* Vytvori kruhovity button s pozadim

<Button

Grid.Column="2"

Width="30"

Height="30"

Command="{Binding ResetDateToCommand}">

<Button.Template>

<ControlTemplate TargetType="Button">

<Grid>

<Ellipse >

<Ellipse.Fill>

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

</Ellipse.Fill>

</Ellipse>

</Grid>

</ControlTemplate>

</Button.Template>

* Muzeme pouzit I ruzne triggery :

<Button.Style>

<Style TargetType="Button">

<Style.Triggers>

<Trigger Property="IsMouseOver">

<Setter Property="Foreground" Value="Red"/>

</Trigger>

</Style.Triggers>

</Style>

</Button.Style>

* Template se da udelat jako ressource a pak jen pouzivat v mistech kde potrebujeme.

<Window x:Class="test.MainWindow"

xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"

xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"

xmlns:d="http://schemas.microsoft.com/expression/blend/2008"

xmlns:mc="http://schemas.openxmlformats.org/markup-compatibility/2006"

xmlns:local="clr-namespace:test"

mc:Ignorable="d"

Title="MainWindow" Height="350" Width="525">

<Window.Resources>

<Style TargetType="{x:Type Button}" x:Key="GrooveButton">

<Setter Property="Template">

<Setter.Value>

<ControlTemplate TargetType="{x:Type Button}">

<Border CornerRadius="2" BorderThickness="{TemplateBinding BorderThickness}"

BorderBrush="{TemplateBinding BorderBrush}" Name="Border">

<Border Name="InnerBorder" Background="{TemplateBinding Background}">

<ContentPresenter RecognizesAccessKey="True" Margin="{TemplateBinding Padding}" HorizontalAlignment="Center" VerticalAlignment="Center" />

</Border>

</Border>

<ControlTemplate.Triggers>

<EventTrigger RoutedEvent="MouseEnter">

<EventTrigger.Actions>

<BeginStoryboard>

<Storyboard>

<DoubleAnimation Storyboard.TargetName="InnerBorder"

Storyboard.Target="{Binding Source={RelativeSource Mode=TemplatedParent}, Path=Background}"

Storyboard.TargetProperty="Height" From="30" To="40" Duration="0:0:0.4"/>

</Storyboard>

</BeginStoryboard>

</EventTrigger.Actions>

</EventTrigger>

<EventTrigger RoutedEvent="MouseLeave">

<EventTrigger.Actions>

<BeginStoryboard>

<Storyboard>

<DoubleAnimation Storyboard.TargetName="InnerBorder"

Storyboard.Target="{Binding Source={RelativeSource Mode=TemplatedParent}, Path=Background}"

Storyboard.TargetProperty="Height" From="40" To="30" Duration="0:0:0.4"/>

</Storyboard>

</BeginStoryboard>

</EventTrigger.Actions>

</EventTrigger>

</ControlTemplate.Triggers>

</ControlTemplate>

</Setter.Value>

</Setter>

</Style>

</Window.Resources>

<StackPanel>

<Button BorderBrush="Red" Background="LightBlue" Margin="40" Style="{StaticResource GrooveButton}" >

<Image Source="image.gif"/>

</Button>

<Button Content="Button" BorderBrush="Green" Background="LightBlue" Margin="40"/>

</StackPanel>

</Window>