# **Theming**

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### **Outline**

- Theming
- Creating Themes
- Naming Conventions
- Attributes
- Tips

### **Themes**

- What is a Theme?
  - UI resources applied throughout the application
  - Located in the an assembly's Themes folder
  - Based on operating system
- Theming is not skinning
- Order of Precedence
  - Element Level
  - Application level
  - Theme level

### **Creating Themes**

#### Generic.xaml

### Styles

- Explicit
- Implicit
- BasedOn

#### Control static constructor

OverrideMetadata

### ComponentResourceKey

- ComponentResourceKey Markup extension
- Static property

## **Theme Naming Convention**

- Themes\Generic.xaml
- Themes\<Theme Name>.<Theme Color>.xaml

Resource dictionary file name	Windows theme
Classic.xaml	Classic Windows 9x/2000 look on Windows XP
Luna.NormalColor.xaml	Default blue theme on Windows XP
Luna.Homestead.xaml	Olive theme on Windows XP
Luna.Metallic.xaml	Silver theme on Windows XP
Royale.NormalColor.xaml	Default theme on Windows XP Media Center Edition
Aero.NormalColor.xaml	Default theme on Windows Vista/7
Aero2.NormalColor.xaml	Default theme on Windows 8

### **Assembly Attributes**

#### ThemeInfo

- Specify theme specific resources location
- Specify generic resource location

```
[assembly: ThemeInfo(ResourceDictionaryLocation.None,
ResourceDictionaryLocation.SourceAssembly)]
```

Control Assembly Name>.<Theme Name>.dll

#### XmInsPrefix

#### XmInsDefinition

## **Theming Tips**

- Use implicit styles
- Separate your theme files
- Have a resource for common brushes
- Use helper classes for ResourceKeys

## **Summary**

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