I'd like to tell some words about simple basic things from which I started.

I had thoroughly looked through the netmf presentation part (wpf) and source code of Glide, Gadgetos and .Net Clix and tried to take the best ideas from them.

I use my own Color class which has the full predefined palette of colors, just for example like listed here http://www.w3schools.com/html/html\_colornames.asp. Also I created the analog for ColorUtilities. Although it's still necessary to include the Microsoft.SPOT.Graphics assembly for proper conversion between color classes (for using internally by bitmap drawing operations) but one hasn't to care - all conversions are handled internally automatically.

Also I created the analogs for wpf Brush and Pen classes. To my mind it's very convenient instead of breaking brain with question, for example, what would the user prefer to use for some control background/foreground - solid color, gradient color or image, maybe with transparency,... - to have the single property like Brush with which one can assign the background to anything from those.

For now I created the following user controls:

abstract classes Control, Container;

classes Window, Panel, Checkbox, Icon, Label (simple one-line autisized), Level (just like one showing the level of wi-fi at your pc), ProgressBar, ToolButton, CalibrationWindow and some else being in progress.

I'd like to describe each of them.

Window.

Regular window with position, size, background and children collection. Background maybe set to be a solid color, gradient color or stretched/nonstretched image. Each of these variants also has the transparency available.

Panel.

Just like a window but has a parent. May be used also as tool bar, status bar and whatever you like.

See screenshot below for example. (I will post screenshots from the emulator but please be sure all the staff is reproduced and tested on hardware as well).