StoryBoard na Button

**Button musi byt enabled jinak StoryBoard nefunguje.**

Ve skenovadle byl button castecne pruhledny a za nim bylo pozadi ktere se menilo (barvu) na event ktery vzniknul na buttonu.

Dulezite je ze byly pres sebe a button prekryval pozadi. To bylo videt jen v miste kde byl button pruhledny.

**<Ellipse** x:Name="Back" Width="25" Height="25" Margin="0" Fill="Red"/>

<**Button** Grid.Column="0" x:Name="OkBut" Width="25" Height="25" Margin="0" Command="{Binding ShiftNumberingCommand}" >

<Button.Template>

<ControlTemplate TargetType="Button">

<Grid>

<Ellipse >

<Ellipse.Fill>

<ImageBrush ImageSource="{StaticResource OkTick}" />

</Ellipse.Fill>

</Ellipse>

</Grid>

</ControlTemplate>

</Button.Template>

</Button>

Nahore :

**<Window.Resources>**

<BitmapImage x:Key="OkTick" UriSource="/MIR.PrintStorage.Scanning2.GUI;component/Icons/OkTick20.png" />

<Storyboard x:Key="OnMouseEnter">

<ColorAnimationUsingKeyFrames Storyboard.TargetProperty="(Shape.Fill).(SolidColorBrush.Color)" Storyboard.TargetName="Back">

<EasingColorKeyFrame KeyTime="0" Value="Red"/>

<EasingColorKeyFrame KeyTime="0:0:0.6" Value="#FFD6D050"/>

</ColorAnimationUsingKeyFrames>

</Storyboard>

<Storyboard x:Key="OnMouseLeave">

<ColorAnimationUsingKeyFrames Storyboard.TargetProperty="(Shape.Fill).(SolidColorBrush.Color)" Storyboard.TargetName="Back">

<EasingColorKeyFrame KeyTime="0" Value="Red"/>

<EasingColorKeyFrame KeyTime="0:0:0.7" Value="#FFFB0909"/>

</ColorAnimationUsingKeyFrames>

</Storyboard>

**</Window.Resources>**

**<Window.Triggers>**

<EventTrigger RoutedEvent="UIElement.MouseEnter" SourceName="OkBut">

<BeginStoryboard x:Name="OnMouseEnterBeginStoryboard" Storyboard="{StaticResource OnMouseEnter}"/>

</EventTrigger>

<EventTrigger RoutedEvent="UIElement.MouseLeave" SourceName="Back">

<BeginStoryboard x:Name="OnMouseLeaveBeginStoryboard" Storyboard="{StaticResource OnMouseLeave}"/>

</EventTrigger>

<EventTrigger RoutedEvent="UIElement.MouseLeftButtonDown" SourceName="Back">

<BeginStoryboard Storyboard="{StaticResource OnMouseEnter}"/>

</EventTrigger>

**</Window.Triggers>**

<Grid