StoryBoard zvetseni buttonu

Potrebujeme reagovat na eventy : MouseEnter a Leave.

<UserControl.Resources>

<Storyboard x:Key="DateFromMouseEnter">

<DoubleAnimationUsingKeyFrames

Storyboard.TargetProperty="(UIElement.RenderTransform).(TransformGroup.Children)[0].(ScaleTransform.ScaleX)"

Storyboard.TargetName="DateFromButton">

<EasingDoubleKeyFrame KeyTime="0" Value="1" />

<EasingDoubleKeyFrame KeyTime="0:0:0.5" Value="1.15" />

</DoubleAnimationUsingKeyFrames>

<DoubleAnimationUsingKeyFrames

Storyboard.TargetProperty="(UIElement.RenderTransform).(TransformGroup.Children)[0].(ScaleTransform.ScaleY)"

Storyboard.TargetName="DateFromButton">

<EasingDoubleKeyFrame KeyTime="0" Value="1" />

<EasingDoubleKeyFrame KeyTime="0:0:0.5" Value="1.15" />

</DoubleAnimationUsingKeyFrames>

</Storyboard>

<Storyboard x:Key="DateFromMouseLeave">

<DoubleAnimationUsingKeyFrames

Storyboard.TargetProperty="(UIElement.RenderTransform).(TransformGroup.Children)[0].(ScaleTransform.ScaleX)"

Storyboard.TargetName="DateFromButton">

<EasingDoubleKeyFrame KeyTime="0" Value="1.15" />

<EasingDoubleKeyFrame KeyTime="0:0:0.5" Value="1" />

</DoubleAnimationUsingKeyFrames>

<DoubleAnimationUsingKeyFrames

Storyboard.TargetProperty="(UIElement.RenderTransform).(TransformGroup.Children)[0].(ScaleTransform.ScaleY)"

Storyboard.TargetName="DateFromButton">

<EasingDoubleKeyFrame KeyTime="0" Value="1.15" />

<EasingDoubleKeyFrame KeyTime="0:0:0.5" Value="1" />

</DoubleAnimationUsingKeyFrames>

</Storyboard>

<Storyboard x:Key="DateToMouseEnter">

<DoubleAnimationUsingKeyFrames

Storyboard.TargetProperty="(UIElement.RenderTransform).(TransformGroup.Children)[0].(ScaleTransform.ScaleX)"

Storyboard.TargetName="DateToButton">

<EasingDoubleKeyFrame KeyTime="0" Value="1" />

<EasingDoubleKeyFrame KeyTime="0:0:0.5" Value="1.15" />

</DoubleAnimationUsingKeyFrames>

<DoubleAnimationUsingKeyFrames

Storyboard.TargetProperty="(UIElement.RenderTransform).(TransformGroup.Children)[0].(ScaleTransform.ScaleY)"

Storyboard.TargetName="DateToButton">

<EasingDoubleKeyFrame KeyTime="0" Value="1" />

<EasingDoubleKeyFrame KeyTime="0:0:0.5" Value="1.15" />

</DoubleAnimationUsingKeyFrames>

</Storyboard>

<Storyboard x:Key="DateToMouseLeave">

<DoubleAnimationUsingKeyFrames

Storyboard.TargetProperty="(UIElement.RenderTransform).(TransformGroup.Children)[0].(ScaleTransform.ScaleX)"

Storyboard.TargetName="DateToButton">

<EasingDoubleKeyFrame KeyTime="0" Value="1.15" />

<EasingDoubleKeyFrame KeyTime="0:0:0.5" Value="1" />

</DoubleAnimationUsingKeyFrames>

<DoubleAnimationUsingKeyFrames

Storyboard.TargetProperty="(UIElement.RenderTransform).(TransformGroup.Children)[0].(ScaleTransform.ScaleY)"

Storyboard.TargetName="DateToButton">

<EasingDoubleKeyFrame KeyTime="0" Value="1.15" />

<EasingDoubleKeyFrame KeyTime="0:0:0.5" Value="1" />

</DoubleAnimationUsingKeyFrames>

</Storyboard>

</UserControl.Resources>

<UserControl.Triggers>

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

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

</EventTrigger>

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

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

</EventTrigger>

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

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

</EventTrigger>

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

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

</EventTrigger>

</UserControl.Triggers>

**Na samotnem buttonu bude:**

<Button

Name="DateFromButton"

Grid.Column="1"

Command="{Binding ResetDateFromCommand}"

Style="{StaticResource RoundStyle}"

RenderTransformOrigin="0.5,0.5">

<Button.RenderTransform>

<TransformGroup>

<ScaleTransform />

<SkewTransform />

<RotateTransform />

<TranslateTransform />

</TransformGroup>

</Button.RenderTransform>

</Button>

**Round style je v app.xamlu:**

<!--CrossRoundButton-->

<Style TargetType="Button" x:Key="RoundStyle">

<Setter Property="Template">

<Setter.Value>

<ControlTemplate TargetType="Button">

<Grid>

<Ellipse>

<Ellipse.Fill>

<ImageBrush ImageSource="{StaticResource Cross20}" />

</Ellipse.Fill>

</Ellipse>

</Grid>

</ControlTemplate>

</Setter.Value>

</Setter>

<Setter Property="Margin" Value="5,0" />

<Setter Property="Width" Value="26"/>

<Setter Property="Height" Value="26"/>

</Style>