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# Einleitung

In diesem Abschnitt befinden sich Anleitungsartikel zur EMS.

## Was sind Faktoren?

Faktoren sind Objekte, die durch Namen und mögliche Wertausprägungen beschrieben werden. Bei den Wertausprägungen wird zunächst zwischen komplexen und atomaren Faktoren unterschieden.

Komplexe Faktoren besitzen als mögliche Wertausprägungen Subfaktoren, diese können wiederum parallel (also zeitgleich) oder alternativ (ein Subfaktor pro Experiment) betrachtet werden.

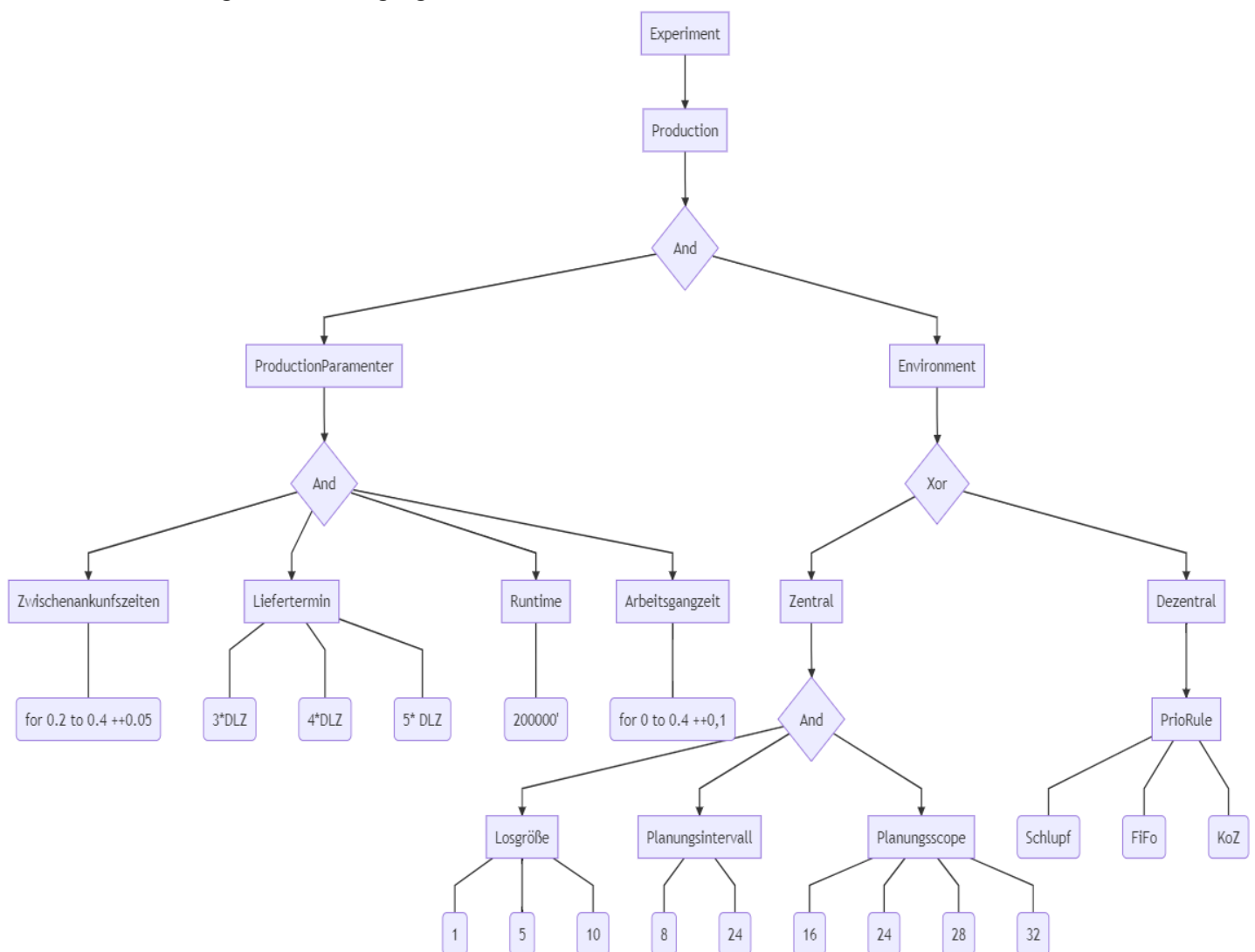
Atomare Faktoren können ihre Wertausprägungen aus einem diskreten oder kontinuierlichen Wertebereich beziehen.

Außerdem kann ein Faktor aktiviert oder deaktiviert sein. Deaktivierte Faktoren werden für ein Experiment nicht betrachtet.

## Was ist ein Faktorbaum?

Ein Faktorbaum bildet Faktoren in einer Teil-Ganzes-Hierarchie ab, in dieser Struktur stehen die komplexen Faktoren für alle Knoten bis auf die Blattknoten. Blattknoten sind in einem Faktorbaum die atomaren Faktoren mit ihren Wertebereichen.

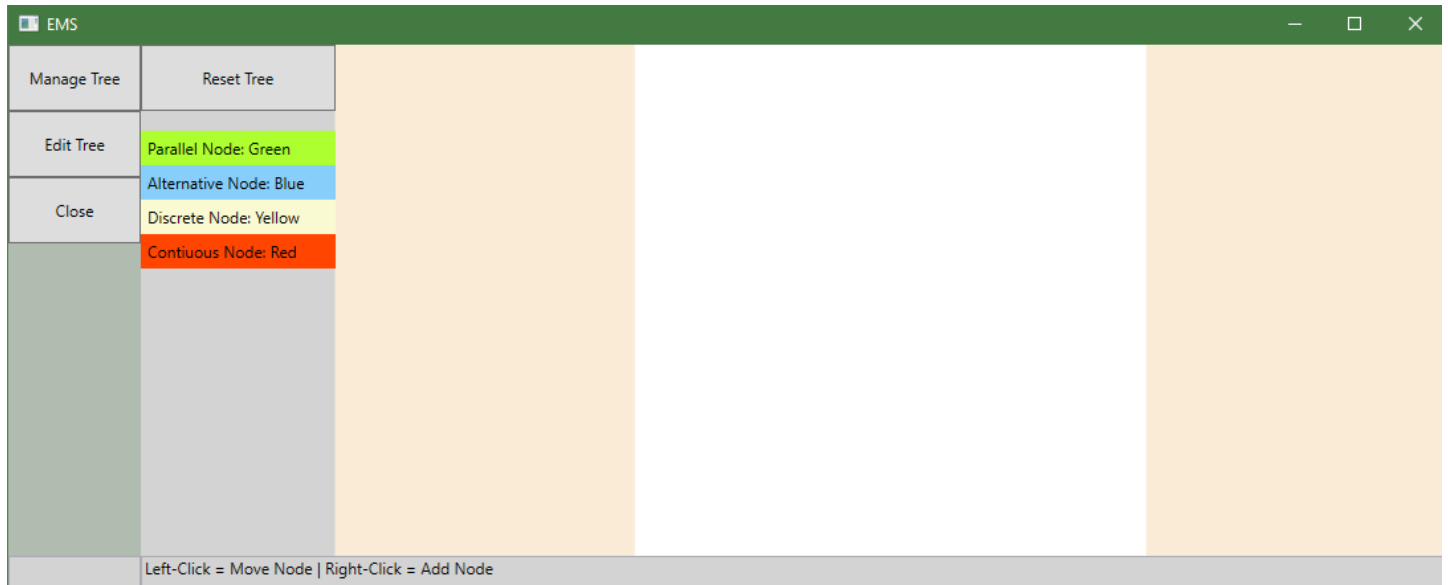
Ein Faktorbaum hat folgendes Erscheinungsbild:



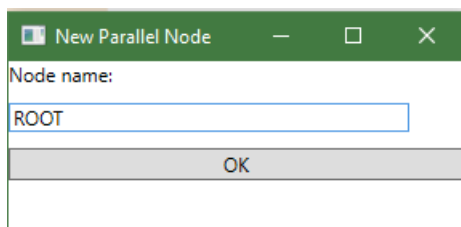
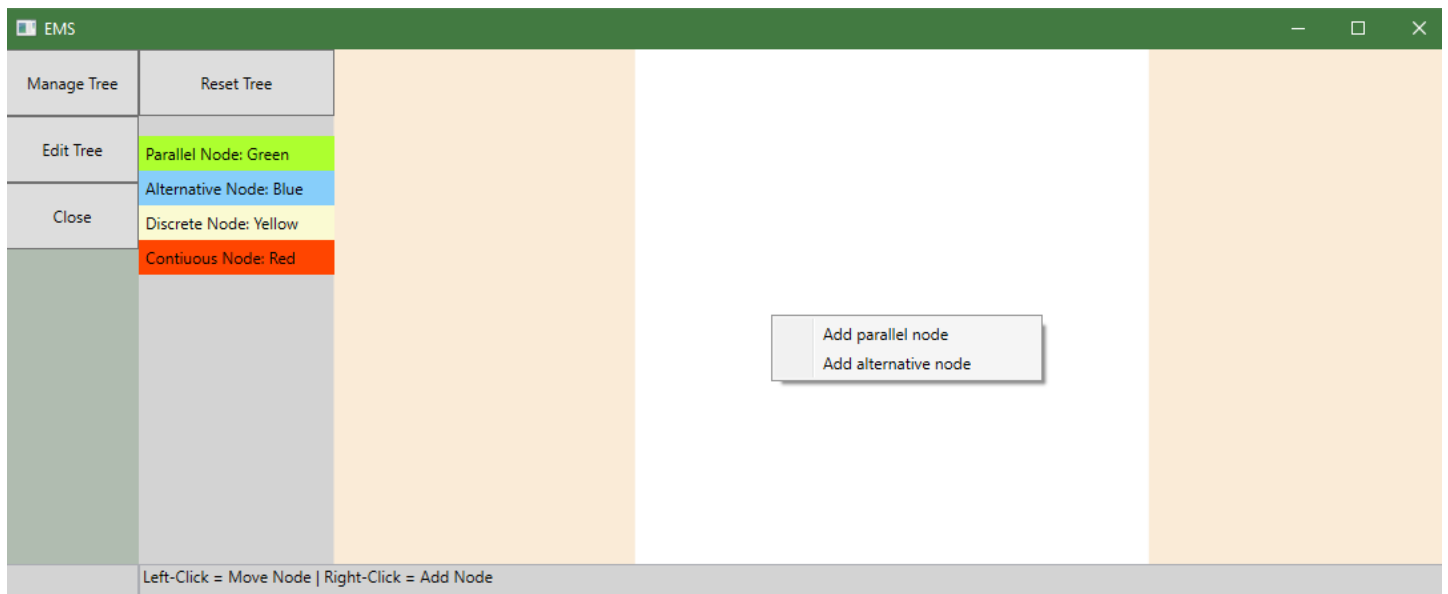
# Anleitung: "Edit Tree"

## 1. Faktorbaum anlegen

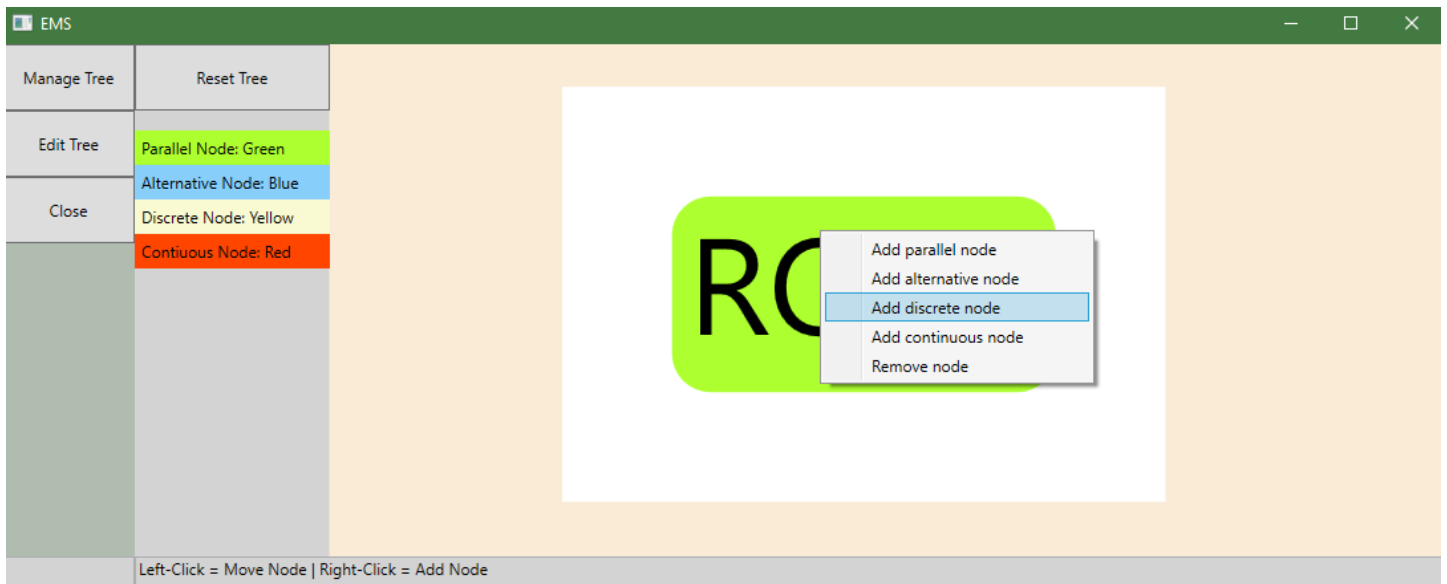
Nach Programmstart sehen Sie folgende Benutzeroberfläche.



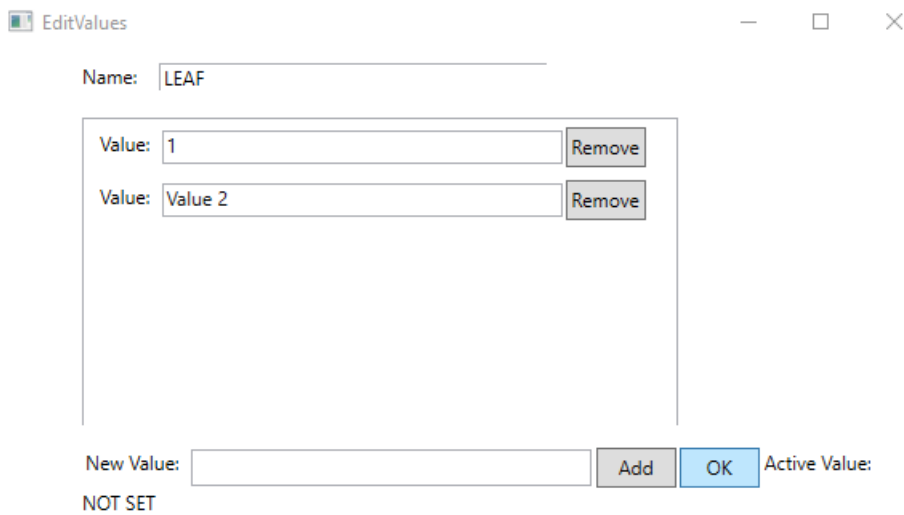
Hier können Sie nun per Rechtsklick ein Statusmenü öffnen. Wählen Sie nun eine der Optionen aus und geben Sie den gewünschten Namen des Faktors in den sich öffnenden Dialog ein und drücken Sie ok.



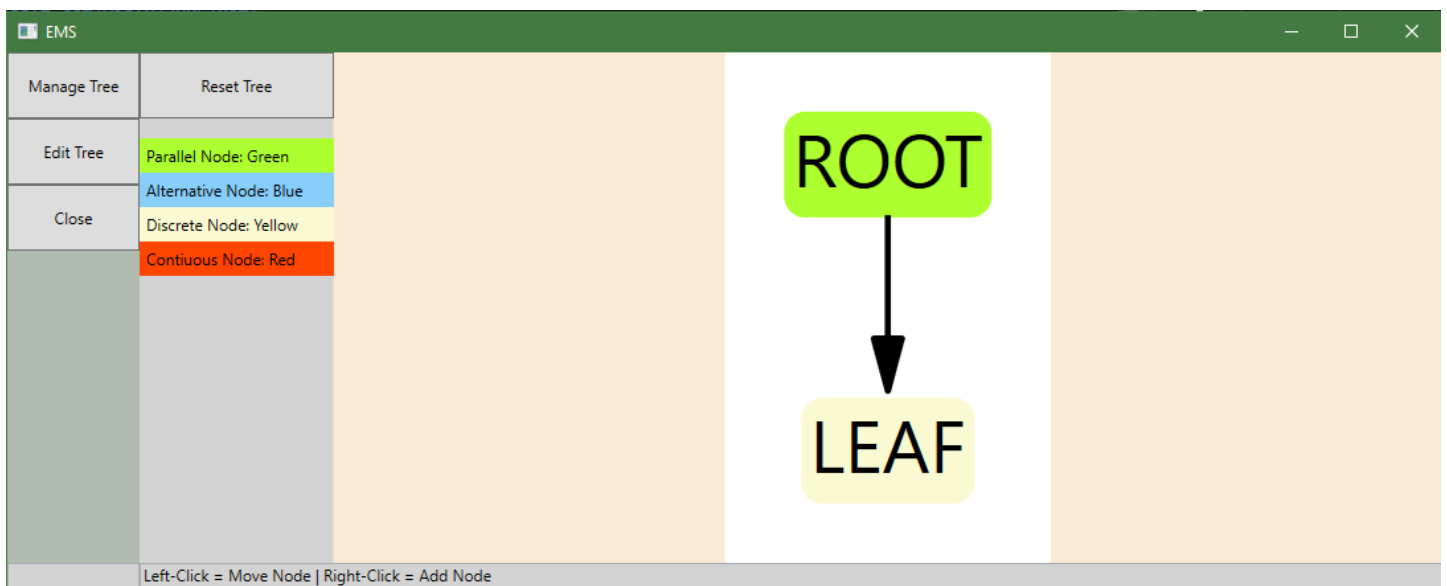
Im Arbeitsbereich ist nun ein Faktorknoten aufgetaucht. Per Rechtsklick auf diesen haben Sie nun die Wahl zwischen weiteren Faktorknoten. Für das weitere Beispiel wurde sich für einen diskreten Faktor unterschieden.



Hier können Sie nun wieder den Namen und die Werte eintragen. Per "Add" fügen Sie den eingetragenen Wert dem Wertebereich zu. Über "Remove" entfernen Sie den Wert aus dem Wertebereich und mit "OK" bestätigen und schließen Sie den Dialog.

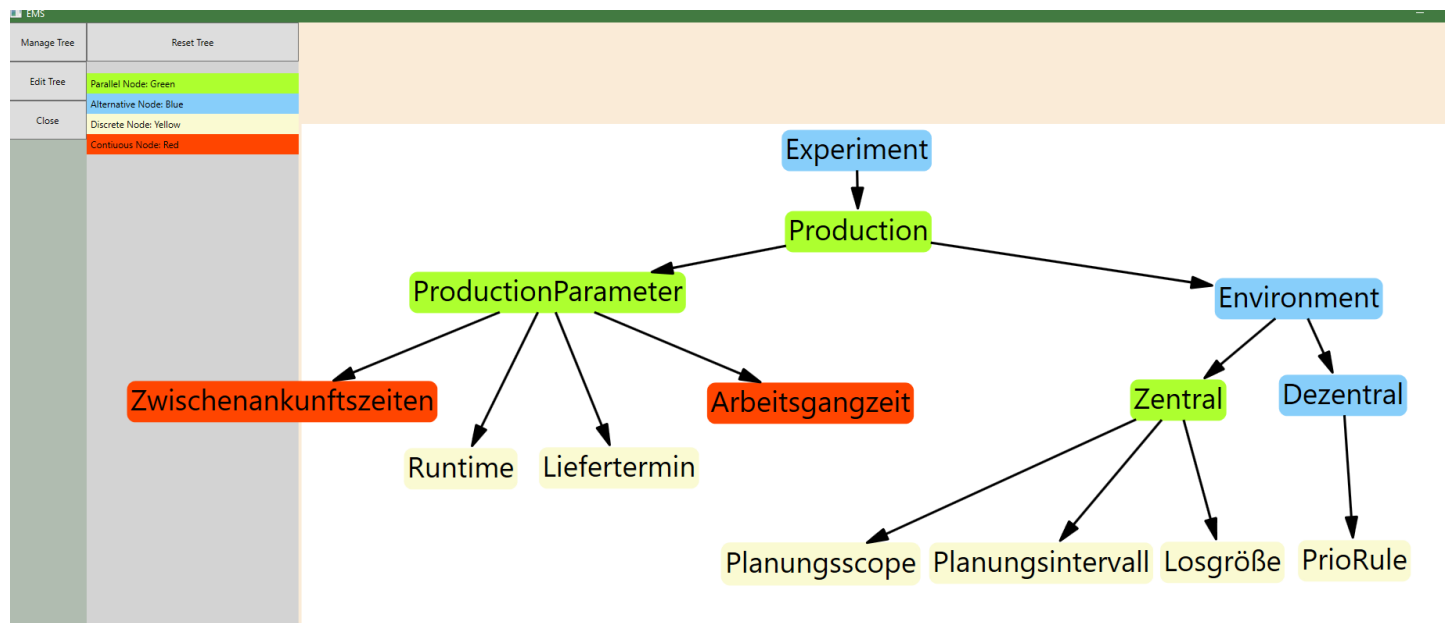


Sie kehren wieder in den Editor zurück und sehen die neu hinzugefügte Verbindung zum neuen Knoten. Von hier aus können Sie nun entweder den Baum weiter bearbeiten, in die "Manage Tree"-Ansicht wechseln oder über "Reset Tree" den Faktorbaum löschen und von vorne beginnen.



Ein weiteres Feature der EMS sehen Sie hier, sollte der Baum etwas größer ausfallen und der Arbeitsbereich stößt an seine

(vermeintlichen) Grenzen, kann durch den EMS-Endless-Editor der Rest der Benutzeroberfläche ebenfalls genutzt werden um Faktorknoten abzulegen, alternativ kann die Größe des Graphen über das Mauseisrad angepasst werden.



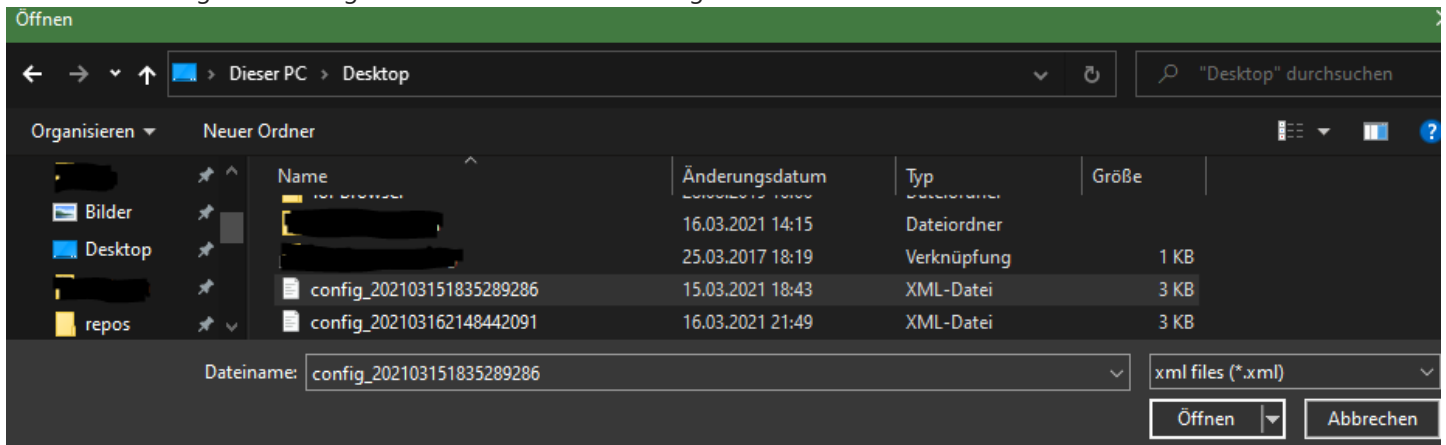
# Anleitung: "Manage Tree"

## 1. Faktorbaumkonfiguration laden

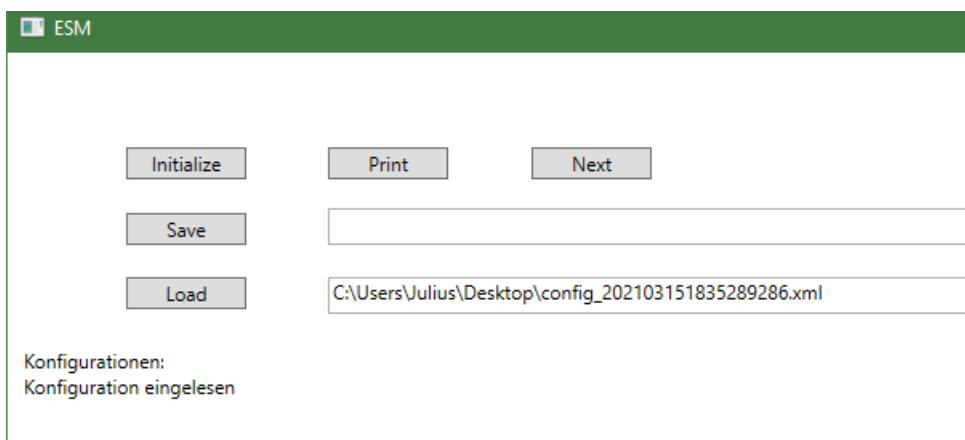
Hier haben Sie nun die Auswahl aus 5 Schaltflächen. Klicken Sie nun auf die Schaltfläche "Load" um einen Faktorbaum aus einer Konfiguration einzulesen.



Es öffnet sich nun ein Windows-Dialog zum öffnen einer XML-Datei, hier können Sie nun zu ihrer gewünschten Faktorbaumkonfiguration navigieren und mit "Öffnen" bestätigen.



Nach dem öffnen der Datei erscheint nun der Dateipfad in dem Feld neben der "Load"-Schaltfläche und es erscheint eine Statusmeldung in dem Textblock der unteren Hälfte der Benutzeroberfläche.



## 2. Faktorbaumkonfiguration ausgeben

Nachdem eine Konfiguration eingelesen wurde, klicken Sie auf die Schaltfläche "Print" um sich die aktuelle Konfiguration ausgeben zu lassen.

Initialize	Print	Next
Save		
Load	C:\Users\Julius\Desktop\config_202103151835289286.xml	

Konfigurationen:

Konfiguration eingelesen

Experiment(ProductionParameter(Discrete.Liefertermin = 4)+Environment(Dezentral(Discrete.PrioRule = Schlupf)))

### 3. Faktorbaumkonfiguration weiterschalten und initialisieren

Wenn Sie eine neue Experimentkonfiguration basierend auf dem eingelesenen Faktorbaum erzeugen wollen, klicken Sie auf die Schaltfläche "Next", nun schaltet der Faktorbaum seine Wertausprägungen weiter.

Initialize	Print	Next
Save		
Load	C:\Users\Julius\Desktop\config_202103151835289286.xml	

Konfigurationen:

Konfiguration eingelesen

Experiment(ProductionParameter(Discrete.Liefertermin = 4)+Environment(Dezentral(Discrete.PrioRule = Schlupf)))

Experiment(ProductionParameter(Discrete.Liefertermin = 4)+Environment(Zentral(Discrete.Planungsintervall = 4+Discrete.Planungsscope = 32)))

Wenn Sie merken, dass ihre eingelesene Konfiguration nicht dem Initialwert entspricht oder keine neuen Konfigurationen mehr möglich sind, können Sie den Faktorbaum über die Schaltfläche initialisieren.

Initialize	Print	Next
Save		
Load	C:\Users\Julius\Desktop\config_202103151835289286.xml	

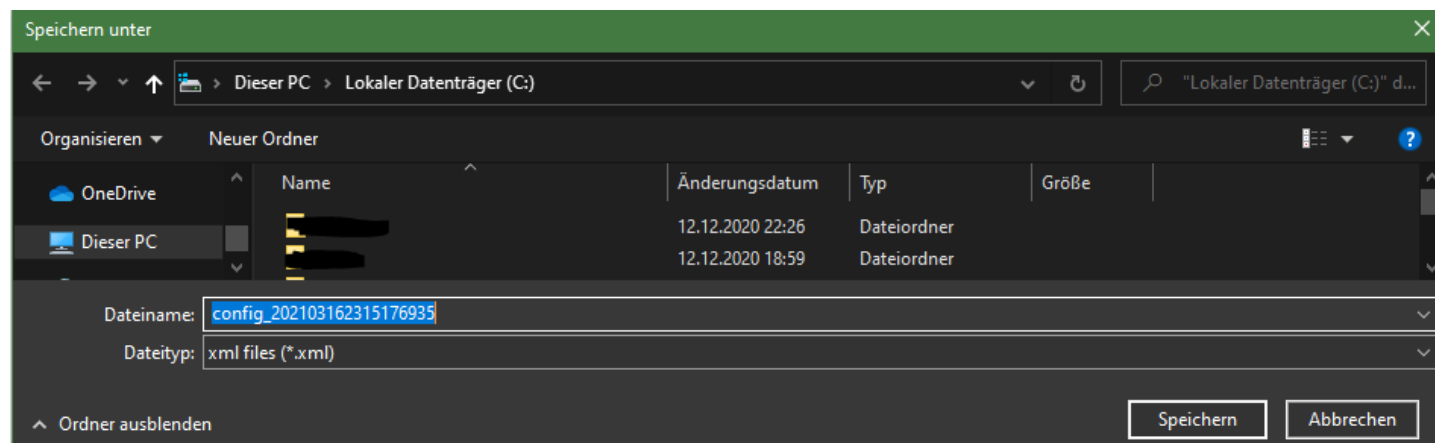
Experiment(ProductionParameter(Discrete.Liefertermin = 4)+Environment(Dezentral(Discrete.PrioRule = Koz)))

### 4. Faktorbaumkonfiguration speichern

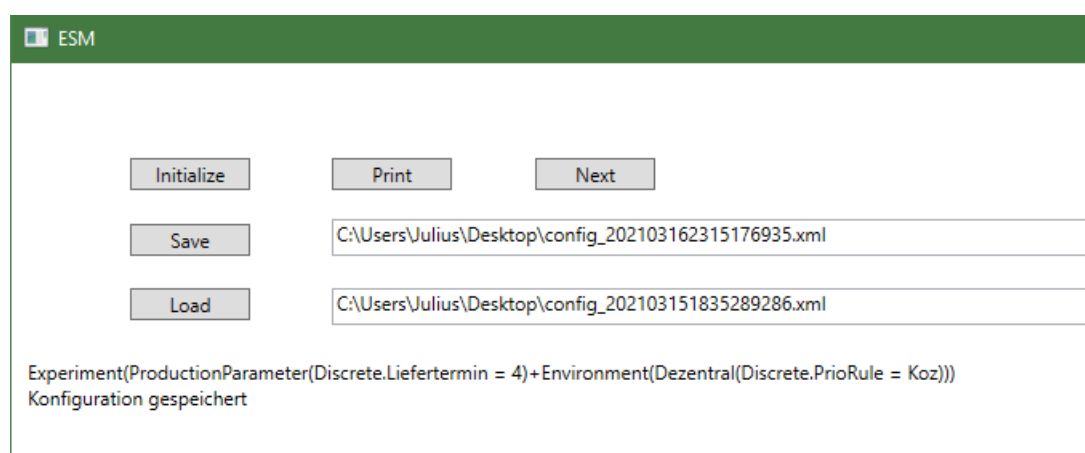
Wenn Sie mit einer Konfiguration zufrieden sind, klicken Sie auf die Schaltfläche "Save". Sie sehen nun ein Dialogfeld zum Speichern der Datei, navigieren Sie zu ihrem gewünschten Verzeichnis und bestätigen Sie mit "Speichern". Die EMS benennt jede



zu speichernde Konfiguration automatisch mit einem Zeitstempel und Dopplungen auszuschließen, Sie können aber während des Speicherndialoges den Dateinamen ändern.



Nun erscheint eine Statusmeldung in dem Textblock und der Dateipfad erscheint neben der Schaltfläche "Save".



# Namespace EMS

## Classes

### App

Interaktionslogik für "App.xaml"

### MainWindow

Interaktionslogik für MainWindow.xaml

# Class App

Interaktionslogik für "App.xaml"

## Inheritance

System.Object

System.Windows.Threading.DispatcherObject

System.Windows.Application

App

## Implements

System.Windows.Markup.IQueryAmbient

## Inherited Members

System.Windows.Application.Run()

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

System.Windows.Application.Shutdown()

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

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

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

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

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

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

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

System.Windows.Application.GetRemoteStream(System.Uri)

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

System.Windows.Application.Current

System.Windows.Application.Windows

System.Windows.Application.MainWindow

System.Windows.Application.ShutdownMode

System.Windows.Application.Resources

System.Windows.Application.StartupUri

System.Windows.Application.Properties

System.Windows.Application.ResourceAssembly

System.Windows.Application.Startup

System.Windows.Application.Exit

System.Windows.Application.Activated

System.Windows.Application.Deactivated

System.Windows.Application.SessionEnding

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

Namespace: [EMS](#)

Assembly: EMS.dll

#### Syntax

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

#### Implements

System.Windows.Markup.IQueryAmbient

# Class MainWindow

Interaktionslogik für MainWindow.xaml

## Inheritance

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

## Implements

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

## Inherited Members

System.Windows.Window.TaskbarItemInfoProperty  
System.Windows.Window.DpiChangedEvent  
System.Windows.Window.AllowsTransparencyProperty  
System.Windows.Window.TitleProperty  
System.Windows.Window.IconProperty  
System.Windows.Window.SizeToContentProperty  
System.Windows.Window.TopProperty  
System.Windows.Window.LeftProperty  
System.Windows.Window.ShowInTaskbarProperty  
System.Windows.Window.IsActiveProperty  
System.Windows.Window.WindowStyleProperty  
System.Windows.Window.WindowStateProperty  
System.Windows.Window.ResizeModeProperty  
System.Windows.Window.TopmostProperty  
System.Windows.Window.ShowActivatedProperty  
System.Windows.Window.Show()  
System.Windows.Window.Hide()  
System.Windows.Window.Close()  
System.Windows.Window.DragMove()  
System.Windows.Window.ShowDialog()  
System.Windows.Window.Activate()  
System.Windows.Window.GetWindow(System.Windows.DependencyObject)  
System.Windows.Window.OnCreateAutomationPeer()  
System.Windows.Window.OnDpiChanged(System.Windows.DpiScale, System.Windows.DpiScale)  
System.Windows.Window.OnVisualParentChanged(System.Windows.DependencyObject)  
System.Windows.Window.MeasureOverride(System.Windows.Size)  
System.Windows.Window.ArrangeOverride(System.Windows.Size)  
System.Windows.Window.OnContentChanged(System.Object, System.Object)

System.Windows.Window.OnSourceInitialized(System.EventArgs)  
System.Windows.Window.OnActivated(System.EventArgs)  
System.Windows.Window.OnDeactivated(System.EventArgs)  
System.Windows.Window.OnStateChanged(System.EventArgs)  
System.Windows.Window.OnLocationChanged(System.EventArgs)  
System.Windows.Window.OnClosing(System.ComponentModel.CancelEventArgs)  
System.Windows.Window.OnClosed(System.EventArgs)  
System.Windows.Window.OnContentRendered(System.EventArgs)  
System.Windows.Window.OnManipulationBoundaryFeedback(System.Windows.Input.ManipulationBoundaryFeedbackEventArgs)  
System.Windows.Window.LogicalChildren  
System.Windows.Window.TaskbarItemInfo  
System.Windows.Window.AllowsTransparency  
System.Windows.Window.Title  
System.Windows.Window.Icon  
System.Windows.Window.SizeToContent  
System.Windows.Window.Top  
System.Windows.Window.Left  
System.Windows.Window.RestoreBounds  
System.Windows.Window.WindowStartupLocation  
System.Windows.Window.ShowInTaskbar  
System.Windows.Window.IsActive  
System.Windows.Window.Owner  
System.Windows.Window.OwnedWindows  
System.Windows.Window.DialogResult  
System.Windows.Window.WindowStyle  
System.Windows.Window.WindowState  
System.Windows.Window.ResizeMode  
System.Windows.Window.Topmost  
System.Windows.Window.ShowActivated  
System.Windows.Window.SourceInitialized  
System.Windows.Window.DpiChanged  
System.Windows.Window.Activated  
System.Windows.Window.Deactivated  
System.Windows.Window.StateChanged  
System.Windows.Window.LocationChanged  
System.Windows.Window.Closing  
System.Windows.Window.Closed  
System.Windows.Window.ContentRendered  
System.Windows.Controls.ContentControl.ContentProperty  
System.Windows.Controls.ContentControl.HasContentProperty  
System.Windows.Controls.ContentControl.ContentTemplateProperty  
System.Windows.Controls.ContentControl.ContentTemplateSelectorProperty  
System.Windows.Controls.ContentControl.ContentStringFormatProperty  
System.Windows.Controls.ContentControl.System.Windows.Markup.IAddChild.AddChild(System.Object)  
System.Windows.Controls.ContentControl.AddChild(System.Object)  
System.Windows.Controls.ContentControl.System.Windows.Markup.IAddChild.AddText(System.String)  
System.Windows.Controls.ContentControl.AddText(System.String)  
System.Windows.Controls.ContentControl.OnContentTemplateChanged(System.Windows.DataTemplate,  
System.Windows.DataTemplate)  
System.Windows.Controls.ContentControl.OnContentTemplateSelectorChanged(System.Windows.Controls.DataTemplateSelector,  
System.Windows.Controls.DataTemplateSelector)  
System.Windows.Controls.ContentControl.OnContentStringFormatChanged(System.String, System.String)

System.Windows.Controls.ContentControl.Content  
System.Windows.Controls.ContentControl.HasContent  
System.Windows.Controls.ContentControl.ContentTemplate  
System.Windows.Controls.ContentControl.ContentTemplateSelector  
System.Windows.Controls.ContentControl.ContentStringFormat  
System.Windows.Controls.Control.BorderBrushProperty  
System.Windows.Controls.Control.BorderThicknessProperty  
System.Windows.Controls.Control.BackgroundProperty  
System.Windows.Controls.Control.ForegroundProperty  
System.Windows.Controls.Control.FontFamilyProperty  
System.Windows.Controls.Control.FontSizeProperty  
System.Windows.Controls.Control.FontStretchProperty  
System.Windows.Controls.Control.FontStyleProperty  
System.Windows.Controls.Control.FontWeightProperty  
System.Windows.Controls.Control.HorizontalContentAlignmentProperty  
System.Windows.Controls.Control.VerticalContentAlignmentProperty  
System.Windows.Controls.Control.TabIndexProperty  
System.Windows.Controls.Control.IsTabStopProperty  
System.Windows.Controls.Control.PaddingProperty  
System.Windows.Controls.Control.TemplateProperty  
System.Windows.Controls.Control.PreviewMouseDoubleClickEvent  
System.Windows.Controls.Control.MouseDoubleClickEvent  
System.Windows.Controls.Control.OnTemplateChanged(System.Windows.Controls.ControlTemplate,  
System.Windows.Controls.ControlTemplate)  
System.Windows.Controls.Control.ToString()  
System.Windows.Controls.Control.OnPreviewMouseDoubleClick(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.Controls.Control.OnMouseDoubleClick(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.Controls.Control.BorderBrush  
System.Windows.Controls.Control.BorderThickness  
System.Windows.Controls.Control.Background  
System.Windows.Controls.Control.Foreground  
System.Windows.Controls.Control.FontFamily  
System.Windows.Controls.Control.FontSize  
System.Windows.Controls.Control.FontStretch  
System.Windows.Controls.Control.FontStyle  
System.Windows.Controls.Control.FontWeight  
System.Windows.Controls.Control.HorizontalContentAlignment  
System.Windows.Controls.Control.VerticalContentAlignment  
System.Windows.Controls.Control.TabIndex  
System.Windows.Controls.Control.IsTabStop  
System.Windows.Controls.Control.Padding  
System.Windows.Controls.Control.Template  
System.Windows.Controls.Control.HandlesScrolling  
System.Windows.Controls.Control.PreviewMouseDoubleClick  
System.Windows.Controls.Control.MouseDoubleClick  
System.Windows.FrameworkElement.StyleProperty  
System.Windows.FrameworkElement.OverridesDefaultStyleProperty  
System.Windows.FrameworkElement.UseLayoutRoundingProperty  
System.Windows.FrameworkElement.DefaultStyleKeyProperty  
System.Windows.FrameworkElement.DataContextProperty  
System.Windows.FrameworkElement.BindingGroupProperty  
System.Windows.FrameworkElement.LanguageProperty

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



System.Windows.FrameworkElement.SetFlowDirection(System.Windows.DependencyObject, System.Windows.FlowDirection)  
System.Windows.FrameworkElement.MeasureCore(System.Windows.Size)  
System.Windows.FrameworkElement.ArrangeCore(System.Windows.Rect)  
System.Windows.FrameworkElement.OnRenderSizeChanged(System.Windows.SizeChangedInfo)  
System.Windows.FrameworkElement.GetLayoutClip(System.Windows.Size)  
System.Windows.FrameworkElement.MoveFocus(System.Windows.Input.TraversalRequest)  
System.Windows.FrameworkElement.PredictFocus(System.Windows.Input.FocusNavigationDirection)  
System.Windows.FrameworkElement.OnGotFocus(System.Windows.RoutedEventArgs)  
System.Windows.FrameworkElement.BeginInit()  
System.Windows.FrameworkElement.EndInit()  
System.Windows.FrameworkElement.OnInitialized(System.EventArgs)  
System.Windows.FrameworkElement.OnToolTipOpening(System.Windows.Controls.ToolTipEventArgs)  
System.Windows.FrameworkElement.OnToolTipClosing(System.Windows.Controls.ToolTipEventArgs)  
System.Windows.FrameworkElement.OnContextMenuOpening(System.Windows.Controls.ContextMenuEventArgs)  
System.Windows.FrameworkElement.OnContextMenuClosing(System.Windows.Controls.ContextMenuEventArgs)  
System.Windows.FrameworkElement.RegisterName(System.String, System.Object)  
System.Windows.FrameworkElement.UnregisterName(System.String)  
System.Windows.FrameworkElement.FindName(System.String)  
System.Windows.FrameworkElement.UpdateDefaultStyle()  
System.Windows.FrameworkElement.AddLogicalChild(System.Object)  
System.Windows.FrameworkElement.RemoveLogicalChild(System.Object)  
System.Windows.FrameworkElement.Style  
System.Windows.FrameworkElement.OverridesDefaultStyle  
System.Windows.FrameworkElement.UseLayoutRounding  
System.Windows.FrameworkElement.DefaultStyleKey  
System.Windows.FrameworkElement.Triggers  
System.Windows.FrameworkElement.TemplatedParent  
System.Windows.FrameworkElement.VisualChildrenCount  
System.Windows.FrameworkElement.Resources  
System.Windows.FrameworkElement.InheritanceBehavior  
System.Windows.FrameworkElement.DataContext  
System.Windows.FrameworkElement.BindingGroup  
System.Windows.FrameworkElement.Language  
System.Windows.FrameworkElement.Name  
System.Windows.FrameworkElement.Tag  
System.Windows.FrameworkElement.InputScope  
System.Windows.FrameworkElement.ActualWidth  
System.Windows.FrameworkElement.ActualHeight  
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System.Windows.FrameworkElement.MaxHeight  
System.Windows.FrameworkElement.FlowDirection  
System.Windows.FrameworkElement.Margin  
System.Windows.FrameworkElement.HorizontalAlignment  
System.Windows.FrameworkElement.VerticalAlignment  
System.Windows.FrameworkElement.FocusVisualStyle  
System.Windows.FrameworkElement.Cursor  
System.Windows.FrameworkElement.ForceCursor

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

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

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

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

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

System.Windows.UIElement.CommandBindings  
System.Windows.UIElement.AllowDrop  
System.Windows.UIElement.StylusPlugIns  
System.Windows.UIElement.DesiredSize  
System.Windows.UIElement.IsMeasureValid  
System.Windows.UIElement.IsArrangeValid  
System.Windows.UIElement.RenderSize  
System.Windows.UIElement.RenderTransform  
System.Windows.UIElement.RenderTransformOrigin  
System.Windows.UIElement.IsMouseDirectlyOver  
System.Windows.UIElement.IsMouseOver  
System.Windows.UIElement.IsStylusOver  
System.Windows.UIElement.IsKeyboardFocusWithin  
System.Windows.UIElement.IsMouseCaptured  
System.Windows.UIElement.IsMouseCaptureWithin  
System.Windows.UIElement.IsStylusDirectlyOver  
System.Windows.UIElement.IsStylusCaptured  
System.Windows.UIElement.IsStylusCaptureWithin  
System.Windows.UIElement.IsKeyboardFocused  
System.Windows.UIElement.IsInputMethodEnabled  
System.Windows.UIElement.Opacity  
System.Windows.UIElement.OpacityMask  
System.Windows.UIElement.BitmapEffect  
System.Windows.UIElement.Effect  
System.Windows.UIElement.BitmapEffectInput  
System.Windows.UIElement.CacheMode  
System.Windows.UIElement.Uid  
System.Windows.UIElement.Visibility  
System.Windows.UIElement.ClipToBounds  
System.Windows.UIElement.Clip  
System.Windows.UIElement.SnapsToDevicePixels  
System.Windows.UIElement.HasEffectiveKeyboardFocus  
System.Windows.UIElement.IsFocused  
System.Windows.UIElement.IsEnabled  
System.Windows.UIElement.IsEnabledCore  
System.Windows.UIElement.IsHitTestVisible  
System.Windows.UIElement.IsVisible  
System.Windows.UIElement.Focusable  
System.Windows.UIElement.PersistId  
System.Windows.UIElement.IsManipulationEnabled  
System.Windows.UIElement.AreAnyTouchesOver  
System.Windows.UIElement.AreAnyTouchesDirectlyOver  
System.Windows.UIElement.AreAnyTouchesCapturedWithin  
System.Windows.UIElement.AreAnyTouchesCaptured  
System.Windows.UIElement.TouchesCaptured  
System.Windows.UIElement.TouchesCapturedWithin  
System.Windows.UIElement.TouchesOver  
System.Windows.UIElement.TouchesDirectlyOver  
System.Windows.UIElement.PreviewMouseDown  
System.Windows.UIElement.MouseDown  
System.Windows.UIElement.PreviewMouseUp  
System.Windows.UIElement.MouseUp

System.Windows.UIElement.PreviewMouseLeftButtonDown  
System.Windows.UIElement.MouseLeftButtonDown  
System.Windows.UIElement.PreviewMouseLeftButtonUp  
System.Windows.UIElement.MouseLeftButtonUp  
System.Windows.UIElement.PreviewMouseRightButtonDown  
System.Windows.UIElement.MouseRightButtonDown  
System.Windows.UIElement.PreviewMouseRightButtonUp  
System.Windows.UIElement.MouseRightButtonUp  
System.Windows.UIElement.PreviewMouseMove  
System.Windows.UIElement.MouseMove  
System.Windows.UIElement.PreviewMouseWheel  
System.Windows.UIElement.MouseWheel  
System.Windows.UIElement.MouseEnter  
System.Windows.UIElement.MouseLeave  
System.Windows.UIElement.GotMouseCapture  
System.Windows.UIElement.LostMouseCapture  
System.Windows.UIElement.QueryCursor  
System.Windows.UIElement.PreviewStylusDown  
System.Windows.UIElement.StylusDown  
System.Windows.UIElement.PreviewStylusUp  
System.Windows.UIElement.StylusUp  
System.Windows.UIElement.PreviewStylusMove  
System.Windows.UIElement.StylusMove  
System.Windows.UIElement.PreviewStylusInAirMove  
System.Windows.UIElement.StylusInAirMove  
System.Windows.UIElement.StylusEnter  
System.Windows.UIElement.StylusLeave  
System.Windows.UIElement.PreviewStylusInRange  
System.Windows.UIElement.StylusInRange  
System.Windows.UIElement.PreviewStylusOutOfRange  
System.Windows.UIElement.StylusOutOfRange  
System.Windows.UIElement.PreviewStylusSystemGesture  
System.Windows.UIElement.StylusSystemGesture  
System.Windows.UIElement.GotStylusCapture  
System.Windows.UIElement.LostStylusCapture  
System.Windows.UIElement.StylusButtonDown  
System.Windows.UIElement.StylusButtonUp  
System.Windows.UIElement.PreviewStylusButtonDown  
System.Windows.UIElement.PreviewStylusButtonUp  
System.Windows.UIElement.PreviewKeyDown  
System.Windows.UIElement.KeyDown  
System.Windows.UIElement.PreviewKeyUp  
System.Windows.UIElement.KeyUp  
System.Windows.UIElement.PreviewGotKeyboardFocus  
System.Windows.UIElement.GotKeyboardFocus  
System.Windows.UIElement.PreviewLostKeyboardFocus  
System.Windows.UIElement.LostKeyboardFocus  
System.Windows.UIElement.PreviewTextInput  
System.Windows.UIElement.TextInput  
System.Windows.UIElement.PreviewQueryContinueDrag  
System.Windows.UIElement.QueryContinueDrag  
System.Windows.UIElement.PreviewGiveFeedback



System.Windows.UIElement.GiveFeedback  
System.Windows.UIElement.PreviewDragEnter  
System.Windows.UIElement.DragEnter  
System.Windows.UIElement.PreviewDragOver  
System.Windows.UIElement.DragOver  
System.Windows.UIElement.PreviewDragLeave  
System.Windows.UIElement.DragLeave  
System.Windows.UIElement.PreviewDrop  
System.Windows.UIElement.Drop  
System.Windows.UIElement.PreviewTouchDown  
System.Windows.UIElement.TouchDown  
System.Windows.UIElement.PreviewTouchMove  
System.Windows.UIElement.TouchMove  
System.Windows.UIElement.PreviewTouchUp  
System.Windows.UIElement.TouchUp  
System.Windows.UIElement.GotTouchCapture  
System.Windows.UIElement.LostTouchCapture  
System.Windows.UIElement.TouchEnter  
System.Windows.UIElement.TouchLeave  
System.Windows.UIElement.IsMouseDirectlyOverChanged  
System.Windows.UIElement.IsKeyboardFocusWithinChanged  
System.Windows.UIElement.IsMouseCapturedChanged  
System.Windows.UIElement.IsMouseCaptureWithinChanged  
System.Windows.UIElement.IsStylusDirectlyOverChanged  
System.Windows.UIElement.IsStylusCapturedChanged  
System.Windows.UIElement.IsStylusCaptureWithinChanged  
System.Windows.UIElement.IsKeyboardFocusedChanged  
System.Windows.UIElement.LayoutUpdated  
System.Windows.UIElement.GotFocus  
System.Windows.UIElement.LostFocus  
System.Windows.UIElement.IsEnabledChanged  
System.Windows.UIElement.IsHitTestVisibleChanged  
System.Windows.UIElement.IsVisibleChanged  
System.Windows.UIElement.FocusableChanged  
System.Windows.UIElement.ManipulationStarting  
System.Windows.UIElement.ManipulationStarted  
System.Windows.UIElement.ManipulationDelta  
System.Windows.UIElement.ManipulationInertiaStarting  
System.Windows.UIElement.ManipulationBoundaryFeedback  
System.Windows.UIElement.ManipulationCompleted  
System.Windows.Media.Visual.AddVisualChild(System.Windows.Media.Visual)  
System.Windows.Media.Visual.RemoveVisualChild(System.Windows.Media.Visual)  
System.Windows.Media.Visual.OnVisualChildrenChanged(System.Windows.DependencyObject,  
System.Windows.DependencyObject)  
System.Windows.Media.Visual.IsAncestorOf(System.Windows.DependencyObject)  
System.Windows.Media.Visual.IsDescendantOf(System.Windows.DependencyObject)  
System.Windows.Media.Visual.FindCommonVisualAncestor(System.Windows.DependencyObject)  
System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Visual)  
System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Media3D.Visual3D)  
System.Windows.Media.Visual.TransformToDescendant(System.Windows.Media.Visual)  
System.Windows.Media.Visual.TransformToVisual(System.Windows.Media.Visual)  
System.Windows.Media.Visual.PointToScreen(System.Windows.Point)

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

Namespace: [EMS](#)

Assembly: EMS.dll

## Syntax

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

## Constructors

### MainWindow()

Konstruktor der Klasse.

## Declaration

```
public MainWindow()
```

## Implements

System.Windows.Media.Animation.IAnimatable

System.Windows.IFrameworkInputElement

System.Windows.IInputElement

System.ComponentModel.ISupportInitialize

System.Windows.Markup.IQueryAmbient

System.Windows.Markup.IAddChild

# Namespace EMS.\_00Helper

Classes

[FactorTree](#)

# Class FactorTree

Inheritance

System.Object  
FactorTree

Inherited Members

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

Namespace: EMS\_00Helper  
Assembly: EMS.dll

Syntax

```
public class FactorTree
```

Constructors

FactorTree()

Declaration

```
public FactorTree()
```

Properties

Tree

Declaration

```
public FactorParallel Tree { get; set; }
```

Property Value

TYPE	DESCRIPTION
FactorParallel	

# Namespace EMS.Backend

## Classes

### [EmsMsaglLinker](#)

Diese statische Klasse koppelt Funktionen der MSAGL-Bibliothek mit denen der Klassen im Namespace EMS.EMSFactorClasses.

# Class EmsMsaglLinker

Diese statische Klasse koppelt Funktionen der MSAGL-Bibliothek mit denen der Klassen im Namespace EMS.EMSFactorClasses.

## Inheritance

System.Object  
EmsMsaglLinker

## Inherited Members

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

Namespace: EMS.Backend  
Assembly: EMS.dll

## Syntax

```
public static class EmsMsaglLinker
```

## Fields

### ConfOutput

In dieser Eigenschaft wird die aktuelle Baumkonfiguration als Zeichenkette abgelegt.

## Declaration

```
public static string ConfOutput
```

## Field Value

TYPE	DESCRIPTION
System.String	

## Graph

Objekt vom Typ Graph, hier wird die grafische Darstellung des Faktorbaums gespeichert.

## Declaration

```
public static Graph Graph
```

## Field Value

TYPE	DESCRIPTION
Microsoft.Msagl.Drawing.Graph	

### StatusMessage

In dieser Eigenschaft werden Statusmeldungen von dieser Klasse gespeichert.

## Declaration

```
public static string StatusMessage
```

Field Value

TYPE	DESCRIPTION
System.String	

Tree

Objekt vom Typ FactorComplex, hier wird der Faktorbaum gespeichert.

Declaration

```
public static FactorComplex Tree
```

Field Value

TYPE	DESCRIPTION
FactorComplex	

Methods

AddFactor\_Alternative(String)

Fügt einen parallelen Faktor an Tree und Graph als Wurzelknoten an.

Declaration

```
public static void AddFactor_Alternative(string rootName)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	rootName	Name des Wurzelknotens

AddFactor\_Alternative(String, String)

Fügt einen alternativen Faktor an Tree und Graph an.

Declaration

```
public static void AddFactor_Alternative(string rootName, string childName)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	rootName	Name des Elternknotens
System.String	childName	Name des Kindknotens

AddFactor\_Continuous(String, String, FactorContinuous)

Fügt einen kontinuierlichen Faktor an Tree und Graph an.

Declaration



```
public static void AddFactor_Continuous(string rootName, string childName, FactorContinuous continuousChild)
```

#### Parameters

TYPE	NAME	DESCRIPTION
System.String	rootName	Name des Elternknotens
System.String	childName	Name des Kindknotens
<a href="#">FactorContinuous</a>	continuousChild	Kontinuierlicher Faktor der Tree hinzugefügt wird

#### AddFactor\_Discrete(String, String, FactorDiscrete)

Fügt einen diskreten Faktor an Tree und Graph an.

#### Declaration

```
public static void AddFactor_Discrete(string rootName, string childName, FactorDiscrete discreteChild)
```

#### Parameters

TYPE	NAME	DESCRIPTION
System.String	rootName	Name des Elternknotens
System.String	childName	Name des Kindknotens
<a href="#">FactorDiscrete</a>	discreteChild	Diskreter Faktor der Tree hinzugefügt wird

#### AddFactor\_Parallel(String)

Fügt einen parallelen Faktor an Tree und Graph als Wurzelknoten an.

#### Declaration

```
public static void AddFactor_Parallel(string rootName)
```

#### Parameters

TYPE	NAME	DESCRIPTION
System.String	rootName	Name des Wurzelknotens

#### AddFactor\_Parallel(String, String)

Fügt einen parallelen Faktor an Tree und Graph an.

#### Declaration

```
public static void AddFactor_Parallel(string rootName, string childName)
```

#### Parameters

TYPE	NAME	DESCRIPTION
System.String	rootName	Name des Elternknotens
System.String	childName	Name des Kindknotens

#### GetLeafValues(String)

Prüft ob der gesuchte Faktor ein Blatt ist und liefert eine Hashtable mit dem Namen, dem Wertebereich und dem aktuell gesetzten Wert zurück.

#### Declaration

```
public static Hashtable GetLeafValues(string leafName)
```

#### Parameters

TYPE	NAME	DESCRIPTION
System.String	leafName	

#### Returns

TYPE	DESCRIPTION
System.Collections.Hashtable	Hashtable mit Wertebereich, aktiver Wert und Name

#### InitializeTree()

Initialisiert den Faktorbaum und setzt die Eigenschaft ConfOutput.

#### Declaration

```
public static void InitializeTree()
```

#### LoadTreeConfig(String)

Lädt einen Faktorbaum aus einer XML-Datei

#### Declaration

```
public static void LoadTreeConfig(string configPath)
```

#### Parameters

TYPE	NAME	DESCRIPTION
System.String	configPath	Dateipfad der XML-Datei

#### NextFactor()

Schaltet zur nächsten Baumkonfiguration.

Declaration

```
public static void NextFactor()
```

### PrintTree()

Gibt die aktuelle Baumkonfiguration als Zeichenkette zurück.

Declaration

```
public static string PrintTree()
```

Returns

TYPE	DESCRIPTION
System.String	

### RemoveFactor(String)

Entfernt einen Faktor mit dem Namen factorName aus den Objekten Tree und Graph.

Declaration

```
public static void RemoveFactor(string factorName)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	factorName	zu entfernender Faktorname

### ResetGraph()

Instanziert Graph mit einem neuen Graph-Objekt.

Declaration

```
public static void ResetGraph()
```

### ResetTree()

Instanziert Tree mit einem neuen FactorComplex-Objekt.

Declaration

```
public static void ResetTree()
```

### SaveTreeConfig(String)

Exportiert eine Experimentkonfiguration in eine XML-Datei.

Declaration

```
public static void SaveTreeConfig(string configPath)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	configPath	Dateipfad der XML-Datei

SetLeafValues(String, Decimal, Decimal, Decimal)

Declaration

```
public static void SetLeafValues(string leafName, decimal sv, decimal ev, decimal iv)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	leafName	
System.Decimal	sv	
System.Decimal	ev	
System.Decimal	iv	

SetLeafValues(String, String[])

Setzt die Werte für bestehende Blätter im Baum.

Declaration

```
public static void SetLeafValues(string leafName, string[] values)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	leafName	
System.String[]	values	

SetTreeGraph()

Setzt Graph zurück und erzeugt einen neuen Graphen anhand von Tree.

Declaration

```
public static void SetTreeGraph()
```

# Namespace EMS.Dialog

## Classes

### [EditIntervall](#)

Interaktionslogik für EditIntervall.xaml

### [EditValues](#)

Interaktionslogik für EditValues.xaml

### [NewAlternative](#)

Interaktionslogik für NewAlternative.xaml

### [NewComplexFactor](#)

Interaktionslogik für NewComplexFactor.xaml

### [NewParallel](#)

Interaktionslogik für NewParallel.xaml

### [StringValue](#)

Hilfsklasse für EditValues

# Class EditIntervall

Interaktionslogik für EditIntervall.xaml

## Inheritance

System.Object  
System.Windows.Threading.DispatcherObject  
System.Windows.DependencyObject  
System.Windows.Media.Visual  
System.Windows.UIElement  
System.Windows.FrameworkElement  
System.Windows.Controls.Control  
System.Windows.Controls.ContentControl  
System.Windows.Window  
EditIntervall

## Implements

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

## Inherited Members

System.Windows.Window.TaskbarItemInfoProperty  
System.Windows.Window.DpiChangedEvent  
System.Windows.Window.AllowsTransparencyProperty  
System.Windows.Window.TitleProperty  
System.Windows.Window.IconProperty  
System.Windows.Window.SizeToContentProperty  
System.Windows.Window.TopProperty  
System.Windows.Window.LeftProperty  
System.Windows.Window.ShowInTaskbarProperty  
System.Windows.Window.IsActiveProperty  
System.Windows.Window.WindowStyleProperty  
System.Windows.Window.WindowStateProperty  
System.Windows.Window.ResizeModeProperty  
System.Windows.Window.TopmostProperty  
System.Windows.Window.ShowActivatedProperty  
System.Windows.Window.Show()  
System.Windows.Window.Hide()  
System.Windows.Window.Close()  
System.Windows.Window.DragMove()  
System.Windows.Window.ShowDialog()  
System.Windows.Window.Activate()  
System.Windows.Window.GetWindow(System.Windows.DependencyObject)  
System.Windows.Window.OnCreateAutomationPeer()  
System.Windows.Window.OnDpiChanged(System.Windows.DpiScale, System.Windows.DpiScale)  
System.Windows.Window.OnVisualParentChanged(System.Windows.DependencyObject)  
System.Windows.Window.MeasureOverride(System.Windows.Size)  
System.Windows.Window.ArrangeOverride(System.Windows.Size)  
System.Windows.Window.OnContentChanged(System.Object, System.Object)

System.Windows.Window.OnSourceInitialized(System.EventArgs)  
System.Windows.Window.OnActivated(System.EventArgs)  
System.Windows.Window.OnDeactivated(System.EventArgs)  
System.Windows.Window.OnStateChanged(System.EventArgs)  
System.Windows.Window.OnLocationChanged(System.EventArgs)  
System.Windows.Window.OnClosing(System.ComponentModel.CancelEventArgs)  
System.Windows.Window.OnClosed(System.EventArgs)  
System.Windows.Window.OnContentRendered(System.EventArgs)  
System.Windows.Window.OnManipulationBoundaryFeedback(System.Windows.Input.ManipulationBoundaryFeedbackEventArgs)  
System.Windows.Window.LogicalChildren  
System.Windows.Window.TaskbarItemInfo  
System.Windows.Window.AllowsTransparency  
System.Windows.Window.Title  
System.Windows.Window.Icon  
System.Windows.Window.SizeToContent  
System.Windows.Window.Top  
System.Windows.Window.Left  
System.Windows.Window.RestoreBounds  
System.Windows.Window.WindowStartupLocation  
System.Windows.Window.ShowInTaskbar  
System.Windows.Window.IsActive  
System.Windows.Window.Owner  
System.Windows.Window.OwnedWindows  
System.Windows.Window.DialogResult  
System.Windows.Window.WindowStyle  
System.Windows.Window.WindowState  
System.Windows.Window.ResizeMode  
System.Windows.Window.Topmost  
System.Windows.Window.ShowActivated  
System.Windows.Window.SourceInitialized  
System.Windows.Window.DpiChanged  
System.Windows.Window.Activated  
System.Windows.Window.Deactivated  
System.Windows.Window.StateChanged  
System.Windows.Window.LocationChanged  
System.Windows.Window.Closing  
System.Windows.Window.Closed  
System.Windows.Window.ContentRendered  
System.Windows.Controls.ContentControl.ContentProperty  
System.Windows.Controls.ContentControl.HasContentProperty  
System.Windows.Controls.ContentControl.ContentTemplateProperty  
System.Windows.Controls.ContentControl.ContentTemplateSelectorProperty  
System.Windows.Controls.ContentControl.ContentStringFormatProperty  
System.Windows.Controls.ContentControl.System.Windows.Markup.IAddChild.AddChild(System.Object)  
System.Windows.Controls.ContentControl.AddChild(System.Object)  
System.Windows.Controls.ContentControl.System.Windows.Markup.IAddChild.AddText(System.String)  
System.Windows.Controls.ContentControl.AddText(System.String)  
System.Windows.Controls.ContentControl.OnContentTemplateChanged(System.Windows.DataTemplate,  
System.Windows.DataTemplate)  
System.Windows.Controls.ContentControl.OnContentTemplateSelectorChanged(System.Windows.Controls.DataTemplateSelector,  
System.Windows.Controls.DataTemplateSelector)  
System.Windows.Controls.ContentControl.OnContentStringFormatChanged(System.String, System.String)

System.Windows.Controls.ContentControl.Content  
System.Windows.Controls.ContentControl.HasContent  
System.Windows.Controls.ContentControl.ContentTemplate  
System.Windows.Controls.ContentControl.ContentTemplateSelector  
System.Windows.Controls.ContentControl.ContentStringFormat  
System.Windows.Controls.Control.BorderBrushProperty  
System.Windows.Controls.Control.BorderThicknessProperty  
System.Windows.Controls.Control.BackgroundProperty  
System.Windows.Controls.Control.ForegroundProperty  
System.Windows.Controls.Control.FontFamilyProperty  
System.Windows.Controls.Control.FontSizeProperty  
System.Windows.Controls.Control.FontStretchProperty  
System.Windows.Controls.Control.FontStyleProperty  
System.Windows.Controls.Control.FontWeightProperty  
System.Windows.Controls.Control.HorizontalContentAlignmentProperty  
System.Windows.Controls.Control.VerticalContentAlignmentProperty  
System.Windows.Controls.Control.TabIndexProperty  
System.Windows.Controls.Control.IsTabStopProperty  
System.Windows.Controls.Control.PaddingProperty  
System.Windows.Controls.Control.TemplateProperty  
System.Windows.Controls.Control.PreviewMouseDoubleClickEvent  
System.Windows.Controls.Control.MouseDoubleClickEvent  
System.Windows.Controls.Control.OnTemplateChanged(System.Windows.Controls.ControlTemplate,  
System.Windows.Controls.ControlTemplate)  
System.Windows.Controls.Control.ToString()  
System.Windows.Controls.Control.OnPreviewMouseDoubleClick(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.Controls.Control.OnMouseDoubleClick(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.Controls.Control.BorderBrush  
System.Windows.Controls.Control.BorderThickness  
System.Windows.Controls.Control.Background  
System.Windows.Controls.Control.Foreground  
System.Windows.Controls.Control.FontFamily  
System.Windows.Controls.Control.FontSize  
System.Windows.Controls.Control.FontStretch  
System.Windows.Controls.Control.FontStyle  
System.Windows.Controls.Control.FontWeight  
System.Windows.Controls.Control.HorizontalContentAlignment  
System.Windows.Controls.Control.VerticalContentAlignment  
System.Windows.Controls.Control.TabIndex  
System.Windows.Controls.Control.IsTabStop  
System.Windows.Controls.Control.Padding  
System.Windows.Controls.Control.Template  
System.Windows.Controls.Control.HandlesScrolling  
System.Windows.Controls.Control.PreviewMouseDoubleClick  
System.Windows.Controls.Control.MouseDoubleClick  
System.Windows.FrameworkElement.StyleProperty  
System.Windows.FrameworkElement.OverridesDefaultStyleProperty  
System.Windows.FrameworkElement.UseLayoutRoundingProperty  
System.Windows.FrameworkElement.DefaultStyleKeyProperty  
System.Windows.FrameworkElement.DataContextProperty  
System.Windows.FrameworkElement.BindingGroupProperty  
System.Windows.FrameworkElement.LanguageProperty



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

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

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

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

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

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

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

System.Windows.UIElement.CommandBindings  
System.Windows.UIElement.AllowDrop  
System.Windows.UIElement.StylusPlugIns  
System.Windows.UIElement.DesiredSize  
System.Windows.UIElement.IsMeasureValid  
System.Windows.UIElement.IsArrangeValid  
System.Windows.UIElement.RenderSize  
System.Windows.UIElement.RenderTransform  
System.Windows.UIElement.RenderTransformOrigin  
System.Windows.UIElement.IsMouseDirectlyOver  
System.Windows.UIElement.IsMouseOver  
System.Windows.UIElement.IsStylusOver  
System.Windows.UIElement.IsKeyboardFocusWithin  
System.Windows.UIElement.IsMouseCaptured  
System.Windows.UIElement.IsMouseCaptureWithin  
System.Windows.UIElement.IsStylusDirectlyOver  
System.Windows.UIElement.IsStylusCaptured  
System.Windows.UIElement.IsStylusCaptureWithin  
System.Windows.UIElement.IsKeyboardFocused  
System.Windows.UIElement.IsInputMethodEnabled  
System.Windows.UIElement.Opacity  
System.Windows.UIElement.OpacityMask  
System.Windows.UIElement.BitmapEffect  
System.Windows.UIElement.Effect  
System.Windows.UIElement.BitmapEffectInput  
System.Windows.UIElement.CacheMode  
System.Windows.UIElement.Uid  
System.Windows.UIElement.Visibility  
System.Windows.UIElement.ClipToBounds  
System.Windows.UIElement.Clip  
System.Windows.UIElement.SnapsToDevicePixels  
System.Windows.UIElement.HasEffectiveKeyboardFocus  
System.Windows.UIElement.IsFocused  
System.Windows.UIElement.IsEnabled  
System.Windows.UIElement.IsEnabledCore  
System.Windows.UIElement.IsHitTestVisible  
System.Windows.UIElement.IsVisible  
System.Windows.UIElement.Focusable  
System.Windows.UIElement.PersistId  
System.Windows.UIElement.IsManipulationEnabled  
System.Windows.UIElement.AreAnyTouchesOver  
System.Windows.UIElement.AreAnyTouchesDirectlyOver  
System.Windows.UIElement.AreAnyTouchesCapturedWithin  
System.Windows.UIElement.AreAnyTouchesCaptured  
System.Windows.UIElement.TouchesCaptured  
System.Windows.UIElement.TouchesCapturedWithin  
System.Windows.UIElement.TouchesOver  
System.Windows.UIElement.TouchesDirectlyOver  
System.Windows.UIElement.PreviewMouseDown  
System.Windows.UIElement.MouseDown  
System.Windows.UIElement.PreviewMouseUp  
System.Windows.UIElement.MouseUp



System.Windows.UIElement.PreviewMouseLeftButtonDown  
System.Windows.UIElement.MouseLeftButtonDown  
System.Windows.UIElement.PreviewMouseLeftButtonUp  
System.Windows.UIElement.MouseLeftButtonUp  
System.Windows.UIElement.PreviewMouseRightButtonDown  
System.Windows.UIElement.MouseRightButtonDown  
System.Windows.UIElement.PreviewMouseRightButtonUp  
System.Windows.UIElement.MouseRightButtonUp  
System.Windows.UIElement.PreviewMouseMove  
System.Windows.UIElement.MouseMove  
System.Windows.UIElement.PreviewMouseWheel  
System.Windows.UIElement.MouseWheel  
System.Windows.UIElement.MouseEnter  
System.Windows.UIElement.MouseLeave  
System.Windows.UIElement.GotMouseCapture  
System.Windows.UIElement.LostMouseCapture  
System.Windows.UIElement.QueryCursor  
System.Windows.UIElement.PreviewStylusDown  
System.Windows.UIElement.StylusDown  
System.Windows.UIElement.PreviewStylusUp  
System.Windows.UIElement.StylusUp  
System.Windows.UIElement.PreviewStylusMove  
System.Windows.UIElement.StylusMove  
System.Windows.UIElement.PreviewStylusInAirMove  
System.Windows.UIElement.StylusInAirMove  
System.Windows.UIElement.StylusEnter  
System.Windows.UIElement.StylusLeave  
System.Windows.UIElement.PreviewStylusInRange  
System.Windows.UIElement.StylusInRange  
System.Windows.UIElement.PreviewStylusOutOfRange  
System.Windows.UIElement.StylusOutOfRange  
System.Windows.UIElement.PreviewStylusSystemGesture  
System.Windows.UIElement.StylusSystemGesture  
System.Windows.UIElement.GotStylusCapture  
System.Windows.UIElement.LostStylusCapture  
System.Windows.UIElement.StylusButtonDown  
System.Windows.UIElement.StylusButtonUp  
System.Windows.UIElement.PreviewStylusButtonDown  
System.Windows.UIElement.PreviewStylusButtonUp  
System.Windows.UIElement.PreviewKeyDown  
System.Windows.UIElement.KeyDown  
System.Windows.UIElement.PreviewKeyUp  
System.Windows.UIElement.KeyUp  
System.Windows.UIElement.PreviewGotKeyboardFocus  
System.Windows.UIElement.GotKeyboardFocus  
System.Windows.UIElement.PreviewLostKeyboardFocus  
System.Windows.UIElement.LostKeyboardFocus  
System.Windows.UIElement.PreviewTextInput  
System.Windows.UIElement.TextInput  
System.Windows.UIElement.PreviewQueryContinueDrag  
System.Windows.UIElement.QueryContinueDrag  
System.Windows.UIElement.PreviewGiveFeedback

System.Windows.UIElement.GiveFeedback  
System.Windows.UIElement.PreviewDragEnter  
System.Windows.UIElement.DragEnter  
System.Windows.UIElement.PreviewDragOver  
System.Windows.UIElement.DragOver  
System.Windows.UIElement.PreviewDragLeave  
System.Windows.UIElement.DragLeave  
System.Windows.UIElement.PreviewDrop  
System.Windows.UIElement.Drop  
System.Windows.UIElement.PreviewTouchDown  
System.Windows.UIElement.TouchDown  
System.Windows.UIElement.PreviewTouchMove  
System.Windows.UIElement.TouchMove  
System.Windows.UIElement.PreviewTouchUp  
System.Windows.UIElement.TouchUp  
System.Windows.UIElement.GotTouchCapture  
System.Windows.UIElement.LostTouchCapture  
System.Windows.UIElement.TouchEnter  
System.Windows.UIElement.TouchLeave  
System.Windows.UIElement.IsMouseDirectlyOverChanged  
System.Windows.UIElement.IsKeyboardFocusWithinChanged  
System.Windows.UIElement.IsMouseCapturedChanged  
System.Windows.UIElement.IsMouseCaptureWithinChanged  
System.Windows.UIElement.IsStylusDirectlyOverChanged  
System.Windows.UIElement.IsStylusCapturedChanged  
System.Windows.UIElement.IsStylusCaptureWithinChanged  
System.Windows.UIElement.IsKeyboardFocusedChanged  
System.Windows.UIElement.LayoutUpdated  
System.Windows.UIElement.GotFocus  
System.Windows.UIElement.LostFocus  
System.Windows.UIElement.IsEnabledChanged  
System.Windows.UIElement.IsHitTestVisibleChanged  
System.Windows.UIElement.IsVisibleChanged  
System.Windows.UIElement.FocusableChanged  
System.Windows.UIElement.ManipulationStarting  
System.Windows.UIElement.ManipulationStarted  
System.Windows.UIElement.ManipulationDelta  
System.Windows.UIElement.ManipulationInertiaStarting  
System.Windows.UIElement.ManipulationBoundaryFeedback  
System.Windows.UIElement.ManipulationCompleted  
System.Windows.Media.Visual.AddVisualChild(System.Windows.Media.Visual)  
System.Windows.Media.Visual.RemoveVisualChild(System.Windows.Media.Visual)  
System.Windows.Media.Visual.OnVisualChildrenChanged(System.Windows.DependencyObject,  
System.Windows.DependencyObject)  
System.Windows.Media.Visual.IsAncestorOf(System.Windows.DependencyObject)  
System.Windows.Media.Visual.IsDescendantOf(System.Windows.DependencyObject)  
System.Windows.Media.Visual.FindCommonVisualAncestor(System.Windows.DependencyObject)  
System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Visual)  
System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Media3D.Visual3D)  
System.Windows.Media.Visual.TransformToDescendant(System.Windows.Media.Visual)  
System.Windows.Media.Visual.TransformToVisual(System.Windows.Media.Visual)  
System.Windows.Media.Visual.PointToScreen(System.Windows.Point)

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

Namespace: [EMS.Dialog](#)

Assembly: EMS.dll

Syntax

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

## Constructors

### EditIntervall()

Declaration

```
public EditIntervall()
```

EditIntervall(Decimal, Decimal, Decimal)

Declaration

```
public EditIntervall(decimal sv, decimal ev, decimal iv)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Decimal	sv	
System.Decimal	ev	
System.Decimal	iv	

EditIntervall(Decimal, Decimal, Decimal, Decimal)

Declaration

```
public EditIntervall(decimal sv, decimal ev, decimal iv, decimal currentvalue)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Decimal	sv	
System.Decimal	ev	
System.Decimal	iv	
System.Decimal	currentvalue	

EditIntervall(Decimal, Decimal, Decimal, Decimal, String)

Declaration

```
public EditIntervall(decimal sv, decimal ev, decimal iv, decimal currentvalue, string nodeName)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Decimal	sv	
System.Decimal	ev	
System.Decimal	iv	
System.Decimal	currentvalue	
System.String	nodeName	

Properties

EndValue

Eigenschaft für den Endwert.

## Declaration

```
public decimal EndValue { get; set; }
```

## Property Value

TYPE	DESCRIPTION
System.Decimal	

## Increment

Eigenschaft für die Schrittweite.

## Declaration

```
public decimal Increment { get; set; }
```

## Property Value

TYPE	DESCRIPTION
System.Decimal	

## ResponseText

Eigenschaft über die man den Text der Textbox NameHolder erreichen kann.

## Declaration

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

## Property Value

TYPE	DESCRIPTION
System.String	

## StartValue

Eigenschaft für den Startwert.

## Declaration

```
public decimal StartValue { get; set; }
```

## Property Value

TYPE	DESCRIPTION
System.Decimal	

## Implements

System.Windows.Media.Animation.IAnimatable

System.Windows.IFrameworkInputElement

System.Windows.IInputElement

System.ComponentModel.ISupportInitialize

System.Windows.Markup.IQueryAmbient

System.Windows.Markup.IAddChild

# Class EditValues

Interaktionslogik für EditValues.xaml

## Inheritance

System.Object  
System.Windows.Threading.DispatcherObject  
System.Windows.DependencyObject  
System.Windows.Media.Visual  
System.Windows.UIElement  
System.Windows.FrameworkElement  
System.Windows.Controls.Control  
System.Windows.Controls.ContentControl  
System.Windows.Window  
EditValues

## Implements

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

## Inherited Members

System.Windows.Window.TaskbarItemInfoProperty  
System.Windows.Window.DpiChangedEvent  
System.Windows.Window.AllowsTransparencyProperty  
System.Windows.Window.TitleProperty  
System.Windows.Window.IconProperty  
System.Windows.Window.SizeToContentProperty  
System.Windows.Window.TopProperty  
System.Windows.Window.LeftProperty  
System.Windows.Window.ShowInTaskbarProperty  
System.Windows.Window.IsActiveProperty  
System.Windows.Window.WindowStyleProperty  
System.Windows.Window.WindowStateProperty  
System.Windows.Window.ResizeModeProperty  
System.Windows.Window.TopmostProperty  
System.Windows.Window.ShowActivatedProperty  
System.Windows.Window.Show()  
System.Windows.Window.Hide()  
System.Windows.Window.Close()  
System.Windows.Window.DragMove()  
System.Windows.Window.ShowDialog()  
System.Windows.Window.Activate()  
System.Windows.Window.GetWindow(System.Windows.DependencyObject)  
System.Windows.Window.OnCreateAutomationPeer()  
System.Windows.Window.OnDpiChanged(System.Windows.DpiScale, System.Windows.DpiScale)  
System.Windows.Window.OnVisualParentChanged(System.Windows.DependencyObject)  
System.Windows.Window.MeasureOverride(System.Windows.Size)  
System.Windows.Window.ArrangeOverride(System.Windows.Size)  
System.Windows.Window.OnContentChanged(System.Object, System.Object)

System.Windows.Window.OnSourceInitialized(System.EventArgs)  
System.Windows.Window.OnActivated(System.EventArgs)  
System.Windows.Window.OnDeactivated(System.EventArgs)  
System.Windows.Window.OnStateChanged(System.EventArgs)  
System.Windows.Window.OnLocationChanged(System.EventArgs)  
System.Windows.Window.OnClosing(System.ComponentModel.CancelEventArgs)  
System.Windows.Window.OnClosed(System.EventArgs)  
System.Windows.Window.OnContentRendered(System.EventArgs)  
System.Windows.Window.OnManipulationBoundaryFeedback(System.Windows.Input.ManipulationBoundaryFeedbackEventArgs)  
System.Windows.Window.LogicalChildren  
System.Windows.Window.TaskbarItemInfo  
System.Windows.Window.AllowsTransparency  
System.Windows.Window.Title  
System.Windows.Window.Icon  
System.Windows.Window.SizeToContent  
System.Windows.Window.Top  
System.Windows.Window.Left  
System.Windows.Window.RestoreBounds  
System.Windows.Window.WindowStartupLocation  
System.Windows.Window.ShowInTaskbar  
System.Windows.Window.IsActive  
System.Windows.Window.Owner  
System.Windows.Window.OwnedWindows  
System.Windows.Window.DialogResult  
System.Windows.Window.WindowStyle  
System.Windows.Window.WindowState  
System.Windows.Window.ResizeMode  
System.Windows.Window.Topmost  
System.Windows.Window.ShowActivated  
System.Windows.Window.SourceInitialized  
System.Windows.Window.DpiChanged  
System.Windows.Window.Activated  
System.Windows.Window.Deactivated  
System.Windows.Window.StateChanged  
System.Windows.Window.LocationChanged  
System.Windows.Window.Closing  
System.Windows.Window.Closed  
System.Windows.Window.ContentRendered  
System.Windows.Controls.ContentControl.ContentProperty  
System.Windows.Controls.ContentControl.HasContentProperty  
System.Windows.Controls.ContentControl.ContentTemplateProperty  
System.Windows.Controls.ContentControl.ContentTemplateSelectorProperty  
System.Windows.Controls.ContentControl.ContentStringFormatProperty  
System.Windows.Controls.ContentControl.System.Windows.Markup.IAddChild.AddChild(System.Object)  
System.Windows.Controls.ContentControl.AddChild(System.Object)  
System.Windows.Controls.ContentControl.System.Windows.Markup.IAddChild.AddText(System.String)  
System.Windows.Controls.ContentControl.AddText(System.String)  
System.Windows.Controls.ContentControl.OnContentTemplateChanged(System.Windows.DataTemplate,  
System.Windows.DataTemplate)  
System.Windows.Controls.ContentControl.OnContentTemplateSelectorChanged(System.Windows.Controls.DataTemplateSelector,  
System.Windows.Controls.DataTemplateSelector)  
System.Windows.Controls.ContentControl.OnContentStringFormatChanged(System.String, System.String)

System.Windows.Controls.ContentControl.Content  
System.Windows.Controls.ContentControl.HasContent  
System.Windows.Controls.ContentControl.ContentTemplate  
System.Windows.Controls.ContentControl.ContentTemplateSelector  
System.Windows.Controls.ContentControl.ContentStringFormat  
System.Windows.Controls.Control.BorderBrushProperty  
System.Windows.Controls.Control.BorderThicknessProperty  
System.Windows.Controls.Control.BackgroundProperty  
System.Windows.Controls.Control.ForegroundProperty  
System.Windows.Controls.Control.FontFamilyProperty  
System.Windows.Controls.Control.FontSizeProperty  
System.Windows.Controls.Control.FontStretchProperty  
System.Windows.Controls.Control.FontStyleProperty  
System.Windows.Controls.Control.FontWeightProperty  
System.Windows.Controls.Control.HorizontalContentAlignmentProperty  
System.Windows.Controls.Control.VerticalContentAlignmentProperty  
System.Windows.Controls.Control.TabIndexProperty  
System.Windows.Controls.Control.IsTabStopProperty  
System.Windows.Controls.Control.PaddingProperty  
System.Windows.Controls.Control.TemplateProperty  
System.Windows.Controls.Control.PreviewMouseDoubleClickEvent  
System.Windows.Controls.Control.MouseDoubleClickEvent  
System.Windows.Controls.Control.OnTemplateChanged(System.Windows.Controls.ControlTemplate,  
System.Windows.Controls.ControlTemplate)  
System.Windows.Controls.Control.ToString()  
System.Windows.Controls.Control.OnPreviewMouseDoubleClick(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.Controls.Control.OnMouseDoubleClick(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.Controls.Control.BorderBrush  
System.Windows.Controls.Control.BorderThickness  
System.Windows.Controls.Control.Background  
System.Windows.Controls.Control.Foreground  
System.Windows.Controls.Control.FontFamily  
System.Windows.Controls.Control.FontSize  
System.Windows.Controls.Control.FontStretch  
System.Windows.Controls.Control.FontStyle  
System.Windows.Controls.Control.FontWeight  
System.Windows.Controls.Control.HorizontalContentAlignment  
System.Windows.Controls.Control.VerticalContentAlignment  
System.Windows.Controls.Control.TabIndex  
System.Windows.Controls.Control.IsTabStop  
System.Windows.Controls.Control.Padding  
System.Windows.Controls.Control.Template  
System.Windows.Controls.Control.HandlesScrolling  
System.Windows.Controls.Control.PreviewMouseDoubleClick  
System.Windows.Controls.Control.MouseDoubleClick  
System.Windows.FrameworkElement.StyleProperty  
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System.Windows.UIElement.OnPreviewStylusOutOfRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusOutOfRange(System.Windows.Input.StylusEventArgs)  
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System.Windows.UIElement.OnLostStylusCapture(System.Windows.Input.StylusEventArgs)  
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System.Windows.UIElement.OnPreviewStylusButtonDown(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnPreviewStylusButtonUp(System.Windows.Input.StylusButtonEventArgs)  
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System.Windows.UIElement.OnKeyDown(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnPreviewKeyUp(System.Windows.Input.KeyEventArgs)  
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System.Windows.UIElement.OnDragOver(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewDragLeave(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDragLeave(System.Windows.DragEventArgs)  
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System.Windows.UIElement.OnTouchUp(System.Windows.Input.TouchEventArgs)  
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System.Windows.UIElement.IsStylusDirectlyOver  
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System.Windows.UIElement.Uid  
System.Windows.UIElement.Visibility  
System.Windows.UIElement.ClipToBounds  
System.Windows.UIElement.Clip  
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System.Windows.UIElement.IsManipulationEnabled  
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System.Windows.UIElement.AreAnyTouchesDirectlyOver  
System.Windows.UIElement.AreAnyTouchesCapturedWithin  
System.Windows.UIElement.AreAnyTouchesCaptured  
System.Windows.UIElement.TouchesCaptured  
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System.Windows.UIElement.PreviewMouseDown  
System.Windows.UIElement.MouseDown  
System.Windows.UIElement.PreviewMouseUp  
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System.Windows.UIElement.MouseLeftButtonDown  
System.Windows.UIElement.PreviewMouseLeftButtonUp  
System.Windows.UIElement.MouseLeftButtonUp  
System.Windows.UIElement.PreviewMouseRightButtonDown  
System.Windows.UIElement.MouseRightButtonDown  
System.Windows.UIElement.PreviewMouseRightButtonUp  
System.Windows.UIElement.MouseRightButtonUp  
System.Windows.UIElement.PreviewMouseMove  
System.Windows.UIElement.MouseMove  
System.Windows.UIElement.PreviewMouseWheel  
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System.Windows.UIElement.StylusMove  
System.Windows.UIElement.PreviewStylusInAirMove  
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System.Windows.UIElement.StylusEnter  
System.Windows.UIElement.StylusLeave  
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System.Windows.UIElement.PreviewStylusOutOfRange  
System.Windows.UIElement.StylusOutOfRange  
System.Windows.UIElement.PreviewStylusSystemGesture  
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System.Windows.UIElement.GotStylusCapture  
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System.Windows.UIElement.PreviewTextInput  
System.Windows.UIElement.TextInput  
System.Windows.UIElement.PreviewQueryContinueDrag  
System.Windows.UIElement.QueryContinueDrag  
System.Windows.UIElement.PreviewGiveFeedback

System.Windows.UIElement.GiveFeedback  
System.Windows.UIElement.PreviewDragEnter  
System.Windows.UIElement.DragEnter  
System.Windows.UIElement.PreviewDragOver  
System.Windows.UIElement.DragOver  
System.Windows.UIElement.PreviewDragLeave  
System.Windows.UIElement.DragLeave  
System.Windows.UIElement.PreviewDrop  
System.Windows.UIElement.Drop  
System.Windows.UIElement.PreviewTouchDown  
System.Windows.UIElement.TouchDown  
System.Windows.UIElement.PreviewTouchMove  
System.Windows.UIElement.TouchMove  
System.Windows.UIElement.PreviewTouchUp  
System.Windows.UIElement.TouchUp  
System.Windows.UIElement.GotTouchCapture  
System.Windows.UIElement.LostTouchCapture  
System.Windows.UIElement.TouchEnter  
System.Windows.UIElement.TouchLeave  
System.Windows.UIElement.IsMouseDirectlyOverChanged  
System.Windows.UIElement.IsKeyboardFocusWithinChanged  
System.Windows.UIElement.IsMouseCapturedChanged  
System.Windows.UIElement.IsMouseCaptureWithinChanged  
System.Windows.UIElement.IsStylusDirectlyOverChanged  
System.Windows.UIElement.IsStylusCapturedChanged  
System.Windows.UIElement.IsStylusCaptureWithinChanged  
System.Windows.UIElement.IsKeyboardFocusedChanged  
System.Windows.UIElement.LayoutUpdated  
System.Windows.UIElement.GotFocus  
System.Windows.UIElement.LostFocus  
System.Windows.UIElement.IsEnabledChanged  
System.Windows.UIElement.IsHitTestVisibleChanged  
System.Windows.UIElement.IsVisibleChanged  
System.Windows.UIElement.FocusableChanged  
System.Windows.UIElement.ManipulationStarting  
System.Windows.UIElement.ManipulationStarted  
System.Windows.UIElement.ManipulationDelta  
System.Windows.UIElement.ManipulationInertiaStarting  
System.Windows.UIElement.ManipulationBoundaryFeedback  
System.Windows.UIElement.ManipulationCompleted  
System.Windows.Media.Visual.AddVisualChild(System.Windows.Media.Visual)  
System.Windows.Media.Visual.RemoveVisualChild(System.Windows.Media.Visual)  
System.Windows.Media.Visual.OnVisualChildrenChanged(System.Windows.DependencyObject,  
System.Windows.DependencyObject)  
System.Windows.Media.Visual.IsAncestorOf(System.Windows.DependencyObject)  
System.Windows.Media.Visual.IsDescendantOf(System.Windows.DependencyObject)  
System.Windows.Media.Visual.FindCommonVisualAncestor(System.Windows.DependencyObject)  
System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Visual)  
System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Media3D.Visual3D)  
System.Windows.Media.Visual.TransformToDescendant(System.Windows.Media.Visual)  
System.Windows.Media.Visual.TransformToVisual(System.Windows.Media.Visual)  
System.Windows.Media.Visual.PointToScreen(System.Windows.Point)

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

Namespace: [EMS.Dialog](#)

Assembly: EMS.dll

Syntax

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

## Constructors

### EditValues()

Declaration

```
public EditValues()
```

EditValues(String, String[])

Declaration

```
public EditValues(string curValue, string[] valuestoedit)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	curValue	
System.String[]	valuestoedit	

EditValues(String, String[], String)

Declaration

```
public EditValues(string curValue, string[] valuestoedit, string nodeName)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	curValue	
System.String[]	valuestoedit	
System.String	nodeName	

EditValues(String[])

Declaration

```
public EditValues(string[] valuestoedit)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String[]	valuestoedit	

Properties

ResponseText

Eigenschaft über die man den Text der Textbox NameHolder erreichen kann.

Declaration

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

Property Value

TYPE	DESCRIPTION
System.String	

ResultArray

Rückgabe-Array, das die Werte von returnList hält.

Declaration

```
public string[] ResultArray { get; }
```

Property Value

TYPE	DESCRIPTION
System.String[]	

Methods

GetValue()

Gibt values zurück.

Declaration

```
public ObservableCollection<StringValue> GetValue()
```

Returns

TYPE	DESCRIPTION
System.Collections.ObjectModel.ObservableCollection< <a href="#">StringValue</a> >	

GetValue(String[])

Fügt die Werte aus valstoload values hinzu und gibt values zurück.

Declaration

```
public ObservableCollection<StringValue> GetValue(string[] valstoload)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String[]	valstoload	

Returns

TYPE	DESCRIPTION
System.Collections.ObjectModel.ObservableCollection< <a href="#">StringValue</a> >	

Implements

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

# Class NewAlternative

Interaktionslogik für NewAlternative.xaml

## Inheritance

System.Object  
System.Windows.Threading.DispatcherObject  
System.Windows.DependencyObject  
System.Windows.Media.Visual  
System.Windows.UIElement  
System.Windows.FrameworkElement  
System.Windows.Controls.Control  
System.Windows.Controls.ContentControl  
System.Windows.Window  
NewAlternative

## Implements

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

## Inherited Members

System.Windows.Window.TaskbarItemInfoProperty  
System.Windows.Window.DpiChangedEvent  
System.Windows.Window.AllowsTransparencyProperty  
System.Windows.Window.TitleProperty  
System.Windows.Window.IconProperty  
System.Windows.Window.SizeToContentProperty  
System.Windows.Window.TopProperty  
System.Windows.Window.LeftProperty  
System.Windows.Window.ShowInTaskbarProperty  
System.Windows.Window.IsActiveProperty  
System.Windows.Window.WindowStyleProperty  
System.Windows.Window.WindowStateProperty  
System.Windows.Window.ResizeModeProperty  
System.Windows.Window.TopmostProperty  
System.Windows.Window.ShowActivatedProperty  
System.Windows.Window.Show()  
System.Windows.Window.Hide()  
System.Windows.Window.Close()  
System.Windows.Window.DragMove()  
System.Windows.Window.ShowDialog()  
System.Windows.Window.Activate()  
System.Windows.Window.GetWindow(System.Windows.DependencyObject)  
System.Windows.Window.OnCreateAutomationPeer()  
System.Windows.Window.OnDpiChanged(System.Windows.DpiScale, System.Windows.DpiScale)  
System.Windows.Window.OnVisualParentChanged(System.Windows.DependencyObject)  
System.Windows.Window.MeasureOverride(System.Windows.Size)  
System.Windows.Window.ArrangeOverride(System.Windows.Size)  
System.Windows.Window.OnContentChanged(System.Object, System.Object)

System.Windows.Window.OnSourceInitialized(System.EventArgs)  
System.Windows.Window.OnActivated(System.EventArgs)  
System.Windows.Window.OnDeactivated(System.EventArgs)  
System.Windows.Window.OnStateChanged(System.EventArgs)  
System.Windows.Window.OnLocationChanged(System.EventArgs)  
System.Windows.Window.OnClosing(System.ComponentModel.CancelEventArgs)  
System.Windows.Window.OnClosed(System.EventArgs)  
System.Windows.Window.OnContentRendered(System.EventArgs)  
System.Windows.Window.OnManipulationBoundaryFeedback(System.Windows.Input.ManipulationBoundaryFeedbackEventArgs)  
System.Windows.Window.LogicalChildren  
System.Windows.Window.TaskbarItemInfo  
System.Windows.Window.AllowsTransparency  
System.Windows.Window.Title  
System.Windows.Window.Icon  
System.Windows.Window.SizeToContent  
System.Windows.Window.Top  
System.Windows.Window.Left  
System.Windows.Window.RestoreBounds  
System.Windows.Window.WindowStartupLocation  
System.Windows.Window.ShowInTaskbar  
System.Windows.Window.IsActive  
System.Windows.Window.Owner  
System.Windows.Window.OwnedWindows  
System.Windows.Window.DialogResult  
System.Windows.Window.WindowStyle  
System.Windows.Window.WindowState  
System.Windows.Window.ResizeMode  
System.Windows.Window.Topmost  
System.Windows.Window.ShowActivated  
System.Windows.Window.SourceInitialized  
System.Windows.Window.DpiChanged  
System.Windows.Window.Activated  
System.Windows.Window.Deactivated  
System.Windows.Window.StateChanged  
System.Windows.Window.LocationChanged  
System.Windows.Window.Closing  
System.Windows.Window.Closed  
System.Windows.Window.ContentRendered  
System.Windows.Controls.ContentControl.ContentProperty  
System.Windows.Controls.ContentControl.HasContentProperty  
System.Windows.Controls.ContentControl.ContentTemplateProperty  
System.Windows.Controls.ContentControl.ContentTemplateSelectorProperty  
System.Windows.Controls.ContentControl.ContentStringFormatProperty  
System.Windows.Controls.ContentControl.System.Windows.Markup.IAddChild.AddChild(System.Object)  
System.Windows.Controls.ContentControl.AddChild(System.Object)  
System.Windows.Controls.ContentControl.System.Windows.Markup.IAddChild.AddText(System.String)  
System.Windows.Controls.ContentControl.AddText(System.String)  
System.Windows.Controls.ContentControl.OnContentTemplateChanged(System.Windows.DataTemplate,  
System.Windows.DataTemplate)  
System.Windows.Controls.ContentControl.OnContentTemplateSelectorChanged(System.Windows.Controls.DataTemplateSelector,  
System.Windows.Controls.DataTemplateSelector)  
System.Windows.Controls.ContentControl.OnContentStringFormatChanged(System.String, System.String)

System.Windows.Controls.ContentControl.Content  
System.Windows.Controls.ContentControl.HasContent  
System.Windows.Controls.ContentControl.ContentTemplate  
System.Windows.Controls.ContentControl.ContentTemplateSelector  
System.Windows.Controls.ContentControl.ContentStringFormat  
System.Windows.Controls.Control.BorderBrushProperty  
System.Windows.Controls.Control.BorderThicknessProperty  
System.Windows.Controls.Control.BackgroundProperty  
System.Windows.Controls.Control.ForegroundProperty  
System.Windows.Controls.Control.FontFamilyProperty  
System.Windows.Controls.Control.FontSizeProperty  
System.Windows.Controls.Control.FontStretchProperty  
System.Windows.Controls.Control.FontStyleProperty  
System.Windows.Controls.Control.FontWeightProperty  
System.Windows.Controls.Control.HorizontalContentAlignmentProperty  
System.Windows.Controls.Control.VerticalContentAlignmentProperty  
System.Windows.Controls.Control.TabIndexProperty  
System.Windows.Controls.Control.IsTabStopProperty  
System.Windows.Controls.Control.PaddingProperty  
System.Windows.Controls.Control.TemplateProperty  
System.Windows.Controls.Control.PreviewMouseDoubleClickEvent  
System.Windows.Controls.Control.MouseDoubleClickEvent  
System.Windows.Controls.Control.OnTemplateChanged(System.Windows.Controls.ControlTemplate,  
System.Windows.Controls.ControlTemplate)  
System.Windows.Controls.Control.ToString()  
System.Windows.Controls.Control.OnPreviewMouseDoubleClick(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.Controls.Control.OnMouseDoubleClick(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.Controls.Control.BorderBrush  
System.Windows.Controls.Control.BorderThickness  
System.Windows.Controls.Control.Background  
System.Windows.Controls.Control.Foreground  
System.Windows.Controls.Control.FontFamily  
System.Windows.Controls.Control.FontSize  
System.Windows.Controls.Control.FontStretch  
System.Windows.Controls.Control.FontStyle  
System.Windows.Controls.Control.FontWeight  
System.Windows.Controls.Control.HorizontalContentAlignment  
System.Windows.Controls.Control.VerticalContentAlignment  
System.Windows.Controls.Control.TabIndex  
System.Windows.Controls.Control.IsTabStop  
System.Windows.Controls.Control.Padding  
System.Windows.Controls.Control.Template  
System.Windows.Controls.Control.HandlesScrolling  
System.Windows.Controls.Control.PreviewMouseDoubleClick  
System.Windows.Controls.Control.MouseDoubleClick  
System.Windows.FrameworkElement.StyleProperty  
System.Windows.FrameworkElement.OverridesDefaultStyleProperty  
System.Windows.FrameworkElement.UseLayoutRoundingProperty  
System.Windows.FrameworkElement.DefaultStyleKeyProperty  
System.Windows.FrameworkElement.DataContextProperty  
System.Windows.FrameworkElement.BindingGroupProperty  
System.Windows.FrameworkElement.LanguageProperty



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

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

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

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

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

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

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

System.Windows.UIElement.CommandBindings  
System.Windows.UIElement.AllowDrop  
System.Windows.UIElement.StylusPlugIns  
System.Windows.UIElement.DesiredSize  
System.Windows.UIElement.IsMeasureValid  
System.Windows.UIElement.IsArrangeValid  
System.Windows.UIElement.RenderSize  
System.Windows.UIElement.RenderTransform  
System.Windows.UIElement.RenderTransformOrigin  
System.Windows.UIElement.IsMouseDirectlyOver  
System.Windows.UIElement.IsMouseOver  
System.Windows.UIElement.IsStylusOver  
System.Windows.UIElement.IsKeyboardFocusWithin  
System.Windows.UIElement.IsMouseCaptured  
System.Windows.UIElement.IsMouseCaptureWithin  
System.Windows.UIElement.IsStylusDirectlyOver  
System.Windows.UIElement.IsStylusCaptured  
System.Windows.UIElement.IsStylusCaptureWithin  
System.Windows.UIElement.IsKeyboardFocused  
System.Windows.UIElement.IsInputMethodEnabled  
System.Windows.UIElement.Opacity  
System.Windows.UIElement.OpacityMask  
System.Windows.UIElement.BitmapEffect  
System.Windows.UIElement.Effect  
System.Windows.UIElement.BitmapEffectInput  
System.Windows.UIElement.CacheMode  
System.Windows.UIElement.Uid  
System.Windows.UIElement.Visibility  
System.Windows.UIElement.ClipToBounds  
System.Windows.UIElement.Clip  
System.Windows.UIElement.SnapsToDevicePixels  
System.Windows.UIElement.HasEffectiveKeyboardFocus  
System.Windows.UIElement.IsFocused  
System.Windows.UIElement.IsEnabled  
System.Windows.UIElement.IsEnabledCore  
System.Windows.UIElement.IsHitTestVisible  
System.Windows.UIElement.IsVisible  
System.Windows.UIElement.Focusable  
System.Windows.UIElement.PersistId  
System.Windows.UIElement.IsManipulationEnabled  
System.Windows.UIElement.AreAnyTouchesOver  
System.Windows.UIElement.AreAnyTouchesDirectlyOver  
System.Windows.UIElement.AreAnyTouchesCapturedWithin  
System.Windows.UIElement.AreAnyTouchesCaptured  
System.Windows.UIElement.TouchesCaptured  
System.Windows.UIElement.TouchesCapturedWithin  
System.Windows.UIElement.TouchesOver  
System.Windows.UIElement.TouchesDirectlyOver  
System.Windows.UIElement.PreviewMouseDown  
System.Windows.UIElement.MouseDown  
System.Windows.UIElement.PreviewMouseUp  
System.Windows.UIElement.MouseUp



System.Windows.UIElement.PreviewMouseLeftButtonDown  
System.Windows.UIElement.MouseLeftButtonDown  
System.Windows.UIElement.PreviewMouseLeftButtonUp  
System.Windows.UIElement.MouseLeftButtonUp  
System.Windows.UIElement.PreviewMouseRightButtonDown  
System.Windows.UIElement.MouseRightButtonDown  
System.Windows.UIElement.PreviewMouseRightButtonUp  
System.Windows.UIElement.MouseRightButtonUp  
System.Windows.UIElement.PreviewMouseMove  
System.Windows.UIElement.MouseMove  
System.Windows.UIElement.PreviewMouseWheel  
System.Windows.UIElement.MouseWheel  
System.Windows.UIElement.MouseEnter  
System.Windows.UIElement.MouseLeave  
System.Windows.UIElement.GotMouseCapture  
System.Windows.UIElement.LostMouseCapture  
System.Windows.UIElement.QueryCursor  
System.Windows.UIElement.PreviewStylusDown  
System.Windows.UIElement.StylusDown  
System.Windows.UIElement.PreviewStylusUp  
System.Windows.UIElement.StylusUp  
System.Windows.UIElement.PreviewStylusMove  
System.Windows.UIElement.StylusMove  
System.Windows.UIElement.PreviewStylusInAirMove  
System.Windows.UIElement.StylusInAirMove  
System.Windows.UIElement.StylusEnter  
System.Windows.UIElement.StylusLeave  
System.Windows.UIElement.PreviewStylusInRange  
System.Windows.UIElement.StylusInRange  
System.Windows.UIElement.PreviewStylusOutOfRange  
System.Windows.UIElement.StylusOutOfRange  
System.Windows.UIElement.PreviewStylusSystemGesture  
System.Windows.UIElement.StylusSystemGesture  
System.Windows.UIElement.GotStylusCapture  
System.Windows.UIElement.LostStylusCapture  
System.Windows.UIElement.StylusButtonDown  
System.Windows.UIElement.StylusButtonUp  
System.Windows.UIElement.PreviewStylusButtonDown  
System.Windows.UIElement.PreviewStylusButtonUp  
System.Windows.UIElement.PreviewKeyDown  
System.Windows.UIElement.KeyDown  
System.Windows.UIElement.PreviewKeyUp  
System.Windows.UIElement.KeyUp  
System.Windows.UIElement.PreviewGotKeyboardFocus  
System.Windows.UIElement.GotKeyboardFocus  
System.Windows.UIElement.PreviewLostKeyboardFocus  
System.Windows.UIElement.LostKeyboardFocus  
System.Windows.UIElement.PreviewTextInput  
System.Windows.UIElement.TextInput  
System.Windows.UIElement.PreviewQueryContinueDrag  
System.Windows.UIElement.QueryContinueDrag  
System.Windows.UIElement.PreviewGiveFeedback

System.Windows.UIElement.GiveFeedback  
System.Windows.UIElement.PreviewDragEnter  
System.Windows.UIElement.DragEnter  
System.Windows.UIElement.PreviewDragOver  
System.Windows.UIElement.DragOver  
System.Windows.UIElement.PreviewDragLeave  
System.Windows.UIElement.DragLeave  
System.Windows.UIElement.PreviewDrop  
System.Windows.UIElement.Drop  
System.Windows.UIElement.PreviewTouchDown  
System.Windows.UIElement.TouchDown  
System.Windows.UIElement.PreviewTouchMove  
System.Windows.UIElement.TouchMove  
System.Windows.UIElement.PreviewTouchUp  
System.Windows.UIElement.TouchUp  
System.Windows.UIElement.GotTouchCapture  
System.Windows.UIElement.LostTouchCapture  
System.Windows.UIElement.TouchEnter  
System.Windows.UIElement.TouchLeave  
System.Windows.UIElement.IsMouseDirectlyOverChanged  
System.Windows.UIElement.IsKeyboardFocusWithinChanged  
System.Windows.UIElement.IsMouseCapturedChanged  
System.Windows.UIElement.IsMouseCaptureWithinChanged  
System.Windows.UIElement.IsStylusDirectlyOverChanged  
System.Windows.UIElement.IsStylusCapturedChanged  
System.Windows.UIElement.IsStylusCaptureWithinChanged  
System.Windows.UIElement.IsKeyboardFocusedChanged  
System.Windows.UIElement.LayoutUpdated  
System.Windows.UIElement.GotFocus  
System.Windows.UIElement.LostFocus  
System.Windows.UIElement.IsEnabledChanged  
System.Windows.UIElement.IsHitTestVisibleChanged  
System.Windows.UIElement.IsVisibleChanged  
System.Windows.UIElement.FocusableChanged  
System.Windows.UIElement.ManipulationStarting  
System.Windows.UIElement.ManipulationStarted  
System.Windows.UIElement.ManipulationDelta  
System.Windows.UIElement.ManipulationInertiaStarting  
System.Windows.UIElement.ManipulationBoundaryFeedback  
System.Windows.UIElement.ManipulationCompleted  
System.Windows.Media.Visual.AddVisualChild(System.Windows.Media.Visual)  
System.Windows.Media.Visual.RemoveVisualChild(System.Windows.Media.Visual)  
System.Windows.Media.Visual.OnVisualChildrenChanged(System.Windows.DependencyObject,  
System.Windows.DependencyObject)  
System.Windows.Media.Visual.IsAncestorOf(System.Windows.DependencyObject)  
System.Windows.Media.Visual.IsDescendantOf(System.Windows.DependencyObject)  
System.Windows.Media.Visual.FindCommonVisualAncestor(System.Windows.DependencyObject)  
System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Visual)  
System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Media3D.Visual3D)  
System.Windows.Media.Visual.TransformToDescendant(System.Windows.Media.Visual)  
System.Windows.Media.Visual.TransformToVisual(System.Windows.Media.Visual)  
System.Windows.Media.Visual.PointToScreen(System.Windows.Point)

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

Namespace: [EMS.Dialog](#)

Assembly: EMS.dll

#### Syntax

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

## Constructors

### NewAlternative()

#### Declaration

```
public NewAlternative()
```

Properties

ResponseText

Eigenschaft über die man den Text der Textbox tb\_nodeName erreichen kann.

Declaration

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

Property Value

TYPE	DESCRIPTION
System.String	

Implements

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

# Class NewComplexFactor

Interaktionslogik für NewComplexFactor.xaml

## Inheritance

System.Object  
System.Windows.Threading.DispatcherObject  
System.Windows.DependencyObject  
System.Windows.Media.Visual  
System.Windows.UIElement  
System.Windows.FrameworkElement  
System.Windows.Controls.Control  
System.Windows.Controls.ContentControl  
System.Windows.Window  
NewComplexFactor

## Implements

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

## Inherited Members

System.Windows.Window.TaskbarItemInfoProperty  
System.Windows.Window.DpiChangedEvent  
System.Windows.Window.AllowsTransparencyProperty  
System.Windows.Window.TitleProperty  
System.Windows.Window.IconProperty  
System.Windows.Window.SizeToContentProperty  
System.Windows.Window.TopProperty  
System.Windows.Window.LeftProperty  
System.Windows.Window.ShowInTaskbarProperty  
System.Windows.Window.IsActiveProperty  
System.Windows.Window.WindowStyleProperty  
System.Windows.Window.WindowStateProperty  
System.Windows.Window.ResizeModeProperty  
System.Windows.Window.TopmostProperty  
System.Windows.Window.ShowActivatedProperty  
System.Windows.Window.Show()  
System.Windows.Window.Hide()  
System.Windows.Window.Close()  
System.Windows.Window.DragMove()  
System.Windows.Window.ShowDialog()  
System.Windows.Window.Activate()  
System.Windows.Window.GetWindow(System.Windows.DependencyObject)  
System.Windows.Window.OnCreateAutomationPeer()  
System.Windows.Window.OnDpiChanged(System.Windows.DpiScale, System.Windows.DpiScale)  
System.Windows.Window.OnVisualParentChanged(System.Windows.DependencyObject)  
System.Windows.Window.MeasureOverride(System.Windows.Size)  
System.Windows.Window.ArrangeOverride(System.Windows.Size)  
System.Windows.Window.OnContentChanged(System.Object, System.Object)

System.Windows.Window.OnSourceInitialized(System.EventArgs)  
System.Windows.Window.OnActivated(System.EventArgs)  
System.Windows.Window.OnDeactivated(System.EventArgs)  
System.Windows.Window.OnStateChanged(System.EventArgs)  
System.Windows.Window.OnLocationChanged(System.EventArgs)  
System.Windows.Window.OnClosing(System.ComponentModel.CancelEventArgs)  
System.Windows.Window.OnClosed(System.EventArgs)  
System.Windows.Window.OnContentRendered(System.EventArgs)  
System.Windows.Window.OnManipulationBoundaryFeedback(System.Windows.Input.ManipulationBoundaryFeedbackEventArgs)  
System.Windows.Window.LogicalChildren  
System.Windows.Window.TaskbarItemInfo  
System.Windows.Window.AllowsTransparency  
System.Windows.Window.Title  
System.Windows.Window.Icon  
System.Windows.Window.SizeToContent  
System.Windows.Window.Top  
System.Windows.Window.Left  
System.Windows.Window.RestoreBounds  
System.Windows.Window.WindowStartupLocation  
System.Windows.Window.ShowInTaskbar  
System.Windows.Window.IsActive  
System.Windows.Window.Owner  
System.Windows.Window.OwnedWindows  
System.Windows.Window.DialogResult  
System.Windows.Window.WindowStyle  
System.Windows.Window.WindowState  
System.Windows.Window.ResizeMode  
System.Windows.Window.Topmost  
System.Windows.Window.ShowActivated  
System.Windows.Window.SourceInitialized  
System.Windows.Window.DpiChanged  
System.Windows.Window.Activated  
System.Windows.Window.Deactivated  
System.Windows.Window.StateChanged  
System.Windows.Window.LocationChanged  
System.Windows.Window.Closing  
System.Windows.Window.Closed  
System.Windows.Window.ContentRendered  
System.Windows.Controls.ContentControl.ContentProperty  
System.Windows.Controls.ContentControl.HasContentProperty  
System.Windows.Controls.ContentControl.ContentTemplateProperty  
System.Windows.Controls.ContentControl.ContentTemplateSelectorProperty  
System.Windows.Controls.ContentControl.ContentStringFormatProperty  
System.Windows.Controls.ContentControl.System.Windows.Markup.IAddChild.AddChild(System.Object)  
System.Windows.Controls.ContentControl.AddChild(System.Object)  
System.Windows.Controls.ContentControl.System.Windows.Markup.IAddChild.AddText(System.String)  
System.Windows.Controls.ContentControl.AddText(System.String)  
System.Windows.Controls.ContentControl.OnContentTemplateChanged(System.Windows.DataTemplate,  
System.Windows.DataTemplate)  
System.Windows.Controls.ContentControl.OnContentTemplateSelectorChanged(System.Windows.Controls.DataTemplateSelector,  
System.Windows.Controls.DataTemplateSelector)  
System.Windows.Controls.ContentControl.OnContentStringFormatChanged(System.String, System.String)

System.Windows.Controls.ContentControl.Content  
System.Windows.Controls.ContentControl.HasContent  
System.Windows.Controls.ContentControl.ContentTemplate  
System.Windows.Controls.ContentControl.ContentTemplateSelector  
System.Windows.Controls.ContentControl.ContentStringFormat  
System.Windows.Controls.Control.BorderBrushProperty  
System.Windows.Controls.Control.BorderThicknessProperty  
System.Windows.Controls.Control.BackgroundProperty  
System.Windows.Controls.Control.ForegroundProperty  
System.Windows.Controls.Control.FontFamilyProperty  
System.Windows.Controls.Control.FontSizeProperty  
System.Windows.Controls.Control.FontStretchProperty  
System.Windows.Controls.Control.FontStyleProperty  
System.Windows.Controls.Control.FontWeightProperty  
System.Windows.Controls.Control.HorizontalContentAlignmentProperty  
System.Windows.Controls.Control.VerticalContentAlignmentProperty  
System.Windows.Controls.Control.TabIndexProperty  
System.Windows.Controls.Control.IsTabStopProperty  
System.Windows.Controls.Control.PaddingProperty  
System.Windows.Controls.Control.TemplateProperty  
System.Windows.Controls.Control.PreviewMouseDoubleClickEvent  
System.Windows.Controls.Control.MouseDoubleClickEvent  
System.Windows.Controls.Control.OnTemplateChanged(System.Windows.Controls.ControlTemplate,  
System.Windows.Controls.ControlTemplate)  
System.Windows.Controls.Control.ToString()  
System.Windows.Controls.Control.OnPreviewMouseDoubleClick(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.Controls.Control.OnMouseDoubleClick(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.Controls.Control.BorderBrush  
System.Windows.Controls.Control.BorderThickness  
System.Windows.Controls.Control.Background  
System.Windows.Controls.Control.Foreground  
System.Windows.Controls.Control.FontFamily  
System.Windows.Controls.Control.FontSize  
System.Windows.Controls.Control.FontStretch  
System.Windows.Controls.Control.FontStyle  
System.Windows.Controls.Control.FontWeight  
System.Windows.Controls.Control.HorizontalContentAlignment  
System.Windows.Controls.Control.VerticalContentAlignment  
System.Windows.Controls.Control.TabIndex  
System.Windows.Controls.Control.IsTabStop  
System.Windows.Controls.Control.Padding  
System.Windows.Controls.Control.Template  
System.Windows.Controls.Control.HandlesScrolling  
System.Windows.Controls.Control.PreviewMouseDoubleClick  
System.Windows.Controls.Control.MouseDoubleClick  
System.Windows.FrameworkElement.StyleProperty  
System.Windows.FrameworkElement.OverridesDefaultStyleProperty  
System.Windows.FrameworkElement.UseLayoutRoundingProperty  
System.Windows.FrameworkElement.DefaultStyleKeyProperty  
System.Windows.FrameworkElement.DataContextProperty  
System.Windows.FrameworkElement.BindingGroupProperty  
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System.Windows.UIElement.OnPreviewMouseLeftButtonUp(System.Windows.Input.MouseButtonEventArgs)  
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System.Windows.UIElement.OnPreviewMouseRightButtonDown(System.Windows.Input.MouseButtonEventArgs)  
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System.Windows.UIElement.OnPreviewMouseWheel(System.Windows.Input.MouseWheelEventArgs)  
System.Windows.UIElement.OnMouseWheel(System.Windows.Input.MouseWheelEventArgs)  
System.Windows.UIElement.OnMouseEnter(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnMouseLeave(System.Windows.Input.MouseEventArgs)  
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System.Windows.UIElement.OnPreviewStylusMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusInAirMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusInAirMove(System.Windows.Input.StylusEventArgs)  
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System.Windows.UIElement.OnStylusLeave(System.Windows.Input.StylusEventArgs)  
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System.Windows.UIElement.OnPreviewStylusOutOfRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusOutOfRange(System.Windows.Input.StylusEventArgs)  
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System.Windows.UIElement.OnLostStylusCapture(System.Windows.Input.StylusEventArgs)  
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System.Windows.UIElement.OnStylusButtonUp(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnPreviewStylusButtonDown(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnPreviewStylusButtonUp(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnPreviewKeyDown(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnKeyDown(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnPreviewKeyUp(System.Windows.Input.KeyEventArgs)  
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System.Windows.UIElement.OnGiveFeedback(System.Windows.GiveFeedbackEventArgs)  
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System.Windows.UIElement.OnDragEnter(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewDragOver(System.Windows.DragEventArgs)

System.Windows.UIElement.OnDragOver(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewDragLeave(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDragLeave(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewDrop(System.Windows.DragEventArgs)  
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System.Windows.UIElement.OnTouchDown(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnPreviewTouchMove(System.Windows.Input.TouchEventArgs)  
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System.Windows.UIElement.OnTouchUp(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnGotTouchCapture(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnLostTouchCapture(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchEnter(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchLeave(System.Windows.Input.TouchEventArgs)  
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System.Windows.UIElement.OnIsKeyboardFocusWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)  
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System.Windows.UIElement.OnIsMouseCaptureWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)  
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System.Windows.UIElement.OnIsStylusCapturedChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsStylusCaptureWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)  
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System.Windows.UIElement.IsStylusOver  
System.Windows.UIElement.IsKeyboardFocusWithin  
System.Windows.UIElement.IsMouseCaptured  
System.Windows.UIElement.IsMouseCaptureWithin  
System.Windows.UIElement.IsStylusDirectlyOver  
System.Windows.UIElement.IsStylusCaptured  
System.Windows.UIElement.IsStylusCaptureWithin  
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System.Windows.UIElement.IsInputMethodEnabled  
System.Windows.UIElement.Opacity  
System.Windows.UIElement.OpacityMask  
System.Windows.UIElement.BitmapEffect  
System.Windows.UIElement.Effect  
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System.Windows.UIElement.CacheMode  
System.Windows.UIElement.Uid  
System.Windows.UIElement.Visibility  
System.Windows.UIElement.ClipToBounds  
System.Windows.UIElement.Clip  
System.Windows.UIElement.SnapsToDevicePixels  
System.Windows.UIElement.HasEffectiveKeyboardFocus  
System.Windows.UIElement.IsFocused  
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System.Windows.UIElement.PersistId  
System.Windows.UIElement.IsManipulationEnabled  
System.Windows.UIElement.AreAnyTouchesOver  
System.Windows.UIElement.AreAnyTouchesDirectlyOver  
System.Windows.UIElement.AreAnyTouchesCapturedWithin  
System.Windows.UIElement.AreAnyTouchesCaptured  
System.Windows.UIElement.TouchesCaptured  
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System.Windows.UIElement.TouchesOver  
System.Windows.UIElement.TouchesDirectlyOver  
System.Windows.UIElement.PreviewMouseDown  
System.Windows.UIElement.MouseDown  
System.Windows.UIElement.PreviewMouseUp  
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System.Windows.UIElement.PreviewMouseLeftButtonDown  
System.Windows.UIElement.MouseLeftButtonDown  
System.Windows.UIElement.PreviewMouseLeftButtonUp  
System.Windows.UIElement.MouseLeftButtonUp  
System.Windows.UIElement.PreviewMouseRightButtonDown  
System.Windows.UIElement.MouseRightButtonDown  
System.Windows.UIElement.PreviewMouseRightButtonUp  
System.Windows.UIElement.MouseRightButtonUp  
System.Windows.UIElement.PreviewMouseMove  
System.Windows.UIElement.MouseMove  
System.Windows.UIElement.PreviewMouseWheel  
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System.Windows.UIElement.GotMouseCapture  
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System.Windows.UIElement.StylusMove  
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System.Windows.UIElement.StylusEnter  
System.Windows.UIElement.StylusLeave  
System.Windows.UIElement.PreviewStylusInRange  
System.Windows.UIElement.StylusInRange  
System.Windows.UIElement.PreviewStylusOutOfRange  
System.Windows.UIElement.StylusOutOfRange  
System.Windows.UIElement.PreviewStylusSystemGesture  
System.Windows.UIElement.StylusSystemGesture  
System.Windows.UIElement.GotStylusCapture  
System.Windows.UIElement.LostStylusCapture  
System.Windows.UIElement.StylusButtonDown  
System.Windows.UIElement.StylusButtonUp  
System.Windows.UIElement.PreviewStylusButtonDown  
System.Windows.UIElement.PreviewStylusButtonUp  
System.Windows.UIElement.PreviewKeyDown  
System.Windows.UIElement.KeyDown  
System.Windows.UIElement.PreviewKeyUp  
System.Windows.UIElement.KeyUp  
System.Windows.UIElement.PreviewGotKeyboardFocus  
System.Windows.UIElement.GotKeyboardFocus  
System.Windows.UIElement.PreviewLostKeyboardFocus  
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System.Windows.UIElement.PreviewTextInput  
System.Windows.UIElement.TextInput  
System.Windows.UIElement.PreviewQueryContinueDrag  
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System.Windows.UIElement.GiveFeedback  
System.Windows.UIElement.PreviewDragEnter  
System.Windows.UIElement.DragEnter  
System.Windows.UIElement.PreviewDragOver  
System.Windows.UIElement.DragOver  
System.Windows.UIElement.PreviewDragLeave  
System.Windows.UIElement.DragLeave  
System.Windows.UIElement.PreviewDrop  
System.Windows.UIElement.Drop  
System.Windows.UIElement.PreviewTouchDown  
System.Windows.UIElement.TouchDown  
System.Windows.UIElement.PreviewTouchMove  
System.Windows.UIElement.TouchMove  
System.Windows.UIElement.PreviewTouchUp  
System.Windows.UIElement.TouchUp  
System.Windows.UIElement.GotTouchCapture  
System.Windows.UIElement.LostTouchCapture  
System.Windows.UIElement.TouchEnter  
System.Windows.UIElement.TouchLeave  
System.Windows.UIElement.IsMouseDirectlyOverChanged  
System.Windows.UIElement.IsKeyboardFocusWithinChanged  
System.Windows.UIElement.IsMouseCapturedChanged  
System.Windows.UIElement.IsMouseCaptureWithinChanged  
System.Windows.UIElement.IsStylusDirectlyOverChanged  
System.Windows.UIElement.IsStylusCapturedChanged  
System.Windows.UIElement.IsStylusCaptureWithinChanged  
System.Windows.UIElement.IsKeyboardFocusedChanged  
System.Windows.UIElement.LayoutUpdated  
System.Windows.UIElement.GotFocus  
System.Windows.UIElement.LostFocus  
System.Windows.UIElement.IsEnabledChanged  
System.Windows.UIElement.IsHitTestVisibleChanged  
System.Windows.UIElement.IsVisibleChanged  
System.Windows.UIElement.FocusableChanged  
System.Windows.UIElement.ManipulationStarting  
System.Windows.UIElement.ManipulationStarted  
System.Windows.UIElement.ManipulationDelta  
System.Windows.UIElement.ManipulationInertiaStarting  
System.Windows.UIElement.ManipulationBoundaryFeedback  
System.Windows.UIElement.ManipulationCompleted  
System.Windows.Media.Visual.AddVisualChild(System.Windows.Media.Visual)  
System.Windows.Media.Visual.RemoveVisualChild(System.Windows.Media.Visual)  
System.Windows.Media.Visual.OnVisualChildrenChanged(System.Windows.DependencyObject,  
System.Windows.DependencyObject)  
System.Windows.Media.Visual.IsAncestorOf(System.Windows.DependencyObject)  
System.Windows.Media.Visual.IsDescendantOf(System.Windows.DependencyObject)  
System.Windows.Media.Visual.FindCommonVisualAncestor(System.Windows.DependencyObject)  
System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Visual)  
System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Media3D.Visual3D)  
System.Windows.Media.Visual.TransformToDescendant(System.Windows.Media.Visual)  
System.Windows.Media.Visual.TransformToVisual(System.Windows.Media.Visual)  
System.Windows.Media.Visual.PointToScreen(System.Windows.Point)

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

Namespace: [EMS.Dialog](#)

Assembly: EMS.dll

## Syntax

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

## Constructors

### NewComplexFactor(String)

#### Declaration

```
public NewComplexFactor(string title)
```

#### Parameters

TYPE	NAME	DESCRIPTION
System.String	title	

#### Properties

##### ResponseText

Eigenschaft über die man den Text der Textbox tb\_nodeName erreichen kann.

#### Declaration

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

#### Property Value

TYPE	DESCRIPTION
System.String	

#### Implements

System.Windows.Media.Animation.IAnimatable

System.Windows.IFrameworkInputElement

System.Windows.IInputElement

System.ComponentModel.ISupportInitialize

System.Windows.Markup.IQueryAmbient

System.Windows.Markup.IAddChild

# Class NewParallel

Interaktionslogik für NewParallel.xaml

## Inheritance

System.Object  
System.Windows.Threading.DispatcherObject  
System.Windows.DependencyObject  
System.Windows.Media.Visual  
System.Windows.UIElement  
System.Windows.FrameworkElement  
System.Windows.Controls.Control  
System.Windows.Controls.ContentControl  
System.Windows.Window  
NewParallel

## Implements

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

## Inherited Members

System.Windows.Window.TaskbarItemInfoProperty  
System.Windows.Window.DpiChangedEvent  
System.Windows.Window.AllowsTransparencyProperty  
System.Windows.Window.TitleProperty  
System.Windows.Window.IconProperty  
System.Windows.Window.SizeToContentProperty  
System.Windows.Window.TopProperty  
System.Windows.Window.LeftProperty  
System.Windows.Window.ShowInTaskbarProperty  
System.Windows.Window.IsActiveProperty  
System.Windows.Window.WindowStyleProperty  
System.Windows.Window.WindowStateProperty  
System.Windows.Window.ResizeModeProperty  
System.Windows.Window.TopmostProperty  
System.Windows.Window.ShowActivatedProperty  
System.Windows.Window.Show()  
System.Windows.Window.Hide()  
System.Windows.Window.Close()  
System.Windows.Window.DragMove()  
System.Windows.Window.ShowDialog()  
System.Windows.Window.Activate()  
System.Windows.Window.GetWindow(System.Windows.DependencyObject)  
System.Windows.Window.OnCreateAutomationPeer()  
System.Windows.Window.OnDpiChanged(System.Windows.DpiScale, System.Windows.DpiScale)  
System.Windows.Window.OnVisualParentChanged(System.Windows.DependencyObject)  
System.Windows.Window.MeasureOverride(System.Windows.Size)  
System.Windows.Window.ArrangeOverride(System.Windows.Size)  
System.Windows.Window.OnContentChanged(System.Object, System.Object)

System.Windows.Window.OnSourceInitialized(System.EventArgs)  
System.Windows.Window.OnActivated(System.EventArgs)  
System.Windows.Window.OnDeactivated(System.EventArgs)  
System.Windows.Window.OnStateChanged(System.EventArgs)  
System.Windows.Window.OnLocationChanged(System.EventArgs)  
System.Windows.Window.OnClosing(System.ComponentModel.CancelEventArgs)  
System.Windows.Window.OnClosed(System.EventArgs)  
System.Windows.Window.OnContentRendered(System.EventArgs)  
System.Windows.Window.OnManipulationBoundaryFeedback(System.Windows.Input.ManipulationBoundaryFeedbackEventArgs)  
System.Windows.Window.LogicalChildren  
System.Windows.Window.TaskbarItemInfo  
System.Windows.Window.AllowsTransparency  
System.Windows.Window.Title  
System.Windows.Window.Icon  
System.Windows.Window.SizeToContent  
System.Windows.Window.Top  
System.Windows.Window.Left  
System.Windows.Window.RestoreBounds  
System.Windows.Window.WindowStartupLocation  
System.Windows.Window.ShowInTaskbar  
System.Windows.Window.IsActive  
System.Windows.Window.Owner  
System.Windows.Window.OwnedWindows  
System.Windows.Window.DialogResult  
System.Windows.Window.WindowStyle  
System.Windows.Window.WindowState  
System.Windows.Window.ResizeMode  
System.Windows.Window.Topmost  
System.Windows.Window.ShowActivated  
System.Windows.Window.SourceInitialized  
System.Windows.Window.DpiChanged  
System.Windows.Window.Activated  
System.Windows.Window.Deactivated  
System.Windows.Window.StateChanged  
System.Windows.Window.LocationChanged  
System.Windows.Window.Closing  
System.Windows.Window.Closed  
System.Windows.Window.ContentRendered  
System.Windows.Controls.ContentControl.ContentProperty  
System.Windows.Controls.ContentControl.HasContentProperty  
System.Windows.Controls.ContentControl.ContentTemplateProperty  
System.Windows.Controls.ContentControl.ContentTemplateSelectorProperty  
System.Windows.Controls.ContentControl.ContentStringFormatProperty  
System.Windows.Controls.ContentControl.System.Windows.Markup.IAddChild.AddChild(System.Object)  
System.Windows.Controls.ContentControl.AddChild(System.Object)  
System.Windows.Controls.ContentControl.System.Windows.Markup.IAddChild.AddText(System.String)  
System.Windows.Controls.ContentControl.AddText(System.String)  
System.Windows.Controls.ContentControl.OnContentTemplateChanged(System.Windows.DataTemplate,  
System.Windows.DataTemplate)  
System.Windows.Controls.ContentControl.OnContentTemplateSelectorChanged(System.Windows.Controls.DataTemplateSelector,  
System.Windows.Controls.DataTemplateSelector)  
System.Windows.Controls.ContentControl.OnContentStringFormatChanged(System.String, System.String)

System.Windows.Controls.ContentControl.Content  
System.Windows.Controls.ContentControl.HasContent  
System.Windows.Controls.ContentControl.ContentTemplate  
System.Windows.Controls.ContentControl.ContentTemplateSelector  
System.Windows.Controls.ContentControl.ContentStringFormat  
System.Windows.Controls.Control.BorderBrushProperty  
System.Windows.Controls.Control.BorderThicknessProperty  
System.Windows.Controls.Control.BackgroundProperty  
System.Windows.Controls.Control.ForegroundProperty  
System.Windows.Controls.Control.FontFamilyProperty  
System.Windows.Controls.Control.FontSizeProperty  
System.Windows.Controls.Control.FontStretchProperty  
System.Windows.Controls.Control.FontStyleProperty  
System.Windows.Controls.Control.FontWeightProperty  
System.Windows.Controls.Control.HorizontalContentAlignmentProperty  
System.Windows.Controls.Control.VerticalContentAlignmentProperty  
System.Windows.Controls.Control.TabIndexProperty  
System.Windows.Controls.Control.IsTabStopProperty  
System.Windows.Controls.Control.PaddingProperty  
System.Windows.Controls.Control.TemplateProperty  
System.Windows.Controls.Control.PreviewMouseDoubleClickEvent  
System.Windows.Controls.Control.MouseDoubleClickEvent  
System.Windows.Controls.Control.OnTemplateChanged(System.Windows.Controls.ControlTemplate,  
System.Windows.Controls.ControlTemplate)  
System.Windows.Controls.Control.ToString()  
System.Windows.Controls.Control.OnPreviewMouseDoubleClick(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.Controls.Control.OnMouseDoubleClick(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.Controls.Control.BorderBrush  
System.Windows.Controls.Control.BorderThickness  
System.Windows.Controls.Control.Background  
System.Windows.Controls.Control.Foreground  
System.Windows.Controls.Control.FontFamily  
System.Windows.Controls.Control.FontSize  
System.Windows.Controls.Control.FontStretch  
System.Windows.Controls.Control.FontStyle  
System.Windows.Controls.Control.FontWeight  
System.Windows.Controls.Control.HorizontalContentAlignment  
System.Windows.Controls.Control.VerticalContentAlignment  
System.Windows.Controls.Control.TabIndex  
System.Windows.Controls.Control.IsTabStop  
System.Windows.Controls.Control.Padding  
System.Windows.Controls.Control.Template  
System.Windows.Controls.Control.HandlesScrolling  
System.Windows.Controls.Control.PreviewMouseDoubleClick  
System.Windows.Controls.Control.MouseDoubleClick  
System.Windows.FrameworkElement.StyleProperty  
System.Windows.FrameworkElement.OverridesDefaultStyleProperty  
System.Windows.FrameworkElement.UseLayoutRoundingProperty  
System.Windows.FrameworkElement.DefaultStyleKeyProperty  
System.Windows.FrameworkElement.DataContextProperty  
System.Windows.FrameworkElement.BindingGroupProperty  
System.Windows.FrameworkElement.LanguageProperty

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

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



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

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

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

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

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

System.Windows.UIElement.CommandBindings  
System.Windows.UIElement.AllowDrop  
System.Windows.UIElement.StylusPlugIns  
System.Windows.UIElement.DesiredSize  
System.Windows.UIElement.IsMeasureValid  
System.Windows.UIElement.IsArrangeValid  
System.Windows.UIElement.RenderSize  
System.Windows.UIElement.RenderTransform  
System.Windows.UIElement.RenderTransformOrigin  
System.Windows.UIElement.IsMouseDirectlyOver  
System.Windows.UIElement.IsMouseOver  
System.Windows.UIElement.IsStylusOver  
System.Windows.UIElement.IsKeyboardFocusWithin  
System.Windows.UIElement.IsMouseCaptured  
System.Windows.UIElement.IsMouseCaptureWithin  
System.Windows.UIElement.IsStylusDirectlyOver  
System.Windows.UIElement.IsStylusCaptured  
System.Windows.UIElement.IsStylusCaptureWithin  
System.Windows.UIElement.IsKeyboardFocused  
System.Windows.UIElement.IsInputMethodEnabled  
System.Windows.UIElement.Opacity  
System.Windows.UIElement.OpacityMask  
System.Windows.UIElement.BitmapEffect  
System.Windows.UIElement.Effect  
System.Windows.UIElement.BitmapEffectInput  
System.Windows.UIElement.CacheMode  
System.Windows.UIElement.Uid  
System.Windows.UIElement.Visibility  
System.Windows.UIElement.ClipToBounds  
System.Windows.UIElement.Clip  
System.Windows.UIElement.SnapsToDevicePixels  
System.Windows.UIElement.HasEffectiveKeyboardFocus  
System.Windows.UIElement.IsFocused  
System.Windows.UIElement.IsEnabled  
System.Windows.UIElement.IsEnabledCore  
System.Windows.UIElement.IsHitTestVisible  
System.Windows.UIElement.IsVisible  
System.Windows.UIElement.Focusable  
System.Windows.UIElement.PersistId  
System.Windows.UIElement.IsManipulationEnabled  
System.Windows.UIElement.AreAnyTouchesOver  
System.Windows.UIElement.AreAnyTouchesDirectlyOver  
System.Windows.UIElement.AreAnyTouchesCapturedWithin  
System.Windows.UIElement.AreAnyTouchesCaptured  
System.Windows.UIElement.TouchesCaptured  
System.Windows.UIElement.TouchesCapturedWithin  
System.Windows.UIElement.TouchesOver  
System.Windows.UIElement.TouchesDirectlyOver  
System.Windows.UIElement.PreviewMouseDown  
System.Windows.UIElement.MouseDown  
System.Windows.UIElement.PreviewMouseUp  
System.Windows.UIElement.MouseUp

System.Windows.UIElement.PreviewMouseLeftButtonDown  
System.Windows.UIElement.MouseLeftButtonDown  
System.Windows.UIElement.PreviewMouseLeftButtonUp  
System.Windows.UIElement.MouseLeftButtonUp  
System.Windows.UIElement.PreviewMouseRightButtonDown  
System.Windows.UIElement.MouseRightButtonDown  
System.Windows.UIElement.PreviewMouseRightButtonUp  
System.Windows.UIElement.MouseRightButtonUp  
System.Windows.UIElement.PreviewMouseMove  
System.Windows.UIElement.MouseMove  
System.Windows.UIElement.PreviewMouseWheel  
System.Windows.UIElement.MouseWheel  
System.Windows.UIElement.MouseEnter  
System.Windows.UIElement.MouseLeave  
System.Windows.UIElement.GotMouseCapture  
System.Windows.UIElement.LostMouseCapture  
System.Windows.UIElement.QueryCursor  
System.Windows.UIElement.PreviewStylusDown  
System.Windows.UIElement.StylusDown  
System.Windows.UIElement.PreviewStylusUp  
System.Windows.UIElement.StylusUp  
System.Windows.UIElement.PreviewStylusMove  
System.Windows.UIElement.StylusMove  
System.Windows.UIElement.PreviewStylusInAirMove  
System.Windows.UIElement.StylusInAirMove  
System.Windows.UIElement.StylusEnter  
System.Windows.UIElement.StylusLeave  
System.Windows.UIElement.PreviewStylusInRange  
System.Windows.UIElement.StylusInRange  
System.Windows.UIElement.PreviewStylusOutOfRange  
System.Windows.UIElement.StylusOutOfRange  
System.Windows.UIElement.PreviewStylusSystemGesture  
System.Windows.UIElement.StylusSystemGesture  
System.Windows.UIElement.GotStylusCapture  
System.Windows.UIElement.LostStylusCapture  
System.Windows.UIElement.StylusButtonDown  
System.Windows.UIElement.StylusButtonUp  
System.Windows.UIElement.PreviewStylusButtonDown  
System.Windows.UIElement.PreviewStylusButtonUp  
System.Windows.UIElement.PreviewKeyDown  
System.Windows.UIElement.KeyDown  
System.Windows.UIElement.PreviewKeyUp  
System.Windows.UIElement.KeyUp  
System.Windows.UIElement.PreviewGotKeyboardFocus  
System.Windows.UIElement.GotKeyboardFocus  
System.Windows.UIElement.PreviewLostKeyboardFocus  
System.Windows.UIElement.LostKeyboardFocus  
System.Windows.UIElement.PreviewTextInput  
System.Windows.UIElement.TextInput  
System.Windows.UIElement.PreviewQueryContinueDrag  
System.Windows.UIElement.QueryContinueDrag  
System.Windows.UIElement.PreviewGiveFeedback

System.Windows.UIElement.GiveFeedback  
System.Windows.UIElement.PreviewDragEnter  
System.Windows.UIElement.DragEnter  
System.Windows.UIElement.PreviewDragOver  
System.Windows.UIElement.DragOver  
System.Windows.UIElement.PreviewDragLeave  
System.Windows.UIElement.DragLeave  
System.Windows.UIElement.PreviewDrop  
System.Windows.UIElement.Drop  
System.Windows.UIElement.PreviewTouchDown  
System.Windows.UIElement.TouchDown  
System.Windows.UIElement.PreviewTouchMove  
System.Windows.UIElement.TouchMove  
System.Windows.UIElement.PreviewTouchUp  
System.Windows.UIElement.TouchUp  
System.Windows.UIElement.GotTouchCapture  
System.Windows.UIElement.LostTouchCapture  
System.Windows.UIElement.TouchEnter  
System.Windows.UIElement.TouchLeave  
System.Windows.UIElement.IsMouseDirectlyOverChanged  
System.Windows.UIElement.IsKeyboardFocusWithinChanged  
System.Windows.UIElement.IsMouseCapturedChanged  
System.Windows.UIElement.IsMouseCaptureWithinChanged  
System.Windows.UIElement.IsStylusDirectlyOverChanged  
System.Windows.UIElement.IsStylusCapturedChanged  
System.Windows.UIElement.IsStylusCaptureWithinChanged  
System.Windows.UIElement.IsKeyboardFocusedChanged  
System.Windows.UIElement.LayoutUpdated  
System.Windows.UIElement.GotFocus  
System.Windows.UIElement.LostFocus  
System.Windows.UIElement.IsEnabledChanged  
System.Windows.UIElement.IsHitTestVisibleChanged  
System.Windows.UIElement.IsVisibleChanged  
System.Windows.UIElement.FocusableChanged  
System.Windows.UIElement.ManipulationStarting  
System.Windows.UIElement.ManipulationStarted  
System.Windows.UIElement.ManipulationDelta  
System.Windows.UIElement.ManipulationInertiaStarting  
System.Windows.UIElement.ManipulationBoundaryFeedback  
System.Windows.UIElement.ManipulationCompleted  
System.Windows.Media.Visual.AddVisualChild(System.Windows.Media.Visual)  
System.Windows.Media.Visual.RemoveVisualChild(System.Windows.Media.Visual)  
System.Windows.Media.Visual.OnVisualChildrenChanged(System.Windows.DependencyObject,  
System.Windows.DependencyObject)  
System.Windows.Media.Visual.IsAncestorOf(System.Windows.DependencyObject)  
System.Windows.Media.Visual.IsDescendantOf(System.Windows.DependencyObject)  
System.Windows.Media.Visual.FindCommonVisualAncestor(System.Windows.DependencyObject)  
System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Visual)  
System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Media3D.Visual3D)  
System.Windows.Media.Visual.TransformToDescendant(System.Windows.Media.Visual)  
System.Windows.Media.Visual.TransformToVisual(System.Windows.Media.Visual)  
System.Windows.Media.Visual.PointToScreen(System.Windows.Point)



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

Namespace: [EMS.Dialog](#)

Assembly: EMS.dll

## Syntax

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

## Constructors

### NewParallel()

#### Declaration

```
public NewParallel()
```

Properties

ResponseText

Eigenschaft über die man den Text der Textbox tb\_nodeName erreichen kann.

Declaration

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

Property Value

TYPE	DESCRIPTION
System.String	

Implements

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

# Class StringValue

Hilfsklasse für EditValues

Inheritance

System.Object  
StringValue

Inherited Members

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

Namespace: EMS.Dialog  
Assembly: EMS.dll

Syntax

```
public class StringValue
```

Properties

Value

Declaration

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

Property Value

TYPE	DESCRIPTION
System.String	

# Namespace EMS.Editor

## Classes

### [GraphToolBox](#)

Interaktionslogik für GraphToolBox.xaml

### [Toolbox](#)

Interaktionslogik für toolbox.xaml

# Class GraphToolBox

Interaktionslogik für GraphToolBox.xaml

## Inheritance

System.Object  
System.Windows.Threading.DispatcherObject  
System.Windows.DependencyObject  
System.Windows.Media.Visual  
System.Windows.UIElement  
System.Windows.FrameworkElement  
System.Windows.Controls.Control  
System.Windows.Controls.ContentControl  
System.Windows.Controls.UserControl  
GraphToolBox

## Implements

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

## Inherited Members

System.Windows.Controls.UserControl.OnCreateAutomationPeer()  
System.Windows.Controls.ContentControl.ContentProperty  
System.Windows.Controls.ContentControl.HasContentProperty  
System.Windows.Controls.ContentControl.ContentTemplateProperty  
System.Windows.Controls.ContentControl.ContentTemplateSelectorProperty  
System.Windows.Controls.ContentControl.ContentStringFormatProperty  
System.Windows.Controls.ContentControl.System.Windows.Markup.IAddChild.AddChild(System.Object)  
System.Windows.Controls.ContentControl.AddChild(System.Object)  
System.Windows.Controls.ContentControl.System.Windows.Markup.IAddChild.AddText(System.String)  
System.Windows.Controls.ContentControl.AddText(System.String)  
System.Windows.Controls.ContentControl.OnContentChanged(System.Object, System.Object)  
System.Windows.Controls.ContentControl.OnContentTemplateChanged(System.Windows.DataTemplate, System.Windows.DataTemplate)  
System.Windows.Controls.ContentControl.OnContentTemplateSelectorChanged(System.Windows.Controls.DataTemplateSelector, System.Windows.Controls.DataTemplateSelector)  
System.Windows.Controls.ContentControl.OnContentStringFormatChanged(System.String, System.String)  
System.Windows.Controls.ContentControl.LogicalChildren  
System.Windows.Controls.ContentControl.Content  
System.Windows.Controls.ContentControl.HasContent  
System.Windows.Controls.ContentControl.ContentTemplate  
System.Windows.Controls.ContentControl.ContentTemplateSelector  
System.Windows.Controls.ContentControl.ContentStringFormat  
System.Windows.Controls.Control.BorderBrushProperty  
System.Windows.Controls.Control.BorderThicknessProperty  
System.Windows.Controls.Control.BackgroundProperty  
System.Windows.Controls.Control.ForegroundProperty  
System.Windows.Controls.Control.FontFamilyProperty  
System.Windows.Controls.Control.FontSizeProperty  
System.Windows.Controls.Control.FontStretchProperty

System.Windows.Controls.Control.FontStyleProperty  
System.Windows.Controls.Control.FontWeightProperty  
System.Windows.Controls.Control.HorizontalContentAlignmentProperty  
System.Windows.Controls.Control.VerticalContentAlignmentProperty  
System.Windows.Controls.Control.TabIndexProperty  
System.Windows.Controls.Control.IsTabStopProperty  
System.Windows.Controls.Control.PaddingProperty  
System.Windows.Controls.Control.TemplateProperty  
System.Windows.Controls.Control.PreviewMouseDoubleClickEvent  
System.Windows.Controls.Control.MouseDoubleClickEvent  
System.Windows.Controls.Control.OnTemplateChanged(System.Windows.Controls.ControlTemplate,  
System.Windows.Controls.ControlTemplate)  
System.Windows.Controls.Control.ToString()  
System.Windows.Controls.Control.OnPreviewMouseDoubleClick(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.Controls.Control.OnMouseDoubleClick(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.Controls.Control.MeasureOverride(System.Windows.Size)  
System.Windows.Controls.Control.ArrangeOverride(System.Windows.Size)  
System.Windows.Controls.Control.BorderBrush  
System.Windows.Controls.Control.BorderThickness  
System.Windows.Controls.Control.Background  
System.Windows.Controls.Control.Foreground  
System.Windows.Controls.Control.FontFamily  
System.Windows.Controls.Control.FontSize  
System.Windows.Controls.Control.FontStretch  
System.Windows.Controls.Control.FontStyle  
System.Windows.Controls.Control.FontWeight  
System.Windows.Controls.Control.HorizontalContentAlignment  
System.Windows.Controls.Control.VerticalContentAlignment  
System.Windows.Controls.Control.TabIndex  
System.Windows.Controls.Control.IsTabStop  
System.Windows.Controls.Control.Padding  
System.Windows.Controls.Control.Template  
System.Windows.Controls.Control.HandlesScrolling  
System.Windows.Controls.Control.PreviewMouseDoubleClick  
System.Windows.Controls.Control.MouseDoubleClick  
System.Windows.FrameworkElement.StyleProperty  
System.Windows.FrameworkElement.OverridesDefaultStyleProperty  
System.Windows.FrameworkElement.UseLayoutRoundingProperty  
System.Windows.FrameworkElement.DefaultStyleKeyProperty  
System.Windows.FrameworkElement.DataContextProperty  
System.Windows.FrameworkElement.BindingGroupProperty  
System.Windows.FrameworkElement.LanguageProperty  
System.Windows.FrameworkElement.NameProperty  
System.Windows.FrameworkElement.TagProperty  
System.Windows.FrameworkElement.InputScopeProperty  
System.Windows.FrameworkElement.RequestBringIntoViewEvent  
System.Windows.FrameworkElement.SizeChangedEvent  
System.Windows.FrameworkElement.ActualWidthProperty  
System.Windows.FrameworkElement.ActualHeightProperty  
System.Windows.FrameworkElement.LayoutTransformProperty  
System.Windows.FrameworkElement.WidthProperty  
System.Windows.FrameworkElement.MinWidthProperty

System.Windows.FrameworkElement.MaxWidthProperty  
System.Windows.FrameworkElement.HeightProperty  
System.Windows.FrameworkElement.MinHeightProperty  
System.Windows.FrameworkElement.MaxHeightProperty  
System.Windows.FrameworkElement.FlowDirectionProperty  
System.Windows.FrameworkElement.MarginProperty  
System.Windows.FrameworkElement.HorizontalAlignmentProperty  
System.Windows.FrameworkElement.VerticalAlignmentProperty  
System.Windows.FrameworkElement.FocusVisualStyleProperty  
System.Windows.FrameworkElement.CursorProperty  
System.Windows.FrameworkElement.ForceCursorProperty  
System.Windows.FrameworkElement.LoadedEvent  
System.Windows.FrameworkElement.UnloadedEvent  
System.Windows.FrameworkElement.ToolTipProperty  
System.Windows.FrameworkElement.ContextMenuProperty  
System.Windows.FrameworkElement.ToolTipOpeningEvent  
System.Windows.FrameworkElement.ToolTipClosingEvent  
System.Windows.FrameworkElement.ContextMenuOpeningEvent  
System.Windows.FrameworkElement.ContextMenuClosingEvent  
System.Windows.FrameworkElement.OnStyleChanged(System.Windows.Style, System.Windows.Style)  
System.Windows.FrameworkElement.ParentLayoutInvalidated(System.Windows.UIElement)  
System.Windows.FrameworkElement.ApplyTemplate()  
System.Windows.FrameworkElement.OnApplyTemplate()  
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard)  
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard,  
System.Windows.Media.Animation.HandoffBehavior)  
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard,  
System.Windows.Media.Animation.HandoffBehavior, System.Boolean)  
System.Windows.FrameworkElement.GetVisualChild(System.Int32)  
System.Windows.FrameworkElement.System.Windows.Markup.IQueryAmbient.IsAmbientPropertyAvailable(System.String)  
System.Windows.FrameworkElement.GetTemplateChild(System.String)  
System.Windows.FrameworkElement.FindResource(System.Object)  
System.Windows.FrameworkElement.TryFindResource(System.Object)  
System.Windows.FrameworkElement.SetResourceReference(System.Windows.DependencyProperty, System.Object)  
System.Windows.FrameworkElement.OnPropertyChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.FrameworkElement.OnVisualParentChanged(System.Windows.DependencyObject)  
System.Windows.FrameworkElement.GetBindingExpression(System.Windows.DependencyProperty)  
System.Windows.FrameworkElement.SetBinding(System.Windows.DependencyProperty, System.Windows.Data.BindingBase)  
System.Windows.FrameworkElement.SetBinding(System.Windows.DependencyProperty, System.String)  
System.Windows.FrameworkElement.GetUIParentCore()  
System.Windows.FrameworkElement.BringIntoView()  
System.Windows.FrameworkElement.BringIntoView(System.Windows.Rect)  
System.Windows.FrameworkElement.GetFlowDirection(System.Windows.DependencyObject)  
System.Windows.FrameworkElement.SetFlowDirection(System.Windows.DependencyObject, System.Windows.FlowDirection)  
System.Windows.FrameworkElement.MeasureCore(System.Windows.Size)  
System.Windows.FrameworkElement.ArrangeCore(System.Windows.Rect)  
System.Windows.FrameworkElement.OnRenderSizeChanged(System.Windows.SizeChangedEventArgs)  
System.Windows.FrameworkElement.GetLayoutClip(System.Windows.Size)  
System.Windows.FrameworkElement.MoveFocus(System.Windows.Input.TraversalRequest)  
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System.Windows.Media.Visual.VisualScrollableAreaClip  
System.Windows.Media.Visual.VisualClip  
System.Windows.Media.Visual.VisualOffset  
System.Windows.Media.Visual.VisualOpacity  
System.Windows.Media.Visual.VisualEdgeMode  
System.Windows.Media.Visual.VisualBitmapScalingMode  
System.Windows.Media.Visual.VisualClearTypeHint  
System.Windows.Media.Visual.VisualTextRenderingMode  
System.Windows.Media.Visual.VisualTextHintingMode  
System.Windows.Media.Visual.VisualOpacityMask  
System.Windows.Media.Visual.VisualXSnappingGuidelines  
System.Windows.Media.Visual.VisualYSnappingGuidelines  
System.Windows.DependencyObject.Equals(System.Object)  
System.Windows.DependencyObject.GetHashCode()  
System.Windows.DependencyObject.GetValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.SetValue(System.Windows.DependencyProperty, System.Object)  
System.Windows.DependencyObject.SetCurrentValue(System.Windows.DependencyProperty, System.Object)  
System.Windows.DependencyObject.SetValue(System.Windows.DependencyPropertyKey, System.Object)  
System.Windows.DependencyObject.ClearValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ClearValue(System.Windows.DependencyPropertyKey)  
System.Windows.DependencyObject.CoerceValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.InvalidateProperty(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ShouldSerializeProperty(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ReadLocalValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.GetLocalValueEnumerator()  
System.Windows.DependencyObject.DependencyObjectType  
System.Windows.DependencyObject.IsSealed  
System.Windows.Threading.DispatcherObject.Dispatcher  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: [EMS.Editor](#)

Assembly: EMS.dll

## Syntax

```
public class GraphToolBox : UserControl, DUCE.IResource, IAnimatable, IFrameworkInputElement, IInputElement, ISupportInitialize, IHaveResources, IQueryAmbient, IAddChild
```

## Constructors

### GraphToolBox()

#### Declaration

```
public GraphToolBox()
```

## Implements

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

# Class Toolbox

Interaktionslogik für toolbox.xaml

## Inheritance

System.Object  
System.Windows.Threading.DispatcherObject  
System.Windows.DependencyObject  
System.Windows.Media.Visual  
System.Windows.UIElement  
System.Windows.FrameworkElement  
System.Windows.Controls.Control  
System.Windows.Controls.ContentControl  
System.Windows.Controls.UserControl  
Toolbox

## Implements

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

## Inherited Members

System.Windows.Controls.UserControl.OnCreateAutomationPeer()  
System.Windows.Controls.ContentControl.ContentProperty  
System.Windows.Controls.ContentControl.HasContentProperty  
System.Windows.Controls.ContentControl.ContentTemplateProperty  
System.Windows.Controls.ContentControl.ContentTemplateSelectorProperty  
System.Windows.Controls.ContentControl.ContentStringFormatProperty  
System.Windows.Controls.ContentControl.System.Windows.Markup.IAddChild.AddChild(System.Object)  
System.Windows.Controls.ContentControl.AddChild(System.Object)  
System.Windows.Controls.ContentControl.System.Windows.Markup.IAddChild.AddText(System.String)  
System.Windows.Controls.ContentControl.AddText(System.String)  
System.Windows.Controls.ContentControl.OnContentChanged(System.Object, System.Object)  
System.Windows.Controls.ContentControl.OnContentTemplateChanged(System.Windows.DataTemplate, System.Windows.DataTemplate)  
System.Windows.Controls.ContentControl.OnContentTemplateSelectorChanged(System.Windows.Controls.DataTemplateSelector, System.Windows.Controls.DataTemplateSelector)  
System.Windows.Controls.ContentControl.OnContentStringFormatChanged(System.String, System.String)  
System.Windows.Controls.ContentControl.LogicalChildren  
System.Windows.Controls.ContentControl.Content  
System.Windows.Controls.ContentControl.HasContent  
System.Windows.Controls.ContentControl.ContentTemplate  
System.Windows.Controls.ContentControl.ContentTemplateSelector  
System.Windows.Controls.ContentControl.ContentStringFormat  
System.Windows.Controls.Control.BorderBrushProperty  
System.Windows.Controls.Control.BorderThicknessProperty  
System.Windows.Controls.Control.BackgroundProperty  
System.Windows.Controls.Control.ForegroundProperty  
System.Windows.Controls.Control.FontFamilyProperty  
System.Windows.Controls.Control.FontSizeProperty  
System.Windows.Controls.Control.FontStretchProperty

System.Windows.Controls.Control.FontStyleProperty  
System.Windows.Controls.Control.FontWeightProperty  
System.Windows.Controls.Control.HorizontalContentAlignmentProperty  
System.Windows.Controls.Control.VerticalContentAlignmentProperty  
System.Windows.Controls.Control.TabIndexProperty  
System.Windows.Controls.Control.IsTabStopProperty  
System.Windows.Controls.Control.PaddingProperty  
System.Windows.Controls.Control.TemplateProperty  
System.Windows.Controls.Control.PreviewMouseDoubleClickEvent  
System.Windows.Controls.Control.MouseDoubleClickEvent  
System.Windows.Controls.Control.OnTemplateChanged(System.Windows.Controls.ControlTemplate,  
System.Windows.Controls.ControlTemplate)  
System.Windows.Controls.Control.ToString()  
System.Windows.Controls.Control.OnPreviewMouseDoubleClick(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.Controls.Control.OnMouseDoubleClick(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.Controls.Control.MeasureOverride(System.Windows.Size)  
System.Windows.Controls.Control.ArrangeOverride(System.Windows.Size)  
System.Windows.Controls.Control.BorderBrush  
System.Windows.Controls.Control.BorderThickness  
System.Windows.Controls.Control.Background  
System.Windows.Controls.Control.Foreground  
System.Windows.Controls.Control.FontFamily  
System.Windows.Controls.Control.FontSize  
System.Windows.Controls.Control.FontStretch  
System.Windows.Controls.Control.FontStyle  
System.Windows.Controls.Control.FontWeight  
System.Windows.Controls.Control.HorizontalContentAlignment  
System.Windows.Controls.Control.VerticalContentAlignment  
System.Windows.Controls.Control.TabIndex  
System.Windows.Controls.Control.IsTabStop  
System.Windows.Controls.Control.Padding  
System.Windows.Controls.Control.Template  
System.Windows.Controls.Control.HandlesScrolling  
System.Windows.Controls.Control.PreviewMouseDoubleClick  
System.Windows.Controls.Control.MouseDoubleClick  
System.Windows.FrameworkElement.StyleProperty  
System.Windows.FrameworkElement.OverridesDefaultStyleProperty  
System.Windows.FrameworkElement.UseLayoutRoundingProperty  
System.Windows.FrameworkElement.DefaultStyleKeyProperty  
System.Windows.FrameworkElement.DataContextProperty  
System.Windows.FrameworkElement.BindingGroupProperty  
System.Windows.FrameworkElement.LanguageProperty  
System.Windows.FrameworkElement.NameProperty  
System.Windows.FrameworkElement.TagProperty  
System.Windows.FrameworkElement.InputScopeProperty  
System.Windows.FrameworkElement.RequestBringIntoViewEvent  
System.Windows.FrameworkElement.SizeChangedEvent  
System.Windows.FrameworkElement.ActualWidthProperty  
System.Windows.FrameworkElement.ActualHeightProperty  
System.Windows.FrameworkElement.LayoutTransformProperty  
System.Windows.FrameworkElement.WidthProperty  
System.Windows.FrameworkElement.MinWidthProperty

System.Windows.FrameworkElement.MaxWidthProperty  
System.Windows.FrameworkElement.HeightProperty  
System.Windows.FrameworkElement.MinHeightProperty  
System.Windows.FrameworkElement.MaxHeightProperty  
System.Windows.FrameworkElement.FlowDirectionProperty  
System.Windows.FrameworkElement.MarginProperty  
System.Windows.FrameworkElement.HorizontalAlignmentProperty  
System.Windows.FrameworkElement.VerticalAlignmentProperty  
System.Windows.FrameworkElement.FocusVisualStyleProperty  
System.Windows.FrameworkElement.CursorProperty  
System.Windows.FrameworkElement.ForceCursorProperty  
System.Windows.FrameworkElement.LoadedEvent  
System.Windows.FrameworkElement.UnloadedEvent  
System.Windows.FrameworkElement.ToolTipProperty  
System.Windows.FrameworkElement.ContextMenuProperty  
System.Windows.FrameworkElement.ToolTipOpeningEvent  
System.Windows.FrameworkElement.ToolTipClosingEvent  
System.Windows.FrameworkElement.ContextMenuOpeningEvent  
System.Windows.FrameworkElement.ContextMenuClosingEvent  
System.Windows.FrameworkElement.OnStyleChanged(System.Windows.Style, System.Windows.Style)  
System.Windows.FrameworkElement.ParentLayoutInvalidated(System.Windows.UIElement)  
System.Windows.FrameworkElement.ApplyTemplate()  
System.Windows.FrameworkElement.OnApplyTemplate()  
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard)  
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard,  
System.Windows.Media.Animation.HandoffBehavior)  
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard,  
System.Windows.Media.Animation.HandoffBehavior, System.Boolean)  
System.Windows.FrameworkElement.GetVisualChild(System.Int32)  
System.Windows.FrameworkElement.System.Windows.Markup.IQueryAmbient.IsAmbientPropertyAvailable(System.String)  
System.Windows.FrameworkElement.GetTemplateChild(System.String)  
System.Windows.FrameworkElement.FindResource(System.Object)  
System.Windows.FrameworkElement.TryFindResource(System.Object)  
System.Windows.FrameworkElement.SetResourceReference(System.Windows.DependencyProperty, System.Object)  
System.Windows.FrameworkElement.OnPropertyChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.FrameworkElement.OnVisualParentChanged(System.Windows.DependencyObject)  
System.Windows.FrameworkElement.GetBindingExpression(System.Windows.DependencyProperty)  
System.Windows.FrameworkElement.SetBinding(System.Windows.DependencyProperty, System.Windows.Data.BindingBase)  
System.Windows.FrameworkElement.SetBinding(System.Windows.DependencyProperty, System.String)  
System.Windows.FrameworkElement.GetUIParentCore()  
System.Windows.FrameworkElement.BringIntoView()  
System.Windows.FrameworkElement.BringIntoView(System.Windows.Rect)  
System.Windows.FrameworkElement.GetFlowDirection(System.Windows.DependencyObject)  
System.Windows.FrameworkElement.SetFlowDirection(System.Windows.DependencyObject, System.Windows.FlowDirection)  
System.Windows.FrameworkElement.MeasureCore(System.Windows.Size)  
System.Windows.FrameworkElement.ArrangeCore(System.Windows.Rect)  
System.Windows.FrameworkElement.OnRenderSizeChanged(System.Windows.SizeChangedEventArgs)  
System.Windows.FrameworkElement.GetLayoutClip(System.Windows.Size)  
System.Windows.FrameworkElement.MoveFocus(System.Windows.Input.TraversalRequest)  
System.Windows.FrameworkElement.PredictFocus(System.Windows.Input.FocusNavigationDirection)  
System.Windows.FrameworkElement.OnGotFocus(System.Windows.RoutedEventArgs)  
System.Windows.FrameworkElement.BeginInit()

System.Windows.FrameworkElement.EndInit()  
System.Windows.FrameworkElement.OnInitialized(System.EventArgs)  
System.Windows.FrameworkElement.OnToolTipOpening(System.Windows.Controls.ToolTipEventArgs)  
System.Windows.FrameworkElement.OnToolTipClosing(System.Windows.Controls.ToolTipEventArgs)  
System.Windows.FrameworkElement.OnContextMenuOpening(System.Windows.Controls.ContextMenuEventArgs)  
System.Windows.FrameworkElement.OnContextMenuClosing(System.Windows.Controls.ContextMenuEventArgs)  
System.Windows.FrameworkElement.RegisterName(System.String, System.Object)  
System.Windows.FrameworkElement.UnregisterName(System.String)  
System.Windows.FrameworkElement.FindName(System.String)  
System.Windows.FrameworkElement.UpdateDefaultStyle()  
System.Windows.FrameworkElement.AddLogicalChild(System.Object)  
System.Windows.FrameworkElement.RemoveLogicalChild(System.Object)  
System.Windows.FrameworkElement.Style  
System.Windows.FrameworkElement.OverridesDefaultStyle  
System.Windows.FrameworkElement.UseLayoutRounding  
System.Windows.FrameworkElement.DefaultStyleKey  
System.Windows.FrameworkElement.Triggers  
System.Windows.FrameworkElement.TemplatedParent  
System.Windows.FrameworkElement.VisualChildrenCount  
System.Windows.FrameworkElement.Resources  
System.Windows.FrameworkElement.InheritanceBehavior  
System.Windows.FrameworkElement.DataContext  
System.Windows.FrameworkElement.BindingGroup  
System.Windows.FrameworkElement.Language  
System.Windows.FrameworkElement.Name  
System.Windows.FrameworkElement.Tag  
System.Windows.FrameworkElement.InputScope  
System.Windows.FrameworkElement.ActualWidth  
System.Windows.FrameworkElement.ActualHeight  
System.Windows.FrameworkElement.LayoutTransform  
System.Windows.FrameworkElement.Width  
System.Windows.FrameworkElement.MinWidth  
System.Windows.FrameworkElement.MaxWidth  
System.Windows.FrameworkElement.Height  
System.Windows.FrameworkElement.MinHeight  
System.Windows.FrameworkElement.MaxHeight  
System.Windows.FrameworkElement.FlowDirection  
System.Windows.FrameworkElement.Margin  
System.Windows.FrameworkElement.HorizontalAlignment  
System.Windows.FrameworkElement.VerticalAlignment  
System.Windows.FrameworkElement.FocusVisualStyle  
System.Windows.FrameworkElement.Cursor  
System.Windows.FrameworkElement.ForceCursor  
System.Windows.FrameworkElement.IsInitialized  
System.Windows.FrameworkElement.IsLoaded  
System.Windows.FrameworkElement.ToolTip  
System.Windows.FrameworkElement.ContextMenu  
System.Windows.FrameworkElement.Parent  
System.Windows.FrameworkElement.TargetUpdated  
System.Windows.FrameworkElement.SourceUpdated  
System.Windows.FrameworkElement.DataContextChanged  
System.Windows.FrameworkElement.RequestBringIntoView

System.Windows.FrameworkElement.SizeChanged  
System.Windows.FrameworkElement.Initialized  
System.Windows.FrameworkElement.Loaded  
System.Windows.FrameworkElement.Unloaded  
System.Windows.FrameworkElement.ToolTipOpening  
System.Windows.FrameworkElement.ToolTipClosing  
System.Windows.FrameworkElement.ContextMenuOpening  
System.Windows.FrameworkElement.ContextMenuClosing  
System.Windows.UIElement.PreviewMouseDownEvent  
System.Windows.UIElement.MouseDownEvent  
System.Windows.UIElement.PreviewMouseUpEvent  
System.Windows.UIElement.MouseUpEvent  
System.Windows.UIElement.PreviewMouseLeftButtonDownEvent  
System.Windows.UIElement.MouseLeftButtonDownEvent  
System.Windows.UIElement.PreviewMouseLeftButtonUpEvent  
System.Windows.UIElement.MouseLeftButtonUpEvent  
System.Windows.UIElement.PreviewMouseRightButtonDownEvent  
System.Windows.UIElement.MouseRightButtonDownEvent  
System.Windows.UIElement.PreviewMouseRightButtonUpEvent  
System.Windows.UIElement.MouseRightButtonUpEvent  
System.Windows.UIElement.PreviewMouseMoveEvent  
System.Windows.UIElement.MouseMoveEvent  
System.Windows.UIElement.PreviewMouseWheelEvent  
System.Windows.UIElement.MouseWheelEvent  
System.Windows.UIElement.MouseEnterEvent  
System.Windows.UIElement.MouseLeaveEvent  
System.Windows.UIElement.GotMouseCaptureEvent  
System.Windows.UIElement.LostMouseCaptureEvent  
System.Windows.UIElement.QueryCursorEvent  
System.Windows.UIElement.PreviewStylusDownEvent  
System.Windows.UIElement.StylusDownEvent  
System.Windows.UIElement.PreviewStylusUpEvent  
System.Windows.UIElement.StylusUpEvent  
System.Windows.UIElement.PreviewStylusMoveEvent  
System.Windows.UIElement.StylusMoveEvent  
System.Windows.UIElement.PreviewStylusInAirMoveEvent  
System.Windows.UIElement.StylusInAirMoveEvent  
System.Windows.UIElement.StylusEnterEvent  
System.Windows.UIElement.StylusLeaveEvent  
System.Windows.UIElement.PreviewStylusInRangeEvent  
System.Windows.UIElement.StylusInRangeEvent  
System.Windows.UIElement.PreviewStylusOutOfRangeEvent  
System.Windows.UIElement.StylusOutOfRangeEvent  
System.Windows.UIElement.PreviewStylusSystemGestureEvent  
System.Windows.UIElement.StylusSystemGestureEvent  
System.Windows.UIElement.GotStylusCaptureEvent  
System.Windows.UIElement.LostStylusCaptureEvent  
System.Windows.UIElement.StylusButtonDownEvent  
System.Windows.UIElement.StylusButtonUpEvent  
System.Windows.UIElement.PreviewStylusButtonDownEvent  
System.Windows.UIElement.PreviewStylusButtonUpEvent  
System.Windows.UIElement.PreviewKeyDownEvent

System.Windows.UIElement.KeyDownEvent  
System.Windows.UIElement.PreviewKeyUpEvent  
System.Windows.UIElement.KeyUpEvent  
System.Windows.UIElement.PreviewGotKeyboardFocusEvent  
System.Windows.UIElement.GotKeyboardFocusEvent  
System.Windows.UIElement.PreviewLostKeyboardFocusEvent  
System.Windows.UIElement.LostKeyboardFocusEvent  
System.Windows.UIElement.PreviewTextInputEvent  
System.Windows.UIElement.TextInputEvent  
System.Windows.UIElement.PreviewQueryContinueDragEvent  
System.Windows.UIElement.QueryContinueDragEvent  
System.Windows.UIElement.PreviewGiveFeedbackEvent  
System.Windows.UIElement.GiveFeedbackEvent  
System.Windows.UIElement.PreviewDragEnterEvent  
System.Windows.UIElement.DragEnterEvent  
System.Windows.UIElement.PreviewDragOverEvent  
System.Windows.UIElement.DragOverEvent  
System.Windows.UIElement.PreviewDragLeaveEvent  
System.Windows.UIElement.DragLeaveEvent  
System.Windows.UIElement.PreviewDropEvent  
System.Windows.UIElement.DropEvent  
System.Windows.UIElement.PreviewTouchDownEvent  
System.Windows.UIElement.TouchDownEvent  
System.Windows.UIElement.PreviewTouchMoveEvent  
System.Windows.UIElement.TouchMoveEvent  
System.Windows.UIElement.PreviewTouchUpEvent  
System.Windows.UIElement.TouchUpEvent  
System.Windows.UIElement.GotTouchCaptureEvent  
System.Windows.UIElement.LostTouchCaptureEvent  
System.Windows.UIElement.TouchEnterEvent  
System.Windows.UIElement.TouchLeaveEvent  
System.Windows.UIElement.IsMouseDirectlyOverProperty  
System.Windows.UIElement.IsMouseOverProperty  
System.Windows.UIElement.IsStylusOverProperty  
System.Windows.UIElement.IsKeyboardFocusWithinProperty  
System.Windows.UIElement.IsMouseCapturedProperty  
System.Windows.UIElement.IsMouseCaptureWithinProperty  
System.Windows.UIElement.IsStylusDirectlyOverProperty  
System.Windows.UIElement.IsStylusCapturedProperty  
System.Windows.UIElement.IsStylusCaptureWithinProperty  
System.Windows.UIElement.IsKeyboardFocusedProperty  
System.Windows.UIElement.AreAnyTouchesDirectlyOverProperty  
System.Windows.UIElement.AreAnyTouchesOverProperty  
System.Windows.UIElement.AreAnyTouchesCapturedProperty  
System.Windows.UIElement.AreAnyTouchesCapturedWithinProperty  
System.Windows.UIElement.AllowDropProperty  
System.Windows.UIElement.RenderTransformProperty  
System.Windows.UIElement.RenderTransformOriginProperty  
System.Windows.UIElement.OpacityProperty  
System.Windows.UIElement.OpacityMaskProperty  
System.Windows.UIElement.BitmapEffectProperty  
System.Windows.UIElement.EffectProperty

System.Windows.UIElement.BitmapEffectInputProperty  
System.Windows.UIElement.CacheModeProperty  
System.Windows.UIElement.UidProperty  
System.Windows.UIElement.VisibilityProperty  
System.Windows.UIElement.ClipToBoundsProperty  
System.Windows.UIElement.ClipProperty  
System.Windows.UIElement.SnapsToDevicePixelsProperty  
System.Windows.UIElement.GotFocusEvent  
System.Windows.UIElement.LostFocusEvent  
System.Windows.UIElement.IsFocusedProperty  
System.Windows.UIElement.IsEnabledProperty  
System.Windows.UIElement.IsHitTestVisibleProperty  
System.Windows.UIElement.IsVisibleProperty  
System.Windows.UIElement.FocusableProperty  
System.Windows.UIElement.IsManipulationEnabledProperty  
System.Windows.UIElement.ManipulationStartingEvent  
System.Windows.UIElement.ManipulationStartedEvent  
System.Windows.UIElement.ManipulationDeltaEvent  
System.Windows.UIElement.ManipulationInertiaStartingEvent  
System.Windows.UIElement.ManipulationBoundaryFeedbackEvent  
System.Windows.UIElement.ManipulationCompletedEvent  
System.Windows.UIElement.ApplyAnimationClock(System.Windows.DependencyProperty,  
System.Windows.Media.Animation.AnimationClock)  
System.Windows.UIElement.ApplyAnimationClock(System.Windows.DependencyProperty,  
System.Windows.Media.Animation.AnimationClock, System.Windows.Media.Animation.HandoffBehavior)  
System.Windows.UIElement.BeginAnimation(System.Windows.DependencyProperty,  
System.Windows.Media.Animation.AnimationTimeline)  
System.Windows.UIElement.BeginAnimation(System.Windows.DependencyProperty,  
System.Windows.Media.Animation.AnimationTimeline, System.Windows.Media.Animation.HandoffBehavior)  
System.Windows.UIElement.GetAnimationBaseValue(System.Windows.DependencyProperty)  
System.Windows.UIElement.RaiseEvent(System.Windows.RoutedEventArgs)  
System.Windows.UIElement.AddHandler(System.Windows.RoutedEvent, System.Delegate)  
System.Windows.UIElement.AddHandler(System.Windows.RoutedEvent, System.Delegate, System.Boolean)  
System.Windows.UIElement.RemoveHandler(System.Windows.RoutedEvent, System.Delegate)  
System.Windows.UIElement.AddToEventRoute(System.Windows.EventRoute, System.Windows.RoutedEventArgs)  
System.Windows.UIElement.OnPreviewMouseDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseLeftButtonDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseLeftButtonDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseLeftButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseLeftButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseRightButtonDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseRightButtonDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseRightButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseRightButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseMove(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnMouseMove(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnPreviewMouseWheel(System.Windows.Input.MouseWheelEventArgs)  
System.Windows.UIElement.OnMouseWheel(System.Windows.Input.MouseWheelEventArgs)  
System.Windows.UIElement.OnMouseEnter(System.Windows.Input.MouseEventArgs)



System.Windows.UIElement.OnMouseLeave(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnGotMouseCapture(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnLostMouseCapture(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnQueryCursor(System.Windows.Input.QueryCursorEventArgs)  
System.Windows.UIElement.OnPreviewStylusDown(System.Windows.Input.StylusDownEventArgs)  
System.Windows.UIElement.OnStylusDown(System.Windows.Input.StylusDownEventArgs)  
System.Windows.UIElement.OnPreviewStylusUp(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusUp(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusInAirMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusInAirMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusEnter(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusLeave(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusInRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusInRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusOutOfRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusOutOfRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusSystemGesture(System.Windows.Input.StylusSystemGestureEventArgs)  
System.Windows.UIElement.OnStylusSystemGesture(System.Windows.Input.StylusSystemGestureEventArgs)  
System.Windows.UIElement.OnGotStylusCapture(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnLostStylusCapture(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusButtonDown(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnStylusButtonUp(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnPreviewStylusButtonDown(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnPreviewStylusButtonUp(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnPreviewKeyDown(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnKeyDown(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnPreviewKeyUp(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnKeyUp(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnPreviewGotKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnGotKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnPreviewLostKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnLostKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnPreviewTextInput(System.Windows.Input.TextCompositionEventArgs)  
System.Windows.UIElement.OnTextInput(System.Windows.Input.TextCompositionEventArgs)  
System.Windows.UIElement.OnPreviewQueryContinueDrag(System.Windows.QueryContinueDragEventArgs)  
System.Windows.UIElement.OnQueryContinueDrag(System.Windows.QueryContinueDragEventArgs)  
System.Windows.UIElement.OnPreviewGiveFeedback(System.Windows.GiveFeedbackEventArgs)  
System.Windows.UIElement.OnGiveFeedback(System.Windows.GiveFeedbackEventArgs)  
System.Windows.UIElement.OnPreviewDragEnter(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDragEnter(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewDragOver(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDragOver(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewDragLeave(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDragLeave(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewDrop(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDrop(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewTouchDown(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchDown(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnPreviewTouchMove(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchMove(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnPreviewTouchUp(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchUp(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnGotTouchCapture(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnLostTouchCapture(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchEnter(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchLeave(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnIsMouseDirectlyOverChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsKeyboardFocusWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsMouseCapturedChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsMouseCaptureWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsStylusDirectlyOverChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsStylusCapturedChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsStylusCaptureWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsKeyboardFocusedChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.InvalidateMeasure()  
System.Windows.UIElement.InvalidateArrange()  
System.Windows.UIElement.InvalidateVisual()  
System.Windows.UIElement.OnChildDesiredSizeChanged(System.Windows.UIElement)  
System.Windows.UIElement.Measure(System.Windows.Size)  
System.Windows.UIElement.Arrange(System.Windows.Rect)  
System.Windows.UIElement.OnRender(System.Windows.Media.DrawingContext)  
System.Windows.UIElement.UpdateLayout()  
System.Windows.UIElement.TranslatePoint(System.Windows.Point, System.Windows.UIElement)  
System.Windows.UIElement.InputHitTest(System.Windows.Point)  
System.Windows.UIElement.CaptureMouse()  
System.Windows.UIElement.ReleaseMouseCapture()  
System.Windows.UIElement.CaptureStylus()  
System.Windows.UIElement.ReleaseStylusCapture()  
System.Windows.UIElement.Focus()  
System.Windows.UIElement.OnAccessKey(System.Windows.Input.AccessKeyEventArgs)  
System.Windows.UIElement.HitTestCore(System.Windows.Media.PointHitTestParameters)  
System.Windows.UIElement.HitTestCore(System.Windows.Media.GeometryHitTestParameters)  
System.Windows.UIElement.OnLostFocus(System.Windows.RoutedEventArgs)  
System.Windows.UIElement.OnManipulationStarting(System.Windows.Input.ManipulationStartingEventArgs)  
System.Windows.UIElement.OnManipulationStarted(System.Windows.Input.ManipulationStartedEventArgs)  
System.Windows.UIElement.OnManipulationDelta(System.Windows.Input.ManipulationDeltaEventArgs)  
System.Windows.UIElement.OnManipulationInertiaStarting(System.Windows.Input.ManipulationInertiaStartingEventArgs)  
System.Windows.UIElement.OnManipulationBoundaryFeedback(System.Windows.Input.ManipulationBoundaryFeedbackEventArgs)  
System.Windows.UIElement.OnManipulationCompleted(System.Windows.Input.ManipulationCompletedEventArgs)  
System.Windows.UIElement.CaptureTouch(System.Windows.Input.TouchDevice)  
System.Windows.UIElement.ReleaseTouchCapture(System.Windows.Input.TouchDevice)  
System.Windows.UIElement.ReleaseAllTouchCaptures()  
System.Windows.UIElement.HasAnimatedProperties  
System.Windows.UIElement.InputBindings  
System.Windows.UIElement.CommandBindings  
System.Windows.UIElement.AllowDrop  
System.Windows.UIElement.StylusPlugIns  
System.Windows.UIElement.DesiredSize  
System.Windows.UIElement.IsMeasureValid  
System.Windows.UIElement.IsArrangeValid  
System.Windows.UIElement.RenderSize  
System.Windows.UIElement.RenderTransform

System.Windows.UIElement.RenderTransformOrigin  
System.Windows.UIElement.IsMouseDirectlyOver  
System.Windows.UIElement.IsMouseOver  
System.Windows.UIElement.IsStylusOver  
System.Windows.UIElement.IsKeyboardFocusWithin  
System.Windows.UIElement.IsMouseCaptured  
System.Windows.UIElement.IsMouseCaptureWithin  
System.Windows.UIElement.IsStylusDirectlyOver  
System.Windows.UIElement.IsStylusCaptured  
System.Windows.UIElement.IsStylusCaptureWithin  
System.Windows.UIElement.IsKeyboardFocused  
System.Windows.UIElement.IsInputMethodEnabled  
System.Windows.UIElement.Opacity  
System.Windows.UIElement.OpacityMask  
System.Windows.UIElement.BitmapEffect  
System.Windows.UIElement.Effect  
System.Windows.UIElement.BitmapEffectInput  
System.Windows.UIElement.CacheMode  
System.Windows.UIElement.Uid  
System.Windows.UIElement.Visibility  
System.Windows.UIElement.ClipToBounds  
System.Windows.UIElement.Clip  
System.Windows.UIElement.SnapsToDevicePixels  
System.Windows.UIElement.HasEffectiveKeyboardFocus  
System.Windows.UIElement.IsFocused  
System.Windows.UIElement.IsEnabled  
System.Windows.UIElement.IsEnabledCore  
System.Windows.UIElement.IsHitTestVisible  
System.Windows.UIElement.IsVisible  
System.Windows.UIElement.Focusable  
System.Windows.UIElement.PersistId  
System.Windows.UIElement.IsManipulationEnabled  
System.Windows.UIElement.AreAnyTouchesOver  
System.Windows.UIElement.AreAnyTouchesDirectlyOver  
System.Windows.UIElement.AreAnyTouchesCapturedWithin  
System.Windows.UIElement.AreAnyTouchesCaptured  
System.Windows.UIElement.TouchesCaptured  
System.Windows.UIElement.TouchesCapturedWithin  
System.Windows.UIElement.TouchesOver  
System.Windows.UIElement.TouchesDirectlyOver  
System.Windows.UIElement.PreviewMouseDown  
System.Windows.UIElement.MouseDown  
System.Windows.UIElement.PreviewMouseUp  
System.Windows.UIElement.MouseUp  
System.Windows.UIElement.PreviewMouseLeftButtonDown  
System.Windows.UIElement.MouseLeftButtonDown  
System.Windows.UIElement.PreviewMouseLeftButtonUp  
System.Windows.UIElement.MouseLeftButtonUp  
System.Windows.UIElement.PreviewMouseRightButtonDown  
System.Windows.UIElement.MouseRightButtonDown  
System.Windows.UIElement.PreviewMouseRightButtonUp  
System.Windows.UIElement.MouseRightButtonUp

System.Windows.UIElement.PreviewMouseMove  
System.Windows.UIElement.MouseMove  
System.Windows.UIElement.PreviewMouseWheel  
System.Windows.UIElement.MouseWheel  
System.Windows.UIElement.MouseEnter  
System.Windows.UIElement.MouseLeave  
System.Windows.UIElement.GotMouseCapture  
System.Windows.UIElement.LostMouseCapture  
System.Windows.UIElement.QueryCursor  
System.Windows.UIElement.PreviewStylusDown  
System.Windows.UIElement.StylusDown  
System.Windows.UIElement.PreviewStylusUp  
System.Windows.UIElement.StylusUp  
System.Windows.UIElement.PreviewStylusMove  
System.Windows.UIElement.StylusMove  
System.Windows.UIElement.PreviewStylusInAirMove  
System.Windows.UIElement.StylusInAirMove  
System.Windows.UIElement.StylusEnter  
System.Windows.UIElement.StylusLeave  
System.Windows.UIElement.PreviewStylusInRange  
System.Windows.UIElement.StylusInRange  
System.Windows.UIElement.PreviewStylusOutOfRange  
System.Windows.UIElement.StylusOutOfRange  
System.Windows.UIElement.PreviewStylusSystemGesture  
System.Windows.UIElement.StylusSystemGesture  
System.Windows.UIElement.GotStylusCapture  
System.Windows.UIElement.LostStylusCapture  
System.Windows.UIElement.StylusButtonDown  
System.Windows.UIElement.StylusButtonUp  
System.Windows.UIElement.PreviewStylusButtonDown  
System.Windows.UIElement.PreviewStylusButtonUp  
System.Windows.UIElement.PreviewKeyDown  
System.Windows.UIElement.KeyDown  
System.Windows.UIElement.PreviewKeyUp  
System.Windows.UIElement.KeyUp  
System.Windows.UIElement.PreviewGotKeyboardFocus  
System.Windows.UIElement.GotKeyboardFocus  
System.Windows.UIElement.PreviewLostKeyboardFocus  
System.Windows.UIElement.LostKeyboardFocus  
System.Windows.UIElement.PreviewTextInput  
System.Windows.UIElement.TextInput  
System.Windows.UIElement.PreviewQueryContinueDrag  
System.Windows.UIElement.QueryContinueDrag  
System.Windows.UIElement.PreviewGiveFeedback  
System.Windows.UIElement.GiveFeedback  
System.Windows.UIElement.PreviewDragEnter  
System.Windows.UIElement.DragEnter  
System.Windows.UIElement.PreviewDragOver  
System.Windows.UIElement.DragOver  
System.Windows.UIElement.PreviewDragLeave  
System.Windows.UIElement.DragLeave  
System.Windows.UIElement.PreviewDrop

System.Windows.UIElement.Drop  
System.Windows.UIElement.PreviewTouchDown  
System.Windows.UIElement.TouchDown  
System.Windows.UIElement.PreviewTouchMove  
System.Windows.UIElement.TouchMove  
System.Windows.UIElement.PreviewTouchUp  
System.Windows.UIElement.TouchUp  
System.Windows.UIElement.GotTouchCapture  
System.Windows.UIElement.LostTouchCapture  
System.Windows.UIElement.TouchEnter  
System.Windows.UIElement.TouchLeave  
System.Windows.UIElement.IsMouseDirectlyOverChanged  
System.Windows.UIElement.IsKeyboardFocusWithinChanged  
System.Windows.UIElement.IsMouseCapturedChanged  
System.Windows.UIElement.IsMouseCaptureWithinChanged  
System.Windows.UIElement.IsStylusDirectlyOverChanged  
System.Windows.UIElement.IsStylusCapturedChanged  
System.Windows.UIElement.IsStylusCaptureWithinChanged  
System.Windows.UIElement.IsKeyboardFocusedChanged  
System.Windows.UIElement.LayoutUpdated  
System.Windows.UIElement.GotFocus  
System.Windows.UIElement.LostFocus  
System.Windows.UIElement.IsEnabledChanged  
System.Windows.UIElement.IsHitTestVisibleChanged  
System.Windows.UIElement.IsVisibleChanged  
System.Windows.UIElement.FocusableChanged  
System.Windows.UIElement.ManipulationStarting  
System.Windows.UIElement.ManipulationStarted  
System.Windows.UIElement.ManipulationDelta  
System.Windows.UIElement.ManipulationInertiaStarting  
System.Windows.UIElement.ManipulationBoundaryFeedback  
System.Windows.UIElement.ManipulationCompleted  
System.Windows.Media.Visual.AddVisualChild(System.Windows.Media.Visual)  
System.Windows.Media.Visual.RemoveVisualChild(System.Windows.Media.Visual)  
System.Windows.Media.Visual.OnVisualChildrenChanged(System.Windows.DependencyObject,  
System.Windows.DependencyObject)  
System.Windows.Media.Visual.OnDpiChanged(System.Windows.DpiScale, System.Windows.DpiScale)  
System.Windows.Media.Visual.IsAncestorOf(System.Windows.DependencyObject)  
System.Windows.Media.Visual.IsDescendantOf(System.Windows.DependencyObject)  
System.Windows.Media.Visual.FindCommonVisualAncestor(System.Windows.DependencyObject)  
System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Visual)  
System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Media3D.Visual3D)  
System.Windows.Media.Visual.TransformToDescendant(System.Windows.Media.Visual)  
System.Windows.Media.Visual.TransformToVisual(System.Windows.Media.Visual)  
System.Windows.Media.Visual.PointToScreen(System.Windows.Point)  
System.Windows.Media.Visual.PointFromScreen(System.Windows.Point)  
System.Windows.Media.Visual.VisualParent  
System.Windows.Media.Visual.VisualTransform  
System.Windows.Media.Visual.VisualEffect  
System.Windows.Media.Visual.VisualBitmapEffect  
System.Windows.Media.Visual.VisualBitmapEffectInput  
System.Windows.Media.Visual.VisualCacheMode

System.Windows.Media.Visual.VisualScrollableAreaClip  
System.Windows.Media.Visual.VisualClip  
System.Windows.Media.Visual.VisualOffset  
System.Windows.Media.Visual.VisualOpacity  
System.Windows.Media.Visual.VisualEdgeMode  
System.Windows.Media.Visual.VisualBitmapScalingMode  
System.Windows.Media.Visual.VisualClearTypeHint  
System.Windows.Media.Visual.VisualTextRenderingMode  
System.Windows.Media.Visual.VisualTextHintingMode  
System.Windows.Media.Visual.VisualOpacityMask  
System.Windows.Media.Visual.VisualXSnappingGuidelines  
System.Windows.Media.Visual.VisualYSnappingGuidelines  
System.Windows.DependencyObject.Equals(System.Object)  
System.Windows.DependencyObject.GetHashCode()  
System.Windows.DependencyObject.GetValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.SetValue(System.Windows.DependencyProperty, System.Object)  
System.Windows.DependencyObject.SetCurrentValue(System.Windows.DependencyProperty, System.Object)  
System.Windows.DependencyObject.SetValue(System.Windows.DependencyPropertyKey, System.Object)  
System.Windows.DependencyObject.ClearValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ClearValue(System.Windows.DependencyPropertyKey)  
System.Windows.DependencyObject.CoerceValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.InvalidateProperty(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ShouldSerializeProperty(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ReadLocalValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.GetLocalValueEnumerator()  
System.Windows.DependencyObject.DependencyObjectType  
System.Windows.DependencyObject.IsSealed  
System.Windows.Threading.DispatcherObject.Dispatcher  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: [EMS.Editor](#)

Assembly: EMS.dll

## Syntax

```
public class Toolbox : UserControl, DUCE.IResource, IAnimatable, IFrameworkInputElement, IInputElement, ISupportInitialize, IHaveResources, IQueryAmbient, IAddChild
```

## Constructors

### Toolbox()

#### Declaration

```
public Toolbox()
```

## Implements

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

# Namespace EMS.EMSFactorClasses

## Classes

### [ArrayValue<T>](#)

Beschreibt ein Objekt welches Werte aus einem diskrete Werte in einem Array vom Typ T hält.

### [Factor](#)

Abstrakte Oberklasse, von der alle Faktorklassen geerbt haben.

### [FactorAlternative](#)

Mit dieser Klasse werden alternative Faktoren beschrieben. Implementiert das alternative Verhalten von Faktoren.

### [FactorComplex](#)

Basisklasse für komplexe Faktoren. Implementiert das parallele Verhalten von Faktoren.

### [FactorContinuous](#)

Basisklasse für kontinuierliche atomare Faktoren.

### [FactorDiscrete](#)

Basisklasse für diskrete atomare Faktoren.

### [FactorLeaf](#)

Basisklasse für atomare Faktoren.

### [FactorParallel](#)

Diese Klasse beschreibt ermöglicht es parallele Faktoren abzubilden.

### [Intervall](#)

Beschreibt ein Objekt, welches einen kontinuierlichen Wertebereich über ein Intervall abbildet.

# Class ArrayValue<T>

Beschreibt ein Objekt welches Werte aus einem diskrete Werte in einem Array vom Typ T hält.

## Inheritance

System.Object  
Factor  
FactorLeaf  
FactorDiscrete  
ArrayValue<T>

## Inherited Members

FactorDiscrete.PrintNodes()  
FactorLeaf.OutVal  
FactorLeaf.IsComposite()  
Factor.Name  
Factor.IsActive  
Factor.Composite  
Factor.ParentNode  
Factor.names  
Factor.CheckNodeName(String)  
Factor.GetNodeByName(String)  
Factor.Deactivate()  
Factor.Activate()  
Factor.GetNames(List<String>)  
System.Object.ToString()  
System.Object.Equals(System.Object)  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetHashCode()  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: EMS.EMSFactorClasses  
Assembly: EMS.dll

## Syntax

```
public class ArrayValue<T> : FactorDiscrete
```

## Type Parameters

NAME	DESCRIPTION
T	Platzhalter für den Datentyp

## Constructors

### ArrayValue()

Konstruktor der Klasse. Benötigt für Deserialisierung.

## Declaration

```
public ArrayValue()
```

### ArrayValue(String, T[])



Konstruktor der generischen Klasse. Unterstützte Datentypen für die Serialisierung: string, int, double Weitere Datentypen müssen in FactorDiscrete.cs ergänzt werden. Setzt die Eigenschaft OutVal auf den Wert in Values[0].

Declaration

```
public ArrayValue(string name, T[] vals)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	name	Definiert die Eigenschaft Name
T[]	vals	Definiert die Eigenschaft Values

Properties

ValIDX

Index für den in OutVal genutzten Wert aus Values[ValIDX].

Declaration

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

Property Value

TYPE	DESCRIPTION
System.Int32	

Values

Generisches Array in dem alle möglichen Werte des Faktors gespeichert werden.

Declaration

```
public T[] Values { get; set; }
```

Property Value

TYPE	DESCRIPTION
T[]	

Methods

GetNext()

Inkrementiert die Eigenschaft ValIDX um 1 und setzt die Eigenschaft OutVal auf Values[ValIDX].

Declaration

```
public override void GetNext()
```

Overrides

[FactorLeaf.GetNext\(\)](#)

HasNext()

Prüft ob ValIDX gleich Values.Length - 1 ist.

Declaration

```
public override bool HasNext()
```

Returns

TYPE	DESCRIPTION
System.Boolean	einen booleschen Wert: true-weitere Werte vorhanden; false-alle Werte wurden ausgegeben

Overrides

[FactorLeaf.HasNext\(\)](#)

**SetInitVal()**

Setzt die Eigenschaft ValIDX auf 0. Setzt die Eigenschaft OutVal auf Values[0].

Declaration

```
public override void SetInitVal()
```

Overrides

[FactorLeaf.SetInitVal\(\)](#)

**ValToString(Int32)**

Führt für Elemente in Values an der Stelle i die ToString()-Methode aus und gibt das Ergebnis zurück

Declaration

```
public string ValToString(int i)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	i	Index für die Eigenschaft Values

Returns

TYPE	DESCRIPTION
System.String	Eine Zeichenkette mit dem Wert aus Values[i]

# Class Factor

Abstrakte Oberklasse, von der alle Faktorklassen geerbt haben.

Inheritance

System.Object

Factor

[FactorComplex](#)

[FactorLeaf](#)

Inherited Members

System.Object.ToString()

System.Object.Equals(System.Object)

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

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

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: [EMS.EMSFactorClasses](#)

Assembly: EMS.dll

Syntax

```
public abstract class Factor
```

Fields

IsActive

Eigenschaft die beschreibt ob ein Faktor aktiv ist.

Declaration

```
public bool IsActive
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

names

Declaration

```
protected List<string> names
```

Field Value

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

Properties

Composite

Beschreibt ob ein Faktor Subfaktoren hält.

Declaration

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

#### Property Value

TYPE	DESCRIPTION
System.Boolean	

### Name

Eigenschaft die den Namen eines Faktors beschreibt.

#### Declaration

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

#### Property Value

TYPE	DESCRIPTION
System.String	

### ParentNode

Eigenschaft mit dem Namen des Elternknotens.

#### Declaration

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

#### Property Value

TYPE	DESCRIPTION
System.String	

### Methods

#### Activate()

Setzt die IsActive-Eigenschaft auf true.

#### Declaration

```
public virtual void Activate()
```

#### CheckNodeName(String)

Gibt true zurück, wenn der Name des aufrufenden Knotens mit dem gesuchten übereinstimmt.

#### Declaration

```
public virtual bool CheckNodeName(string nodeName)
```

#### Parameters

TYPE	NAME	DESCRIPTION
System.String	nodeName	Name des gesuchten Knotens

#### Returns

TYPE	DESCRIPTION
System.Boolean	

#### Deactivate()

Setzt die IsActive-Eigenschaft auf false.

#### Declaration

```
public virtual void Deactivate()
```

#### GetNames(List<String>)

Fügt einer übergebenen Liste this.Name hinzu.

#### Declaration

```
public virtual void GetNames(List<string> nodeNames)
```

#### Parameters

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

#### GetNext()

Schaltet ein Factor-Objekt auf seine nächste Wertausprägung.

#### Declaration

```
public abstract void GetNext()
```

#### GetNodeByName(String)

Gibt eine Selbstreferenz zurück, wenn der übergebene Wert mit this.Name übereinstimmt.

#### Declaration

```
public virtual Factor GetNodeByName(string nodeName)
```

#### Parameters

TYPE	NAME	DESCRIPTION
System.String	nodeName	

#### Returns

TYPE	DESCRIPTION
Factor	

#### HasNext()

Prüft ob ein Factor-Objekt weitere Werte annehmen kann.

#### Declaration

```
public virtual bool HasNext()
```

Returns

TYPE	DESCRIPTION
System.Boolean	false

## IsComposite()

Gibt Auskunft darüber ob die Klasse ein Kompositum ist.

Declaration

```
public virtual bool IsComposite()
```

Returns

TYPE	DESCRIPTION
System.Boolean	"true" da Kompositum

## PrintNodes()

Gibt alle Elemente in der Liste nodes als Zeichenkette zurück.

Declaration

```
public abstract string PrintNodes()
```

Returns

TYPE	DESCRIPTION
System.String	

## SetInitVal()

Initialisiert ein Factor-Object.

Declaration

```
public abstract void SetInitVal()
```

# Class FactorAlternative

Mit dieser Klasse werden alternative Faktoren beschrieben. Implementiert das alternative Verhalten von Faktoren.

## Inheritance

System.Object

Factor

FactorComplex

FactorAlternative

## Inherited Members

FactorComplex.nodes

FactorComplex.FactorIDX

FactorComplex.AddNode(Factor)

FactorComplex.AddNodeByParentName(String, Factor)

FactorComplex.RemoveNode(Factor)

FactorComplex.GetNames(List<String>)

FactorComplex.GetNodeByName(String)

FactorComplex.HasNext()

FactorComplex.Deactivate()

FactorComplex.Activate()

Factor.Name

Factor.IsActive

Factor.Composite

Factor.ParentNode

Factor.names

Factor.CheckNodeName(String)

Factor.IsComposite()

System.Object.ToString()

System.Object.Equals(System.Object)

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

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

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: [EMS.EMSFactorClasses](#)

Assembly: EMS.dll

## Syntax

```
public class FactorAlternative : FactorComplex
```

## Constructors

### FactorAlternative()

Konstruktor der Klasse. Benötigt für Deserialisierung.

## Declaration

```
public FactorAlternative()
```

### FactorAlternative(String)

Konstruktor der Klasse.

## Declaration

```
public FactorAlternative(string name)
```

#### Parameters

TYPE	NAME	DESCRIPTION
System.String	name	Definiert die Eigenschaft Name.

#### Methods

##### GetNext()

Prüft ob das Objekt an der Stelle nodes[FactorIDX] weitergeschaltet werden kann und dekrementiert FactorIDX gegebenenfalls solange bis es möglich ist. Wenn zum nächsten Subfaktor weitergeschaltet wird, wird dieser aktiviert und die Elemente ab nodes[FactorIDX + 1] werden deaktiviert.

#### Declaration

```
public override void GetNext()
```

#### Overrides

[FactorComplex.GetNext\(\)](#)

##### IsParallel()

Gibt an ob es sich um einen parallelen oder alternativen Faktor handelt.

#### Declaration

```
public override bool IsParallel()
```

#### Returns

TYPE	DESCRIPTION
System.Boolean	true = parallel; false = alternativ

#### Overrides

[FactorComplex.IsParallel\(\)](#)

##### PrintNodes()

Gibt die Eigenschaft Name und das Element in nodes[FactorIDX] als Zeichenkette zurück.

#### Declaration

```
public override string PrintNodes()
```

#### Returns

TYPE	DESCRIPTION
System.String	Eine Zeichenkette mit der Eigenschaft Name und dem Element in nodes[FactorIDX].

#### Overrides

[FactorComplex.PrintNodes\(\)](#)



## SetInitVal()

Ruft für alle Elemente in nodes SetInitVal() auf und deaktiviert alle Elemente außer nodes[nodes.Count - 1].

### Declaration

```
public override void SetInitVal()
```

### Overrides

[FactorComplex.SetInitVal\(\)](#)

# Class FactorComplex

Basisklasse für komplexe Faktoren. Implementiert das parallele Verhalten von Faktoren.

## Inheritance

System.Object

Factor

FactorComplex

FactorAlternative

FactorParallel

## Inherited Members

Factor.Name

Factor.IsActive

Factor.Composite

Factor.ParentNode

Factor.names

Factor.CheckNodeName(String)

Factor.IsComposite()

System.Object.ToString()

System.Object.Equals(System.Object)

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

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

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: EMS.EMSFactorClasses

Assembly: EMS.dll

## Syntax

```
public class FactorComplex : Factor
```

## Fields

### nodes

Liste vom Typ Factor in der die Objekte der Subfaktoren abgelegt werden.

## Declaration

```
public List<Factor> nodes
```

## Field Value

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

## Properties

### FactorIDX

Index für die Liste nodes, startet beim letzten Eintrag.

## Declaration

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

Property Value

TYPE	DESCRIPTION
System.Int32	

Methods

Activate()

Setzt den Wert der Eigenschaft this.IsActive und nodes.IsActive auf true.

Declaration

```
public override void Activate()
```

Overrides

Factor.Activate()

AddNode(Factor)

Fügt der Liste nodes ein Objekt vom Typ Factor hinzu.

Declaration

```
public void AddNode(Factor factor)
```

Parameters

TYPE	NAME	DESCRIPTION
Factor	factor	Objekt vom Typ Factor, welches hinzugefügt werden soll.

AddNodeByParentName(String, Factor)

Fügt einen Knoten an einer bestimmten Stelle hinzu.

Declaration

```
public void AddNodeByParentName(string parent, Factor child)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	parent	Elternknoten, hier wird der Knoten angehangen
Factor	child	Kindknoten, der an den Elternknoten angehangen wird.

Deactivate()

Setzt den Wert der Eigenschaft this.IsActive und nodes.IsActive auf false.

Declaration

```
public override void Deactivate()
```

Overrides

[Factor.Deactivate\(\)](#)

GetNames(List<String>)

Ruft zuerst die Basismethode und danah die Methode SetNames() für alle Elemente in nodes auf.

Declaration

```
public override void GetNames(List<string> nodeNames)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Collections.Generic.List<System.String>	nodeNames	Liste die mit den Namen befüllt wird.

Overrides

[Factor.GetNames\(List<String>\)](#)

GetNext()

Prüft ob ein Faktor in nodes[i] weitergeschalten werden kann und zählt i so lange herunter bis ein weiterschalten möglich ist. Initialisiert gegebenenfalls alle Elemente ab nodes[i + 1]. Ruft für das Element in nodes[i] GetNext() auf.

Declaration

```
public override void GetNext()
```

Overrides

[Factor.GetNext\(\)](#)

GetNodeByName(String)

Prüft ob es ein Objekt vom Typ Faktor gibt, falls ja wird eine Referenz auf dieses Objekt zurück gegeben.

Declaration

```
public override Factor GetNodeByName(string nodeName)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	nodeName	Name des zu suchenden Objekts

Returns

TYPE	DESCRIPTION
<a href="#">Factor</a>	

Overrides

[Factor.GetNodeByName\(String\)](#)

HasNext()

Prüft ob ein Faktor weitergeschalten werden kann, indem geprüft wird ob alle Elemente in der Liste nodes nicht mehr weitergeschalten werden können.

#### Declaration

```
public override bool HasNext()
```

#### Returns

TYPE	DESCRIPTION
System.Boolean	Einen booleschen Wert: true-kann hochzählen; false-kann nicht mehr hochzählen

#### Overrides

[Factor.HasNext\(\)](#)

#### IsParallel()

Gibt an ob es sich um einen parallelen oder alternativen Faktor handelt.

#### Declaration

```
public virtual bool IsParallel()
```

#### Returns

TYPE	DESCRIPTION
System.Boolean	true = parallel; false = alternativ

#### PrintNodes()

Gibt die Eigenschaft Name und alle Elemente in nodes als Zeichenkette zurück.

#### Declaration

```
public override string PrintNodes()
```

#### Returns

TYPE	DESCRIPTION
System.String	Eine Zeichenkette mit der Eigenschaft Name und allen Elementen in nodes.

#### Overrides

[Factor.PrintNodes\(\)](#)

#### RemoveNode(Factor)

Entfernt ein Objekt vom Typ Faktor aus der Liste nodes.

#### Declaration

```
public void RemoveNode(Factor factor)
```

#### Parameters

TYPE	NAME	DESCRIPTION

TYPE	NAME	DESCRIPTION
Factor	factor	Objekt vom Typ Factor, welches entfernt werden soll.

SetInitVal()

Initialisiert alle Elemente in nodes.

Declaration

```
public override void SetInitVal()
```

Overrides

Factor.SetInitVal()

# Class FactorContinuous

Basisklasse für kontinuierliche atomare Faktoren.

## Inheritance

System.Object

[Factor](#)

[FactorLeaf](#)

FactorContinuous

[Intervall](#)

## Inherited Members

[FactorLeaf.OutVal](#)

[FactorLeaf.GetNext\(\)](#)

[FactorLeaf.HasNext\(\)](#)

[FactorLeaf.IsComposite\(\)](#)

[FactorLeaf.SetInitVal\(\)](#)

[Factor.Name](#)

[Factor.IsActive](#)

[Factor.Composite](#)

[Factor.ParentNode](#)

[Factor.names](#)

[Factor.CheckNodeName\(String\)](#)

[Factor.GetNodeByName\(String\)](#)

[Factor.Deactivate\(\)](#)

[Factor.Activate\(\)](#)

[Factor.GetNames\(List<String>\)](#)

[System.Object.ToString\(\)](#)

[System.Object.Equals\(System.Object\)](#)

[System.Object.Equals\(System.Object, System.Object\)](#)

[System.Object.ReferenceEquals\(System.Object, System.Object\)](#)

[System.Object.GetHashCode\(\)](#)

[System.Object.GetType\(\)](#)

[System.Object.MemberwiseClone\(\)](#)

Namespace: [EMS.EMSFactorClasses](#)

Assembly: EMS.dll

## Syntax

```
public class FactorContinuous : FactorLeaf
```

## Methods

### PrintNodes()

Gibt eine Zeichenkette mit den Werten der Eigenschaften Name und OutVal sowie eine Information dazu ob es ein diskreter oder kontinuierlicher Faktor ist.

## Declaration

```
public override string PrintNodes()
```

## Returns

TYPE	DESCRIPTION
System.String	Eine Zeichenkette mit Name und OutVal

Overrides

[FactorLeaf.PrintNodes\(\)](#)



# Class FactorDiscrete

Basisklasse für diskrete atomare Faktoren.

## Inheritance

System.Object

[Factor](#)

[FactorLeaf](#)

FactorDiscrete

[ArrayValue<T>](#)

## Inherited Members

[FactorLeaf.OutVal](#)

[FactorLeaf.GetNext\(\)](#)

[FactorLeaf.HasNext\(\)](#)

[FactorLeaf.IsComposite\(\)](#)

[FactorLeaf.SetInitVal\(\)](#)

[Factor.Name](#)

[Factor.IsActive](#)

[Factor.Composite](#)

[Factor.ParentNode](#)

[Factor.names](#)

[Factor.CheckNodeName\(String\)](#)

[Factor.GetNodeByName\(String\)](#)

[Factor.Deactivate\(\)](#)

[Factor.Activate\(\)](#)

[Factor.GetNames\(List<String>\)](#)

[System.Object.ToString\(\)](#)

[System.Object.Equals\(System.Object\)](#)

[System.Object.Equals\(System.Object, System.Object\)](#)

[System.Object.ReferenceEquals\(System.Object, System.Object\)](#)

[System.Object.GetHashCode\(\)](#)

[System.Object.GetType\(\)](#)

[System.Object.MemberwiseClone\(\)](#)

Namespace: [EMS.EMSFactorClasses](#)

Assembly: EMS.dll

## Syntax

```
public class FactorDiscrete : FactorLeaf
```

## Methods

### PrintNodes()

Gibt eine Zeichenkette mit den Werten der Eigenschaften Name und OutVal sowie eine Information dazu ob es ein diskreter oder kontinuierlicher Faktor ist.

## Declaration

```
public override string PrintNodes()
```

## Returns

TYPE	DESCRIPTION
System.String	Eine Zeichenkette mit Name und OutVal

Overrides

[FactorLeaf.PrintNodes\(\)](#)

# Class FactorLeaf

Basisklasse für atomare Faktoren.

Inheritance

System.Object

[Factor](#)

FactorLeaf

[FactorContinuous](#)

[FactorDiscrete](#)

Inherited Members

[Factor.Name](#)

[Factor.IsActive](#)

[Factor.Composite](#)

[Factor.ParentNode](#)

[Factor.names](#)

[Factor.CheckNodeName\(String\)](#)

[Factor.GetNodeByName\(String\)](#)

[Factor.Deactivate\(\)](#)

[Factor.Activate\(\)](#)

[Factor.GetNames\(List<String>\)](#)

System.Object.ToString()

System.Object.Equals(System.Object)

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

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

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: [EMS.EMSFactorClasses](#)

Assembly: EMS.dll

Syntax

```
public class FactorLeaf : Factor
```

## Properties

### OutVal

Eigenschaft die den Wert eines Faktors beschreibt.

Declaration

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

Property Value

TYPE	DESCRIPTION
System.String	

## Methods

### GetNext()

Setzt die Eigenschaft OutVal auf einen neuen Wert.

#### Declaration

```
public override void GetNext()
```

#### Overrides

[Factor.GetNext\(\)](#)

#### HasNext()

Prüft ob es einen weiteren Faktorwert gibt.

#### Declaration

```
public override bool HasNext()
```

#### Returns

TYPE	DESCRIPTION
System.Boolean	false

#### Overrides

[Factor.HasNext\(\)](#)

#### IsComposite()

Gibt Auskunft darüber ob die Klasse ein Kompositum ist.

#### Declaration

```
public override bool IsComposite()
```

#### Returns

TYPE	DESCRIPTION
System.Boolean	"false" da Blatt

#### Overrides

[Factor.IsComposite\(\)](#)

#### PrintNodes()

Gibt "Leaf" als Zeichenkette zurück.

#### Declaration

```
public override string PrintNodes()
```

#### Returns

TYPE	DESCRIPTION
System.String	Leaf

#### Overrides

[Factor.PrintNodes\(\)](#)

## SetInitVal()

Setzt die Eigenschaft OutVal auf den Initialwert.

Declaration

```
public override void SetInitVal()
```

Overrides

[Factor.SetInitVal\(\)](#)

# Class FactorParallel

Diese Klasse beschreibt ermöglicht es parallele Faktoren abzubilden.

## Inheritance

System.Object

Factor

FactorComplex

FactorParallel

## Inherited Members

FactorComplex.nodes

FactorComplex.FactorIDX

FactorComplex.AddNode(Factor)

FactorComplex.AddNodeByParentName(String, Factor)

FactorComplex.RemoveNode(Factor)

FactorComplex.PrintNodes()

FactorComplex.GetNames(List<String>)

FactorComplex.GetNodeByName(String)

FactorComplex.SetInitVal()

FactorComplex.GetNext()

FactorComplex.HasNext()

FactorComplex.IsParallel()

FactorComplex.Deactivate()

FactorComplex.Activate()

Factor.Name

Factor.IsActive

Factor.Composite

Factor.ParentNode

Factor.names

Factor.CheckNodeName(String)

Factor.IsComposite()

System.Object.ToString()

System.Object.Equals(System.Object)

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

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

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: [EMS.EMSFactorClasses](#)

Assembly: EMS.dll

## Syntax

```
public class FactorParallel : FactorComplex
```

## Constructors

### FactorParallel()

Konstruktor der Klasse. Benötigt für Deserialisierung.

## Declaration

```
public FactorParallel()
```

FactorParallel(String)

Konstruktor der Klasse.

Declaration

```
public FactorParallel(string name)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	name	Definiert die Eigenschaft Name.

# Class Intervall

Beschreibt ein Objekt, welches einen kontinuierlichen Wertebereich über ein Intervall abbildet.

## Inheritance

System.Object

Factor

FactorLeaf

FactorContinuous

Intervall

## Inherited Members

FactorContinuous.PrintNodes()

FactorLeaf.OutVal

FactorLeaf.IsComposite()

Factor.Name

Factor.IsActive

Factor.Composite

Factor.ParentNode

Factor.names

Factor.CheckNodeName(String)

Factor.GetNodeByName(String)

Factor.Deactivate()

Factor.Activate()

Factor.GetNames(List<String>)

System.Object.ToString()

System.Object.Equals(System.Object)

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

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

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: [EMS.EMSFactorClasses](#)

Assembly: EMS.dll

## Syntax

```
public class Intervall : FactorContinuous
```

## Constructors

### Intervall()

Konstruktor der Klasse. Benötigt für Deserialisierung.

## Declaration

```
public Intervall()
```

### Intervall(String, Decimal, Decimal, Decimal)

## Declaration

```
public Intervall(string name, decimal sv, decimal ev, decimal iv)
```

## Parameters



TYPE	NAME	DESCRIPTION
System.String	name	
System.Decimal	sv	
System.Decimal	ev	
System.Decimal	iv	

Intervall(String, Double, Double, Double)

Konstruktor der Klasse.

Declaration

```
public Intervall(string name, double sv, double ev, double iv)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	name	Definiert die Eigenschaft Name
System.Double	sv	Definiert die Eigenschaft StartVal und OutVal
System.Double	ev	Definiert die Eigenschaft EndVal
System.Double	iv	Definiert die Eigenschaft tmp

Properties

EndVal

Endwert eines Intervalls.

Declaration

```
public decimal EndVal { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Decimal	

Increment

Schrittweite eines Intervalls.

Declaration

```
public decimal Increment { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Decimal	

## StartVal

Startwert eines Intervalls.

Declaration

```
public decimal StartVal { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Decimal	

## Methods

### GetNext()

Prüft ob tmp + Increment kleiner gleich EndVal ist. Wenn ja, wird Summe aus tmp und Increment geschrieben und das Ergebnis in OutVal geschrieben.

Declaration

```
public override void GetNext()
```

Overrides

[FactorLeaf.GetNext\(\)](#)

### HasNext()

Prüft tmp == EndVal.

Declaration

```
public override bool HasNext()
```

Returns

TYPE	DESCRIPTION
System.Boolean	Einen booleschen Wert: true-Endwert wurde noch nicht erreicht, false-Endwert wurde erreicht

Overrides

[FactorLeaf.HasNext\(\)](#)

### SetInitVal()

Setzt das Feld tmp auf den Wert von StartVal. Setzt die Eigenschaft OutVal auf den Wert von StartVal.

Declaration

```
public override void SetInitVal()
```

Overrides



# Namespace EMS.ViewModels

## Classes

[ManageTreeViewModel](#)

# Class ManageTreeViewModel

## Inheritance

System.Object

ManageTreeViewModel

## Inherited Members

System.Object.ToString()

System.Object.Equals(System.Object)

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

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

System.Object.GetHashCode()

System.Object.GetType()

System.Object.MemberwiseClone()

Namespace: [EMS.ViewModels](#)

Assembly: EMS.dll

## Syntax

```
public class ManageTreeViewModel
```

# Namespace EMS.Views

## Classes

### [EditorView](#)

Interaktionslogik für EditorView.xaml

### [ManageTreeView](#)

Interaktionslogik für ManageTreeView.xaml

# Class EditorView

Interaktionslogik für EditorView.xaml

## Inheritance

System.Object  
System.Windows.Threading.DispatcherObject  
System.Windows.DependencyObject  
System.Windows.Media.Visual  
System.Windows.UIElement  
System.Windows.FrameworkElement  
System.Windows.Controls.Control  
System.Windows.Controls.ContentControl  
System.Windows.Controls.UserControl  
EditorView

## Implements

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

## Inherited Members

System.Windows.Controls.UserControl.OnCreateAutomationPeer()  
System.Windows.Controls.ContentControl.ContentProperty  
System.Windows.Controls.ContentControl.HasContentProperty  
System.Windows.Controls.ContentControl.ContentTemplateProperty  
System.Windows.Controls.ContentControl.ContentTemplateSelectorProperty  
System.Windows.Controls.ContentControl.ContentStringFormatProperty  
System.Windows.Controls.ContentControl.System.Windows.Markup.IAddChild.AddChild(System.Object)  
System.Windows.Controls.ContentControl.AddChild(System.Object)  
System.Windows.Controls.ContentControl.System.Windows.Markup.IAddChild.AddText(System.String)  
System.Windows.Controls.ContentControl.AddText(System.String)  
System.Windows.Controls.ContentControl.OnContentChanged(System.Object, System.Object)  
System.Windows.Controls.ContentControl.OnContentTemplateChanged(System.Windows.DataTemplate, System.Windows.DataTemplate)  
System.Windows.Controls.ContentControl.OnContentTemplateSelectorChanged(System.Windows.Controls.DataTemplateSelector, System.Windows.Controls.DataTemplateSelector)  
System.Windows.Controls.ContentControl.OnContentStringFormatChanged(System.String, System.String)  
System.Windows.Controls.ContentControl.LogicalChildren  
System.Windows.Controls.ContentControl.Content  
System.Windows.Controls.ContentControl.HasContent  
System.Windows.Controls.ContentControl.ContentTemplate  
System.Windows.Controls.ContentControl.ContentTemplateSelector  
System.Windows.Controls.ContentControl.ContentStringFormat  
System.Windows.Controls.Control.BorderBrushProperty  
System.Windows.Controls.Control.BorderThicknessProperty  
System.Windows.Controls.Control.BackgroundProperty  
System.Windows.Controls.Control.ForegroundProperty  
System.Windows.Controls.Control.FontFamilyProperty  
System.Windows.Controls.Control.FontSizeProperty  
System.Windows.Controls.Control.FontStretchProperty

System.Windows.Controls.Control.FontStyleProperty  
System.Windows.Controls.Control.FontWeightProperty  
System.Windows.Controls.Control.HorizontalContentAlignmentProperty  
System.Windows.Controls.Control.VerticalContentAlignmentProperty  
System.Windows.Controls.Control.TabIndexProperty  
System.Windows.Controls.Control.IsTabStopProperty  
System.Windows.Controls.Control.PaddingProperty  
System.Windows.Controls.Control.TemplateProperty  
System.Windows.Controls.Control.PreviewMouseDoubleClickEvent  
System.Windows.Controls.Control.MouseDoubleClickEvent  
System.Windows.Controls.Control.OnTemplateChanged(System.Windows.Controls.ControlTemplate,  
System.Windows.Controls.ControlTemplate)  
System.Windows.Controls.Control.ToString()  
System.Windows.Controls.Control.OnPreviewMouseDoubleClick(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.Controls.Control.OnMouseDoubleClick(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.Controls.Control.MeasureOverride(System.Windows.Size)  
System.Windows.Controls.Control.ArrangeOverride(System.Windows.Size)  
System.Windows.Controls.Control.BorderBrush  
System.Windows.Controls.Control.BorderThickness  
System.Windows.Controls.Control.Background  
System.Windows.Controls.Control.Foreground  
System.Windows.Controls.Control.FontFamily  
System.Windows.Controls.Control.FontSize  
System.Windows.Controls.Control.FontStretch  
System.Windows.Controls.Control.FontStyle  
System.Windows.Controls.Control.FontWeight  
System.Windows.Controls.Control.HorizontalContentAlignment  
System.Windows.Controls.Control.VerticalContentAlignment  
System.Windows.Controls.Control.TabIndex  
System.Windows.Controls.Control.IsTabStop  
System.Windows.Controls.Control.Padding  
System.Windows.Controls.Control.Template  
System.Windows.Controls.Control.HandlesScrolling  
System.Windows.Controls.Control.PreviewMouseDoubleClick  
System.Windows.Controls.Control.MouseDoubleClick  
System.Windows.FrameworkElement.StyleProperty  
System.Windows.FrameworkElement.OverridesDefaultStyleProperty  
System.Windows.FrameworkElement.UseLayoutRoundingProperty  
System.Windows.FrameworkElement.DefaultStyleKeyProperty  
System.Windows.FrameworkElement.DataContextProperty  
System.Windows.FrameworkElement.BindingGroupProperty  
System.Windows.FrameworkElement.LanguageProperty  
System.Windows.FrameworkElement.NameProperty  
System.Windows.FrameworkElement.TagProperty  
System.Windows.FrameworkElement.InputScopeProperty  
System.Windows.FrameworkElement.RequestBringIntoViewEvent  
System.Windows.FrameworkElement.SizeChangedEvent  
System.Windows.FrameworkElement.ActualWidthProperty  
System.Windows.FrameworkElement.ActualHeightProperty  
System.Windows.FrameworkElement.LayoutTransformProperty  
System.Windows.FrameworkElement.WidthProperty  
System.Windows.FrameworkElement.MinWidthProperty



System.Windows.FrameworkElement.MaxWidthProperty  
System.Windows.FrameworkElement.HeightProperty  
System.Windows.FrameworkElement.MinHeightProperty  
System.Windows.FrameworkElement.MaxHeightProperty  
System.Windows.FrameworkElement.FlowDirectionProperty  
System.Windows.FrameworkElement.MarginProperty  
System.Windows.FrameworkElement.HorizontalAlignmentProperty  
System.Windows.FrameworkElement.VerticalAlignmentProperty  
System.Windows.FrameworkElement.FocusVisualStyleProperty  
System.Windows.FrameworkElement.CursorProperty  
System.Windows.FrameworkElement.ForceCursorProperty  
System.Windows.FrameworkElement.LoadedEvent  
System.Windows.FrameworkElement.UnloadedEvent  
System.Windows.FrameworkElement.ToolTipProperty  
System.Windows.FrameworkElement.ContextMenuProperty  
System.Windows.FrameworkElement.ToolTipOpeningEvent  
System.Windows.FrameworkElement.ToolTipClosingEvent  
System.Windows.FrameworkElement.ContextMenuOpeningEvent  
System.Windows.FrameworkElement.ContextMenuClosingEvent  
System.Windows.FrameworkElement.OnStyleChanged(System.Windows.Style, System.Windows.Style)  
System.Windows.FrameworkElement.ParentLayoutInvalidated(System.Windows.UIElement)  
System.Windows.FrameworkElement.ApplyTemplate()  
System.Windows.FrameworkElement.OnApplyTemplate()  
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard)  
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard,  
System.Windows.Media.Animation.HandoffBehavior)  
System.Windows.FrameworkElement.BeginStoryboard(System.Windows.Media.Animation.Storyboard,  
System.Windows.Media.Animation.HandoffBehavior, System.Boolean)  
System.Windows.FrameworkElement.GetVisualChild(System.Int32)  
System.Windows.FrameworkElement.System.Windows.Markup.IQueryAmbient.IsAmbientPropertyAvailable(System.String)  
System.Windows.FrameworkElement.GetTemplateChild(System.String)  
System.Windows.FrameworkElement.FindResource(System.Object)  
System.Windows.FrameworkElement.TryFindResource(System.Object)  
System.Windows.FrameworkElement.SetResourceReference(System.Windows.DependencyProperty, System.Object)  
System.Windows.FrameworkElement.OnPropertyChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.FrameworkElement.OnVisualParentChanged(System.Windows.DependencyObject)  
System.Windows.FrameworkElement.GetBindingExpression(System.Windows.DependencyProperty)  
System.Windows.FrameworkElement.SetBinding(System.Windows.DependencyProperty, System.Windows.Data.BindingBase)  
System.Windows.FrameworkElement.SetBinding(System.Windows.DependencyProperty, System.String)  
System.Windows.FrameworkElement.GetUIParentCore()  
System.Windows.FrameworkElement.BringIntoView()  
System.Windows.FrameworkElement.BringIntoView(System.Windows.Rect)  
System.Windows.FrameworkElement.GetFlowDirection(System.Windows.DependencyObject)  
System.Windows.FrameworkElement.SetFlowDirection(System.Windows.DependencyObject, System.Windows.FlowDirection)  
System.Windows.FrameworkElement.MeasureCore(System.Windows.Size)  
System.Windows.FrameworkElement.ArrangeCore(System.Windows.Rect)  
System.Windows.FrameworkElement.OnRenderSizeChanged(System.Windows.SizeChangedEventArgs)  
System.Windows.FrameworkElement.GetLayoutClip(System.Windows.Size)  
System.Windows.FrameworkElement.MoveFocus(System.Windows.Input.TraversalRequest)  
System.Windows.FrameworkElement.PredictFocus(System.Windows.Input.FocusNavigationDirection)  
System.Windows.FrameworkElement.OnGotFocus(System.Windows.RoutedEventArgs)  
System.Windows.FrameworkElement.BeginInit()

System.Windows.FrameworkElement.EndInit()  
System.Windows.FrameworkElement.OnInitialized(System.EventArgs)  
System.Windows.FrameworkElement.OnToolTipOpening(System.Windows.Controls.ToolTipEventArgs)  
System.Windows.FrameworkElement.OnToolTipClosing(System.Windows.Controls.ToolTipEventArgs)  
System.Windows.FrameworkElement.OnContextMenuOpening(System.Windows.Controls.ContextMenuEventArgs)  
System.Windows.FrameworkElement.OnContextMenuClosing(System.Windows.Controls.ContextMenuEventArgs)  
System.Windows.FrameworkElement.RegisterName(System.String, System.Object)  
System.Windows.FrameworkElement.UnregisterName(System.String)  
System.Windows.FrameworkElement.FindName(System.String)  
System.Windows.FrameworkElement.UpdateDefaultStyle()  
System.Windows.FrameworkElement.AddLogicalChild(System.Object)  
System.Windows.FrameworkElement.RemoveLogicalChild(System.Object)  
System.Windows.FrameworkElement.Style  
System.Windows.FrameworkElement.OverridesDefaultStyle  
System.Windows.FrameworkElement.UseLayoutRounding  
System.Windows.FrameworkElement.DefaultStyleKey  
System.Windows.FrameworkElement.Triggers  
System.Windows.FrameworkElement.TemplatedParent  
System.Windows.FrameworkElement.VisualChildrenCount  
System.Windows.FrameworkElement.Resources  
System.Windows.FrameworkElement.InheritanceBehavior  
System.Windows.FrameworkElement.DataContext  
System.Windows.FrameworkElement.BindingGroup  
System.Windows.FrameworkElement.Language  
System.Windows.FrameworkElement.Name  
System.Windows.FrameworkElement.Tag  
System.Windows.FrameworkElement.InputScope  
System.Windows.FrameworkElement.ActualWidth  
System.Windows.FrameworkElement.ActualHeight  
System.Windows.FrameworkElement.LayoutTransform  
System.Windows.FrameworkElement.Width  
System.Windows.FrameworkElement.MinWidth  
System.Windows.FrameworkElement.MaxWidth  
System.Windows.FrameworkElement.Height  
System.Windows.FrameworkElement.MinHeight  
System.Windows.FrameworkElement.MaxHeight  
System.Windows.FrameworkElement.FlowDirection  
System.Windows.FrameworkElement.Margin  
System.Windows.FrameworkElement.HorizontalAlignment  
System.Windows.FrameworkElement.VerticalAlignment  
System.Windows.FrameworkElement.FocusVisualStyle  
System.Windows.FrameworkElement.Cursor  
System.Windows.FrameworkElement.ForceCursor  
System.Windows.FrameworkElement.IsInitialized  
System.Windows.FrameworkElement.IsLoaded  
System.Windows.FrameworkElement.ToolTip  
System.Windows.FrameworkElement.ContextMenu  
System.Windows.FrameworkElement.Parent  
System.Windows.FrameworkElement.TargetUpdated  
System.Windows.FrameworkElement.SourceUpdated  
System.Windows.FrameworkElement.DataContextChanged  
System.Windows.FrameworkElement.RequestBringIntoView

System.Windows.FrameworkElement.SizeChanged  
System.Windows.FrameworkElement.Initialized  
System.Windows.FrameworkElement.Loaded  
System.Windows.FrameworkElement.Unloaded  
System.Windows.FrameworkElement.ToolTipOpening  
System.Windows.FrameworkElement.ToolTipClosing  
System.Windows.FrameworkElement.ContextMenuOpening  
System.Windows.FrameworkElement.ContextMenuClosing  
System.Windows.UIElement.PreviewMouseDownEvent  
System.Windows.UIElement.MouseDownEvent  
System.Windows.UIElement.PreviewMouseUpEvent  
System.Windows.UIElement.MouseUpEvent  
System.Windows.UIElement.PreviewMouseLeftButtonDownEvent  
System.Windows.UIElement.MouseLeftButtonDownEvent  
System.Windows.UIElement.PreviewMouseLeftButtonUpEvent  
System.Windows.UIElement.MouseLeftButtonUpEvent  
System.Windows.UIElement.PreviewMouseRightButtonDownEvent  
System.Windows.UIElement.MouseRightButtonDownEvent  
System.Windows.UIElement.PreviewMouseRightButtonUpEvent  
System.Windows.UIElement.MouseRightButtonUpEvent  
System.Windows.UIElement.PreviewMouseMoveEvent  
System.Windows.UIElement.MouseMoveEvent  
System.Windows.UIElement.PreviewMouseWheelEvent  
System.Windows.UIElement.MouseWheelEvent  
System.Windows.UIElement.MouseEnterEvent  
System.Windows.UIElement.MouseLeaveEvent  
System.Windows.UIElement.GotMouseCaptureEvent  
System.Windows.UIElement.LostMouseCaptureEvent  
System.Windows.UIElement.QueryCursorEvent  
System.Windows.UIElement.PreviewStylusDownEvent  
System.Windows.UIElement.StylusDownEvent  
System.Windows.UIElement.PreviewStylusUpEvent  
System.Windows.UIElement.StylusUpEvent  
System.Windows.UIElement.PreviewStylusMoveEvent  
System.Windows.UIElement.StylusMoveEvent  
System.Windows.UIElement.PreviewStylusInAirMoveEvent  
System.Windows.UIElement.StylusInAirMoveEvent  
System.Windows.UIElement.StylusEnterEvent  
System.Windows.UIElement.StylusLeaveEvent  
System.Windows.UIElement.PreviewStylusInRangeEvent  
System.Windows.UIElement.StylusInRangeEvent  
System.Windows.UIElement.PreviewStylusOutOfRangeEvent  
System.Windows.UIElement.StylusOutOfRangeEvent  
System.Windows.UIElement.PreviewStylusSystemGestureEvent  
System.Windows.UIElement.StylusSystemGestureEvent  
System.Windows.UIElement.GotStylusCaptureEvent  
System.Windows.UIElement.LostStylusCaptureEvent  
System.Windows.UIElement.StylusButtonDownEvent  
System.Windows.UIElement.StylusButtonUpEvent  
System.Windows.UIElement.PreviewStylusButtonDownEvent  
System.Windows.UIElement.PreviewStylusButtonUpEvent  
System.Windows.UIElement.PreviewKeyDownEvent

System.Windows.UIElement.KeyDownEvent  
System.Windows.UIElement.PreviewKeyUpEvent  
System.Windows.UIElement.KeyUpEvent  
System.Windows.UIElement.PreviewGotKeyboardFocusEvent  
System.Windows.UIElement.GotKeyboardFocusEvent  
System.Windows.UIElement.PreviewLostKeyboardFocusEvent  
System.Windows.UIElement.LostKeyboardFocusEvent  
System.Windows.UIElement.PreviewTextInputEvent  
System.Windows.UIElement.TextInputEvent  
System.Windows.UIElement.PreviewQueryContinueDragEvent  
System.Windows.UIElement.QueryContinueDragEvent  
System.Windows.UIElement.PreviewGiveFeedbackEvent  
System.Windows.UIElement.GiveFeedbackEvent  
System.Windows.UIElement.PreviewDragEnterEvent  
System.Windows.UIElement.DragEnterEvent  
System.Windows.UIElement.PreviewDragOverEvent  
System.Windows.UIElement.DragOverEvent  
System.Windows.UIElement.PreviewDragLeaveEvent  
System.Windows.UIElement.DragLeaveEvent  
System.Windows.UIElement.PreviewDropEvent  
System.Windows.UIElement.DropEvent  
System.Windows.UIElement.PreviewTouchDownEvent  
System.Windows.UIElement.TouchDownEvent  
System.Windows.UIElement.PreviewTouchMoveEvent  
System.Windows.UIElement.TouchMoveEvent  
System.Windows.UIElement.PreviewTouchUpEvent  
System.Windows.UIElement.TouchUpEvent  
System.Windows.UIElement.GotTouchCaptureEvent  
System.Windows.UIElement.LostTouchCaptureEvent  
System.Windows.UIElement.TouchEnterEvent  
System.Windows.UIElement.TouchLeaveEvent  
System.Windows.UIElement.IsMouseDirectlyOverProperty  
System.Windows.UIElement.IsMouseOverProperty  
System.Windows.UIElement.IsStylusOverProperty  
System.Windows.UIElement.IsKeyboardFocusWithinProperty  
System.Windows.UIElement.IsMouseCapturedProperty  
System.Windows.UIElement.IsMouseCaptureWithinProperty  
System.Windows.UIElement.IsStylusDirectlyOverProperty  
System.Windows.UIElement.IsStylusCapturedProperty  
System.Windows.UIElement.IsStylusCaptureWithinProperty  
System.Windows.UIElement.IsKeyboardFocusedProperty  
System.Windows.UIElement.AreAnyTouchesDirectlyOverProperty  
System.Windows.UIElement.AreAnyTouchesOverProperty  
System.Windows.UIElement.AreAnyTouchesCapturedProperty  
System.Windows.UIElement.AreAnyTouchesCapturedWithinProperty  
System.Windows.UIElement.AllowDropProperty  
System.Windows.UIElement.RenderTransformProperty  
System.Windows.UIElement.RenderTransformOriginProperty  
System.Windows.UIElement.OpacityProperty  
System.Windows.UIElement.OpacityMaskProperty  
System.Windows.UIElement.BitmapEffectProperty  
System.Windows.UIElement.EffectProperty

System.Windows.UIElement.BitmapEffectInputProperty  
System.Windows.UIElement.CacheModeProperty  
System.Windows.UIElement.UidProperty  
System.Windows.UIElement.VisibilityProperty  
System.Windows.UIElement.ClipToBoundsProperty  
System.Windows.UIElement.ClipProperty  
System.Windows.UIElement.SnapsToDevicePixelsProperty  
System.Windows.UIElement.GotFocusEvent  
System.Windows.UIElement.LostFocusEvent  
System.Windows.UIElement.IsFocusedProperty  
System.Windows.UIElement.IsEnabledProperty  
System.Windows.UIElement.IsHitTestVisibleProperty  
System.Windows.UIElement.IsVisibleProperty  
System.Windows.UIElement.FocusableProperty  
System.Windows.UIElement.IsManipulationEnabledProperty  
System.Windows.UIElement.ManipulationStartingEvent  
System.Windows.UIElement.ManipulationStartedEvent  
System.Windows.UIElement.ManipulationDeltaEvent  
System.Windows.UIElement.ManipulationInertiaStartingEvent  
System.Windows.UIElement.ManipulationBoundaryFeedbackEvent  
System.Windows.UIElement.ManipulationCompletedEvent  
System.Windows.UIElement.ApplyAnimationClock(System.Windows.DependencyProperty,  
System.Windows.Media.Animation.AnimationClock)  
System.Windows.UIElement.ApplyAnimationClock(System.Windows.DependencyProperty,  
System.Windows.Media.Animation.AnimationClock, System.Windows.Media.Animation.HandoffBehavior)  
System.Windows.UIElement.BeginAnimation(System.Windows.DependencyProperty,  
System.Windows.Media.Animation.AnimationTimeline)  
System.Windows.UIElement.BeginAnimation(System.Windows.DependencyProperty,  
System.Windows.Media.Animation.AnimationTimeline, System.Windows.Media.Animation.HandoffBehavior)  
System.Windows.UIElement.GetAnimationBaseValue(System.Windows.DependencyProperty)  
System.Windows.UIElement.RaiseEvent(System.Windows.RoutedEventArgs)  
System.Windows.UIElement.AddHandler(System.Windows.RoutedEvent, System.Delegate)  
System.Windows.UIElement.AddHandler(System.Windows.RoutedEvent, System.Delegate, System.Boolean)  
System.Windows.UIElement.RemoveHandler(System.Windows.RoutedEvent, System.Delegate)  
System.Windows.UIElement.AddToEventRoute(System.Windows.EventRoute, System.Windows.RoutedEventArgs)  
System.Windows.UIElement.OnPreviewMouseDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseLeftButtonDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseLeftButtonDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseLeftButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseLeftButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseRightButtonDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseRightButtonDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseRightButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseRightButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseMove(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnMouseMove(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnPreviewMouseWheel(System.Windows.Input.MouseWheelEventArgs)  
System.Windows.UIElement.OnMouseWheel(System.Windows.Input.MouseWheelEventArgs)  
System.Windows.UIElement.OnMouseEnter(System.Windows.Input.MouseEventArgs)

System.Windows.UIElement.OnMouseLeave(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnGotMouseCapture(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnLostMouseCapture(System.Windows.Input.MouseEventArgs)  
System.Windows.UIElement.OnQueryCursor(System.Windows.Input.QueryCursorEventArgs)  
System.Windows.UIElement.OnPreviewStylusDown(System.Windows.Input.StylusDownEventArgs)  
System.Windows.UIElement.OnStylusDown(System.Windows.Input.StylusDownEventArgs)  
System.Windows.UIElement.OnPreviewStylusUp(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusUp(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusInAirMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusInAirMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusEnter(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusLeave(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusInRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusInRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusOutOfRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusOutOfRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusSystemGesture(System.Windows.Input.StylusSystemGestureEventArgs)  
System.Windows.UIElement.OnStylusSystemGesture(System.Windows.Input.StylusSystemGestureEventArgs)  
System.Windows.UIElement.OnGotStylusCapture(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnLostStylusCapture(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusButtonDown(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnStylusButtonUp(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnPreviewStylusButtonDown(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnPreviewStylusButtonUp(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnPreviewKeyDown(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnKeyDown(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnPreviewKeyUp(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnKeyUp(System.Windows.Input.KeyEventArgs)  
System.Windows.UIElement.OnPreviewGotKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnGotKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnPreviewLostKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnLostKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnPreviewTextInput(System.Windows.Input.TextCompositionEventArgs)  
System.Windows.UIElement.OnTextInput(System.Windows.Input.TextCompositionEventArgs)  
System.Windows.UIElement.OnPreviewQueryContinueDrag(System.Windows.QueryContinueDragEventArgs)  
System.Windows.UIElement.OnQueryContinueDrag(System.Windows.QueryContinueDragEventArgs)  
System.Windows.UIElement.OnPreviewGiveFeedback(System.Windows.GiveFeedbackEventArgs)  
System.Windows.UIElement.OnGiveFeedback(System.Windows.GiveFeedbackEventArgs)  
System.Windows.UIElement.OnPreviewDragEnter(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDragEnter(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewDragOver(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDragOver(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewDragLeave(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDragLeave(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewDrop(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDrop(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewTouchDown(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchDown(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnPreviewTouchMove(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchMove(System.Windows.Input.TouchEventArgs)

System.Windows.UIElement.OnPreviewTouchUp(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchUp(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnGotTouchCapture(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnLostTouchCapture(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchEnter(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchLeave(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnIsMouseDirectlyOverChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsKeyboardFocusWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsMouseCapturedChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsMouseCaptureWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsStylusDirectlyOverChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsStylusCapturedChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsStylusCaptureWithinChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.OnIsKeyboardFocusedChanged(System.Windows.DependencyPropertyChangedEventArgs)  
System.Windows.UIElement.InvalidateMeasure()  
System.Windows.UIElement.InvalidateArrange()  
System.Windows.UIElement.InvalidateVisual()  
System.Windows.UIElement.OnChildDesiredSizeChanged(System.Windows.UIElement)  
System.Windows.UIElement.Measure(System.Windows.Size)  
System.Windows.UIElement.Arrange(System.Windows.Rect)  
System.Windows.UIElement.OnRender(System.Windows.Media.DrawingContext)  
System.Windows.UIElement.UpdateLayout()  
System.Windows.UIElement.TranslatePoint(System.Windows.Point, System.Windows.UIElement)  
System.Windows.UIElement.InputHitTest(System.Windows.Point)  
System.Windows.UIElement.CaptureMouse()  
System.Windows.UIElement.ReleaseMouseCapture()  
System.Windows.UIElement.CaptureStylus()  
System.Windows.UIElement.ReleaseStylusCapture()  
System.Windows.UIElement.Focus()  
System.Windows.UIElement.OnAccessKey(System.Windows.Input.AccessKeyEventArgs)  
System.Windows.UIElement.HitTestCore(System.Windows.Media.PointHitTestParameters)  
System.Windows.UIElement.HitTestCore(System.Windows.Media.GeometryHitTestParameters)  
System.Windows.UIElement.OnLostFocus(System.Windows.RoutedEventArgs)  
System.Windows.UIElement.OnManipulationStarting(System.Windows.Input.ManipulationStartingEventArgs)  
System.Windows.UIElement.OnManipulationStarted(System.Windows.Input.ManipulationStartedEventArgs)  
System.Windows.UIElement.OnManipulationDelta(System.Windows.Input.ManipulationDeltaEventArgs)  
System.Windows.UIElement.OnManipulationInertiaStarting(System.Windows.Input.ManipulationInertiaStartingEventArgs)  
System.Windows.UIElement.OnManipulationBoundaryFeedback(System.Windows.Input.ManipulationBoundaryFeedbackEventArgs)  
System.Windows.UIElement.OnManipulationCompleted(System.Windows.Input.ManipulationCompletedEventArgs)  
System.Windows.UIElement.CaptureTouch(System.Windows.Input.TouchDevice)  
System.Windows.UIElement.ReleaseTouchCapture(System.Windows.Input.TouchDevice)  
System.Windows.UIElement.ReleaseAllTouchCaptures()  
System.Windows.UIElement.HasAnimatedProperties  
System.Windows.UIElement.InputBindings  
System.Windows.UIElement.CommandBindings  
System.Windows.UIElement.AllowDrop  
System.Windows.UIElement.StylusPlugIns  
System.Windows.UIElement.DesiredSize  
System.Windows.UIElement.IsMeasureValid  
System.Windows.UIElement.IsArrangeValid  
System.Windows.UIElement.RenderSize  
System.Windows.UIElement.RenderTransform

System.Windows.UIElement.RenderTransformOrigin  
System.Windows.UIElement.IsMouseDirectlyOver  
System.Windows.UIElement.IsMouseOver  
System.Windows.UIElement.IsStylusOver  
System.Windows.UIElement.IsKeyboardFocusWithin  
System.Windows.UIElement.IsMouseCaptured  
System.Windows.UIElement.IsMouseCaptureWithin  
System.Windows.UIElement.IsStylusDirectlyOver  
System.Windows.UIElement.IsStylusCaptured  
System.Windows.UIElement.IsStylusCaptureWithin  
System.Windows.UIElement.IsKeyboardFocused  
System.Windows.UIElement.IsInputMethodEnabled  
System.Windows.UIElement.Opacity  
System.Windows.UIElement.OpacityMask  
System.Windows.UIElement.BitmapEffect  
System.Windows.UIElement.Effect  
System.Windows.UIElement.BitmapEffectInput  
System.Windows.UIElement.CacheMode  
System.Windows.UIElement.Uid  
System.Windows.UIElement.Visibility  
System.Windows.UIElement.ClipToBounds  
System.Windows.UIElement.Clip  
System.Windows.UIElement.SnapsToDevicePixels  
System.Windows.UIElement.HasEffectiveKeyboardFocus  
System.Windows.UIElement.IsFocused  
System.Windows.UIElement.IsEnabled  
System.Windows.UIElement.IsEnabledCore  
System.Windows.UIElement.IsHitTestVisible  
System.Windows.UIElement.IsVisible  
System.Windows.UIElement.Focusable  
System.Windows.UIElement.PersistId  
System.Windows.UIElement.IsManipulationEnabled  
System.Windows.UIElement.AreAnyTouchesOver  
System.Windows.UIElement.AreAnyTouchesDirectlyOver  
System.Windows.UIElement.AreAnyTouchesCapturedWithin  
System.Windows.UIElement.AreAnyTouchesCaptured  
System.Windows.UIElement.TouchesCaptured  
System.Windows.UIElement.TouchesCapturedWithin  
System.Windows.UIElement.TouchesOver  
System.Windows.UIElement.TouchesDirectlyOver  
System.Windows.UIElement.PreviewMouseDown  
System.Windows.UIElement.MouseDown  
System.Windows.UIElement.PreviewMouseUp  
System.Windows.UIElement.MouseUp  
System.Windows.UIElement.PreviewMouseLeftButtonDown  
System.Windows.UIElement.MouseLeftButtonDown  
System.Windows.UIElement.PreviewMouseLeftButtonUp  
System.Windows.UIElement.MouseLeftButtonUp  
System.Windows.UIElement.PreviewMouseRightButtonDown  
System.Windows.UIElement.MouseRightButtonDown  
System.Windows.UIElement.PreviewMouseRightButtonUp  
System.Windows.UIElement.MouseRightButtonUp



System.Windows.UIElement.PreviewMouseMove  
System.Windows.UIElement.MouseMove  
System.Windows.UIElement.PreviewMouseWheel  
System.Windows.UIElement.MouseWheel  
System.Windows.UIElement.MouseEnter  
System.Windows.UIElement.MouseLeave  
System.Windows.UIElement.GotMouseCapture  
System.Windows.UIElement.LostMouseCapture  
System.Windows.UIElement.QueryCursor  
System.Windows.UIElement.PreviewStylusDown  
System.Windows.UIElement.StylusDown  
System.Windows.UIElement.PreviewStylusUp  
System.Windows.UIElement.StylusUp  
System.Windows.UIElement.PreviewStylusMove  
System.Windows.UIElement.StylusMove  
System.Windows.UIElement.PreviewStylusInAirMove  
System.Windows.UIElement.StylusInAirMove  
System.Windows.UIElement.StylusEnter  
System.Windows.UIElement.StylusLeave  
System.Windows.UIElement.PreviewStylusInRange  
System.Windows.UIElement.StylusInRange  
System.Windows.UIElement.PreviewStylusOutOfRange  
System.Windows.UIElement.StylusOutOfRange  
System.Windows.UIElement.PreviewStylusSystemGesture  
System.Windows.UIElement.StylusSystemGesture  
System.Windows.UIElement.GotStylusCapture  
System.Windows.UIElement.LostStylusCapture  
System.Windows.UIElement.StylusButtonDown  
System.Windows.UIElement.StylusButtonUp  
System.Windows.UIElement.PreviewStylusButtonDown  
System.Windows.UIElement.PreviewStylusButtonUp  
System.Windows.UIElement.PreviewKeyDown  
System.Windows.UIElement.KeyDown  
System.Windows.UIElement.PreviewKeyUp  
System.Windows.UIElement.KeyUp  
System.Windows.UIElement.PreviewGotKeyboardFocus  
System.Windows.UIElement.GotKeyboardFocus  
System.Windows.UIElement.PreviewLostKeyboardFocus  
System.Windows.UIElement.LostKeyboardFocus  
System.Windows.UIElement.PreviewTextInput  
System.Windows.UIElement.TextInput  
System.Windows.UIElement.PreviewQueryContinueDrag  
System.Windows.UIElement.QueryContinueDrag  
System.Windows.UIElement.PreviewGiveFeedback  
System.Windows.UIElement.GiveFeedback  
System.Windows.UIElement.PreviewDragEnter  
System.Windows.UIElement.DragEnter  
System.Windows.UIElement.PreviewDragOver  
System.Windows.UIElement.DragOver  
System.Windows.UIElement.PreviewDragLeave  
System.Windows.UIElement.DragLeave  
System.Windows.UIElement.PreviewDrop

System.Windows.UIElement.Drop  
System.Windows.UIElement.PreviewTouchDown  
System.Windows.UIElement.TouchDown  
System.Windows.UIElement.PreviewTouchMove  
System.Windows.UIElement.TouchMove  
System.Windows.UIElement.PreviewTouchUp  
System.Windows.UIElement.TouchUp  
System.Windows.UIElement.GotTouchCapture  
System.Windows.UIElement.LostTouchCapture  
System.Windows.UIElement.TouchEnter  
System.Windows.UIElement.TouchLeave  
System.Windows.UIElement.IsMouseDirectlyOverChanged  
System.Windows.UIElement.IsKeyboardFocusWithinChanged  
System.Windows.UIElement.IsMouseCapturedChanged  
System.Windows.UIElement.IsMouseCaptureWithinChanged  
System.Windows.UIElement.IsStylusDirectlyOverChanged  
System.Windows.UIElement.IsStylusCapturedChanged  
System.Windows.UIElement.IsStylusCaptureWithinChanged  
System.Windows.UIElement.IsKeyboardFocusedChanged  
System.Windows.UIElement.LayoutUpdated  
System.Windows.UIElement.GotFocus  
System.Windows.UIElement.LostFocus  
System.Windows.UIElement.IsEnabledChanged  
System.Windows.UIElement.IsHitTestVisibleChanged  
System.Windows.UIElement.IsVisibleChanged  
System.Windows.UIElement.FocusableChanged  
System.Windows.UIElement.ManipulationStarting  
System.Windows.UIElement.ManipulationStarted  
System.Windows.UIElement.ManipulationDelta  
System.Windows.UIElement.ManipulationInertiaStarting  
System.Windows.UIElement.ManipulationBoundaryFeedback  
System.Windows.UIElement.ManipulationCompleted  
System.Windows.Media.Visual.AddVisualChild(System.Windows.Media.Visual)  
System.Windows.Media.Visual.RemoveVisualChild(System.Windows.Media.Visual)  
System.Windows.Media.Visual.OnVisualChildrenChanged(System.Windows.DependencyObject,  
System.Windows.DependencyObject)  
System.Windows.Media.Visual.OnDpiChanged(System.Windows.DpiScale, System.Windows.DpiScale)  
System.Windows.Media.Visual.IsAncestorOf(System.Windows.DependencyObject)  
System.Windows.Media.Visual.IsDescendantOf(System.Windows.DependencyObject)  
System.Windows.Media.Visual.FindCommonVisualAncestor(System.Windows.DependencyObject)  
System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Visual)  
System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Media3D.Visual3D)  
System.Windows.Media.Visual.TransformToDescendant(System.Windows.Media.Visual)  
System.Windows.Media.Visual.TransformToVisual(System.Windows.Media.Visual)  
System.Windows.Media.Visual.PointToScreen(System.Windows.Point)  
System.Windows.Media.Visual.PointFromScreen(System.Windows.Point)  
System.Windows.Media.Visual.VisualParent  
System.Windows.Media.Visual.VisualTransform  
System.Windows.Media.Visual.VisualEffect  
System.Windows.Media.Visual.VisualBitmapEffect  
System.Windows.Media.Visual.VisualBitmapEffectInput  
System.Windows.Media.Visual.VisualCacheMode

System.Windows.Media.Visual.VisualScrollableAreaClip  
System.Windows.Media.Visual.VisualClip  
System.Windows.Media.Visual.VisualOffset  
System.Windows.Media.Visual.VisualOpacity  
System.Windows.Media.Visual.VisualEdgeMode  
System.Windows.Media.Visual.VisualBitmapScalingMode  
System.Windows.Media.Visual.VisualClearTypeHint  
System.Windows.Media.Visual.VisualTextRenderingMode  
System.Windows.Media.Visual.VisualTextHintingMode  
System.Windows.Media.Visual.VisualOpacityMask  
System.Windows.Media.Visual.VisualXSnappingGuidelines  
System.Windows.Media.Visual.VisualYSnappingGuidelines  
System.Windows.DependencyObject.Equals(System.Object)  
System.Windows.DependencyObject.GetHashCode()  
System.Windows.DependencyObject.GetValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.SetValue(System.Windows.DependencyProperty, System.Object)  
System.Windows.DependencyObject.SetCurrentValue(System.Windows.DependencyProperty, System.Object)  
System.Windows.DependencyObject.SetValue(System.Windows.DependencyPropertyKey, System.Object)  
System.Windows.DependencyObject.ClearValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ClearValue(System.Windows.DependencyPropertyKey)  
System.Windows.DependencyObject.CoerceValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.InvalidateProperty(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ShouldSerializeProperty(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ReadLocalValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.GetLocalValueEnumerator()  
System.Windows.DependencyObject.DependencyObjectType  
System.Windows.DependencyObject.IsSealed  
System.Windows.Threading.DispatcherObject.Dispatcher  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: [EMS.Views](#)

Assembly: EMS.dll

## Syntax

```
public class EditorView : UserControl, DUCE.IResource, IAnimatable, IFrameworkInputElement, IInputElement, ISupportInitialize, IHaveResources, IQueryAmbient, IAddChild
```

## Constructors

### EditorView()

#### Declaration

```
public EditorView()
```

## Implements

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

# Class ManageTreeView

Interaktionslogik für ManageTreeView.xaml

## Inheritance

System.Object  
System.Windows.Threading.DispatcherObject  
System.Windows.DependencyObject  
System.Windows.Media.Visual  
System.Windows.UIElement  
System.Windows.FrameworkElement  
System.Windows.Controls.Control  
System.Windows.Controls.ContentControl  
System.Windows.Controls.UserControl  
ManageTreeView

## Implements

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

## Inherited Members

System.Windows.Controls.UserControl.OnCreateAutomationPeer()  
System.Windows.Controls.ContentControl.ContentProperty  
System.Windows.Controls.ContentControl.HasContentProperty  
System.Windows.Controls.ContentControl.ContentTemplateProperty  
System.Windows.Controls.ContentControl.ContentTemplateSelectorProperty  
System.Windows.Controls.ContentControl.ContentStringFormatProperty  
System.Windows.Controls.ContentControl.System.Windows.Markup.IAddChild.AddChild(System.Object)  
System.Windows.Controls.ContentControl.AddChild(System.Object)  
System.Windows.Controls.ContentControl.System.Windows.Markup.IAddChild.AddText(System.String)  
System.Windows.Controls.ContentControl.AddText(System.String)  
System.Windows.Controls.ContentControl.OnContentChanged(System.Object, System.Object)  
System.Windows.Controls.ContentControl.OnContentTemplateChanged(System.Windows.DataTemplate, System.Windows.DataTemplate)  
System.Windows.Controls.ContentControl.OnContentTemplateSelectorChanged(System.Windows.Controls.DataTemplateSelector, System.Windows.Controls.DataTemplateSelector)  
System.Windows.Controls.ContentControl.OnContentStringFormatChanged(System.String, System.String)  
System.Windows.Controls.ContentControl.LogicalChildren  
System.Windows.Controls.ContentControl.Content  
System.Windows.Controls.ContentControl.HasContent  
System.Windows.Controls.ContentControl.ContentTemplate  
System.Windows.Controls.ContentControl.ContentTemplateSelector  
System.Windows.Controls.ContentControl.ContentStringFormat  
System.Windows.Controls.Control.BorderBrushProperty  
System.Windows.Controls.Control.BorderThicknessProperty  
System.Windows.Controls.Control.BackgroundProperty  
System.Windows.Controls.Control.ForegroundProperty  
System.Windows.Controls.Control.FontFamilyProperty  
System.Windows.Controls.Control.FontSizeProperty  
System.Windows.Controls.Control.FontStretchProperty

System.Windows.Controls.Control.FontStyleProperty  
System.Windows.Controls.Control.FontWeightProperty  
System.Windows.Controls.Control.HorizontalContentAlignmentProperty  
System.Windows.Controls.Control.VerticalContentAlignmentProperty  
System.Windows.Controls.Control.TabIndexProperty  
System.Windows.Controls.Control.IsTabStopProperty  
System.Windows.Controls.Control.PaddingProperty  
System.Windows.Controls.Control.TemplateProperty  
System.Windows.Controls.Control.PreviewMouseDoubleClickEvent  
System.Windows.Controls.Control.MouseDoubleClickEvent  
System.Windows.Controls.Control.OnTemplateChanged(System.Windows.Controls.ControlTemplate,  
System.Windows.Controls.ControlTemplate)  
System.Windows.Controls.Control.ToString()  
System.Windows.Controls.Control.OnPreviewMouseDoubleClick(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.Controls.Control.OnMouseDoubleClick(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.Controls.Control.MeasureOverride(System.Windows.Size)  
System.Windows.Controls.Control.ArrangeOverride(System.Windows.Size)  
System.Windows.Controls.Control.BorderBrush  
System.Windows.Controls.Control.BorderThickness  
System.Windows.Controls.Control.Background  
System.Windows.Controls.Control.Foreground  
System.Windows.Controls.Control.FontFamily  
System.Windows.Controls.Control.FontSize  
System.Windows.Controls.Control.FontStretch  
System.Windows.Controls.Control.FontStyle  
System.Windows.Controls.Control.FontWeight  
System.Windows.Controls.Control.HorizontalContentAlignment  
System.Windows.Controls.Control.VerticalContentAlignment  
System.Windows.Controls.Control.TabIndex  
System.Windows.Controls.Control.IsTabStop  
System.Windows.Controls.Control.Padding  
System.Windows.Controls.Control.Template  
System.Windows.Controls.Control.HandlesScrolling  
System.Windows.Controls.Control.PreviewMouseDoubleClick  
System.Windows.Controls.Control.MouseDoubleClick  
System.Windows.FrameworkElement.StyleProperty  
System.Windows.FrameworkElement.OverridesDefaultStyleProperty  
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System.Windows.UIElement.OnMouseDown(System.Windows.Input.MouseButtonEventArgs)  
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System.Windows.UIElement.OnMouseUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseLeftButtonDown(System.Windows.Input.MouseButtonEventArgs)  
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System.Windows.UIElement.OnPreviewMouseLeftButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseLeftButtonUp(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnPreviewMouseRightButtonDown(System.Windows.Input.MouseButtonEventArgs)  
System.Windows.UIElement.OnMouseRightButtonDown(System.Windows.Input.MouseButtonEventArgs)  
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System.Windows.UIElement.OnPreviewStylusUp(System.Windows.Input.StylusEventArgs)  
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System.Windows.UIElement.OnPreviewStylusMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusMove(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusInAirMove(System.Windows.Input.StylusEventArgs)  
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System.Windows.UIElement.OnStylusEnter(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusLeave(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusInRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusInRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusOutOfRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnStylusOutOfRange(System.Windows.Input.StylusEventArgs)  
System.Windows.UIElement.OnPreviewStylusSystemGesture(System.Windows.Input.StylusSystemGestureEventArgs)  
System.Windows.UIElement.OnStylusSystemGesture(System.Windows.Input.StylusSystemGestureEventArgs)  
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System.Windows.UIElement.OnLostStylusCapture(System.Windows.Input.StylusEventArgs)  
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System.Windows.UIElement.OnStylusButtonUp(System.Windows.Input.StylusButtonEventArgs)  
System.Windows.UIElement.OnPreviewStylusButtonDown(System.Windows.Input.StylusButtonEventArgs)  
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System.Windows.UIElement.OnPreviewKeyUp(System.Windows.Input.KeyEventArgs)  
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System.Windows.UIElement.OnGotKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
System.Windows.UIElement.OnPreviewLostKeyboardFocus(System.Windows.Input.KeyboardFocusChangedEventArgs)  
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System.Windows.UIElement.OnPreviewQueryContinueDrag(System.Windows.QueryContinueDragEventArgs)  
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System.Windows.UIElement.OnDragEnter(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnPreviewDragOver(System.Windows.DragEventArgs)  
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System.Windows.UIElement.OnPreviewDragLeave(System.Windows.DragEventArgs)  
System.Windows.UIElement.OnDragLeave(System.Windows.DragEventArgs)  
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System.Windows.UIElement.OnTouchDown(System.Windows.Input.TouchEventArgs)  
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System.Windows.UIElement.OnPreviewTouchUp(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchUp(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnGotTouchCapture(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnLostTouchCapture(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchEnter(System.Windows.Input.TouchEventArgs)  
System.Windows.UIElement.OnTouchLeave(System.Windows.Input.TouchEventArgs)  
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System.Windows.UIElement.IsKeyboardFocusWithin  
System.Windows.UIElement.IsMouseCaptured  
System.Windows.UIElement.IsMouseCaptureWithin  
System.Windows.UIElement.IsStylusDirectlyOver  
System.Windows.UIElement.IsStylusCaptured  
System.Windows.UIElement.IsStylusCaptureWithin  
System.Windows.UIElement.IsKeyboardFocused  
System.Windows.UIElement.IsInputMethodEnabled  
System.Windows.UIElement.Opacity  
System.Windows.UIElement.OpacityMask  
System.Windows.UIElement.BitmapEffect  
System.Windows.UIElement.Effect  
System.Windows.UIElement.BitmapEffectInput  
System.Windows.UIElement.CacheMode  
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System.Windows.UIElement.HasEffectiveKeyboardFocus  
System.Windows.UIElement.IsFocused  
System.Windows.UIElement.IsEnabled  
System.Windows.UIElement.IsEnabledCore  
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System.Windows.UIElement.IsVisible  
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System.Windows.UIElement.PersistId  
System.Windows.UIElement.IsManipulationEnabled  
System.Windows.UIElement.AreAnyTouchesOver  
System.Windows.UIElement.AreAnyTouchesDirectlyOver  
System.Windows.UIElement.AreAnyTouchesCapturedWithin  
System.Windows.UIElement.AreAnyTouchesCaptured  
System.Windows.UIElement.TouchesCaptured  
System.Windows.UIElement.TouchesCapturedWithin  
System.Windows.UIElement.TouchesOver  
System.Windows.UIElement.TouchesDirectlyOver  
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System.Windows.UIElement.PreviewMouseUp  
System.Windows.UIElement.MouseUp  
System.Windows.UIElement.PreviewMouseLeftButtonDown  
System.Windows.UIElement.MouseLeftButtonDown  
System.Windows.UIElement.PreviewMouseLeftButtonUp  
System.Windows.UIElement.MouseLeftButtonUp  
System.Windows.UIElement.PreviewMouseRightButtonDown  
System.Windows.UIElement.MouseRightButtonDown  
System.Windows.UIElement.PreviewMouseRightButtonUp  
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System.Windows.UIElement.MouseWheel  
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System.Windows.UIElement.MouseLeave  
System.Windows.UIElement.GotMouseCapture  
System.Windows.UIElement.LostMouseCapture  
System.Windows.UIElement.QueryCursor  
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System.Windows.UIElement.PreviewStylusUp  
System.Windows.UIElement.StylusUp  
System.Windows.UIElement.PreviewStylusMove  
System.Windows.UIElement.StylusMove  
System.Windows.UIElement.PreviewStylusInAirMove  
System.Windows.UIElement.StylusInAirMove  
System.Windows.UIElement.StylusEnter  
System.Windows.UIElement.StylusLeave  
System.Windows.UIElement.PreviewStylusInRange  
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System.Windows.UIElement.PreviewStylusOutOfRange  
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System.Windows.UIElement.PreviewGotKeyboardFocus  
System.Windows.UIElement.GotKeyboardFocus  
System.Windows.UIElement.PreviewLostKeyboardFocus  
System.Windows.UIElement.LostKeyboardFocus  
System.Windows.UIElement.PreviewTextInput  
System.Windows.UIElement.TextInput  
System.Windows.UIElement.PreviewQueryContinueDrag  
System.Windows.UIElement.QueryContinueDrag  
System.Windows.UIElement.PreviewGiveFeedback  
System.Windows.UIElement.GiveFeedback  
System.Windows.UIElement.PreviewDragEnter  
System.Windows.UIElement.DragEnter  
System.Windows.UIElement.PreviewDragOver  
System.Windows.UIElement.DragOver  
System.Windows.UIElement.PreviewDragLeave  
System.Windows.UIElement.DragLeave  
System.Windows.UIElement.PreviewDrop

System.Windows.UIElement.Drop  
System.Windows.UIElement.PreviewTouchDown  
System.Windows.UIElement.TouchDown  
System.Windows.UIElement.PreviewTouchMove  
System.Windows.UIElement.TouchMove  
System.Windows.UIElement.PreviewTouchUp  
System.Windows.UIElement.TouchUp  
System.Windows.UIElement.GotTouchCapture  
System.Windows.UIElement.LostTouchCapture  
System.Windows.UIElement.TouchEnter  
System.Windows.UIElement.TouchLeave  
System.Windows.UIElement.IsMouseDirectlyOverChanged  
System.Windows.UIElement.IsKeyboardFocusWithinChanged  
System.Windows.UIElement.IsMouseCapturedChanged  
System.Windows.UIElement.IsMouseCaptureWithinChanged  
System.Windows.UIElement.IsStylusDirectlyOverChanged  
System.Windows.UIElement.IsStylusCapturedChanged  
System.Windows.UIElement.IsStylusCaptureWithinChanged  
System.Windows.UIElement.IsKeyboardFocusedChanged  
System.Windows.UIElement.LayoutUpdated  
System.Windows.UIElement.GotFocus  
System.Windows.UIElement.LostFocus  
System.Windows.UIElement.IsEnabledChanged  
System.Windows.UIElement.IsHitTestVisibleChanged  
System.Windows.UIElement.IsVisibleChanged  
System.Windows.UIElement.FocusableChanged  
System.Windows.UIElement.ManipulationStarting  
System.Windows.UIElement.ManipulationStarted  
System.Windows.UIElement.ManipulationDelta  
System.Windows.UIElement.ManipulationInertiaStarting  
System.Windows.UIElement.ManipulationBoundaryFeedback  
System.Windows.UIElement.ManipulationCompleted  
System.Windows.Media.Visual.AddVisualChild(System.Windows.Media.Visual)  
System.Windows.Media.Visual.RemoveVisualChild(System.Windows.Media.Visual)  
System.Windows.Media.Visual.OnVisualChildrenChanged(System.Windows.DependencyObject,  
System.Windows.DependencyObject)  
System.Windows.Media.Visual.OnDpiChanged(System.Windows.DpiScale, System.Windows.DpiScale)  
System.Windows.Media.Visual.IsAncestorOf(System.Windows.DependencyObject)  
System.Windows.Media.Visual.IsDescendantOf(System.Windows.DependencyObject)  
System.Windows.Media.Visual.FindCommonVisualAncestor(System.Windows.DependencyObject)  
System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Visual)  
System.Windows.Media.Visual.TransformToAncestor(System.Windows.Media.Media3D.Visual3D)  
System.Windows.Media.Visual.TransformToDescendant(System.Windows.Media.Visual)  
System.Windows.Media.Visual.TransformToVisual(System.Windows.Media.Visual)  
System.Windows.Media.Visual.PointToScreen(System.Windows.Point)  
System.Windows.Media.Visual.PointFromScreen(System.Windows.Point)  
System.Windows.Media.Visual.VisualParent  
System.Windows.Media.Visual.VisualTransform  
System.Windows.Media.Visual.VisualEffect  
System.Windows.Media.Visual.VisualBitmapEffect  
System.Windows.Media.Visual.VisualBitmapEffectInput  
System.Windows.Media.Visual.VisualCacheMode

System.Windows.Media.Visual.VisualScrollableAreaClip  
System.Windows.Media.Visual.VisualClip  
System.Windows.Media.Visual.VisualOffset  
System.Windows.Media.Visual.VisualOpacity  
System.Windows.Media.Visual.VisualEdgeMode  
System.Windows.Media.Visual.VisualBitmapScalingMode  
System.Windows.Media.Visual.VisualClearTypeHint  
System.Windows.Media.Visual.VisualTextRenderingMode  
System.Windows.Media.Visual.VisualTextHintingMode  
System.Windows.Media.Visual.VisualOpacityMask  
System.Windows.Media.Visual.XSnappingGuidelines  
System.Windows.Media.Visual.YSnappingGuidelines  
System.Windows.DependencyObject.Equals(System.Object)  
System.Windows.DependencyObject.GetHashCode()  
System.Windows.DependencyObject.GetValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.SetValue(System.Windows.DependencyProperty, System.Object)  
System.Windows.DependencyObject.SetCurrentValue(System.Windows.DependencyProperty, System.Object)  
System.Windows.DependencyObject.SetValue(System.Windows.DependencyPropertyKey, System.Object)  
System.Windows.DependencyObject.ClearValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ClearValue(System.Windows.DependencyPropertyKey)  
System.Windows.DependencyObject.CoerceValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.InvalidateProperty(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ShouldSerializeProperty(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.ReadLocalValue(System.Windows.DependencyProperty)  
System.Windows.DependencyObject.GetLocalValueEnumerator()  
System.Windows.DependencyObject.DependencyObjectType  
System.Windows.DependencyObject.IsSealed  
System.Windows.Threading.DispatcherObject.Dispatcher  
System.Object.Equals(System.Object, System.Object)  
System.Object.ReferenceEquals(System.Object, System.Object)  
System.Object.GetType()  
System.Object.MemberwiseClone()

Namespace: [EMS.Views](#)

Assembly: EMS.dll

## Syntax

```
public class ManageTreeView : UserControl, DUCE.IResource, IAnimatable, IFrameworkInputElement, IInputElement, ISupportInitialize, IHaveResources, IQueryAmbient, IAddChild
```

## Constructors

### ManageTreeView()

#### Declaration

```
public ManageTreeView()
```

## Implements

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



# Namespace EMSFactorClient

## Classes

### [Client](#)

Klasse zum Verwalten eines Objektes vom Typ Factor.

# Class Client

Klasse zum Verwalten eines Objektes vom Typ Factor.

Inheritance

System.Object  
Client

Inherited Members

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

Namespace: EMSFactorClient

Assembly: EMS.dll

Syntax

```
public class Client
```

## Constructors

### Client()

Konstruktor der Klasse

Declaration

```
public Client()
```

### Client(TextBlock)

Konstruktor der Klasse.

Declaration

```
public Client(TextBlock textBlock)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Windows.Controls.TextBlock	textBlock	Definiert die Eigenschaft StateBox

## Methods

### Build(Factor, Factor)

Baut eine Baumstruktur auf und Prüft ob rootNode kein Blatt ist

Declaration

```
public void Build(Factor rootNode, Factor nextNode)
```

Parameters

TYPE	NAME	DESCRIPTION
Factor	rootNode	Faktor der als Wurzel dient
Factor	nextNode	Faktor der als weiterer Knoten dient

## Initialize()

Initialisiert einen Faktorbaum und gibt diesen in einem Textblock (GUI) aus

Declaration

```
public void Initialize()
```

## LoadConfig(String)

Lädt einen Faktorbaum aus einer XML-Datei

Declaration

```
public void LoadConfig(string configPath)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	configPath	Dateipfad der XML-Datei

## Next()

Prüft ob ein Faktorbaum weitergeschaltet werden kann und schaltet diesen weiter falls möglich. Sollte ein weiterschalten nicht möglich sein wird eine Meldung ein TextBlock-Objekt geschrieben.

Declaration

```
public void Next()
```

## PrintTree()

Gibt die Baumstruktur in der Konsole aus

Declaration

```
public void PrintTree()
```

## PrintTreeGUI()

Gibt den Baum auf der GUI aus

Declaration

```
public void PrintTreeGUI()
```

## SetTestTree()

Declaration

```
public void SetTestTree()
```

### WriteConfig(String)

Exportiert eine Experimentkonfiguration in eine XML-Datei.

#### Declaration

```
public void WriteConfig(string configPath)
```

#### Parameters

TYPE	NAME	DESCRIPTION
System.String	configPath	Dateipfad der XML-Datei