|  | Style | Gets or sets the style used by this element when it is rendered. (Inherited from FrameworkElement.) |
|  | StylusPlugIns | Gets a collection of all stylus plug-in (customization) objects associated with this element. (Inherited from UIElement.) |
|  | Tag | Gets or sets an arbitrary object value that can be used to store custom information about this element. (Inherited from FrameworkElement.) |
|  | TemplatedParent | Gets a reference to the template parent of this element. This property is not relevant if the element was not created through a template. (Inherited from FrameworkElement.) |
|  | ToolTip | Gets or sets the tool-tip object that is displayed for this element in the user interface (UI). (Inherited from FrameworkElement.) |
|  | TouchesCaptured | Gets all touch devices that are captured to this element. (Inherited from UIElement.) |
|  | TouchesCapturedWithin | Gets all touch devices that are captured to this element or any child elements in its visual tree. (Inherited from UIElement.) |
|  | TouchesDirectlyOver | Gets all touch devices that are over this element. (Inherited from UIElement.) |
|  | TouchesOver | Gets all touch devices that are over this element or any child elements in its visual tree. (Inherited from UIElement.) |
|  | Triggers | Gets the collection of triggers established directly on this element, or in child elements. (Inherited from FrameworkElement.) |
|  | Uid | Gets or sets the unique identifier (for localization) for this element. This is a dependency property. (Inherited from UIElement.) |
|  | UseCustomCursor | Gets or sets a Boolean value that indicates whether to override standard InkCanvas cursor functionality to support a custom cursor. |
|  | UseLayoutRounding | Gets or sets a value that indicates whether layout rounding should be applied to this element's size and position during layout. (Inherited from FrameworkElement.) |
|  | VerticalAlignment | Gets or sets the vertical alignment characteristics applied to this element when it is composed within a parent element such as a panel or items control. (Inherited from FrameworkElement.) |
|  | Visibility | Gets or sets the user interface (UI) visibility of this element. This is a dependency property. (Inherited from UIElement.) |
|  | VisualBitmapEffect | **Obsolete.**Gets or sets the BitmapEffect value for the Visual. (Inherited from Visual.) |
|  | VisualBitmapEffectInput | **Obsolete.**Gets or sets the BitmapEffectInput value for the Visual. (Inherited from Visual.) |
|  | VisualBitmapScalingMode | Gets or sets the BitmapScalingMode for the Visual. (Inherited from Visual.) |
|  | VisualCacheMode | Gets or sets a cached representation of the Visual. (Inherited from Visual.) |
|  | VisualChildrenCount | Gets the number of visual child elements within this element. (Overrides FrameworkElement. VisualChildrenCount.) |
|  | VisualClearTypeHint | Gets or sets the ClearTypeHint that determines how ClearType is rendered in the Visual. (Inherited from Visual.) |
|  | VisualClip | Gets or sets the clip region of the Visual as a Geometry value. (Inherited from Visual.) |
|  | VisualEdgeMode | Gets or sets the edge mode of the Visual as an EdgeMode value. (Inherited from Visual.) |
|  | VisualEffect | Gets or sets the bitmap effect to apply to the Visual. (Inherited from Visual.) |
|  | VisualOffset | Gets or sets the offset value of the visual object. (Inherited from Visual.) |
|  | VisualOpacity | Gets or sets the opacity of the Visual. (Inherited from Visual.) |
|  | VisualOpacityMask | Gets or sets the Brush value that represents the opacity mask of the Visual. (Inherited from Visual.) |
|  | VisualParent | Gets the visual tree parent of the visual object. (Inherited from Visual.) |
|  | VisualScrollableAreaClip | Gets or sets a clipped scrollable area for the Visual. (Inherited from Visual.) |
|  | VisualTextHintingMode | Gets or sets the TextHintingMode of the Visual. (Inherited from Visual.) |
|  | VisualTextRenderingMode | Gets or sets the TextRenderingMode of the Visual. (Inherited from Visual.) |
|  | VisualTransform | Gets or sets the Transform value for the Visual. (Inherited from Visual.) |
|  | VisualXSnappingGuidelines | Gets or sets the x-coordinate (vertical) guideline collection. (Inherited from Visual.) |
|  | VisualYSnappingGuidelines | Gets or sets the y-coordinate (horizontal) guideline collection. (Inherited from Visual.) |
|  | Width | Gets or sets the width of the element. (Inherited from FrameworkElement.) |

Attached Properties

No members matching the current filter

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| --- | --- | --- |
|  | **Name** | **Description** |
|  | Bottom | Gets or sets the distance between the bottom of an element and the bottom of its parent InkCanvas. |
|  | Left | Gets or sets the distance between the left side of an element and the left side of its parent InkCanvas. |
|  | Right | Gets or sets the distance between the right side of an element and the right side of its parent InkCanvas. |
|  | Top | Gets or sets the distance between the top of an element and the top of its parent InkCanvas. |

MethodsNo members matching the current filter

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| --- | --- |
| **Name** | **Description** |
| AddHandler(RoutedEvent, Delegate) | Adds a routed event handler for a specified routed event, adding the handler to the handler collection on the current element. (Inherited from UIElement.) |
| AddHandler(RoutedEvent, Delegate, Boolean) | Adds a routed event handler for a specified routed event, adding the handler to the handler collection on the current element. Specify handledEventsToo as true to have the provided handler be invoked for routed event that had already been marked as handled by another element along the event route. (Inherited from UIElement.) |
| AddLogicalChild | Adds the provided object to the logical tree of this element. (Inherited from FrameworkElement.) |
| AddToEventRoute | Adds handlers to the specified EventRoute for the current UIElement event handler collection. (Inherited from UIElement.) |
| AddVisualChild | Defines the parent-child relationship between two visuals. (Inherited from Visual.) |
| ApplyAnimationClock(DependencyProperty, AnimationClock) | Applies an animation to a specified dependency property on this element. Any existing animations are stopped and replaced with the new animation. (Inherited from UIElement.) |
| ApplyAnimationClock(DependencyProperty, AnimationClock, HandoffBehavior) | Applies an animation to a specified dependency property on this element, with the ability to specify what happens if the property already has a running animation. (Inherited from UIElement.) |
| ApplyTemplate | Builds the current template's visual tree if necessary, and returns a value that indicates whether the visual tree was rebuilt by this call. (Inherited from FrameworkElement.) |
| Arrange | Positions child elements and determines a size for a UIElement. Parent elements call this method from their ArrangeCore implementation (or a WPF framework-level equivalent) to form a recursive layout update. This method constitutes the second pass of a layout update. (Inherited from UIElement.) |
| ArrangeCore | Implements ArrangeCore (defined as virtual in UIElement) and seals the implementation. (Inherited from FrameworkElement.) |
| ArrangeOverride | ArrangeOverride (Overrides FrameworkElement. ArrangeOverride(Size).) |
| BeginAnimation(DependencyProperty, AnimationTimeline) | Starts an animation for a specified animated property on this element. (Inherited from UIElement.) |
| BeginAnimation(DependencyProperty, AnimationTimeline, HandoffBehavior) | Starts a specific animation for a specified animated property on this element, with the option of specifying what happens if the property already has a running animation. (Inherited from UIElement.) |
| BeginInit | Starts the initialization process for this element. (Inherited from FrameworkElement.) |
| BeginStoryboard(Storyboard) | Begins the sequence of actions that are contained in the provided storyboard. (Inherited from FrameworkElement.) |
| BeginStoryboard(Storyboard, HandoffBehavior) | Begins the sequence of actions contained in the provided storyboard, with options specified for what should happen if the property is already animated. (Inherited from FrameworkElement.) |
| BeginStoryboard(Storyboard, HandoffBehavior, Boolean) | Begins the sequence of actions contained in the provided storyboard, with specified state for control of the animation after it is started. (Inherited from FrameworkElement.) |
| BringIntoView() | Attempts to bring this element into view, within any scrollable regions it is contained within. (Inherited from FrameworkElement.) |
| BringIntoView(Rect) | Attempts to bring the provided region size of this element into view, within any scrollable regions it is contained within. (Inherited from FrameworkElement.) |
| CanPaste | Indicates whether the contents of the Clipboard can be pasted into the InkCanvas. |
| CaptureMouse | Attempts to force capture of the mouse to this element. (Inherited from UIElement.) |
| CaptureStylus | Attempts to force capture of the stylus to this element. (Inherited from UIElement.) |
| CaptureTouch | Attempts to force capture of a touch to this element. (Inherited from UIElement.) |
| CheckAccess | Determines whether the calling thread has access to this DispatcherObject. (Inherited from DispatcherObject.) |
| ClearValue(DependencyProperty) | Clears the local value of a property. The property to be cleared is specified by a DependencyProperty identifier. (Inherited from DependencyObject.) |
| ClearValue(DependencyPropertyKey) | Clears the local value of a read-only property. The property to be cleared is specified by a DependencyPropertyKey. (Inherited from DependencyObject.) |
| CoerceValue | Coerces the value of the specified dependency property. This is accomplished by invoking any CoerceValueCallback function specified in property metadata for the dependency property as it exists on the calling DependencyObject. (Inherited from DependencyObject.) |
| CopySelection | Copies selected strokes and/or elements to the Clipboard. |
| CutSelection | Deletes the selected strokes and elements, and copies them to the Clipboard. |
| EndInit | Indicates that the initialization process for the element is complete. (Inherited from FrameworkElement.) |
| Equals | Determines whether a provided DependencyObject is equivalent to the current DependencyObject. (Inherited from DependencyObject.) |
| Finalize | Allows an object to try to free resources and perform other cleanup operations before it is reclaimed by garbage collection. (Inherited from Object.) |
| FindCommonVisualAncestor | Returns the common ancestor of two visual objects. (Inherited from Visual.) |
| FindName | Finds an element that has the provided identifier name. (Inherited from FrameworkElement.) |
| FindResource | Searches for a resource with the specified key, and throws an exception if the requested resource is not found. (Inherited from FrameworkElement.) |
| Focus | Attempts to set focus to this element. (Inherited from UIElement.) |
| GetAnimationBaseValue | Returns the base property value for the specified property on this element, disregarding any possible animated value from a running or stopped animation. (Inherited from UIElement.) |
| GetBindingExpression | Returns the BindingExpression that represents the binding on the specified property. (Inherited from FrameworkElement.) |
| GetBottom | Gets the value of the InkCanvas. Bottom attached property for a given dependency object. |
| GetEnabledGestures | Returns a collection of application gestures that are recognized by InkCanvas. |
| GetHashCode | Gets a hash code for this DependencyObject. (Inherited from DependencyObject.) |
| GetLayoutClip | Returns a geometry for a clipping mask. The mask applies if the layout system attempts to arrange an element that is larger than the available display space. (Inherited from FrameworkElement.) |
| GetLeft | Gets the value of the InkCanvas. Left attached property for a given dependency object. |
| GetLocalValueEnumerator | Creates a specialized enumerator for determining which dependency properties have locally set values on this DependencyObject. (Inherited from DependencyObject.) |
| GetRight | Gets the value of the InkCanvas. Right attached property for a given dependency object. |
| GetSelectedElements | Retrieves the FrameworkElement objects that are selected in the InkCanvas. |
| GetSelectedStrokes | Retrieves a StrokeCollection that represents selected Stroke objects on the InkCanvas. |
| GetSelectionBounds | Gets the bounds of the selected strokes and elements on the InkCanvas. |
| GetTemplateChild | Returns the named element in the visual tree of an instantiated ControlTemplate. (Inherited from FrameworkElement.) |
| GetTop | Gets the value of the InkCanvas. Top attached property for a given dependency object. |
| GetType | Gets the Type of the current instance. (Inherited from Object.) |
| GetUIParentCore | Returns an alternative logical parent for this element if there is no visual parent. (Inherited from FrameworkElement.) |
| GetValue | Returns the current effective value of a dependency property on this instance of a DependencyObject. (Inherited from DependencyObject.) |
| GetVisualChild | Overrides Visual. GetVisualChild, and returns a child at the specified index from a collection of child elements. (OverridesFrameworkElement. GetVisualChild(Int32).) |
| HitTestCore(GeometryHitTestParameters) | Implements Visual. HitTestCore to supply base element hit testing behavior (returning GeometryHitTestResult). (Inherited from UIElement.) |
| HitTestCore(PointHitTestParameters) | Infrastructure. Determines whether a given point falls within the rendering bounds of an InkCanvas. (Overrides UIElement. HitTestCore(PointHitTestParameters).) |
| HitTestSelection | Returns a value that indicates which part of the selection adorner intersects or surrounds the specified point. |
| InputHitTest | Returns the input element within the current element that is at the specified coordinates, relative to the current element's origin. (Inherited from UIElement.) |
| InvalidateArrange | Invalidates the arrange state (layout) for the element. After the invalidation, the element will have its layout updated, which will occur asynchronously unless subsequently forced by UpdateLayout. (Inherited from UIElement.) |
| InvalidateMeasure | Invalidates the measurement state (layout) for the element. (Inherited from UIElement.) |
| InvalidateProperty | Re-evaluates the effective value for the specified dependency property (Inherited from DependencyObject.) |
| InvalidateVisual | Invalidates the rendering of the element, and forces a complete new layout pass. OnRender is called after the layout cycle is completed. (Inherited from UIElement.) |
| IsAncestorOf | Determines whether the visual object is an ancestor of the descendant visual object. (Inherited from Visual.) |
| IsDescendantOf | Determines whether the visual object is a descendant of the ancestor visual object. (Inherited from Visual.) |
| Measure | Updates the DesiredSize of a UIElement. Parent elements call this method from their own MeasureCore implementations to form a recursive layout update. Calling this method constitutes the first pass (the "Measure" pass) of a layout update. (Inherited from UIElement.) |
| MeasureCore | Implements basic measure-pass layout system behavior for FrameworkElement. (Inherited from FrameworkElement.) |
| MeasureOverride | When overridden in a derived class, measures the size in layout required for child elements and determines a size for the FrameworkElement-derived class. (Overrides FrameworkElement. MeasureOverride(Size).) |
| MemberwiseClone | Creates a shallow copy of the current Object. (Inherited from Object.) |
| MoveFocus | Moves the keyboard focus away from this element and to another element in a provided traversal direction. (Inherited from FrameworkElement.) |
| OnAccessKey | Provides class handling for when an access key that is meaningful for this element is invoked. (Inherited from UIElement.) |
| OnActiveEditingModeChanged | Raises the ActiveEditingModeChanged event. |
| OnApplyTemplate | When overridden in a derived class, is invoked whenever application code or internal processes call ApplyTemplate. (Inherited from FrameworkElement.) |
| OnChildDesiredSizeChanged | Supports layout behavior when a child element is resized. (Inherited from UIElement.) |
| OnContextMenuClosing | Invoked whenever an unhandled ContextMenuClosing routed event reaches this class in its route. Implement this method to add class handling for this event. (Inherited from FrameworkElement.) |
| OnContextMenuOpening | Invoked whenever an unhandled ContextMenuOpening routed event reaches this class in its route. Implement this method to add class handling for this event. (Inherited from FrameworkElement.) |
| OnCreateAutomationPeer | Provides an appropriate InkCanvasAutomationPeer implementation for this control, as part of the WPF infrastructure. (Overrides UIElement. OnCreateAutomationPeer() .) |
| OnDefaultDrawingAttributesReplaced | Raises the DefaultDrawingAttributesReplaced event. |
| OnDragEnter | Invoked when an unhandled DragDrop. DragEnter attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnDragLeave | Invoked when an unhandled DragDrop. DragLeave attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnDragOver | Invoked when an unhandled DragDrop. DragOver attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnDrop | Invoked when an unhandled DragDrop. DragEnter attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnEditingModeChanged | Raises the EditingModeChanged event. |
| OnEditingModeInvertedChanged | Raises the EditingModeInvertedChanged event. |
| OnGesture | Raises the Gesture event. |
| OnGiveFeedback | Invoked when an unhandled DragDrop. GiveFeedback attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnGotFocus | Invoked whenever an unhandled GotFocus event reaches this element in its route. (Inherited from FrameworkElement.) |
| OnGotKeyboardFocus | Invoked when an unhandled Keyboard. GotKeyboardFocus attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnGotMouseCapture | Invoked when an unhandled Mouse. GotMouseCapture attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnGotStylusCapture | Invoked when an unhandled Stylus. GotStylusCapture attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnGotTouchCapture | Provides class handling for the GotTouchCapture routed event that occurs when a touch is captured to this element. (Inherited from UIElement.) |
| OnInitialized | Raises the Initialized event. This method is invoked whenever IsInitialized is set to trueinternally. (Inherited from FrameworkElement.) |
| OnIsKeyboardFocusedChanged | Invoked when an unhandled IsKeyboardFocusedChanged event is raised on this element. Implement this method to add class handling for this event. (Inherited from UIElement.) |
| OnIsKeyboardFocusWithinChanged | Invoked just before the IsKeyboardFocusWithinChanged event is raised by this element. Implement this method to add class handling for this event. (Inherited from UIElement.) |
| OnIsMouseCapturedChanged | Invoked when an unhandled IsMouseCapturedChanged event is raised on this element. Implement this method to add class handling for this event. (Inherited from UIElement.) |
| OnIsMouseCaptureWithinChanged | Invoked when an unhandled IsMouseCaptureWithinChanged event is raised on this element. Implement this method to add class handling for this event. (Inherited from UIElement.) |
| OnIsMouseDirectlyOverChanged | Invoked when an unhandled IsMouseDirectlyOverChanged event is raised on this element. Implement this method to add class handling for this event. (Inherited from UIElement.) |
| OnIsStylusCapturedChanged | Invoked when an unhandled IsStylusCapturedChanged event is raised on this element. Implement this method to add class handling for this event. (Inherited from UIElement.) |
| OnIsStylusCaptureWithinChanged | Invoked when an unhandled IsStylusCaptureWithinChanged event is raised on this element. Implement this method to add class handling for this event. (Inherited from UIElement.) |
| OnIsStylusDirectlyOverChanged | Invoked when an unhandled IsStylusDirectlyOverChanged event is raised on this element. Implement this method to add class handling for this event. (Inherited from UIElement.) |
| OnKeyDown | Invoked when an unhandled Keyboard. KeyDown attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnKeyUp | Invoked when an unhandled Keyboard. KeyUp attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnLostFocus | Raises the LostFocus routed event by using the event data that is provided. (Inherited from UIElement.) |
| OnLostKeyboardFocus | Invoked when an unhandled Keyboard. LostKeyboardFocus attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnLostMouseCapture | Invoked when an unhandled Mouse. LostMouseCapture attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnLostStylusCapture | Invoked when an unhandled Stylus. LostStylusCapture attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnLostTouchCapture | Provides class handling for the LostTouchCapture routed event that occurs when this element loses a touch capture. (Inherited from UIElement.) |
| OnManipulationBoundaryFeedback | Called when the ManipulationBoundaryFeedback event occurs. (Inherited from UIElement.) |
| OnManipulationCompleted | Called when the ManipulationCompleted event occurs. (Inherited from UIElement.) |
| OnManipulationDelta | Called when the ManipulationDelta event occurs. (Inherited from UIElement.) |
| OnManipulationInertiaStarting | Called when the ManipulationInertiaStarting event occurs. (Inherited from UIElement.) |
| OnManipulationStarted | Called when the ManipulationStarted event occurs. (Inherited from UIElement.) |
| OnManipulationStarting | Provides class handling for the ManipulationStarting routed event that occurs when the manipulation processor is first created. (Inherited from UIElement.) |
| OnMouseDown | Invoked when an unhandled Mouse. MouseDown attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnMouseEnter | Invoked when an unhandled Mouse. MouseEnter attached event is raised on this element. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnMouseLeave | Invoked when an unhandled Mouse. MouseLeave attached event is raised on this element. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnMouseLeftButtonDown | Invoked when an unhandled MouseLeftButtonDown routed event is raised on this element. Implement this method to add class handling for this event. (Inherited from UIElement.) |
| OnMouseLeftButtonUp | Invoked when an unhandled MouseLeftButtonUp routed event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited from UIElement.) |
| OnMouseMove | Invoked when an unhandled Mouse. MouseMove attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnMouseRightButtonDown | Invoked when an unhandled MouseRightButtonDown routed event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited from UIElement.) |
| OnMouseRightButtonUp | Invoked when an unhandled MouseRightButtonUp routed event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited from UIElement.) |
| OnMouseUp | Invoked when an unhandled Mouse. MouseUp routed event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnMouseWheel | Invoked when an unhandled Mouse. MouseWheel attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnPreviewDragEnter | Invoked when an unhandled DragDrop. PreviewDragEnter attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnPreviewDragLeave | Invoked when an unhandled DragDrop. PreviewDragLeave attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnPreviewDragOver | Invoked when an unhandled DragDrop. PreviewDragOver attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnPreviewDrop | Invoked when an unhandled DragDrop. PreviewDrop attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnPreviewGiveFeedback | Invoked when an unhandled DragDrop. PreviewGiveFeedback attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnPreviewGotKeyboardFocus | Invoked when an unhandled Keyboard. PreviewGotKeyboardFocus attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnPreviewKeyDown | Invoked when an unhandled Keyboard. PreviewKeyDown attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnPreviewKeyUp | Invoked when an unhandled Keyboard. PreviewKeyUp attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnPreviewLostKeyboardFocus | Invoked when an unhandled Keyboard. PreviewKeyDown attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnPreviewMouseDown | Invoked when an unhandled Mouse. PreviewMouseDown attached routed event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnPreviewMouseLeftButtonDown | Invoked when an unhandled PreviewMouseLeftButtonDown routed event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited from UIElement.) |
| OnPreviewMouseLeftButtonUp | Invoked when an unhandled PreviewMouseLeftButtonUp routed event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited from UIElement.) |
| OnPreviewMouseMove | Invoked when an unhandled Mouse. PreviewMouseMove attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnPreviewMouseRightButtonDown | Invoked when an unhandled PreviewMouseRightButtonDown routed event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited from UIElement.) |
| OnPreviewMouseRightButtonUp | Invoked when an unhandled PreviewMouseRightButtonUp routed event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited from UIElement.) |
| OnPreviewMouseUp | Invoked when an unhandled Mouse. PreviewMouseUp attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnPreviewMouseWheel | Invoked when an unhandled Mouse. PreviewMouseWheel attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnPreviewQueryContinueDrag | Invoked when an unhandled DragDrop. PreviewQueryContinueDrag attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnPreviewStylusButtonDown | Invoked when an unhandled Stylus. PreviewStylusButtonDown attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnPreviewStylusButtonUp | Invoked when an unhandled Stylus. PreviewStylusButtonUp attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnPreviewStylusDown | Invoked when an unhandled Stylus. PreviewStylusDown attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnPreviewStylusInAirMove | Invoked when an unhandled Stylus. PreviewStylusInAirMove attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnPreviewStylusInRange | Invoked when an unhandled Stylus. PreviewStylusInRange attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnPreviewStylusMove | Invoked when an unhandled Stylus. PreviewStylusMove attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnPreviewStylusOutOfRange | Invoked when an unhandled Stylus. PreviewStylusOutOfRange attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnPreviewStylusSystemGesture | Invoked when an unhandled Stylus. PreviewStylusSystemGesture attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnPreviewStylusUp | Invoked when an unhandled Stylus. PreviewStylusUp attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnPreviewTextInput | Invoked when an unhandled TextCompositionManager. PreviewTextInput attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnPreviewTouchDown | Provides class handling for the PreviewTouchDown routed event that occurs when a touch presses this element. (Inherited from UIElement.) |
| OnPreviewTouchMove | Provides class handling for the PreviewTouchMove routed event that occurs when a touch moves while inside this element. (Inherited from UIElement.) |
| OnPreviewTouchUp | Provides class handling for the PreviewTouchUp routed event that occurs when a touch is released inside this element. (Inherited from UIElement.) |
| OnPropertyChanged | Invoked whenever the effective value of any dependency property on this FrameworkElement has been updated. The specific dependency property that changed is reported in the arguments parameter. Overrides OnPropertyChanged. (Overrides FrameworkElement. OnPropertyChanged(DependencyPropertyChangedEventArgs).) |
| OnQueryContinueDrag | Invoked when an unhandled DragDrop. QueryContinueDrag attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnQueryCursor | Invoked when an unhandled Mouse. QueryCursor attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnRender | When overridden in a derived class, participates in rendering operations that are directed by the layout system. The rendering instructions for this element are not used directly when this method is invoked, and are instead preserved for later asynchronous use by layout and drawing. (Inherited from UIElement.) |
| OnRenderSizeChanged | Raises the SizeChanged event, using the specified information as part of the eventual event data. (Inherited from FrameworkElement.) |
| OnSelectionChanged | Raises the SelectionChanged event. |
| OnSelectionChanging | Raises the SelectionChanging event. |
| OnSelectionMoved | An event announcing that the user selected and moved a selection of strokes and/or elements. |
| OnSelectionMoving | Raises the SelectionMoving event. |
| OnSelectionResized | Raises the SelectionResized event. |
| OnSelectionResizing | Raises the SelectionResizing event. |
| OnStrokeCollected | Raises the StrokeCollected event. |
| OnStrokeErased | Raises the StrokeErased event. |
| OnStrokeErasing | Raises the StrokeErasing event. |
| OnStrokesReplaced | Raises the StrokesReplaced event. |
| OnStyleChanged | Invoked when the style in use on this element changes, which will invalidate the layout. (Inherited from FrameworkElement.) |
| OnStylusButtonDown | Invoked when an unhandled Stylus. StylusButtonDown attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnStylusButtonUp | Invoked when an unhandled Stylus. StylusButtonUp attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnStylusDown | Invoked when an unhandled Stylus. StylusDown attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnStylusEnter | Invoked when an unhandled Stylus. StylusEnter attached event is raised by this element. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnStylusInAirMove | Invoked when an unhandled Stylus. StylusInAirMove attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnStylusInRange | Invoked when an unhandled Stylus. StylusInRange attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnStylusLeave | Invoked when an unhandled Stylus. StylusLeave attached event is raised by this element. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnStylusMove | Invoked when an unhandled Stylus. StylusMove attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnStylusOutOfRange | Invoked when an unhandled Stylus. StylusOutOfRange attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnStylusSystemGesture | Invoked when an unhandled Stylus. StylusSystemGesture attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnStylusUp | Invoked when an unhandled Stylus. StylusUp attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnTextInput | Invoked when an unhandled TextCompositionManager. TextInput attached event reaches an element in its route that is derived from this class. Implement this method to add class handling for this event. (Inherited fromUIElement.) |
| OnToolTipClosing | Invoked whenever an unhandled ToolTipClosing routed event reaches this class in its route. Implement this method to add class handling for this event. (Inherited from FrameworkElement.) |
| OnToolTipOpening | Invoked whenever the ToolTipOpening routed event reaches this class in its route. Implement this method to add class handling for this event. (Inherited from FrameworkElement.) |
| OnTouchDown | Provides class handling for the TouchDown routed event that occurs when a touch presses inside this element. (Inherited from UIElement.) |
| OnTouchEnter | Provides class handling for the TouchEnter routed event that occurs when a touch moves from outside to inside the bounds of this element. (Inherited from UIElement.) |
| OnTouchLeave | Provides class handling for the TouchLeave routed event that occurs when a touch moves from inside to outside the bounds of this UIElement. (Inherited from UIElement.) |
| OnTouchMove | Provides class handling for the TouchMove routed event that occurs when a touch moves while inside this element. (Inherited from UIElement.) |
| OnTouchUp | Provides class handling for the TouchUp routed event that occurs when a touch is released inside this element. (Inherited from UIElement.) |
| OnVisualChildrenChanged | Called when the VisualCollection of the visual object is modified. (Inherited from Visual.) |
| OnVisualParentChanged | Invoked when the parent of this element in the visual tree is changed. Overrides OnVisualParentChanged. (Inherited from FrameworkElement.) |
| ParentLayoutInvalidated | Supports incremental layout implementations in specialized subclasses of FrameworkElement. ParentLayoutInvalidated is invoked when a child element has invalidated a property that is marked in metadata as affecting the parent's measure or arrange passes during layout. (Inherited from FrameworkElement.) |
| Paste() | Pastes the contents of the Clipboard to the top-left corner of the InkCanvas. |
| Paste(Point) | Pastes the contents of the Clipboard to the InkCanvas at a given point. |
| PointFromScreen | Converts a Point in screen coordinates into a Point that represents the current coordinate system of the Visual. (Inherited from Visual.) |
| PointToScreen | Converts a Point that represents the current coordinate system of the Visual into a Point in screen coordinates. (Inherited from Visual.) |
| PredictFocus | Determines the next element that would receive focus relative to this element for a provided focus movement direction, but does not actually move the focus. (Inherited from FrameworkElement.) |
| RaiseEvent | Raises a specific routed event. The RoutedEvent to be raised is identified within the RoutedEventArgs instance that is provided (as the RoutedEvent property of that event data). (Inherited from UIElement.) |
| ReadLocalValue | Returns the local value of a dependency property, if it exists. (Inherited from DependencyObject.) |
| RegisterName | Provides an accessor that simplifies access to the NameScope registration method. (Inherited from FrameworkElement.) |
| ReleaseAllTouchCaptures | Releases all captured touch devices from this element. (Inherited from UIElement.) |
| ReleaseMouseCapture | Releases the mouse capture, if this element held the capture. (Inherited from UIElement.) |
| ReleaseStylusCapture | Releases the stylus device capture, if this element held the capture. (Inherited from UIElement.) |
| ReleaseTouchCapture | Attempts to release the specified touch device from this element. (Inherited from UIElement.) |
| RemoveHandler | Removes the specified routed event handler from this element. (Inherited from UIElement.) |
| RemoveLogicalChild | Removes the provided object from this element's logical tree. FrameworkElement updates the affected logical tree parent pointers to keep in sync with this deletion. (Inherited from FrameworkElement.) |
| RemoveVisualChild | Removes the parent-child relationship between two visuals. (Inherited from Visual.) |
| Select(IEnumerable< UIElement> ) | Selects a set of UIElement objects. |
| Select(StrokeCollection) | Selects a set of ink Stroke objects. |
| Select(StrokeCollection, IEnumerable< UIElement> ) | Selects a combination of Stroke and UIElement objects. |
| SetBinding(DependencyProperty, String) | Attaches a binding to this element, based on the provided source property name as a path qualification to the data source. (Inherited from FrameworkElement.) |
| SetBinding(DependencyProperty, BindingBase) | Attaches a binding to this element, based on the provided binding object. (Inherited from FrameworkElement.) |
| SetBottom | Sets the value of the InkCanvas. Bottom attached property for a given dependency object. |
| SetCurrentValue | Sets the value of a dependency property without changing its value source. (Inherited from DependencyObject.) |
| SetEnabledGestures | Sets the application gestures that the InkCanvas will recognize. |
| SetLeft | Sets the value of the InkCanvas. Left attached property for a given dependency object. |
| SetResourceReference | Searches for a resource with the specified name and sets up a resource reference to it for the specified property. (Inherited from FrameworkElement.) |
| SetRight | Sets the value of the InkCanvas. Right attached property for a given dependency object. |
| SetTop | Sets the value of the InkCanvas. Top attached property for a given dependency object. |
| SetValue(DependencyProperty, Object) | Sets the local value of a dependency property, specified by its dependency property identifier. (Inherited from DependencyObject.) |
| SetValue(DependencyPropertyKey, Object) | Sets the local value of a read-only dependency property, specified by the DependencyPropertyKey identifier of the dependency property. (Inherited from DependencyObject.) |
| ShouldSerializeCommandBindings | Returns whether serialization processes should serialize the contents of the CommandBindings property on instances of this class. (Inherited from UIElement.) |
| ShouldSerializeInputBindings | Returns whether serialization processes should serialize the contents of the InputBindings property on instances of this class. (Inherited from UIElement.) |
| ShouldSerializeProperty | Returns a value that indicates whether serialization processes should serialize the value for the provided dependency property. (Inherited from DependencyObject.) |
| ShouldSerializeResources | Returns whether serialization processes should serialize the contents of the Resources property. (Inherited from FrameworkElement.) |
| ShouldSerializeStyle | Returns whether serialization processes should serialize the contents of the Style property. (Inherited from FrameworkElement.) |
| ShouldSerializeTriggers | Returns whether serialization processes should serialize the contents of the Triggers property. (Inherited from FrameworkElement.) |
| ToString | Returns a string that represents the current object. (Inherited from Object.) |
| TransformToAncestor(Visual) | Returns a transform that can be used to transform coordinates from the Visual to the specified Visual ancestor of the visual object. (Inherited from Visual.) |
| TransformToAncestor(Visual3D) | Returns a transform that can be used to transform coordinates from the Visual to the specified Visual3D ancestor of the visual object. (Inherited from Visual.) |
| TransformToDescendant | Returns a transform that can be used to transform coordinates from the Visual to the specified visual object descendant. (Inherited from Visual.) |
| TransformToVisual | Returns a transform that can be used to transform coordinates from the Visual to the specified visual object. (Inherited from Visual.) |
| TranslatePoint | Translates a point relative to this element to coordinates that are relative to the specified element. (Inherited from UIElement.) |
| TryFindResource | Searches for a resource with the specified key, and returns that resource if found. (Inherited from FrameworkElement.) |
| UnregisterName | Simplifies access to the NameScope de-registration method. (Inherited from FrameworkElement.) |
| UpdateDefaultStyle | Reapplies the default style to the current FrameworkElement. (Inherited from FrameworkElement.) |
| UpdateLayout | Ensures that all visual child elements of this element are properly updated for layout. (Inherited from UIElement.) |
| VerifyAccess | Enforces that the calling thread has access to this DispatcherObject. (Inherited from DispatcherObject.) |

Events

No members matching the current filter

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|  | **Name** | **Description** |
|  | ActiveEditingModeChanged | Occurs when the current editing mode changes. |
|  | ContextMenuClosing | Occurs just before any context menu on the element is closed. (Inherited from FrameworkElement.) |
|  | ContextMenuOpening | Occurs when any context menu on the element is opened. (Inherited from FrameworkElement.) |
|  | DataContextChanged | Occurs when the data context for this element changes. (Inherited from FrameworkElement.) |
|  | DefaultDrawingAttributesReplaced | Occurs when the DefaultDrawingAttributes property is replaced. |
|  | DragEnter | Occurs when the input system reports an underlying drag event with this element as the drag target. (Inherited from UIElement.) |
|  | DragLeave | Occurs when the input system reports an underlying drag event with this element as the drag origin. (Inherited from UIElement.) |
|  | DragOver | Occurs when the input system reports an underlying drag event with this element as the potential drop target. (Inherited from UIElement.) |
|  | Drop | Occurs when the input system reports an underlying drop event with this element as the drop target. (Inherited from UIElement.) |
|  | EditingModeChanged | Occurs when the EditingMode property of an InkCanvas object has been changed. |
|  | EditingModeInvertedChanged | Occurs when the EditingModeInverted property of an InkCanvas object has been changed. |
|  | FocusableChanged | Occurs when the value of the Focusable property changes. (Inherited from UIElement.) |
|  | Gesture | Occurs when the InkCanvas detects a gesture. |
|  | GiveFeedback | Occurs when the input system reports an underlying drag-and-drop event that involves this element. (Inherited from UIElement.) |
|  | GotFocus | Occurs when this element gets logical focus. (Inherited from UIElement.) |
|  | GotKeyboardFocus | Occurs when the keyboard is focused on this element. (Inherited from UIElement.) |
|  | GotMouseCapture | Occurs when this element captures the mouse. (Inherited from UIElement.) |
|  | GotStylusCapture | Occurs when this element captures the stylus. (Inherited from UIElement.) |
|  | GotTouchCapture | Occurs when a touch is captured to this element. (Inherited from UIElement.) |
|  | Initialized | Occurs when this FrameworkElement is initialized. This event coincides with cases where the value of the IsInitialized property changes from false (or undefined) to true. (Inherited from FrameworkElement.) |
|  | IsEnabledChanged | Occurs when the value of the IsEnabled property on this element changes. (Inherited from UIElement.) |
|  | IsHitTestVisibleChanged | Occurs when the value of the IsHitTestVisible dependency property changes on this element. (Inherited from UIElement.) |
|  | IsKeyboardFocusedChanged | Occurs when the value of the IsKeyboardFocused property changes on this element. (Inherited from UIElement.) |
|  | IsKeyboardFocusWithinChanged | Occurs when the value of the IsKeyboardFocusWithinChanged property changes on this element. (Inherited from UIElement.) |
|  | IsMouseCapturedChanged | Occurs when the value of the IsMouseCaptured property changes on this element. (Inherited from UIElement.) |
|  | IsMouseCaptureWithinChanged | Occurs when the value of the IsMouseCaptureWithinProperty changes on this element. (Inherited from UIElement.) |
|  | IsMouseDirectlyOverChanged | Occurs when the value of the IsMouseDirectlyOver property changes on this element. (Inherited from UIElement.) |
|  | IsStylusCapturedChanged | Occurs when the value of the IsStylusCaptured property changes on this element. (Inherited from UIElement.) |
|  | IsStylusCaptureWithinChanged | Occurs when the value of the IsStylusCaptureWithin property changes on this element. (Inherited from UIElement.) |
|  | IsStylusDirectlyOverChanged | Occurs when the value of the IsStylusDirectlyOver property changes on this element. (Inherited from UIElement.) |
|  | IsVisibleChanged | Occurs when the value of the IsVisible property changes on this element. (Inherited from UIElement.) |
|  | KeyDown | Occurs when a key is pressed while focus is on this element. (Inherited from UIElement.) |
|  | KeyUp | Occurs when a key is released while focus is on this element. (Inherited from UIElement.) |
|  | LayoutUpdated | Occurs when the layout of the various visual elements associated with the current Dispatcher changes. (Inherited from UIElement.) |
|  | Loaded | Occurs when the element is laid out, rendered, and ready for interaction. (Inherited from FrameworkElement.) |
|  | LostFocus | Occurs when this element loses logical focus. (Inherited from UIElement.) |
|  | LostKeyboardFocus | Occurs when the keyboard is no longer focused on this element,. (Inherited from UIElement.) |
|  | LostMouseCapture | Occurs when this element loses mouse capture. (Inherited from UIElement.) |
|  | LostStylusCapture | Occurs when this element loses stylus capture. (Inherited from UIElement.) |
|  | LostTouchCapture | Occurs when this element loses a touch capture. (Inherited from UIElement.) |
|  | ManipulationBoundaryFeedback | Occurs when the manipulation encounters a boundary. (Inherited from UIElement.) |
|  | ManipulationCompleted | Occurs when a manipulation and inertia on the UIElement object is complete. (Inherited from UIElement.) |
|  | ManipulationDelta | Occurs when the input device changes position during a manipulation. (Inherited from UIElement.) |
|  | ManipulationInertiaStarting | Occurs when the input device loses contact with the UIElement object during a manipulation and inertia begins. (Inherited from UIElement.) |
|  | ManipulationStarted | Occurs when an input device begins a manipulation on the UIElement object. (Inherited from UIElement.) |
|  | ManipulationStarting | Occurs when the manipulation processor is first created. (Inherited from UIElement.) |
|  | MouseDown | Occurs when any mouse button is pressed while the pointer is over this element. (Inherited from UIElement.) |
|  | MouseEnter | Occurs when the mouse pointer enters the bounds of this element. (Inherited from UIElement.) |
|  | MouseLeave | Occurs when the mouse pointer leaves the bounds of this element. (Inherited from UIElement.) |
|  | MouseLeftButtonDown | Occurs when the left mouse button is pressed while the mouse pointer is over this element. (Inherited from UIElement.) |
|  | MouseLeftButtonUp | Occurs when the left mouse button is released while the mouse pointer is over this element. (Inherited from UIElement.) |
|  | MouseMove | Occurs when the mouse pointer moves while over this element. (Inherited from UIElement.) |
|  | MouseRightButtonDown | Occurs when the right mouse button is pressed while the mouse pointer is over this element. (Inherited from UIElement.) |
|  | MouseRightButtonUp | Occurs when the right mouse button is released while the mouse pointer is over this element. (Inherited from UIElement.) |
|  | MouseUp | Occurs when any mouse button is released over this element. (Inherited from UIElement.) |
|  | MouseWheel | Occurs when the user rotates the mouse wheel while the mouse pointer is over this element. (Inherited from UIElement.) |
|  | PreviewDragEnter | Occurs when the input system reports an underlying drag event with this element as the drag target. (Inherited from UIElement.) |
|  | PreviewDragLeave | Occurs when the input system reports an underlying drag event with this element as the drag origin. (Inherited from UIElement.) |
|  | PreviewDragOver | Occurs when the input system reports an underlying drag event with this element as the potential drop target. (Inherited from UIElement.) |
|  | PreviewDrop | Occurs when the input system reports an underlying drop event with this element as the drop target. (Inherited from UIElement.) |
|  | PreviewGiveFeedback | Occurs when a drag-and-drop operation is started. (Inherited from UIElement.) |
|  | PreviewGotKeyboardFocus | Occurs when the keyboard is focused on this element. (Inherited from UIElement.) |
|  | PreviewKeyDown | Occurs when a key is pressed while focus is on this element. (Inherited from UIElement.) |
|  | PreviewKeyUp | Occurs when a key is released while focus is on this element. (Inherited from UIElement.) |
|  | PreviewLostKeyboardFocus | Occurs when the keyboard is no longer focused on this element. (Inherited from UIElement.) |
|  | PreviewMouseDown | Occurs when any mouse button is pressed while the pointer is over this element. (Inherited from UIElement.) |
|  | PreviewMouseLeftButtonDown | Occurs when the left mouse button is pressed while the mouse pointer is over this element. (Inherited from UIElement.) |
|  | PreviewMouseLeftButtonUp | Occurs when the left mouse button is released while the mouse pointer is over this element. (Inherited from UIElement.) |
|  | PreviewMouseMove | Occurs when the mouse pointer moves while the mouse pointer is over this element. (Inherited from UIElement.) |
|  | PreviewMouseRightButtonDown | Occurs when the right mouse button is pressed while the mouse pointer is over this element. (Inherited from UIElement.) |
|  | PreviewMouseRightButtonUp | Occurs when the right mouse button is released while the mouse pointer is over this element. (Inherited from UIElement.) |
|  | PreviewMouseUp | Occurs when any mouse button is released while the mouse pointer is over this element. (Inherited from UIElement.) |
|  | PreviewMouseWheel | Occurs when the user rotates the mouse wheel while the mouse pointer is over this element. (Inherited from UIElement.) |
|  | PreviewQueryContinueDrag | Occurs when there is a change in the keyboard or mouse button state during a drag-and-drop operation. (Inherited from UIElement.) |
|  | PreviewStylusButtonDown | Occurs when the stylus button is pressed while the pointer is over this element. (Inherited from UIElement.) |
|  | PreviewStylusButtonUp | Occurs when the stylus button is released while the pointer is over this element. (Inherited from UIElement.) |
|  | PreviewStylusDown | Occurs when the stylus touches the digitizer while it is over this element. (Inherited from UIElement.) |
|  | PreviewStylusInAirMove | Occurs when the stylus moves over an element without actually touching the digitizer. (Inherited from UIElement.) |
|  | PreviewStylusInRange | Occurs when the stylus is close enough to the digitizer to be detected, while over this element. (Inherited from UIElement.) |
|  | PreviewStylusMove | Occurs when the stylus moves while over the element. The stylus must move while being detected by the digitizer to raise this event, otherwise, PreviewStylusInAirMove is raised instead. (Inherited from UIElement.) |
|  | PreviewStylusOutOfRange | Occurs when the stylus is too far from the digitizer to be detected. (Inherited from UIElement.) |
|  | PreviewStylusSystemGesture | Occurs when a user performs one of several stylus gestures. (Inherited from UIElement.) |
|  | PreviewStylusUp | Occurs when the user raises the stylus off the digitizer while the stylus is over this element. (Inherited from UIElement.) |
|  | PreviewTextInput | Occurs when this element gets text in a device-independent manner. (Inherited from UIElement.) |
|  | PreviewTouchDown | Occurs when a finger touches the screen while the finger is over this element. (Inherited from UIElement.) |
|  | PreviewTouchMove | Occurs when a finger moves on the screen while the finger is over this element. (Inherited from UIElement.) |
|  | PreviewTouchUp | Occurs when a finger is raised off of the screen while the finger is over this element. (Inherited from UIElement.) |
|  | QueryContinueDrag | Occurs when there is a change in the keyboard or mouse button state during a drag-and-drop operation. (Inherited from UIElement.) |
|  | QueryCursor | Occurs when the cursor is requested to display. This event is raised on an element each time that the mouse pointer moves to a new location, which means the cursor object might need to be changed based on its new position. (Inherited from UIElement.) |
|  | RequestBringIntoView | Occurs when BringIntoView is called on this element. (Inherited from FrameworkElement.) |
|  | SelectionChanged | Occurs when the selection on the InkCanvas changes. |
|  | SelectionChanging | Occurs when a new set of ink strokes and/or elements is being selected. |
|  | SelectionMoved | Occurs after the user moves a selection of strokes and/or elements. |
|  | SelectionMoving | Occurs before selected strokes and elements are moved. |
|  | SelectionResized | Occurs when a selection of strokes and/or elements has been resized by the user. |
|  | SelectionResizing | Occurs before selected strokes and elements are resized. |
|  | SizeChanged | Occurs when either the ActualHeight or the ActualWidth properties change value on this element. (Inherited from FrameworkElement.) |
|  | SourceUpdated | Occurs when the source value changes for any existing property binding on this element. (Inherited from FrameworkElement.) |
|  | StrokeCollected | Occurs when a stroke drawn by the user is added to the Strokes property. |
|  | StrokeErased | Occurs when user erases a stroke. |
|  | StrokeErasing | Occurs just before a user erases a stroke. |
|  | StrokesReplaced | Occurs when the Strokes property is replaced. |
|  | StylusButtonDown | Occurs when the stylus button is pressed while the pointer is over this element. (Inherited from UIElement.) |
|  | StylusButtonUp | Occurs when the stylus button is released while the pointer is over this element. (Inherited from UIElement.) |
|  | StylusDown | Occurs when the stylus touches the digitizer while the stylus is over this element. (Inherited from UIElement.) |
|  | StylusEnter | Occurs when the stylus enters the bounds of this element. (Inherited from UIElement.) |
|  | StylusInAirMove | Occurs when the stylus moves over an element without actually touching the digitizer. (Inherited from UIElement.) |
|  | StylusInRange | Occurs when the stylus is close enough to the digitizer to be detected, while over this element. (Inherited from UIElement.) |
|  | StylusLeave | Occurs when the stylus leaves the bounds of the element. (Inherited from UIElement.) |
|  | StylusMove | Occurs when the stylus moves over this element. The stylus must move while on the digitizer to raise this event. Otherwise, StylusInAirMove is raised instead. (Inherited from UIElement.) |
|  | StylusOutOfRange | Occurs when the stylus is too far from the digitizer to be detected, while over this element. (Inherited from UIElement.) |
|  | StylusSystemGesture | Occurs when a user performs one of several stylus gestures. (Inherited from UIElement.) |
|  | StylusUp | Occurs when the user raises the stylus off the digitizer while it is over this element. (Inherited from UIElement.) |
|  | TargetUpdated | Occurs when the target value changes for any property binding on this element. (Inherited from FrameworkElement.) |
|  | TextInput | Occurs when this element gets text in a device-independent manner. (Inherited from UIElement.) |
|  | ToolTipClosing | Occurs just before any tooltip on the element is closed. (Inherited from FrameworkElement.) |
|  | ToolTipOpening | Occurs when any tooltip on the element is opened. (Inherited from FrameworkElement.) |
|  | TouchDown | Occurs when a finger touches the screen while the finger is over this element. (Inherited from UIElement.) |
|  | TouchEnter | Occurs when a touch moves from outside to inside the bounds of this element. (Inherited from UIElement.) |
|  | TouchLeave | Occurs when a touch moves from inside to outside the bounds of this element. (Inherited from UIElement.) |
|  | TouchMove | Occurs when a finger moves on the screen while the finger is over this element. (Inherited from UIElement.) |
|  | TouchUp | Occurs when a finger is raised off of the screen while the finger is over this element. (Inherited from UIElement.) |
|  | Unloaded | Occurs when the element is removed from within an element tree of loaded elements. (Inherited from FrameworkElement.) |

Fields

No members matching the current filter

|  |  |  |
| --- | --- | --- |
|  | **Name** | **Description** |
|  | ActiveEditingModeChangedEvent | Identifies the ActiveEditingModeChanged routed event. |
|  | ActiveEditingModeProperty | Identifies the ActiveEditingMode dependency property. |
|  | BackgroundProperty | Identifies the Background dependency property. |
|  | BottomProperty | Identifies the InkCanvas. Bottom attached property. |
|  | DefaultDrawingAttributesProperty | Identifies the DefaultDrawingAttributes dependency property. |
|  | EditingModeChangedEvent | Identifies the EditingModeChanged routed event. |
|  | EditingModeInvertedChangedEvent | Identifies the EditingModeInvertedChanged routed event. |
|  | EditingModeInvertedProperty | Identifies the EditingModeInverted dependency property. |
|  | EditingModeProperty | Identifies the EditingMode dependency property. |
|  | GestureEvent | Identifies the Gesture routed event. |
|  | LeftProperty | Identifies the InkCanvas. Left attached property. |
|  | RightProperty | Identifies the InkCanvas. Right attached propertyy. |
|  | StrokeCollectedEvent | Identifies the StrokeCollected routed event. |
|  | StrokeErasedEvent | Identifies the StrokeErased routed event. |
|  | StrokesProperty | Identifies the Strokes dependency property. |
|  | TopProperty | Identifies the InkCanvas. Top attached property. |

Explicit Interface Implementations

No members matching the current filter

|  |  |  |
| --- | --- | --- |
|  | **Name** | **Description** |
|  | IAddChild. AddChild | Infrastructure. Adds the specified object to the InkCanvas. |
|  | IAddChild. AddText | Infrastructure. Adds the text that within the tags in markup. Always throws an ArgumentException. |
|  | IQueryAmbient. IsAmbientPropertyAvailable | For a description of this member, see the IsAmbientPropertyAvailable method. (Inherited from FrameworkElement.) |

Remarks

An InkCanvas is an element that can be used to receive and display ink input. This is commonly done through the use of a stylus, which interacts with a digitizer to produce ink strokes using a stylus or a mouse. The created strokes are represented as Stroke objects, and can be manipulated either programmatically or based on user input. The InkCanvas enables users to modify or delete an existing Stroke.

The InkCanvas can be bound to a data source. For example, you can bind the Strokes property to: a base-64, encoded string that contains ink data in Ink Serialized format (ISF); or even to the Strokes property of another InkCanvas. You can also bind properties, such as DefaultDrawingAttributes and EditingMode, to other data sources.

Examples

The following example demonstrates how to simulate the use of both a pen and a highlighter on the same InkCanvas. The example assumes that the root element in the markup language (XAML) file is a DockPanel called root. It also assumes that there is a Button called switchHighlighter and that both the Click and Loaded events are connected to the example's event handler.

InkCanvas inkCanvas1 = new InkCanvas();

DrawingAttributes inkDA;

DrawingAttributes highlighterDA;

bool useHighlighter = false;

// Add an InkCanvas to the window, and allow the user to

// switch between using a green pen and a purple highlighter

// on the InkCanvas.

private void WindowLoaded(object sender, EventArgs e)

{

inkCanvas1.Background = Brushes.DarkSlateBlue;

inkCanvas1.DefaultDrawingAttributes.Color = Colors.SpringGreen;

root.Children.Add(inkCanvas1);

// Set up the DrawingAttributes for the pen.

inkDA = new DrawingAttributes();

inkDA.Color = Colors.SpringGreen;

inkDA.Height = 5;

inkDA.Width = 5;

inkDA.FitToCurve = false;

// Set up the DrawingAttributes for the highlighter.

highlighterDA = new DrawingAttributes();

highlighterDA.Color = Colors.Orchid;

highlighterDA.IsHighlighter = true;

highlighterDA.IgnorePressure = true;

highlighterDA.StylusTip = StylusTip.Rectangle;

highlighterDA.Height = 30;

highlighterDA.Width = 10;

inkCanvas1.DefaultDrawingAttributes = inkDA;

}

// Create a button called switchHighlighter and use

// SwitchHighlighter\_Click to handle the Click event.

// The useHighlighter variable is a boolean that indicates

// whether the InkCanvas renders ink as a highlighter.

// Switch between using the 'pen' DrawingAttributes and the

// 'highlighter' DrawingAttributes.

void SwitchHighlighter\_Click(Object sender, RoutedEventArgs e)

{

useHighlighter = !useHighlighter;

if (useHighlighter)

{

switchHighlighter.Content = "Use Pen";

inkCanvas1.DefaultDrawingAttributes = highlighterDA;

}

else

{

switchHighlighter.Content = "Use Highlighter";

inkCanvas1.DefaultDrawingAttributes = inkDA;

}

}

InkCanvas inkCanvas1 = new InkCanvas();

DrawingAttributes inkDA;

DrawingAttributes highlighterDA;

bool useHighlighter = false;

// Add an InkCanvas to the window, and allow the user to

// switch between using a green pen and a purple highlighter

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{

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inkDA.Color = Colors.SpringGreen;

inkDA.Height = 5;

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highlighterDA.StylusTip = StylusTip.Rectangle;

highlighterDA.Height = 30;

highlighterDA.Width = 10;

inkCanvas1.DefaultDrawingAttributes = inkDA;

}

// Create a button called switchHighlighter and use

// SwitchHighlighter\_Click to handle the Click event.

// The useHighlighter variable is a boolean that indicates

// whether the InkCanvas renders ink as a highlighter.

// Switch between using the 'pen' DrawingAttributes and the

// 'highlighter' DrawingAttributes.

void SwitchHighlighter\_Click(Object sender, RoutedEventArgs e)

{

useHighlighter = !useHighlighter;

if (useHighlighter)

{

switchHighlighter.Content = "Use Pen";

inkCanvas1.DefaultDrawingAttributes = highlighterDA;

}

else

{

switchHighlighter.Content = "Use Highlighter";

inkCanvas1.DefaultDrawingAttributes = inkDA;

}

}

Private WithEvents inkCanvas1 As New InkCanvas()

Private inkDA As DrawingAttributes

Private highlighterDA As DrawingAttributes

Private useHighlighter As Boolean = False

' Add an InkCanvas to the window, and allow the user to

' switch between using a green pen and a purple highlighter

' on the InkCanvas.

Private Sub WindowLoaded(ByVal sender As Object, ByVal e As RoutedEventArgs)

inkCanvas1.Background = Brushes.DarkSlateBlue

inkCanvas1.DefaultDrawingAttributes.Color = Colors.SpringGreen

' Add the InkCanvas to the DockPanel, named root.

root.Children.Add(inkCanvas1)

' Set up the DrawingAttributes for the pen.

inkDA = New DrawingAttributes()

With inkDA

.Color = Colors.SpringGreen

.Height = 5

.Width = 5

.FitToCurve = True

End With

' Set up the DrawingAttributes for the highlighter.

highlighterDA = New DrawingAttributes()

With highlighterDA

.Color = Colors.Orchid

.IsHighlighter = True

.IgnorePressure = True

.StylusTip = StylusTip.Rectangle

.Height = 30

.Width = 10

End With

inkCanvas1.DefaultDrawingAttributes = inkDA

End Sub 'WindowLoaded

' Create a button called switchHighlighter and use

' SwitchHighlighter\_Click to handle the Click event.

' The useHighlighter variable is a boolean that indicates

' whether the InkCanvas renders ink as a highlighter.

' Switch between using the 'pen' DrawingAttributes and the

' 'highlighter' DrawingAttributes when the user clicks on .

Private Sub SwitchHighlighter\_Click(ByVal sender As [Object], ByVal e As RoutedEventArgs)

useHighlighter = Not useHighlighter

If useHighlighter Then

switchHighlighter.Content = "Use Pen"

inkCanvas1.DefaultDrawingAttributes = highlighterDA

Else

switchHighlighter.Content = "Use Highlighter"

inkCanvas1.DefaultDrawingAttributes = inkDA

End If

End Sub 'SwitchHighlighter\_Click

Private WithEvents inkCanvas1 As New InkCanvas()

Private inkDA As DrawingAttributes

Private highlighterDA As DrawingAttributes

Private useHighlighter As Boolean = False

' Add an InkCanvas to the window, and allow the user to

' switch between using a green pen and a purple highlighter

' on the InkCanvas.

Private Sub WindowLoaded(ByVal sender As Object, ByVal e As RoutedEventArgs)

inkCanvas1.Background = Brushes.DarkSlateBlue

inkCanvas1.DefaultDrawingAttributes.Color = Colors.SpringGreen

' Add the InkCanvas to the DockPanel, named root.

root.Children.Add(inkCanvas1)

' Set up the DrawingAttributes for the pen.

inkDA = New DrawingAttributes()

With inkDA

.Color = Colors.SpringGreen

.Height = 5

.Width = 5

.FitToCurve = True

End With

' Set up the DrawingAttributes for the highlighter.

highlighterDA = New DrawingAttributes()

With highlighterDA

.Color = Colors.Orchid

.IsHighlighter = True

.IgnorePressure = True

.StylusTip = StylusTip.Rectangle

.Height = 30

.Width = 10

End With

inkCanvas1.DefaultDrawingAttributes = inkDA

End Sub 'WindowLoaded

' Create a button called switchHighlighter and use

' SwitchHighlighter\_Click to handle the Click event.

' The useHighlighter variable is a boolean that indicates

' whether the InkCanvas renders ink as a highlighter.

' Switch between using the 'pen' DrawingAttributes and the

' 'highlighter' DrawingAttributes when the user clicks on .

Private Sub SwitchHighlighter\_Click(ByVal sender As [Object], ByVal e As RoutedEventArgs)

useHighlighter = Not useHighlighter

If useHighlighter Then

switchHighlighter.Content = "Use Pen"

inkCanvas1.DefaultDrawingAttributes = highlighterDA

Else

switchHighlighter.Content = "Use Highlighter"

inkCanvas1.DefaultDrawingAttributes = inkDA

End If

End Sub 'SwitchHighlighter\_Click

The following example declares two InkCanvas objects in XAML and establishes data binding between them and other data sources. The first InkCanvas, called ic, is bound to two data sources. The EditingMode and DefaultDrawingAttributes properties on ic are bound to ListBox objects, which are, in turn, bound to arrays defined in the XAML. The EditingMode, DefaultDrawingAttributes, and Strokes properties of the second InkCanvas are bound to the first InkCanvas in the following code.

<Canvas>

<Canvas.Resources>

<!--Define an array containing the InkEditingMode Values.-->

<x:Array x:Key="MyEditingModes" x:Type="{x:Type InkCanvasEditingMode}">

<x:Static Member="InkCanvasEditingMode.Ink"/>

<x:Static Member="InkCanvasEditingMode.Select"/>

<x:Static Member="InkCanvasEditingMode.EraseByPoint"/>

<x:Static Member="InkCanvasEditingMode.EraseByStroke"/>

</x:Array>

<!--Define an array containing some DrawingAttributes.-->

<x:Array x:Key="MyDrawingAttributes"

x:Type="{x:Type DrawingAttributes}">

<DrawingAttributes Color="Black" FitToCurve="true"

Width="3" Height="3"/>

<DrawingAttributes Color="Blue" FitToCurve="false"

Width="5" Height="5"/>

<DrawingAttributes Color="Red" FitToCurve="true"

Width="7" Height="7"/>

</x:Array>

<!--Create a DataTemplate to display the

DrawingAttributes shown above-->

<DataTemplate DataType="{x:Type DrawingAttributes}" >

<Border Width="80" Height="{Binding Path=Height}">

<Border.Background >

<SolidColorBrush Color="{Binding Path=Color}"/>

</Border.Background>

</Border>

</DataTemplate>

</Canvas.Resources>

<!--Bind the first InkCavas' DefaultDrawingAtributes to a

Listbox, called lbDrawingAttributes, and its EditingMode to

a ListBox called lbEditingMode.-->

<InkCanvas Name="ic" Background="LightGray"

Canvas.Top="0" Canvas.Left="0"

Height="400" Width="200"

DefaultDrawingAttributes="{Binding

ElementName=lbDrawingAttributes, Path=SelectedItem}"

EditingMode=

"{Binding ElementName=lbEditingMode, Path=SelectedItem}"

>

</InkCanvas>

<!--Bind the Strokes, DefaultDrawingAtributes, and, EditingMode properties of

the second InkCavas the first InkCanvas.-->

<InkCanvas Background="LightBlue"

Canvas.Top="0" Canvas.Left="200"

Height="400" Width="200"

Strokes="{Binding ElementName=ic, Path=Strokes}"

DefaultDrawingAttributes="{Binding

ElementName=ic, Path=DefaultDrawingAttributes}"

EditingMode="{Binding ElementName=ic, Path=EditingMode}">

<InkCanvas.LayoutTransform>

<ScaleTransform ScaleX="-1" ScaleY="1" />

</InkCanvas.LayoutTransform>

</InkCanvas>

<!--Use the array, MyEditingModes, to populate a ListBox-->

<ListBox Name="lbEditingMode"

Canvas.Top="0" Canvas.Left="450"

Height="100" Width="100"

ItemsSource="{StaticResource MyEditingModes}" />

<!--Use the array, MyDrawingAttributes, to populate a ListBox-->

<ListBox Name="lbDrawingAttributes"

Canvas.Top="150" Canvas.Left="450"

Height="100" Width="100"

ItemsSource="{StaticResource MyDrawingAttributes}" />

</Canvas>

<Canvas>

<Canvas.Resources>

<!--Define an array containing the InkEditingMode Values.-->

<x:Array x:Key="MyEditingModes" x:Type="{x:Type InkCanvasEditingMode}">

<x:Static Member="InkCanvasEditingMode.Ink"/>

<x:Static Member="InkCanvasEditingMode.Select"/>

<x:Static Member="InkCanvasEditingMode.EraseByPoint"/>

<x:Static Member="InkCanvasEditingMode.EraseByStroke"/>

</x:Array>

<!--Define an array containing some DrawingAttributes.-->

<x:Array x:Key="MyDrawingAttributes"

x:Type="{x:Type DrawingAttributes}">

<DrawingAttributes Color="Black" FitToCurve="true"

Width="3" Height="3"/>

<DrawingAttributes Color="Blue" FitToCurve="false"

Width="5" Height="5"/>

<DrawingAttributes Color="Red" FitToCurve="true"

Width="7" Height="7"/>

</x:Array>

<!--Create a DataTemplate to display the

DrawingAttributes shown above-->

<DataTemplate DataType="{x:Type DrawingAttributes}" >

<Border Width="80" Height="{Binding Path=Height}">

<Border.Background >

<SolidColorBrush Color="{Binding Path=Color}"/>

</Border.Background>

</Border>

</DataTemplate>

</Canvas.Resources>

<!--Bind the first InkCavas' DefaultDrawingAtributes to a

Listbox, called lbDrawingAttributes, and its EditingMode to

a ListBox called lbEditingMode.-->

<InkCanvas Name="ic" Background="LightGray"

Canvas.Top="0" Canvas.Left="0"

Height="400" Width="200"

DefaultDrawingAttributes="{Binding

ElementName=lbDrawingAttributes, Path=SelectedItem}"

EditingMode=

"{Binding ElementName=lbEditingMode, Path=SelectedItem}"

>

</InkCanvas>

<!--Bind the Strokes, DefaultDrawingAtributes, and, EditingMode properties of

the second InkCavas the first InkCanvas.-->

<InkCanvas Background="LightBlue"

Canvas.Top="0" Canvas.Left="200"

Height="400" Width="200"

Strokes="{Binding ElementName=ic, Path=Strokes}"

DefaultDrawingAttributes="{Binding

ElementName=ic, Path=DefaultDrawingAttributes}"

EditingMode="{Binding ElementName=ic, Path=EditingMode}">

<InkCanvas.LayoutTransform>

<ScaleTransform ScaleX="-1" ScaleY="1" />

</InkCanvas.LayoutTransform>

</InkCanvas>

<!--Use the array, MyEditingModes, to populate a ListBox-->

<ListBox Name="lbEditingMode"

Canvas.Top="0" Canvas.Left="450"

Height="100" Width="100"

ItemsSource="{StaticResource MyEditingModes}" />

<!--Use the array, MyDrawingAttributes, to populate a ListBox-->

<ListBox Name="lbDrawingAttributes"

Canvas.Top="150" Canvas.Left="450"

Height="100" Width="100"

ItemsSource="{StaticResource MyDrawingAttributes}" />

</Canvas>

Version Information

**.NET Framework**

Supported in: 4.5, 4, 3.5, 3.0

**.NET Framework Client Profile**

Supported in: 4, 3.5 SP1