

Fractal Flow

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Chapter 1

FractalFlow

An application for creating and displaying fractal images.

Started 12th Jan 2022

<https://caliburnmicro.com/documentation/naming-conventions>

Chapter 2

Namespace Index

2.1 Namespace List

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Hierarchical Index

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This class holds the method that is used to iterate a point on the complex plane to see if it diverges or converges	36
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Chapter 5

Namespace Documentation

5.1 FormulaParser Namespace Reference

Classes

- struct [Operator](#)
- class [RPN](#)
- class [RPNTToCL](#)
- class [Token](#)

Enumerations

- enum [TokenType](#) {
 Constant , **Variable** , **Number** , **Function** ,
 OpenParenthesis , **CloseParenthesis** , **Operator** , **WhiteSpace** ,
 DecimalPoint , **Letter** }

5.2 FractalCore Namespace Reference

Classes

- class [BaseScaffold](#)
Holds the default value for the [Fractal](#) Scaffold class
- class [BasicIterator](#)
This class holds the method that is used to iterate a point on the complex plane to see if it diverges or converges
- class [Fractal](#)
- class [FractalFrame](#)
This class presents a boundary and information on iterations for making a iterations array.
- class [FractalImage](#)
This class takes a [Fractal](#) object and uses it's iterations array to create an image using a colouring algorithm to be displayed on the screen
- class [FullRenderJob](#)
- interface [IIterator](#)
- class [Job](#)
- class [PaintJob](#)
- class [RenderEngine](#)
This class is dedicated to simplifying the interface in which the front end can request the rendering of a fractal.
- class [RenderProgressModel](#)
- struct [Status](#)

Enumerations

- enum **NotificationType** {
OperationComplete , **OperationCancel** , **Initialization** , **RenderDuration** ,
Zoom , **Compile** , **Misc** }

Functions

- delegate void **StatusUpdate** ([Status](#) statusStruct)

5.3 FractalCore.Painting Namespace Reference

Classes

- class [BasicPainterBase](#)
- class [BasicPainterDark](#)
- class [BasicPainterLight](#)
- interface [IPainter](#)

*Add this interface to all the painter classes. A painter class is a class which has a method which takes a reference to a [WriteableBitmap](#), a reference to a [Fractal](#), and puts colour on the [WriteableBitmap](#) based on the [Fractal](#)'s iterations↔
[Array](#)*

- class [PainterBase](#)

5.4 FractalGeneratorMVVM Namespace Reference

Classes

- class [App](#)
Interaction logic for App.xaml
- class [Bootstrapper](#)
- class [Kernel](#)
This is the brain of [FractalGeneratorMVVM](#)
- class [MainWindow](#)
[MainWindow](#)
- class [Settings1](#)

5.5 FractalGeneratorMVVM.Controls Namespace Reference

Classes

- class [FractalFrameItem](#)
[FractalFrameItem](#)
- class [LabeledTextBox](#)
[LabeledTextBox](#)

5.6 FractalGeneratorMVVM.ViewModels Namespace Reference

Classes

- class [DefaultPageViewModel](#)
DefaultPageViewModel
- class [FractalFrameRowViewModel](#)
- class [PainterRowViewModel](#)
- class [ShellViewModelOld](#)

5.7 FractalGeneratorMVVM.ViewModels.Controls Namespace Reference

Classes

- class [CanvasViewModel](#)
- class [FractalFrameStackViewModel](#)
- class [IteratorStackViewModel](#)
- class [PainterStackViewModel](#)
- class [StatusBarViewModel](#)
- class [ToolRibbonViewModel](#)

Functions

- delegate void **MouseOverCanvas** (Point Pos, double width, double height)
- delegate void **ClickedCanvas** (Point Pos, double width, double height)
- delegate void **CancelRender** ()
- delegate void **ToggleConsole** ()
- delegate void **Render** (bool ClearZoom)
- delegate void **ZoomOperation** ()
- delegate void **PainterOperation** ()
- delegate void **FileOperation** ()

5.8 FractalGeneratorMVVM.ViewModels.Models Namespace Reference

Classes

- class [FractalFrameViewModel](#)
- class [IteratorViewModel](#)

5.9 FractalGeneratorMVVM.ViewModels.Models.Painters Namespace Reference

Classes

- class [BasicPainterBaseViewModelAbstract](#)
*This is a viewless model used to hold shared properties between [BasicPainterDarkViewModel](#) and [BasicPainterLightViewModel](#).
It mirrors the backend, where there is corresponding intermediary class*
- class [BasicPainterDarkViewModel](#)
- class [BasicPainterLightViewModel](#)
- interface [IPainterViewModel](#)

5.10 FractalGeneratorMVVM.ViewModels.Pages Namespace Reference

Classes

- class [ConsolePageViewModel](#)
- class [DefaultPageViewModel](#)

5.11 FractalGeneratorMVVM.ViewModels.Windows Namespace Reference

Classes

- class [DefaultWindowViewModel](#)
- class [NoMaxWindowViewModel](#)

Functions

- delegate void **Save** ()

5.12 FractalGeneratorMVVM.ViewModels.WinPages Namespace Reference

Classes

- class [AddFractalFrameWindowViewModel](#)
- class [AddPainterWindowViewModel](#)

5.13 FractalGeneratorMVVM.Views Namespace Reference

Classes

- class [AddFractalFrameWindowView](#)
[AddFractalFrameWindowView](#)
- class [AddPainterWindow](#)
[AddPainterWindow](#)
- class [AddPainterWindowView](#)
[AddPainterWindowView](#)
- class [ConsolePageView](#)
[ConsolePageView](#)
- class [ConsoleWindow](#)
[ConsoleWindow](#)
- class [ConsoleWindowView](#)
[ConsoleWindowView](#)
- class [DefaultPageView](#)

- class [*DefaultPageView*](#)
- class [*DefaultWindowView*](#)
- class [*DefaultWindowView*](#)
- class [*FormulaStack*](#)
- class [*FormulaStack*](#)
- class [*FormulaStackView*](#)
- class [*FormulaStackView*](#)
- class [*FractalFrameRowView*](#)
- class [*FractalFrameRowView*](#)
- class [*FractalFrameStack*](#)
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- class [*IteratorStackView*](#)
- class [*IteratorStackView*](#)
- class [*MainWindow*](#)
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- class [*MainWindowView*](#)
- class [*PainterRowView*](#)
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- class [*PainterStackView*](#)
- class [*PainterStackView*](#)
- class [*PainterView*](#)
- class [*PainterView*](#)
- class [*ShellView*](#)
- class [*ShellView*](#)
- class [*ShellViewOld*](#)
- class [*ShellViewOld*](#)
- class [*StatusBarView*](#)
- class [*StatusBarView*](#)

5.14 FractalGeneratorMVVM.Views.Controls Namespace Reference

Classes

- class [*CanvasView*](#)
- class [*CanvasView*](#)
- class [*FractalFrameStackDESIGN*](#)
- class [*FractalFrameStackView*](#)
- class [*FractalFrameStackView*](#)
- class [*IteratorStackDESIGN*](#)
- class [*IteratorStackView*](#)
- class [*IteratorStackView*](#)
- class [*PainterStackDESIGN*](#)
- class [*PainterStackView*](#)
- class [*PainterStackView*](#)
- class [*PainterStackView*](#)
- class [*StatusBarView*](#)
- class [*StatusBarView*](#)
- class [*StatusBarView*](#)
- class [*ToolRibbonView*](#)
- class [*ToolRibbonView*](#)

5.15 FractalGeneratorMVVM.Views.ControlViews Namespace Reference

Classes

- class [FractalFrameStackView](#)
FractalFrameStackView
- class [IteratorStackView](#)
IteratorStackView
- class [PainterStackView](#)
PainterStackView
- class [StatusBarView](#)
StatusBarView
- class [ToolRibbon](#)
ToolRibbon
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ToolRibbonView

5.16 FractalGeneratorMVVM.Views.Models Namespace Reference

Classes

- class [BasicPainterView](#)
BasicPainterView
- class [FractalFrameDESIGN](#)
- class [FractalFrameView](#)
FractalFrameView
- class [IteratorDESIGN](#)
- class [IteratorView](#)
IteratorView
- class [PainterBaseView](#)
PainterBaseView

5.17 FractalGeneratorMVVM.Views.Models.Painters Namespace Reference

Classes

- class [BasicPainterDarkView](#)
BasicPainterDarkView
- class [BasicPainterDESIGN](#)
- class [BasicPainterLightView](#)
BasicPainterLightView
- class [BasicPainterView](#)
BasicPainterView
- class [PainterBaseView](#)
PainterBaseView
- class [PainterWhiteView](#)
PainterWhiteView

5.18 FractalGeneratorMVVM.Views.ModelViews Namespace Reference

Classes

- class [BasicPainterView](#)
BasicPainterView
- class [FractalFrameView](#)
FractalFrameView
- class [IteratorView](#)
IteratorView

5.19 FractalGeneratorMVVM.Views.Pages Namespace Reference

Classes

- class [ConsolePageView](#)
ConsolePageView
- class [DefaultPageView](#)
DefaultPageView

5.20 FractalGeneratorMVVM.Views.Windows Namespace Reference

Classes

- class [AddFractalFrameWindowView](#)
AddFractalFrameWindowView
- class [AddPainterWindowView](#)
AddPainterWindowView
- class [DefaultWindowView](#)
DefaultWindowView
- class [NoMaxWindowView](#)
NoMaxWindowView

5.21 FractalGeneratorMVVM.Views.WinPages Namespace Reference

Classes

- class [AddFractalFrameWindowView](#)
AddFractalFrameWindowView
- class [AddPainterWindowView](#)
AddPainterWindowView

5.22 TestingZone Namespace Reference

Classes

- class [Program](#)

5.23.XamlGeneratedNamespace Namespace Reference

Classes

- class [GeneratedInternalTypeHelper](#)
[GeneratedInternalTypeHelper](#)

Chapter 6

Class Documentation

6.1 FractalGeneratorMVVM.Views.AddFractalFrameWindowView Class Reference

[AddFractalFrameWindowView](#)

Inheritance diagram for FractalGeneratorMVVM.Views.AddFractalFrameWindowView:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent

6.1.1 Detailed Description

[AddFractalFrameWindowView](#)

The documentation for this class was generated from the following files:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/AddFractalFrameWindowView.g.i-x-mf-25-2451.↵
cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/AddFractalFrameWindowView.g.i.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/WindowViews/AddFractalFrameWindowView.g.↵
i.cs

6.2 FractalGeneratorMVVM.Views.Windows.AddFractalFrameWindowView Class Reference

AddFractalFrameWindowView

Inheritance diagram for FractalGeneratorMVVM.Views.Windows.AddFractalFrameWindowView:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent

6.2.1 Detailed Description

AddFractalFrameWindowView

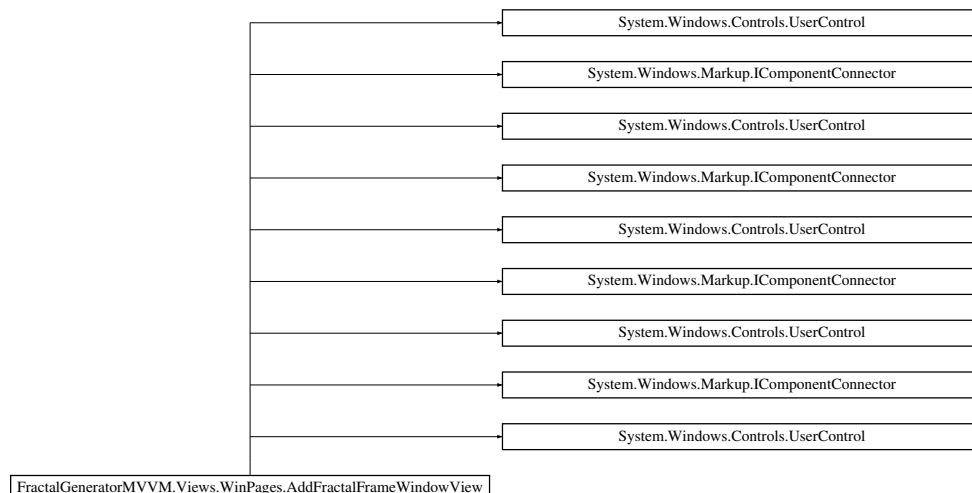
The documentation for this class was generated from the following files:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Windows/AddFractalFrameWindowView.g.i.cs
Henry-Laptop.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Windows/AddFractalFrameWindowView.g.i.cs
- FractalGeneratorMVVM/obj/Release/net5.0-windows/Views/Windows/AddFractalFrameWindowView.g.i.cs

6.3 FractalGeneratorMVVM.Views.WinPages.AddFractalFrameWindowView Class Reference

AddFractalFrameWindowView

Inheritance diagram for FractalGeneratorMVVM.Views.WinPages.AddFractalFrameWindowView:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent

6.3.1 Detailed Description

[AddFractalFrameWindowView](#)

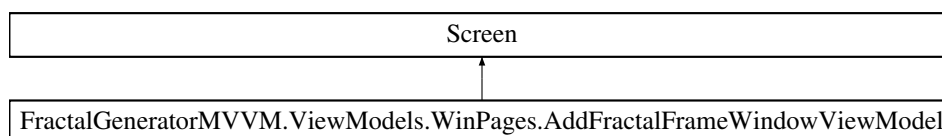
Interaction logic for AddFractalFrameWindowView.xaml

The documentation for this class was generated from the following files:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/WinPages/AddFractalFrameWindowView.g.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/WinPages/AddFractalFrameWindowView.g.i.cs
- FractalGeneratorMVVM/obj/Release/net5.0-windows/Views/WinPages/AddFractalFrameWindowView.g.cs
- FractalGeneratorMVVM/obj/Release/net5.0-windows/Views/WinPages/AddFractalFrameWindowView.g.i.cs
- FractalGeneratorMVVM/Views/WinPages/AddFractalFrameWindowView.xaml.cs

6.4 FractalGeneratorMVVM.ViewModels.WinPages.AddFractalFrameWindowViewModel Class Reference

Inheritance diagram for FractalGeneratorMVVM.ViewModels.WinPages.AddFractalFrameWindowViewModel:



Public Member Functions

- **AddFractalFrameWindowViewModel** ([FractalFrameStackViewModel](#) fractalFrameStack)
- **AddFractalFrameWindowViewModel** ()
Default constructor so cal can bind at design time Don't use.
- void **ShowWindow** ()
- void **CloseWindow** ()
- void **AddFractalFrame** ()
- void **AddFractalFrameSides** ()
- void **AddFractalFrameCentre** ()

Properties

- WindowManager **WindowManager** [get, set]
- [NoMaxWindowViewModel](#) **Window** [get, set]
- int **Width** [get, set]
- int **Height** [get, set]
- string **Name** = BaseScaffold.NameDefault [get, set]
- uint **Iterations** = BaseScaffold.IterationsDefault [get, set]
- int **Bail** = BaseScaffold.BailDefault [get, set]
- Color **Colour** [get, set]
- float **Top** = BaseScaffold.TopDefault [get, set]
- float **Bottom** = BaseScaffold.BottomDefault [get, set]
- float **Left** = BaseScaffold.LeftDefault [get, set]
- float **Right** = BaseScaffold.RightDefault [get, set]
- float **FFHeight** = BaseScaffold.HeightDefault [get, set]
- float **FFWidth** = BaseScaffold.WidthDefault [get, set]
- decimal **RealCentre** = (decimal)BaseScaffold.CentreRealDefault [get, set]
- float **ImagCentre** = BaseScaffold.CentreImagDefault [get, set]
- int **TabIndex** [get, set]
- [FractalFrameStackViewModel](#) **FractalFrameStack** [get, set]

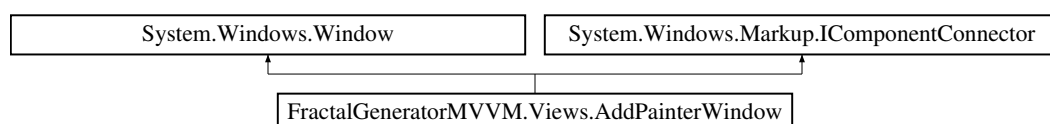
The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/ViewModels/WinPages/AddFractalFrameWindowViewModel.cs

6.5 FractalGeneratorMVVM.Views.AddPainterWindow Class Reference

[AddPainterWindow](#)

Inheritance diagram for FractalGeneratorMVVM.Views.AddPainterWindow:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent

6.5.1 Detailed Description

[AddPainterWindow](#)

The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/AddPainterWindow.g.i.cs

6.6 FractalGeneratorMVVM.Views.AddPainterWindowView Class Reference

[AddPainterWindowView](#)

Inheritance diagram for FractalGeneratorMVVM.Views.AddPainterWindowView:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent

6.6.1 Detailed Description

[AddPainterWindowView](#)

The documentation for this class was generated from the following files:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/AddPainterWindowView.g.i-x-mf-25-2451.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/AddPainterWindowView.g.i.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/WindowViews/AddPainterWindowView.g.i.cs

6.7 FractalGeneratorMVVM.Views.Windows.AddPainterWindowView Class Reference

[AddPainterWindowView](#)

Inheritance diagram for FractalGeneratorMVVM.Views.Windows.AddPainterWindowView:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent

6.7.1 Detailed Description

[AddPainterWindowView](#)

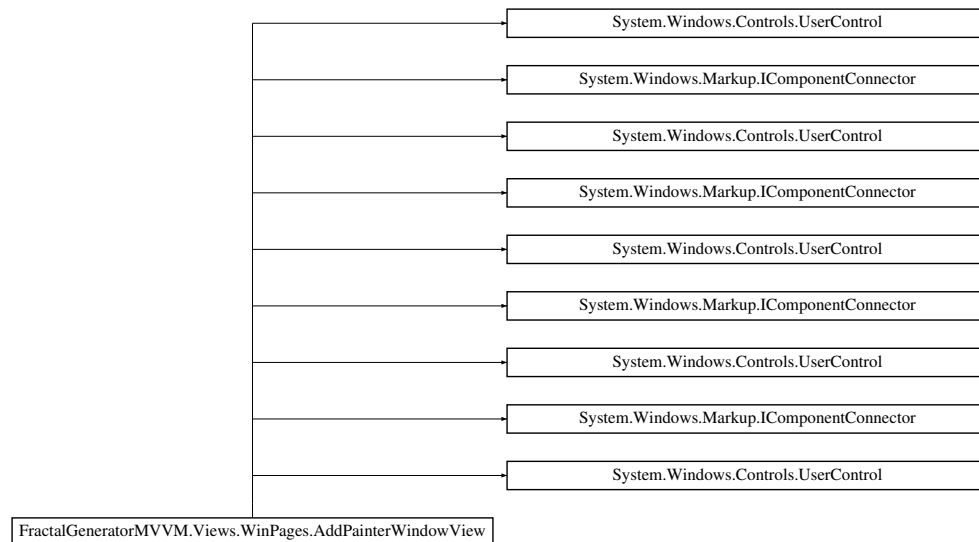
The documentation for this class was generated from the following files:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Windows/AddPainterWindowView.g.i.cs
- FractalGeneratorMVVM/obj/Release/net5.0-windows/Views/Windows/AddPainterWindowView.g.i.cs

6.8 FractalGeneratorMVVM.Views.WinPages.AddPainterWindowView Class Reference

[AddPainterWindowView](#)

Inheritance diagram for FractalGeneratorMVVM.Views.WinPages.AddPainterWindowView:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent

6.8.1 Detailed Description

AddPainterWindowView

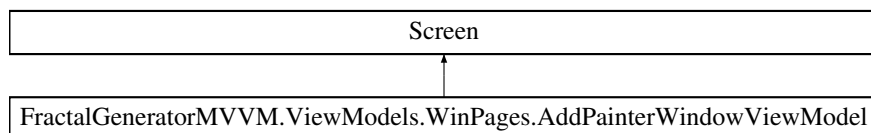
Interaction logic for AddPainterWindow.xaml

The documentation for this class was generated from the following files:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/WinPages/AddPainterWindowView.g.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/WinPages/AddPainterWindowView.g.i.cs
- FractalGeneratorMVVM/obj/Release/net5.0-windows/Views/WinPages/AddPainterWindowView.g.cs
- FractalGeneratorMVVM/obj/Release/net5.0-windows/Views/WinPages/AddPainterWindowView.g.i.cs
- FractalGeneratorMVVM/Views/WinPages/AddPainterWindowView.xaml.cs

6.9 FractalGeneratorMVVM.ViewModels.WinPages.AddPainterWindowViewModel Class Reference

Inheritance diagram for FractalGeneratorMVVM.ViewModels.WinPages.AddPainterWindowViewModel:



Public Member Functions

- **AddPainterWindowViewModel** ([PainterStackViewModel](#) painterStack)
- void **ShowWindow** ()
- void **CloseWindow** ()
- void **AddPainter** ()
- void **AddBasicPainterLight** ()
- void **AddBasicPainterDark** ()

Properties

- WindowManager **WindowManager** [get, set]
- [NoMaxWindowViewModel](#) **Window** [get, set]
- int **Width** [get, set]
- int **Height** [get, set]
- string **PainterName** = "Untitled Painter" [get, set]
- int **TabIndex** [get, set]
- Color **BasicPainterMainColour** [get, set]
- Color **BasicPainterInSetColour** [get, set]

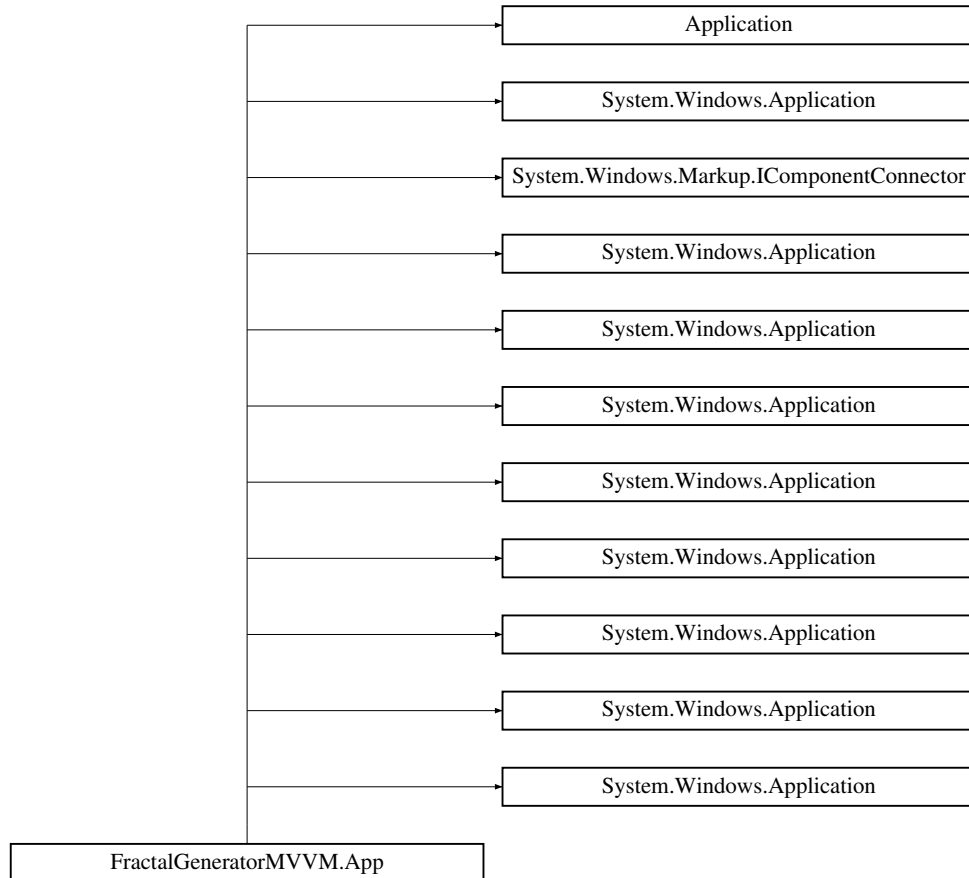
The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/ViewModels/WinPages/AddPainterWindowViewModel.cs

6.10 FractalGeneratorMVVM.App Class Reference

Interaction logic for App.xaml

Inheritance diagram for FractalGeneratorMVVM.App:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
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- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent

Static Public Member Functions

- static void **Main** ()
Application Entry Point.
- static void **Main** ()
Application Entry Point.
- static void **Main** ()
Application Entry Point.
- static void **Main** ()
Application Entry Point.
- static void **Main** ()
Application Entry Point.
- static void **Main** ()
Application Entry Point.
- static void **Main** ()
Application Entry Point.
- static void **Main** ()
Application Entry Point.
- static void **Main** ()
Application Entry Point.

6.10.1 Detailed Description

Interaction logic for App.xaml

[App](#)

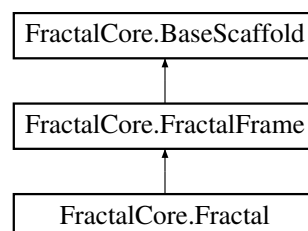
The documentation for this class was generated from the following files:

- FractalGeneratorMVVM/App.xaml.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/App-x-mf-25-2451.g.i.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/App.g.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/App.g.i-Henry-Laptop-2.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/App.g.i-Henry-Laptop-3.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/App.g.i-Henry-Laptop.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/App.g.i-x-mf-25-2451.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/App.g.i.cs
- FractalGeneratorMVVM/obj/Release/net5.0-windows/App.g.cs
- FractalGeneratorMVVM/obj/Release/net5.0-windows/App.g.i.cs

6.11 FractalCore.BaseScaffold Class Reference

Holds the default value for the [Fractal](#) Scaffold class

Inheritance diagram for FractalCore.BaseScaffold:



Properties

- static string **NameDefault** [get, set]
- static uint **IterationsDefault** [get, set]
- static int **BailDefault** [get, set]
- static float **LeftDefault** [get, set]
- static float **RightDefault** [get, set]
- static float **BottomDefault** [get, set]
- static float **TopDefault** [get, set]
- static float **WidthDefault** [get]
- static float **HeightDefault** [get]
- static float **CentreRealDefault** [get]
- static float **CentreImagDefault** [get]

6.11.1 Detailed Description

Holds the default value for the [Fractal](#) Scaffold class

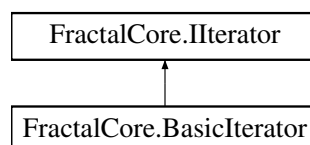
The documentation for this class was generated from the following file:

- FractalCore/BaseScaffold.cs

6.12 FractalCore.BasicIterator Class Reference

This class holds the method that is used to iterate a point on the complex plane to see if it diverges or converges

Inheritance diagram for FractalCore.BasicIterator:



Public Member Functions

- **BasicIterator** (string formulaString, string name="Unutilized Iterator")
- uint **Iterate** (Complex c, uint maxIterations, int bail)

Public Attributes

- string?[] **IterateCLLines**
Lines of C code in the Iterate file

Static Public Attributes

- static int **InsertLine** = 319
- static string **IterateCLPath** = @"C/IterateCL.c"

Properties

- string [FormulaString](#) [get, set]
- string [Name](#) [get, set]
- [RPN FormulaObject](#) [get, set]
- List< string >? [IterationsCode](#) [get, set]
The lines of C containing the operation done by the iterator
- string [FullIterationScript](#) [get, set]
The file containing the C code as a single string.

6.12.1 Detailed Description

This class holds the method that is used to iterate a point on the complex plane to see if it diverges or converges

6.12.2 Member Function Documentation

6.12.2.1 Iterate()

```
uint FractalCore.BasicIterator.Iterate (
    Complex c,
    uint maxIterations,
    int bail ) [inline]
```

Implements [FractalCore.Iterator](#).

6.12.3 Property Documentation

6.12.3.1 FormulaObject

[RPN](#) [FractalCore.BasicIterator.FormulaObject](#) [get], [set]

Implements [FractalCore.Iterator](#).

6.12.3.2 FormulaString

string [FractalCore.BasicIterator.FormulaString](#) [get], [set]

Implements [FractalCore.Iterator](#).

6.12.3.3 FullIterationScript

```
string FractalCore.BasicIterator.FullIterationScript [get], [set]
```

The file containing the C code as a single string.

Implements [FractalCore.IIterator](#).

6.12.3.4 Name

```
string FractalCore.BasicIterator.Name [get], [set]
```

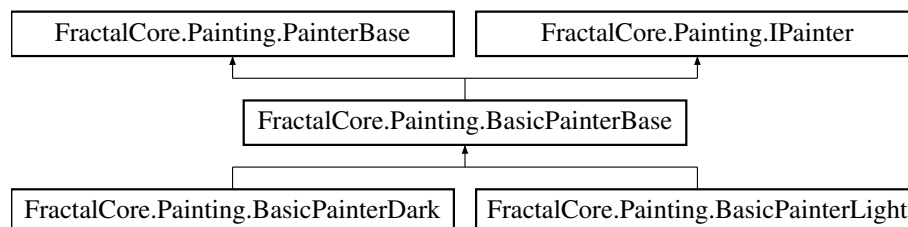
Implements [FractalCore.IIterator](#).

The documentation for this class was generated from the following file:

- FractalCore/Iteration/BasicIterator.cs

6.13 FractalCore.Painting.BasicPainterBase Class Reference

Inheritance diagram for FractalCore.Painting.BasicPainterBase:



Public Member Functions

- **BasicPainterBase** (string name, Color mainColour, Color inSetColour)
- abstract void **Paint** (ref WriteableBitmap fractalBitmap, ref [Fractal](#) fractal)
This HAS to be here so BasicPainterViewModelAbstract can reference [BasicPainterBase](#)'s Painter model
- abstract void **SetKernelParameters** (ref MultiCL kernel, ref byte[] pixels, ref uint[] iterations, uint iterations↔Cap)

Properties

- Color **InSetColour** [get, set]
- Color **MainColour** [get, set]
- abstract string **PaintCLScript** [get, set]

Additional Inherited Members

6.13.1 Member Function Documentation

6.13.1.1 Paint()

```
abstract void FractalCore.Painting.BasicPainterBase.Paint (
    ref WriteableBitmap fractalBitmap,
    ref Fractal fractal ) [pure virtual]
```

This HAS to be here so BasicPainterViewModelAbstract can reference [BasicPainterBase](#)'s Painter model

Parameters

<i>fractalBitmap</i>	
<i>fractal</i>	

Implements [FractalCore.Painting.IPainter](#).

Implemented in [FractalCore.Painting.BasicPainterDark](#), and [FractalCore.Painting.BasicPainterLight](#).

6.13.1.2 SetKernelParameters()

```
abstract void FractalCore.Painting.BasicPainterBase.SetKernelParameters (
    ref MultiCL kernel,
    ref byte[] pixels,
    ref uint[] iterations,
    uint iterationsCap ) [pure virtual]
```

Implements [FractalCore.Painting.IPainter](#).

6.13.2 Property Documentation

6.13.2.1 PaintCLScript

```
abstract string FractalCore.Painting.BasicPainterBase.PaintCLScript [get], [set]
```

Implements [FractalCore.Painting.IPainter](#).

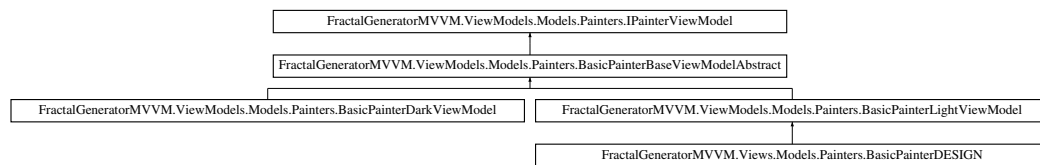
The documentation for this class was generated from the following file:

- [FractalCore/Painting/BasicPainterBase.cs](#)

6.14 FractalGeneratorMVVM.ViewModels.Models.Painters.BasicPainterBaseViewModelAbstract Class Reference ↔

This is a viewless model used to hold shared properties between [BasicPainterDarkViewModel](#) and [BasicPainterLightViewModel](#). It mirrors the backend, where there is corresponding intermediary class

Inheritance diagram for [FractalGeneratorMVVM.ViewModels.Models.Painters.BasicPainterBaseViewModelAbstract](#) ↔ Abstract:



Public Member Functions

- **BasicPainterBaseViewModelAbstract** ([BasicPainterBase](#) painter, int num, bool type, string name="Untitled")

Properties

- [IPainter PainterModel](#) [get, set]
ALWAYS A BASIC PAINTER. But this is needed to fulfill the Interface
- int **Number** [get, set]
- SolidColorBrush **MainColourBrush** [get, set]
- SolidColorBrush **InSetColourBrush** [get, set]
- string **Name** [get, set]
- bool **Type** [get, set]
- Guid **ID** = Guid.NewGuid() [get]

6.14.1 Detailed Description

This is a viewless model used to hold shared properties between [BasicPainterDarkViewModel](#) and [BasicPainterLightViewModel](#). It mirrors the backend, where there is corresponding intermediary class

6.14.2 Property Documentation

6.14.2.1 ID

```
Guid FractalGeneratorMVVM.ViewModels.Models.Painters.BasicPainterBaseViewModelAbstract.ID =
Guid.NewGuid() [get]
```

Implements [FractalGeneratorMVVM.ViewModels.Models.Painters.IPainterViewModel](#).

6.14.2.2 Name

```
string FractalGeneratorMVVM.ViewModels.Models.Painters.BasicPainterBaseViewModelAbstract.Name
[get], [set]
```

Implements [FractalGeneratorMVVM.ViewModels.Models.Painters.IPainterViewModel](#).

6.14.2.3 PainterModel

```
IPainter FractalGeneratorMVVM.ViewModels.Models.Painters.BasicPainterBaseViewModelAbstract.↔
PainterModel [get], [set]
```

ALWAYS A BASIC PAINTER. But this is needed to fulfill the Interface

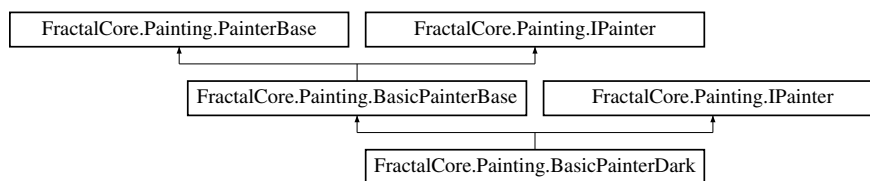
Implements [FractalGeneratorMVVM.ViewModels.Models.Painters.IPainterViewModel](#).

The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/ViewModels/Models/Painters/BasicPainterBaseViewModelAbstract.cs

6.15 FractalCore.Painting.BasicPainterDark Class Reference

Inheritance diagram for FractalCore.Painting.BasicPainterDark:



Public Member Functions

- **BasicPainterDark** (string name, Color mainColour, Color inSetColour)
- override void [Paint](#) (ref WriteableBitmap fractalBitmap, ref [Fractal](#) fractal)
This HAS to be here so BasicPainterViewModelAbstract can reference [BasicPainterBase](#)'s Painter model
- override void [SetKernelParameters](#) (ref MultiCL kernel, ref byte[] pixels, ref uint[] iterations, uint iterations↔ Cap)

Properties

- override string [PaintCLScript](#) [get, set]

Additional Inherited Members

6.15.1 Member Function Documentation

6.15.1.1 Paint()

```
override void FractalCore.Painting.BasicPainterDark.Paint (
    ref WriteableBitmap fractalBitmap,
    ref Fractal fractal ) [inline], [virtual]
```

This HAS to be here so BasicPainterViewModelAbstract can reference [BasicPainterBase](#)'s Painter model

Parameters

<i>fractalBitmap</i>	
<i>fractal</i>	

Implements [FractalCore.Painting.BasicPainterBase](#).

6.15.1.2 SetKernelParameters()

```
override void FractalCore.Painting.BasicPainterDark.SetKernelParameters (
    ref MultiCL kernel,
    ref byte[] pixels,
    ref uint[] iterations,
    uint iterationsCap ) [inline], [virtual]
```

Implements [FractalCore.Painting.BasicPainterBase](#).

6.15.2 Property Documentation

6.15.2.1 PaintCLScript

```
override string FractalCore.Painting.BasicPainterDark.PaintCLScript [get], [set]
```

Implements [FractalCore.Painting.IPainter](#).

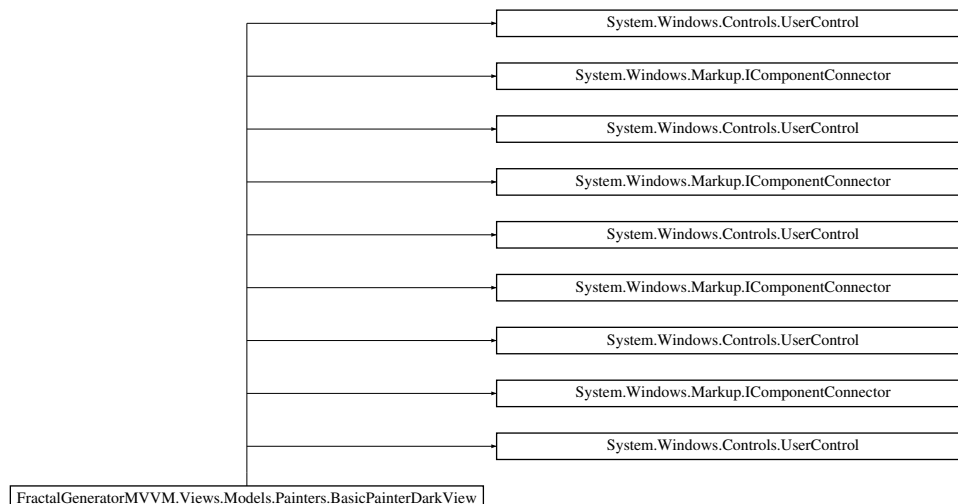
The documentation for this class was generated from the following file:

- FractalCore/Painting/BasicPainterDark.cs

6.16 FractalGeneratorMVVM.Views.Models.Painters.BasicPainterDark↔ View Class Reference

[BasicPainterDarkView](#)

Inheritance diagram for FractalGeneratorMVVM.Views.Models.Painters.BasicPainterDarkView:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent

6.16.1 Detailed Description

[BasicPainterDarkView](#)

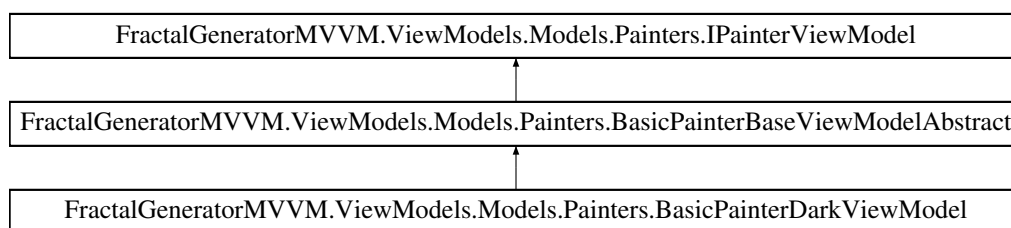
Interaction logic for FractalFrameView.xaml

The documentation for this class was generated from the following files:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Models/Painters/BasicPainterDarkView.g.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Models/Painters/BasicPainterDarkView.g.i.cs
- FractalGeneratorMVVM/obj/Release/net5.0-windows/Views/Models/Painters/BasicPainterDarkView.g.cs
- FractalGeneratorMVVM/obj/Release/net5.0-windows/Views/Models/Painters/BasicPainterDarkView.g.i.cs
- FractalGeneratorMVVM/Views/Models/Painters/BasicPainterDarkView.xaml.cs

6.17 FractalGeneratorMVVM.ViewModels.Models.Painters.BasicPainterDarkViewModel Class Reference ↔

Inheritance diagram for FractalGeneratorMVVM.ViewModels.Models.Painters.BasicPainterDarkViewModel:



Public Member Functions

- **BasicPainterDarkViewModel** ([BasicPainterDark](#) painter, int num, string name="Untitled")

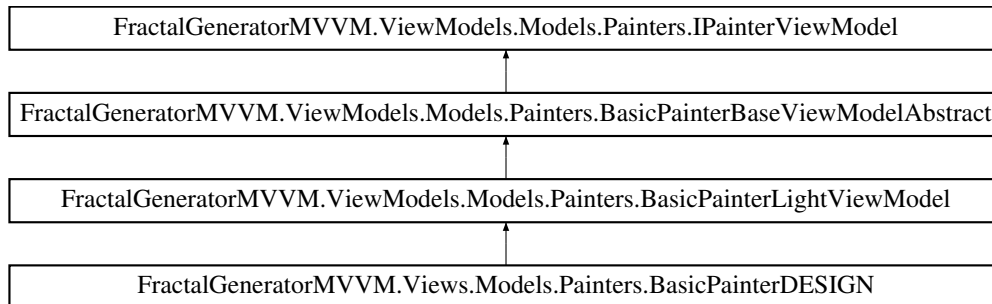
Additional Inherited Members

The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/ViewModels/Models/Painters/BasicPainterDarkViewModel.cs

6.18 FractalGeneratorMVVM.Views.Models.Painters.BasicPainterDESIGN Class Reference ↩

Inheritance diagram for FractalGeneratorMVVM.Views.Models.Painters.BasicPainterDESIGN:



Public Member Functions

- **BasicPainterDESIGN** (int number, [BasicPainterLight](#) p)

Properties

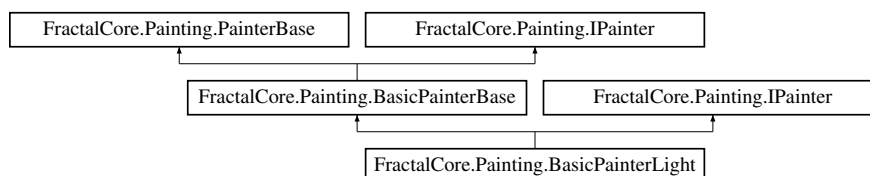
- static [BasicPainterLight](#) **PAINTERINSANCE** [get]
- static [BasicPainterDESIGN](#) **INSTANCE** [get]

The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/Views/Models/Painters/BasicPainterDESIGN.cs

6.19 FractalCore.Painting.BasicPainterLight Class Reference

Inheritance diagram for FractalCore.Painting.BasicPainterLight:



Public Member Functions

- **BasicPainterLight** (string name, Color mainColour, Color inSetColour)
- override void [Paint](#) (ref WriteableBitmap fractalBitmap, ref [Fractal](#) fractal)
This HAS to be here so BasicPainterViewModelAbstract can reference BasicPainterBase's Painter model
- override void [SetKernelParameters](#) (ref MultiCL kernel, ref byte[] pixels, ref uint[] iterations, uint iterations↩ Cap)

Properties

- override string [PaintCLScript](#) [get, set]

Additional Inherited Members

6.19.1 Member Function Documentation

6.19.1.1 Paint()

```
override void FractalCore.Painting.BasicPainterLight.Paint (
    ref WriteableBitmap fractalBitmap,
    ref Fractal fractal ) [inline], [virtual]
```

This HAS to be here so BasicPainterViewModelAbstract can reference [BasicPainterBase](#)'s Painter model

Parameters

<i>fractalBitmap</i>	
<i>fractal</i>	

Implements [FractalCore.Painting.BasicPainterBase](#).

6.19.1.2 SetKernelParameters()

```
override void FractalCore.Painting.BasicPainterLight.SetKernelParameters (
    ref MultiCL kernel,
    ref byte[] pixels,
    ref uint[] iterations,
    uint iterationsCap ) [inline], [virtual]
```

Implements [FractalCore.Painting.BasicPainterBase](#).

6.19.2 Property Documentation

6.19.2.1 PaintCLScript

```
override string FractalCore.Painting.BasicPainterLight.PaintCLScript [get], [set]
```

Implements [FractalCore.Painting.IPainter](#).

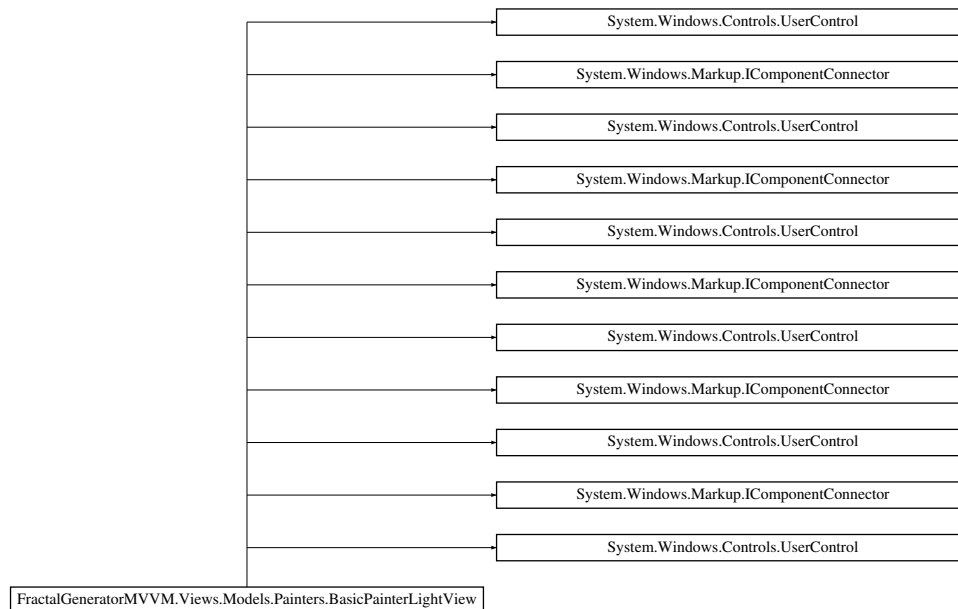
The documentation for this class was generated from the following file:

- FractalCore/Painting/BasicPainterLight.cs

6.20 FractalGeneratorMVVM.Views.Models.Painters.BasicPainterLightView Class Reference

BasicPainterLightView

Inheritance diagram for FractalGeneratorMVVM.Views.Models.Painters.BasicPainterLightView:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent

6.20.1 Detailed Description

BasicPainterLightView

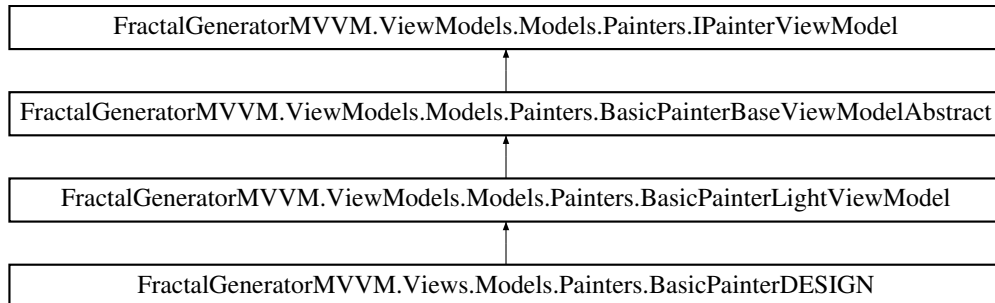
Interaction logic for FractalFrameView.xaml

The documentation for this class was generated from the following files:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Models/Painters/BasicPainterLightView - Copy.g.i.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Models/Painters/BasicPainterLightView.g.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Models/Painters/BasicPainterLightView.g.i.cs
- FractalGeneratorMVVM/obj/Release/net5.0-windows/Views/Models/Painters/BasicPainterLightView.g.cs
- FractalGeneratorMVVM/obj/Release/net5.0-windows/Views/Models/Painters/BasicPainterLightView.g.i.cs
- FractalGeneratorMVVM/Views/Models/Painters/BasicPainterLightView.xaml.cs

6.21 FractalGeneratorMVVM.ViewModels.Models.Painters.BasicPainterLightViewModel Class Reference ↔

Inheritance diagram for FractalGeneratorMVVM.ViewModels.Models.Painters.BasicPainterLightViewModel:



Public Member Functions

- **BasicPainterLightViewModel** ([BasicPainterLight](#) painter, int num, string name="Untitled")

Additional Inherited Members

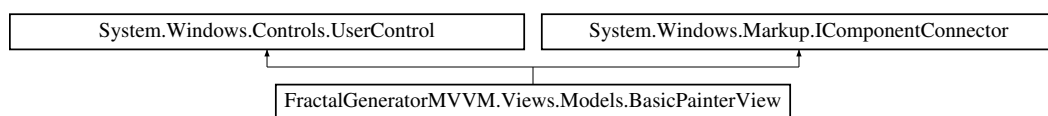
The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/ViewModels/Models/Painters/BasicPainterLightViewModel.cs

6.22 FractalGeneratorMVVM.Views.Models.BasicPainterView Class Reference

[BasicPainterView](#)

Inheritance diagram for FractalGeneratorMVVM.Views.Models.BasicPainterView:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent

6.22.1 Detailed Description

[BasicPainterView](#)

The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Models/BasicPainterView.g.i.cs

6.23 FractalGeneratorMVVM.Views.Models.Painters.BasicPainterView Class Reference

[BasicPainterView](#)

Inheritance diagram for FractalGeneratorMVVM.Views.Models.Painters.BasicPainterView:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent

6.23.1 Detailed Description

[BasicPainterView](#)

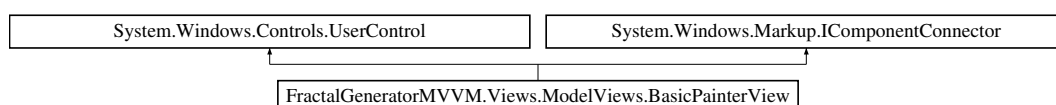
The documentation for this class was generated from the following files:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Models/Painters/BasicPainterView.g.i.cs
- FractalGeneratorMVVM/obj/Release/net5.0-windows/Views/Models/Painters/BasicPainterView.g.i.cs

6.24 FractalGeneratorMVVM.Views.ModelViews.BasicPainterView Class Reference

[BasicPainterView](#)

Inheritance diagram for FractalGeneratorMVVM.Views.ModelViews.BasicPainterView:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent

6.24.1 Detailed Description

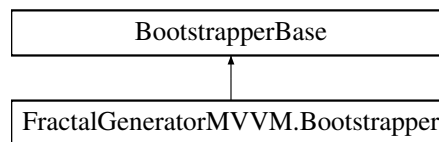
[BasicPainterView](#)

The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/ModelViews/BasicPainterView.g.i.cs

6.25 FractalGeneratorMVVM.Bootstrapper Class Reference

Inheritance diagram for FractalGeneratorMVVM.Bootstrapper:



Classes

- struct [FractalObjectPackage](#)

Public Member Functions

- async Task< [FractalObjectPackage](#) > **LoadFromDatabase** ()
- async void **SaveToDatabase** ([Kernel](#) k)
- void **InitializeDatabase** (SqlConnection sqlConnection)

Public Attributes

- [Kernel](#) shell

Protected Member Functions

- override void **OnStartup** (object sender, StartupEventArgs e)
- override void **OnExit** (object sender, EventArgs e)

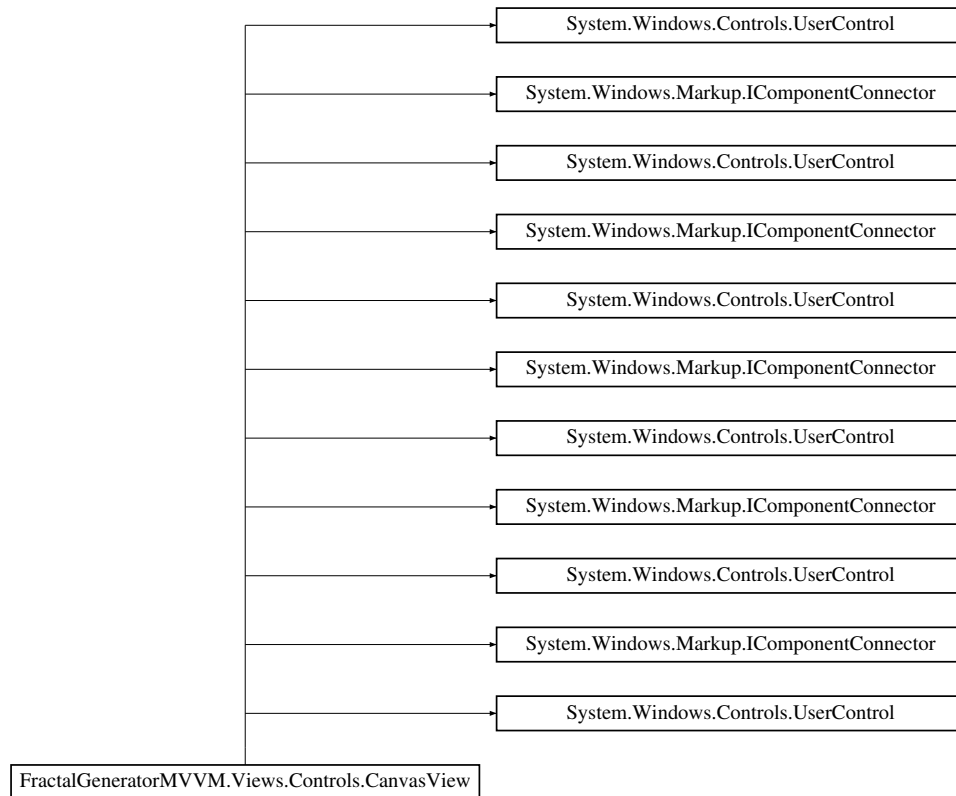
The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/Bootstrapper.cs

6.26 FractalGeneratorMVVM.Views.Controls.CanvasView Class Reference

CanvasView

Inheritance diagram for FractalGeneratorMVVM.Views.Controls.CanvasView:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent

6.26.1 Detailed Description

CanvasView

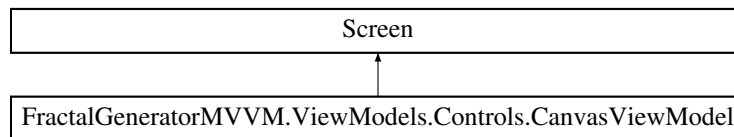
Interaction logic for CanvasView.xaml

The documentation for this class was generated from the following files:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Controls/CanvasView.g.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Controls/CanvasView.g.i-Henry-Laptop.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Controls/CanvasView.g.i.cs
- FractalGeneratorMVVM/obj/Release/net5.0-windows/Views/Controls/CanvasView.g.cs
- FractalGeneratorMVVM/obj/Release/net5.0-windows/Views/Controls/CanvasView.g.i.cs
- FractalGeneratorMVVM/Views/Controls/CanvasView.xaml.cs

6.27 FractalGeneratorMVVM.ViewModels.Controls.CanvasViewModel Class Reference

Inheritance diagram for FractalGeneratorMVVM.ViewModels.Controls.CanvasViewModel:



Public Member Functions

- void **MouseOver** (Image sender)
- void **Scrolled** (MouseWheelEventArgs a, ScrollViewer sender)
- void **CanvasSizeChanged** (UserControl sender, EventArgs a)
- void **RightMouseDown** (ScrollViewer scrollViewer, MouseButtonEventArgs a)
- void **RightMouseUp** (ScrollViewer scrollViewer)
- void **MouseDrag** (ScrollViewer scrollViewer, MouseEventArgs a)
- void **LeftMouseDown** (Image sender)

Properties

- [FractalImage?](#) **Image** [get, set]
- float **Zoom** [get, set]
- float **MinZoom** [get, set]
- int **CanvasHeight** [get, set]
- int **CanvasWidth** [get, set]
- double **ImageActualHeight** [get]
- double **ImageActualWidth** [get]
- int **ZoomFactor** [get, set]
- float **ZoomQuantity** [get]
- Point? **OldDragPoint** [get, set]

Events

- MouseOverCanvas? **MouseOverCanvasEvent**
- ClickedCanvas? **LeftClickedCanvas**

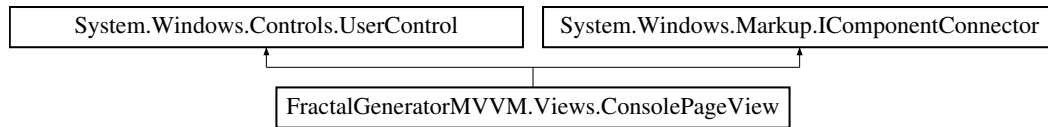
The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/ViewModels/Controls/CanvasViewModel.cs

6.28 FractalGeneratorMVVM.Views.ConsolePageView Class Reference

[ConsolePageView](#)

Inheritance diagram for FractalGeneratorMVVM.Views.ConsolePageView:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent

6.28.1 Detailed Description

[ConsolePageView](#)

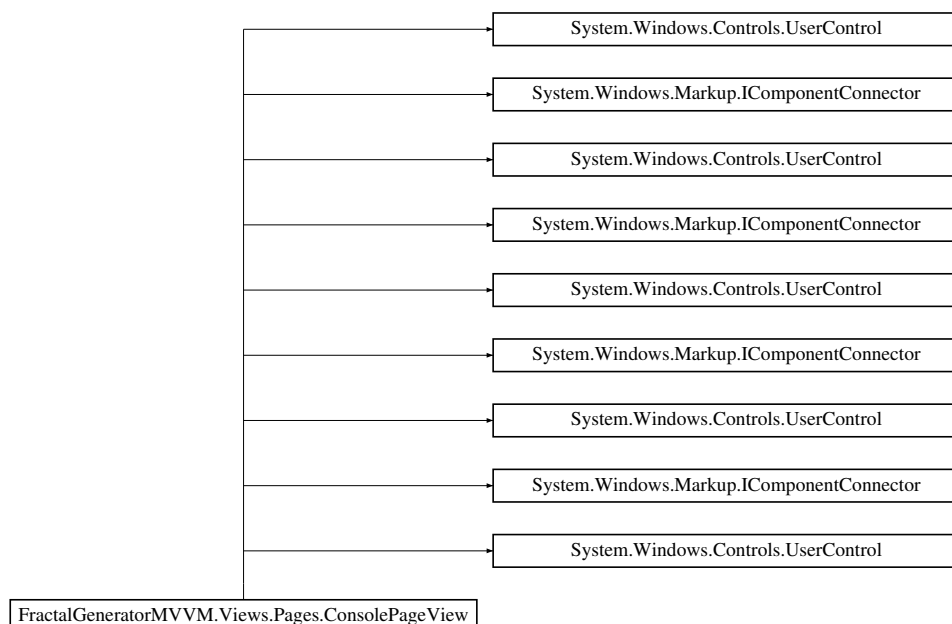
The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/ConsolePageView.g.i.cs

6.29 FractalGeneratorMVVM.Views.Pages.ConsolePageView Class Reference

[ConsolePageView](#)

Inheritance diagram for FractalGeneratorMVVM.Views.Pages.ConsolePageView:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent

6.29.1 Detailed Description

[ConsolePageView](#)

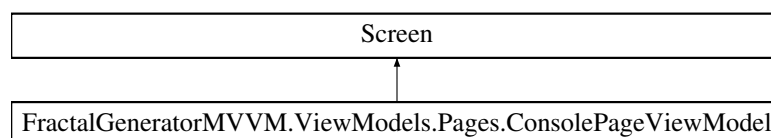
Interaction logic for ConsolePageView.xaml

The documentation for this class was generated from the following files:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Pages/ConsolePageView.g.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Pages/ConsolePageView.g.i.cs
- FractalGeneratorMVVM/obj/Release/net5.0-windows/Views/Pages/ConsolePageView.g.cs
- FractalGeneratorMVVM/obj/Release/net5.0-windows/Views/Pages/ConsolePageView.g.i.cs
- FractalGeneratorMVVM/Views/Pages/ConsolePageView.xaml.cs

6.30 FractalGeneratorMVVM.ViewModels.Pages.ConsolePageViewModel Class Reference

Inheritance diagram for FractalGeneratorMVVM.ViewModels.Pages.ConsolePageViewModel:



Public Member Functions

- void **NewLog** ([Status](#) s)

Properties

- List< [Status](#) > **Logs** [get, set]
- string **LogString** [get]

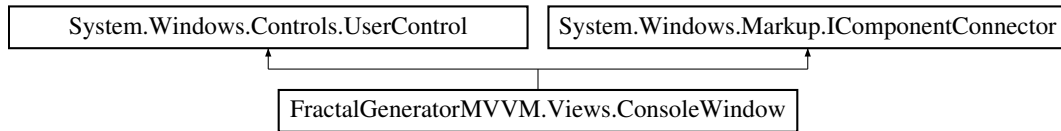
The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/ViewModels/Pages/ConsolePageViewModel.cs

6.31 FractalGeneratorMVVM.Views.ConsoleWindow Class Reference

[ConsoleWindow](#)

Inheritance diagram for FractalGeneratorMVVM.Views.ConsoleWindow:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent

6.31.1 Detailed Description

[ConsoleWindow](#)

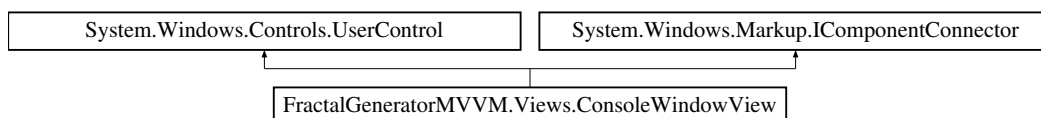
The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/ConsoleWindow.g.i.cs

6.32 FractalGeneratorMVVM.Views.ConsoleWindowView Class Reference

[ConsoleWindowView](#)

Inheritance diagram for FractalGeneratorMVVM.Views.ConsoleWindowView:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent

6.32.1 Detailed Description

[ConsoleWindowView](#)

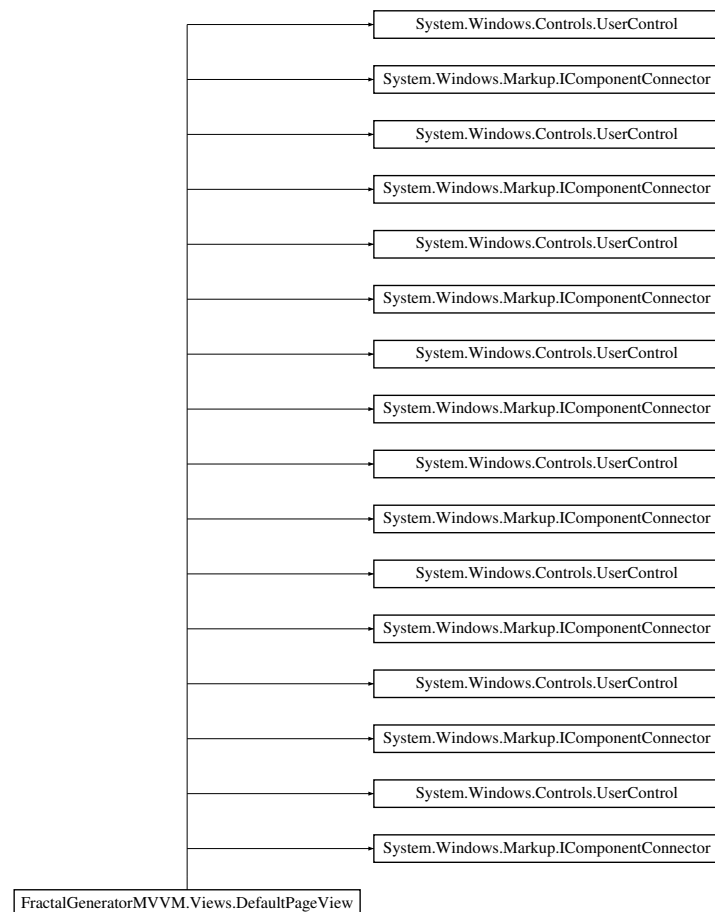
The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/ConsoleWindowView.g.i.cs

6.33 FractalGeneratorMVVM.Views.DefaultPageView Class Reference

[DefaultPageView](#)

Inheritance diagram for FractalGeneratorMVVM.Views.DefaultPageView:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent

- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent

6.33.1 Detailed Description

DefaultPageView

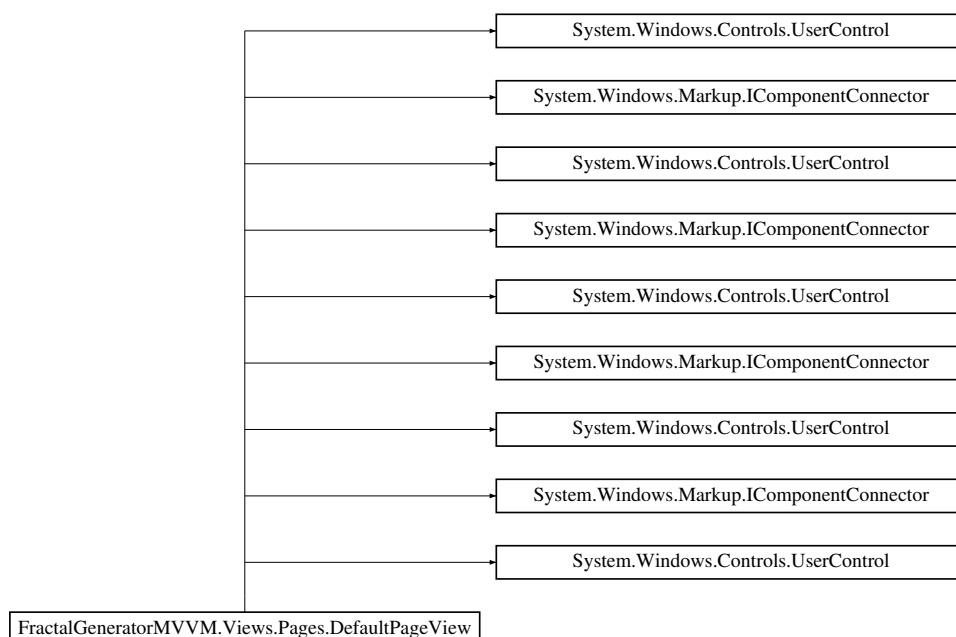
The documentation for this class was generated from the following files:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/DefaultPageView.g-Henry-Laptop.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/DefaultPageView.g-x-mf-25-2451.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/DefaultPageView.g.i-Henry-Laptop-2.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/DefaultPageView.g.i-Henry-Laptop-3.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/DefaultPageView.g.i-Henry-Laptop.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/DefaultPageView.g.i-x-mf-25-2451.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/DefaultPageView.g.i.cs
- FractalGeneratorMVVM/obj/Release/net5.0-windows/Views/DefaultPageView.g.i.cs

6.34 FractalGeneratorMVVM.Views.Pages.DefaultPageView Class Reference

DefaultPageView

Inheritance diagram for FractalGeneratorMVVM.Views.Pages.DefaultPageView:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent

6.34.1 Detailed Description

[DefaultPageView](#)

Interaction logic for DefaultPageView.xaml

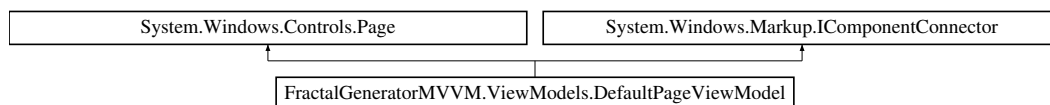
The documentation for this class was generated from the following files:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Pages/DefaultPageView.g.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Pages/DefaultPageView.g.i.cs
- FractalGeneratorMVVM/obj/Release/net5.0-windows/Views/Pages/DefaultPageView.g.cs
- FractalGeneratorMVVM/obj/Release/net5.0-windows/Views/Pages/DefaultPageView.g.i.cs
- FractalGeneratorMVVM/Views/Pages/DefaultPageView.xaml.cs

6.35 FractalGeneratorMVVM.ViewModels.DefaultPageViewModel Class Reference

[DefaultPageViewModel](#)

Inheritance diagram for FractalGeneratorMVVM.ViewModels.DefaultPageViewModel:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent

6.35.1 Detailed Description

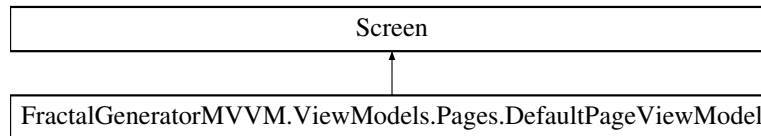
[DefaultPageViewModel](#)

The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/ViewModels/DefaultPageViewModel.g.i.cs

6.36 FractalGeneratorMVVM.ViewModels.Pages.DefaultPageViewModel Class Reference

Inheritance diagram for FractalGeneratorMVVM.ViewModels.Pages.DefaultPageViewModel:



Public Member Functions

- **DefaultPageViewModel** (BindableCollection< [FractalFrameViewModel](#) > fractalFrameViewModels, BindableCollection< [IPainterViewModel](#) > painterViewModels, BindableCollection< [IteratorViewModel](#) > iteratorViewModels)

Properties

- [FractalFrameStackViewModel](#) **FractalFrameStackVM** [get, set]
The vertical list holding the Fractal Frames
- [IteratorStackViewModel](#) **IteratorStackVM** [get, set]
The vertical list containing the Iterators
- [PainterStackViewModel](#) **PainterStackVM** [get, set]
The vertical list containing the Painters
- [ToolRibbonViewModel](#) **ToolRibbonVM** [get, set]
The options at the top of the scree
- [StatusBarViewModel](#) **StatusBarVM** [get, set]
The bar at the bottom of the window which tells you essential info
- [CanvasViewModel](#) **CanvasVM** [get, set]
- [FractalFrame?](#) **SelectedFractalFrame** [get]
- [IPainter?](#) **SelectedPainter** [get]
- [BasicIterator?](#) **SelectedIterator** [get]
- [FractalImage](#) **Image** [get]

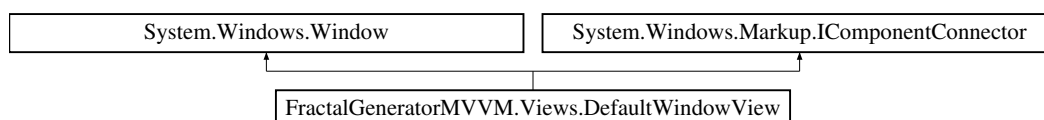
The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/ViewModels/Pages/DefaultPageViewModel.cs

6.37 FractalGeneratorMVVM.Views.DefaultWindowView Class Reference

[DefaultWindowView](#)

Inheritance diagram for FractalGeneratorMVVM.Views.DefaultWindowView:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent

6.37.1 Detailed Description

[DefaultWindowView](#)

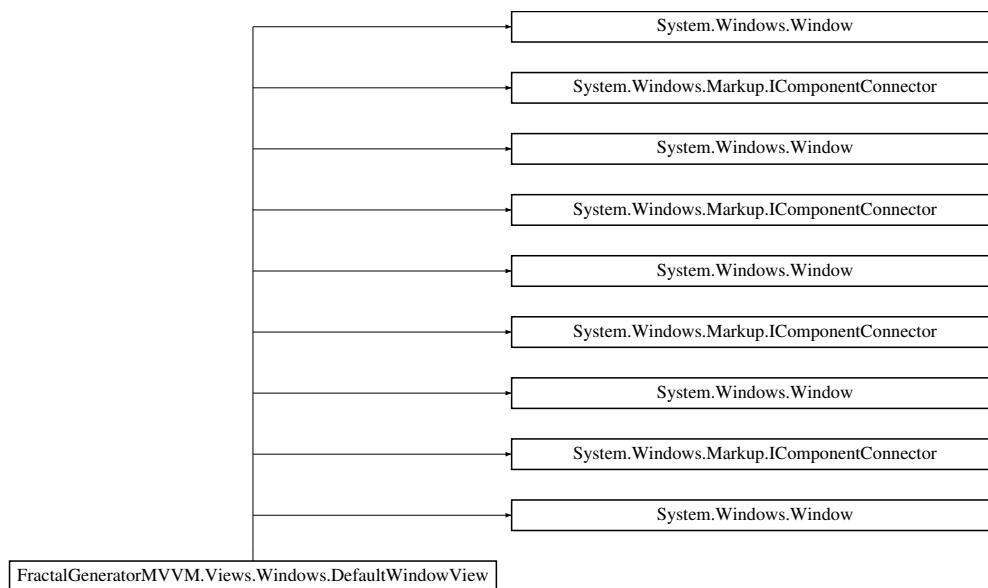
The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/WindowViews/DefaultWindowView.g.i.cs

6.38 FractalGeneratorMVVM.Views.Windows.DefaultWindowView Class Reference

[DefaultWindowView](#)

Inheritance diagram for FractalGeneratorMVVM.Views.Windows.DefaultWindowView:



Classes

- struct [MINMAXINFO](#)
- class [MONITORINFO](#)
- struct [POINT](#)
- struct [RECT](#)

Public Member Functions

- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent

6.38.1 Detailed Description

[DefaultWindowView](#)

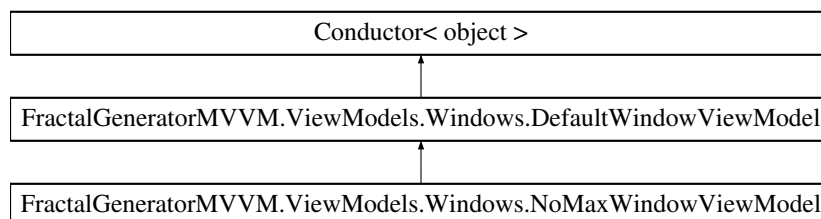
Interaction logic for MainWindowView.xaml

The documentation for this class was generated from the following files:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Windows/DefaultWindowView.g.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Windows/DefaultWindowView.g.i.cs
- FractalGeneratorMVVM/obj/Release/net5.0-windows/Views/Windows/DefaultWindowView.g.cs
- FractalGeneratorMVVM/obj/Release/net5.0-windows/Views/Windows/DefaultWindowView.g.i.cs
- FractalGeneratorMVVM/Views/Windows/DefaultWindowView.xaml.cs

6.39 FractalGeneratorMVVM.ViewModels.Windows.DefaultWindowView↔ Model Class Reference

Inheritance diagram for FractalGeneratorMVVM.ViewModels.Windows.DefaultWindowViewModel:



Public Member Functions

- **DefaultWindowViewModel** (Screen page, string windowTitle, ResizeMode resize, int width=800, int height=450)
- void **LoadPage** ()
- void **UpdateProperties** ([DefaultWindowView](#) view)
Connected up with the window's StateChanged event, fires when the window state is changed to update the window radius and margin
- void **WindowKeyDown** (object sender, KeyEventArgs e)
- void **CloseWindow** (Window window)
Close the window
- void **MaximizeWindow** (Window window)
For the maximize button
- void **MinimizeWindow** (Window window)
Minimize the window
- void **OpenMenu** (Window window)
To bring up the menu when clicking the Syslco

Properties

- int **ResizeBorder** [get, set]
The size of the region around the window where the resize handles appear. ResizeBorder must be set to 0 when maximised otherwise there will be an area around the outside of the screen where nothing is interactable as the resize area is blocking it
- Thickness **ResizeBorderThickness** [get]
Size of the resize border around the window taking into account the outer margin
- int **OuterMarginSize** [get, set]
The margin around the window to allow for a drop shadow
- Thickness **OuterMarginSizeThickness** [get]
- int **WindowRadius** [get, set]
The radius of the edges of the window
- CornerRadius **WindowCornerRadius** [get]
- int **TitleHeight** [get]
- GridLength **TitleHeightGridLength** [get]
- int **WindowMinHeight** [get, set]
- int **WindowMinWidth** [get, set]
- Screen **CurrentPage** [get, set]
- ResizeMode **CanWindowResize** [get, set]
- string **WindowTitle** [get, set]
- int **Width** [get, set]
- int **Height** [get, set]

Events

- Save? **CTRL_S**

6.39.1 Member Function Documentation

6.39.1.1 UpdateProperties()

```
void FractalGeneratorMVVM.ViewModels.Windows.DefaultWindowViewModel.UpdateProperties (
    DefaultWindowView view ) [inline]
```

Connected up with the window's StateChanged event, fires when the window state is changed to update the window radius and margin

Parameters

<i>view</i>	
-------------	--

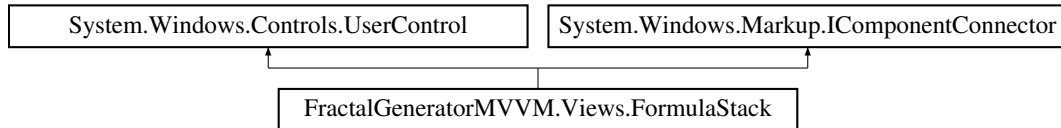
The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/ViewModels/Windows/DefaultWindowViewModel.cs

6.40 FractalGeneratorMVVM.Views.FormulaStack Class Reference

FormulaStack

Inheritance diagram for FractalGeneratorMVVM.Views.FormulaStack:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent

6.40.1 Detailed Description

FormulaStack

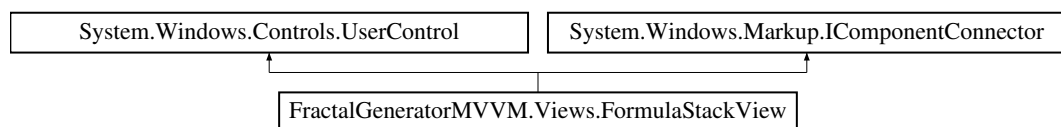
The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/FormulaStack.g.i.cs

6.41 FractalGeneratorMVVM.Views.FormulaStackView Class Reference

FormulaStackView

Inheritance diagram for FractalGeneratorMVVM.Views.FormulaStackView:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent

6.41.1 Detailed Description

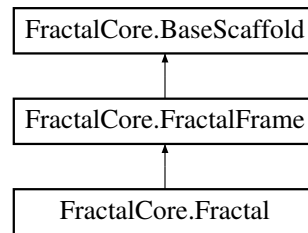
FormulaStackView

The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/FormulaStackView.g.i.cs

6.42 FractalCore.Fractal Class Reference

Inheritance diagram for FractalCore.Fractal:



Public Member Functions

- **Fractal** (int width, int height, [BasicIterator](#) iterator)
- **Fractal** (int width, int height, [FractalFrame](#) fractalFrame, [BasicIterator](#) iterator)
- uint **IteratePoint** (Complex p)

Static Public Member Functions

- static void **Save** ([Fractal](#) f)

Properties

- [BasicIterator](#) **Iterator** [get, set]
- [FractalFrame](#) **FractalFrame** [get, set]
- uint[] **IterationsArray** [get, set]
- int **Height** [get, set]
- int **Width** [get, set]
- double **RealStep** [get, set]
- double **ImagStep** [get, set]

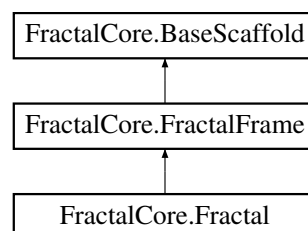
The documentation for this class was generated from the following file:

- FractalCore/Fractal.cs

6.43 FractalCore.FractalFrame Class Reference

This class presents a boundary and information on iterations for making a iterations array.

Inheritance diagram for FractalCore.FractalFrame:



Public Member Functions

- **FractalFrame** ([FractalFrame](#) fractalFrame)
- **FractalFrame** (float left, float right, float top, float bottom, string name, uint iterations, int bail)
- Complex **PxToComplex** (Point p, double width, double height)

Static Public Member Functions

- static [FractalFrame](#) **FractalFrameCentre** (float width, float height, float r, float i, string name, uint iterations, int bail)

Properties

- float **Left** [get, set]
- float **Right** [get, set]
- float **Bottom** [get, set]
- float **Top** [get, set]
- string **Name** [get, set]
- uint **Iterations** [get, set]
- int **Bail** [get, set]
- float **RealWidth** [get]
- float **ImaginaryHeight** [get]
- double **RealCentre** [get]
- double **ImaginaryCentre** [get]

6.43.1 Detailed Description

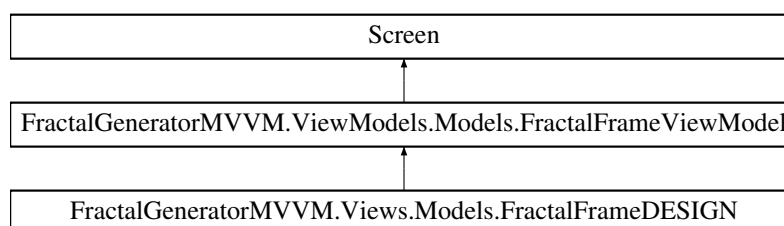
This class presents a boundary and information on iterations for making a iterations array.

The documentation for this class was generated from the following file:

- FractalCore/FractalFrame.cs

6.44 FractalGeneratorMVVM.Views.Models.FractalFrameDESIGN Class Reference

Inheritance diagram for FractalGeneratorMVVM.Views.Models.FractalFrameDESIGN:



Public Member Functions

- **FractalFrameDESIGN** (int num, Color c)

Properties

- static [FractalFrameDESIGN Instance](#) [get]
- static [FractalFrame Frame](#) [get]

Additional Inherited Members

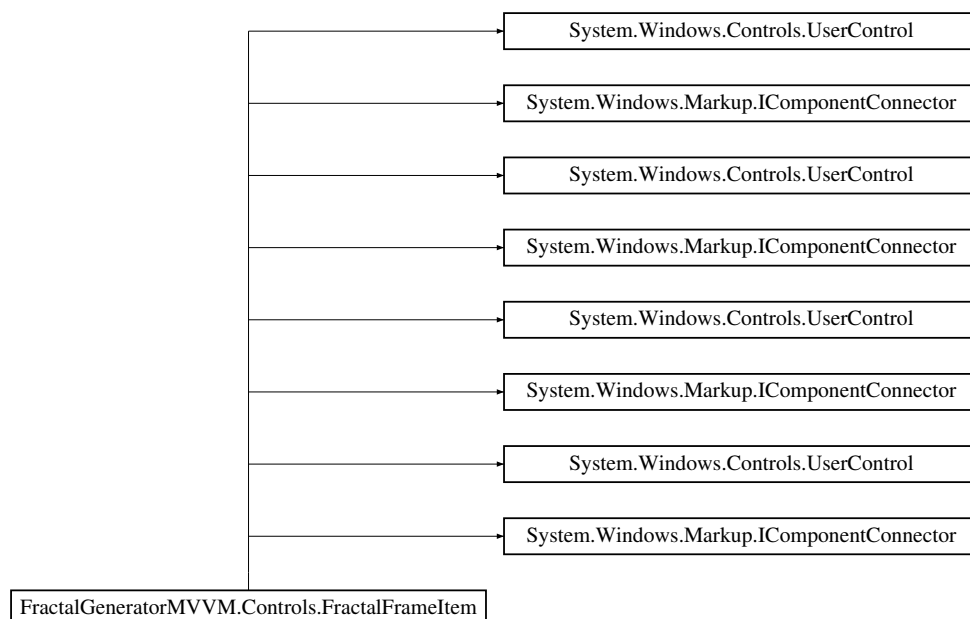
The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/Views/Models/FractalFrameDESIGN.cs

6.45 FractalGeneratorMVVM.Controls.FractalFrameItem Class Reference

[FractalFrameItem](#)

Inheritance diagram for FractalGeneratorMVVM.Controls.FractalFrameItem:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent

6.45.1 Detailed Description

FractalFrameItem

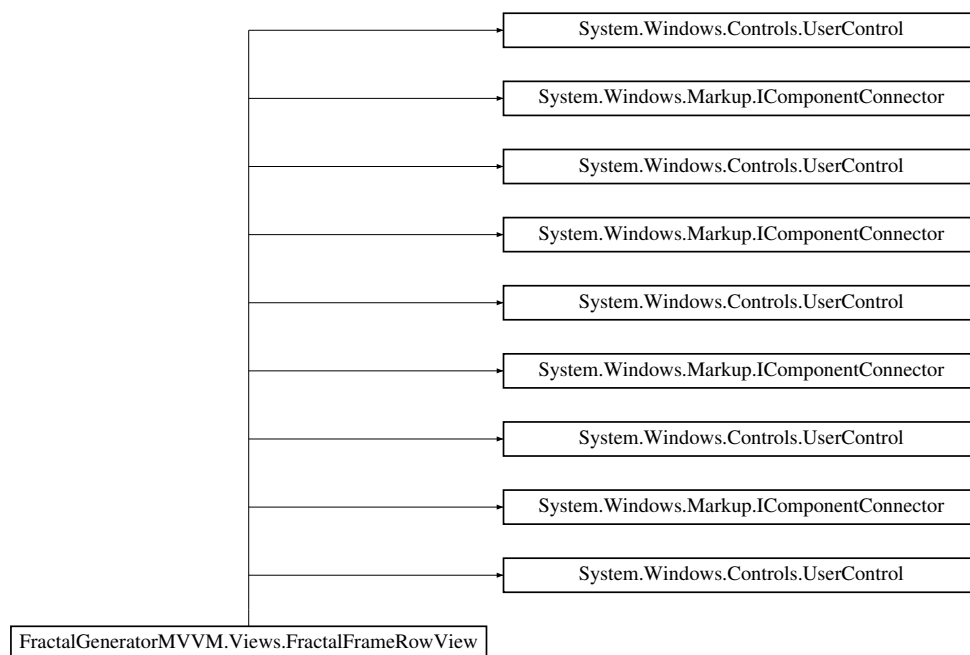
The documentation for this class was generated from the following files:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Controls/FractalFrameItem.g.i-Henry-Laptop.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Controls/FractalFrameItem.g.i-x-mf-25-2451.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Controls/FractalFrameItem.g.i.cs
- FractalGeneratorMVVM/obj/Release/net5.0-windows/Controls/FractalFrameItem.g.i.cs

6.46 FractalGeneratorMVVM.Views.FractalFrameRowView Class Reference

FractalFrameRowView

Inheritance diagram for FractalGeneratorMVVM.Views.FractalFrameRowView:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent

6.46.1 Detailed Description

FractalFrameRowView

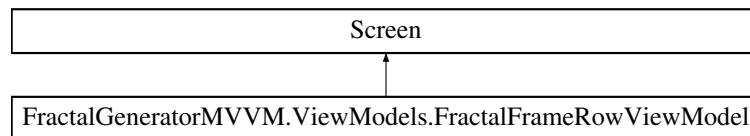
Interaction logic for FractalFrameRowView.xaml

The documentation for this class was generated from the following files:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Old/FractalFrameRowView.g.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Old/FractalFrameRowView.g.i-x-mf-25-2451.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Old/FractalFrameRowView.g.i.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/FractalFrameRowView.g.i.cs
- FractalGeneratorMVVM/Old/FractalFrameRowView.xaml.cs

6.47 FractalGeneratorMVVM.ViewModels.FractalFrameRowViewModel Class Reference

Inheritance diagram for FractalGeneratorMVVM.ViewModels.FractalFrameRowViewModel:



Properties

- BindableCollection< [FractalFrame](#) > **FractalFrameCollection** [get, set]
- [FractalFrame](#) **SelectedFractalFrame** [get, set]

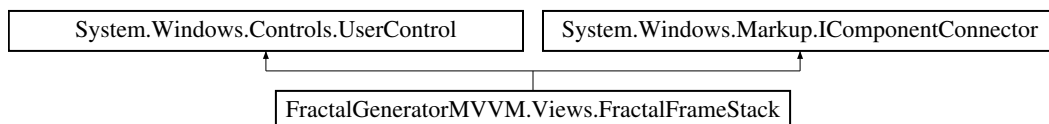
The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/Old/FractalFrameRowViewModel.cs

6.48 FractalGeneratorMVVM.Views.FractalFrameStack Class Reference

FractalFrameStack

Inheritance diagram for FractalGeneratorMVVM.Views.FractalFrameStack:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent

6.48.1 Detailed Description

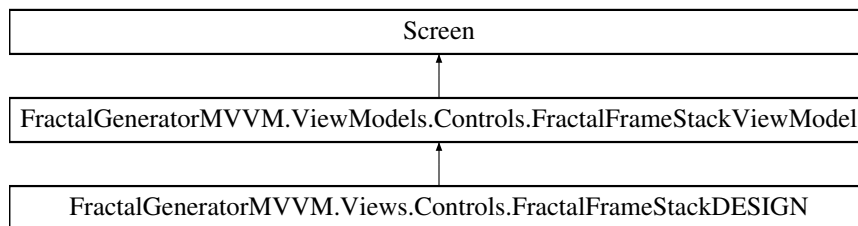
[FractalFrameStack](#)

The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/FractalFrameStack.g.i.cs

6.49 FractalGeneratorMVVM.Views.Controls.FractalFrameStackDESIGN Class Reference

Inheritance diagram for FractalGeneratorMVVM.Views.Controls.FractalFrameStackDESIGN:



Properties

- static [FractalFrameStackDESIGN](#) **Instance** [get]

Additional Inherited Members

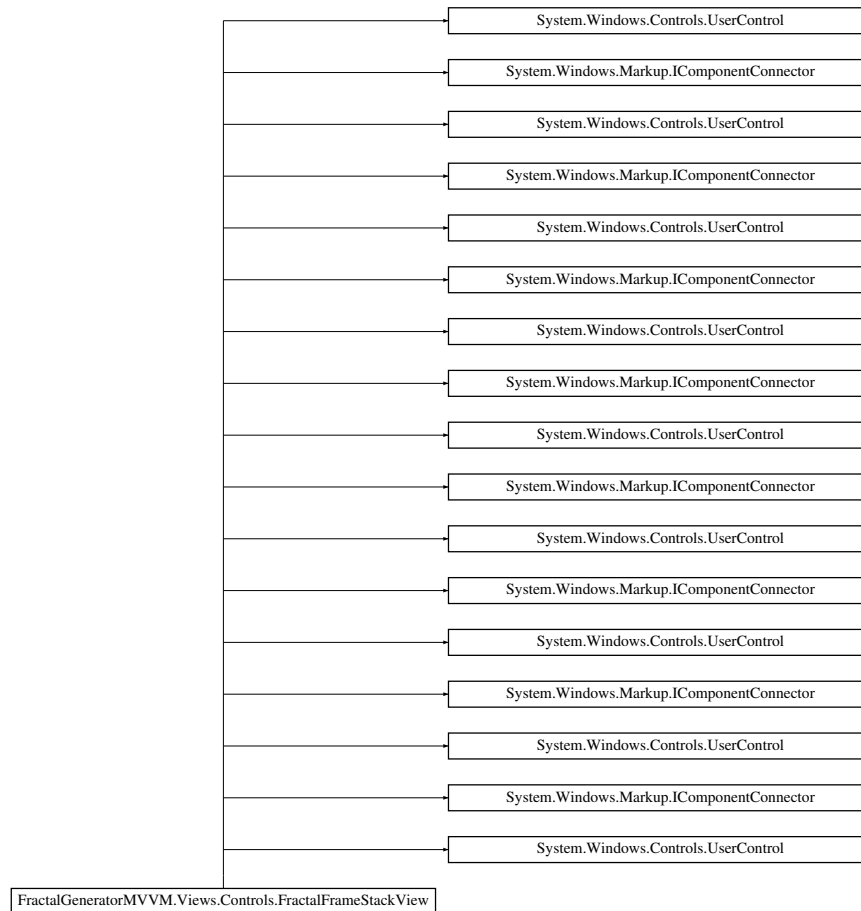
The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/Views/Controls/FractalFrameStackDESIGN.cs

6.50 FractalGeneratorMVVM.Views.Controls.FractalFrameStackView Class Reference

FractalFrameStackView

Inheritance diagram for FractalGeneratorMVVM.Views.Controls.FractalFrameStackView:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
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- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent

6.50.1 Detailed Description

FractalFrameStackView

Interaction logic for FractalFrameStack.xaml

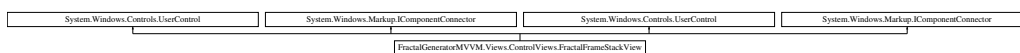
The documentation for this class was generated from the following files:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Controls/FractalFrameStackView.g.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Controls/FractalFrameStackView.g.i-Henry-↵ Laptop-2.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Controls/FractalFrameStackView.g.i-Henry-↵ Laptop-3.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Controls/FractalFrameStackView.g.i-Henry-↵ Laptop.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Controls/FractalFrameStackView.g.i-x-mf-25-2451-2.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Controls/FractalFrameStackView.g.i.cs
- FractalGeneratorMVVM/obj/Release/net5.0-windows/Views/Controls/FractalFrameStackView.g.cs
- FractalGeneratorMVVM/obj/Release/net5.0-windows/Views/Controls/FractalFrameStackView.g.i.i.cs
- FractalGeneratorMVVM/Views/Controls/FractalFrameStackView.xaml.cs

6.51 FractalGeneratorMVVM.Views.ControlViews.FractalFrameStack↵ View Class Reference

FractalFrameStackView

Inheritance diagram for FractalGeneratorMVVM.Views.ControlViews.FractalFrameStackView:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent

6.51.1 Detailed Description

FractalFrameStackView

The documentation for this class was generated from the following files:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Controls/FractalFrameStackView.g.i-x-mf-25-2451.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/ControlViews/FractalFrameStackView.g.i.cs

6.52 FractalGeneratorMVVM.Views.FractalFrameStackView Class Reference

FractalFrameStackView

Inheritance diagram for FractalGeneratorMVVM.Views.FractalFrameStackView:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent

6.52.1 Detailed Description

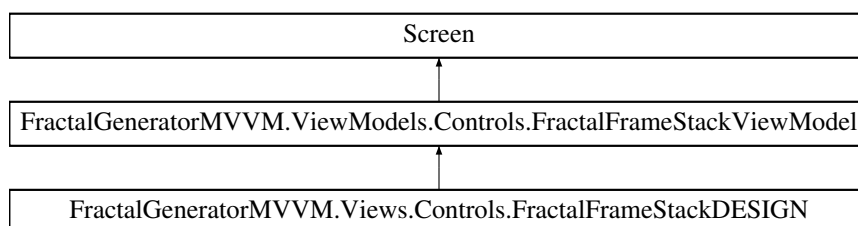
FractalFrameStackView

The documentation for this class was generated from the following files:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/ControlViews/FractalFrameStackView.g.i-Henry-Laptop.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/FractalFrameStackView.g.i-x-mf-25-2451.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/FractalFrameStackView.g.i.cs

6.53 FractalGeneratorMVVM.ViewModels.Controls.FractalFrameStackViewModel Class Reference

Inheritance diagram for FractalGeneratorMVVM.ViewModels.Controls.FractalFrameStackViewModel:



Public Member Functions

- **FractalFrameStackViewModel** (BindableCollection< [FractalFrameViewModel](#) > initialFrames)
- void **AddFractalFrame** ([FractalFrame](#) newFF, Color? c=null)
Add a new fractal frame view model with connected fractal frame object
- void **NewFractalFrameWindow** (object sender, EventArgs e)
Opens the new fractal frame WINDOW
- void **DeleteFractalFrame** ()

Properties

- BindableCollection< [FractalFrameViewModel](#) > **FractalFrameViewModels** [get, set]
The list of fractal frame view models which is displayed on the screen
- [FractalFrameViewModel](#)? **SelectedFractalFrameVM** [get, set]
The view model of the selected fractal frame
- [FractalFrame](#)? **SelectedFractalFrame** [get]
The model of the selected fractal frame
- [AddFractalFrameWindowViewModel](#) **AddFractalFrameWindow** [get, set]
The window to add a new fractal frame

6.53.1 Member Function Documentation

6.53.1.1 AddFractalFrame()

```
void FractalGeneratorMVVM.ViewModels.Controls.FractalFrameStackViewModel.AddFractalFrame (
    FractalFrame newFF,
    Color? c = null ) [inline]
```

Add a new fractal frame view model with connected fractal frame object

Parameters

<i>newFF</i>	The Fractal Frame to add
--------------	--------------------------

The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/ViewModels/Controls/FractalFrameStackViewModel.cs

6.54 FractalGeneratorMVVM.Views.FractalFrameView Class Reference

[FractalFrameView](#)

Inheritance diagram for FractalGeneratorMVVM.Views.FractalFrameView:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent

6.54.1 Detailed Description

FractalFrameView

Interaction logic for FractalFrameView.xaml

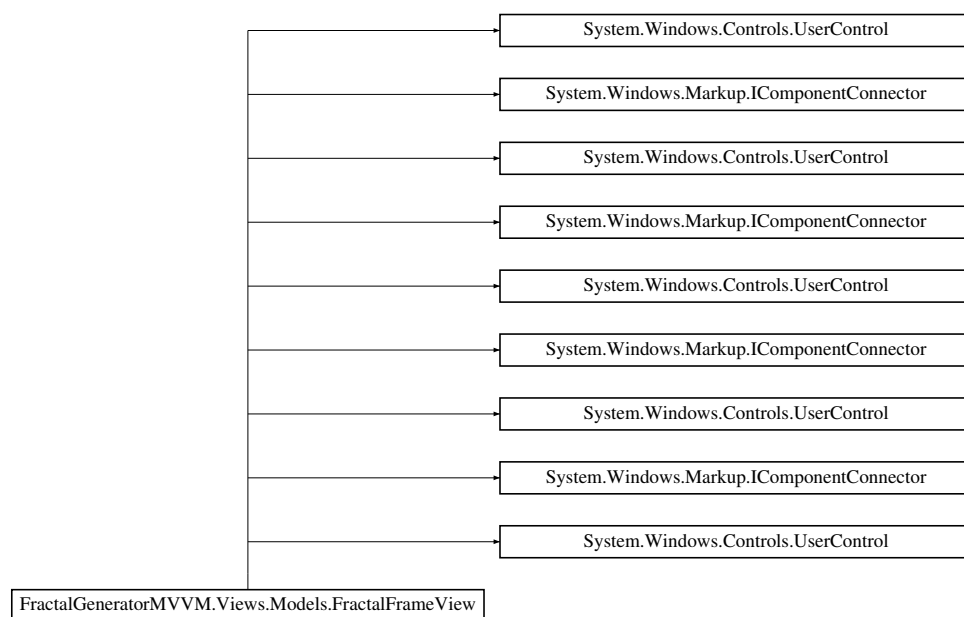
The documentation for this class was generated from the following files:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Old/FractalFrameView.g.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Old/FractalFrameView.g.i.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/ModelViews/FractalFrameView - Copy.g.i.cs
- FractalGeneratorMVVM/Old/FractalFrameView.xaml.cs

6.55 FractalGeneratorMVVM.Views.Models.FractalFrameView Class Reference

FractalFrameView

Inheritance diagram for FractalGeneratorMVVM.Views.Models.FractalFrameView:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent

6.55.1 Detailed Description

[FractalFrameView](#)

Interaction logic for FractalFrameView.xaml

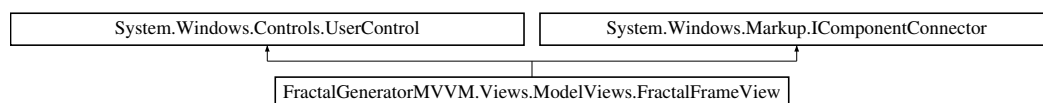
The documentation for this class was generated from the following files:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Models/FractalFrameView.g.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Models/FractalFrameView.g.i.cs
- FractalGeneratorMVVM/obj/Release/net5.0-windows/Views/Models/FractalFrameView.g.cs
- FractalGeneratorMVVM/obj/Release/net5.0-windows/Views/Models/FractalFrameView.g.i.cs
- FractalGeneratorMVVM/Views/Models/FractalFrameView.xaml.cs

6.56 FractalGeneratorMVVM.Views.ModelViews.FractalFrameView Class Reference

[FractalFrameView](#)

Inheritance diagram for FractalGeneratorMVVM.Views.ModelViews.FractalFrameView:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent

6.56.1 Detailed Description

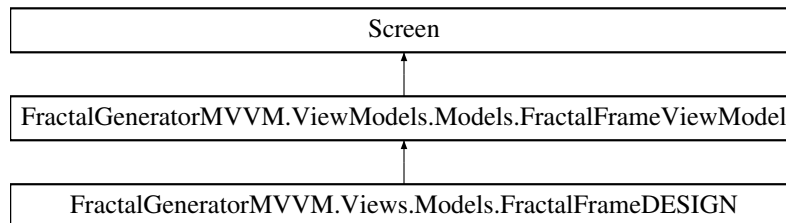
[FractalFrameView](#)

The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/ModelViews/FractalFrameView.g.i.cs

6.57 FractalGeneratorMVVM.ViewModels.Models.FractalFrameViewModel↔ Model Class Reference

Inheritance diagram for FractalGeneratorMVVM.ViewModels.Models.FractalFrameViewModel:



Public Member Functions

- **FractalFrameViewModel** (int num, [FractalFrame](#) model, Color colour, string name="Untitled [Fractal](#) Frame")

Public Attributes

- Guid **ID** = Guid.NewGuid()

Properties

- [FractalFrame](#) **FractalFrameModel** [get, set]
- int **Number** [get, set]
- string **Name** [get, set]
- bool **IsSelected** [get, set]
- SolidColorBrush **Colour** [get, set]
- SolidColorBrush **TextColour** [get, set]

The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/ViewModels/Models/FractalFrameViewModel.cs

6.58 FractalCore.FractallImage Class Reference

This class takes a [Fractal](#) object and uses it's iterations array to create an image using a colouring algorithm to be displayed on the screen

Public Member Functions

- **FractallImage** (int width, int height)
- void **Render** (ref [IPainter](#) painter, ref [Fractal](#) fractal)
- void **SaveImage** (string filename)

Public Attributes

- [IPainter?](#) **CurrentPaint** = null
- int **Width**
- int **Height**

Properties

- WriteableBitmap **FractalBitmap** [get]

6.58.1 Detailed Description

This class takes a [Fractal](#) object and uses its iterations array to create an image using a colouring algorithm to be displayed on the screen

The documentation for this class was generated from the following file:

- FractalCore/FractalImage.cs

6.59 FractalGeneratorMVVM.Bootstrapper.FractalObjectPackage Struct Reference

Public Member Functions

- **FractalObjectPackage** (BindableCollection< [FractalFrameViewModel](#) > fractalFrameViewModels, BindableCollection< [IPainterViewModel](#) > painterViewModels, BindableCollection< [IteratorViewModel](#) > iteratorViewModels)

Public Attributes

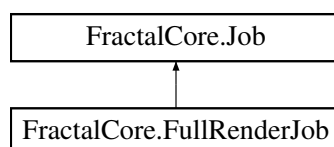
- BindableCollection< [FractalFrameViewModel](#) > **_fractalFrameViewModels**
- BindableCollection< [IteratorViewModel](#) > **_iteratorViewModels**
- BindableCollection< [IPainterViewModel](#) > **_painterViewModels**

The documentation for this struct was generated from the following file:

- FractalGeneratorMVVM/Bootstrapper.cs

6.60 FractalCore.FullRenderJob Class Reference

Inheritance diagram for FractalCore.FullRenderJob:



Public Member Functions

- **FullRenderJob** ([PaintJob](#) pJob, int num)
- **FullRenderJob** ([Fractal](#) fractal, [IPainter](#) painter, [FractalImage](#) image, int num)

Properties

- [PaintJob](#) **PaintJob** [get, set]
- [BasicIterator](#) **Iterator** [get]
- [Fractal](#) **Fractal** [get]

Additional Inherited Members

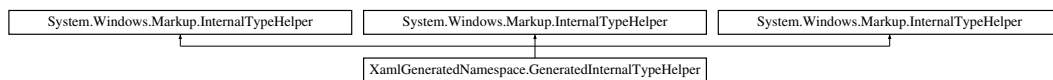
The documentation for this class was generated from the following file:

- FractalCore/Jobs/FullRenderJob.cs

6.61 XamlGeneratedNamespace.GeneratedInternalTypeHelper Class Reference

[GeneratedInternalTypeHelper](#)

Inheritance diagram for XamlGeneratedNamespace.GeneratedInternalTypeHelper:



Protected Member Functions

- override object **CreateInstance** (System.Type type, System.Globalization.CultureInfo culture)
CreateInstance
- override object **GetPropertyValue** (System.Reflection.PropertyInfo propertyInfo, object target, System.Globalization.CultureInfo culture)
GetPropertyValue
- override void **SetPropertyValue** (System.Reflection.PropertyInfo propertyInfo, object target, object value, System.Globalization.CultureInfo culture)
SetPropertyValue
- override System.Delegate **CreateDelegate** (System.Type delegateType, object target, string handler)
CreateDelegate
- override void **AddEventHandler** (System.Reflection.EventInfo eventInfo, object target, System.Delegate handler)
AddEventHandler
- override object **CreateInstance** (System.Type type, System.Globalization.CultureInfo culture)
CreateInstance
- override object **GetPropertyValue** (System.Reflection.PropertyInfo propertyInfo, object target, System.Globalization.CultureInfo culture)

- GetPropertyValue*
- override void **SetPropertyValue** (System.Reflection.PropertyInfo propertyInfo, object target, object value, System.Globalization.CultureInfo culture)
- SetPropertyValue*
- override System.Delegate **CreateDelegate** (System.Type delegateType, object target, string handler)
- CreateDelegate*
- override void **AddEventHandler** (System.Reflection.EventInfo eventInfo, object target, System.Delegate handler)
- AddEventHandler*
- override object **CreateInstance** (System.Type type, System.Globalization.CultureInfo culture)
- CreateInstance*
- override object **GetProperty** (System.Reflection.PropertyInfo propertyInfo, object target, System.Globalization.CultureInfo culture)
- GetProperty*
- override void **SetPropertyValue** (System.Reflection.PropertyInfo propertyInfo, object target, object value, System.Globalization.CultureInfo culture)
- SetPropertyValue*
- override System.Delegate **CreateDelegate** (System.Type delegateType, object target, string handler)
- CreateDelegate*
- override void **AddEventHandler** (System.Reflection.EventInfo eventInfo, object target, System.Delegate handler)
- AddEventHandler*

6.61.1 Detailed Description

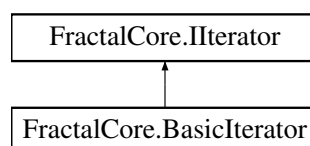
[GeneratedInternalTypeHelper](#)

The documentation for this class was generated from the following files:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/GeneratedInternalTypeHelper.g.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/GeneratedInternalTypeHelper.g.i.cs
- FractalGeneratorMVVM/obj/Release/net5.0-windows/GeneratedInternalTypeHelper.g.i.cs

6.62 FractalCore.Iterator Interface Reference

Inheritance diagram for FractalCore.Iterator:



Public Member Functions

- uint **Iterate** (Complex c, uint maxIterations, int bail)

Properties

- [RPN FormulaObject](#) [get, set]
- string **Name** [get, set]
- string **FormulaString** [get, set]
- string [FullIterationScript](#) [get]

6.62.1 Property Documentation

6.62.1.1 FullIterationScript

```
string FractalCore.IIterator.FullIterationScript [get]
```

Implemented in [FractalCore.BasicIterator](#).

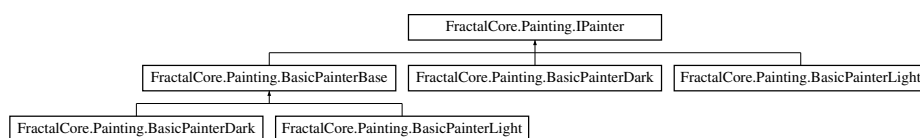
The documentation for this interface was generated from the following file:

- FractalCore/Iteration/IIterator.cs

6.63 FractalCore.Painting.IPainter Interface Reference

Add this interface to all the painter classes. A painter class is a class which has a method which takes a reference to a `WriteableBitmap`, a reference to a [Fractal](#), and puts colour on the `WriteableBitmap` based on the [Fractal](#)'s `iterationsArray`

Inheritance diagram for `FractalCore.Painting.IPainter`:



Public Member Functions

- void [Paint](#) (ref `WriteableBitmap` fractalBitmap, ref [Fractal](#) fractal)
- void **SetKernelParameters** (ref `MultiCL` kernel, ref `byte[]` pixels, ref `uint[]` iterations, `uint` iterationsCap)

Properties

- string **PaintCLScript** [get, set]

6.63.1 Detailed Description

Add this interface to all the painter classes. A painter class is a class which has a method which takes a reference to a `WriteableBitmap`, a reference to a [Fractal](#), and puts colour on the `WriteableBitmap` based on the [Fractal](#)'s `iterationsArray`

6.63.2 Member Function Documentation

6.63.2.1 Paint()

```
void FractalCore.Painting.IPainter.Paint (
    ref WriteableBitmap fractalBitmap,
    ref Fractal fractal )
```

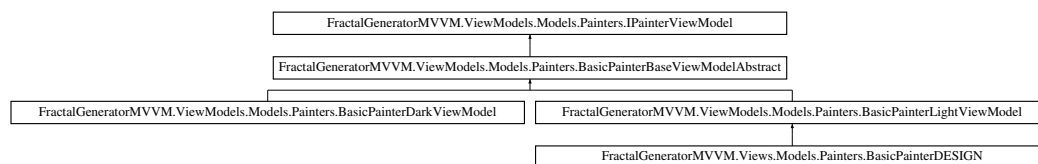
Implemented in [FractalCore.Painting.BasicPainterBase](#), [FractalCore.Painting.BasicPainterDark](#), and [FractalCore.Painting.BasicPainterLight](#)

The documentation for this interface was generated from the following file:

- [FractalCore/Painting/IPainter.cs](#)

6.64 FractalGeneratorMVVM.ViewModels.Models.Painters.IPainterViewModel↵↵ Model Interface Reference

Inheritance diagram for `FractalGeneratorMVVM.ViewModels.Models.Painters.IPainterViewModel`:



Properties

- [IPainter PainterModel](#) [get, set]
- string **Name** [get, set]
- Guid **ID** [get]

6.64.1 Property Documentation

6.64.1.1 PainterModel

`IPainter` FractalGeneratorMVVM.ViewModels.Models.Painters.IPainterViewModel.PainterModel [get], [set]

Implemented in [FractalGeneratorMVVM.ViewModels.Models.Painters.BasicPainterBaseViewModelAbstract](#).

The documentation for this interface was generated from the following file:

- FractalGeneratorMVVM/ViewModels/Models/Painters/IPainterViewModel.cs

6.65 FractalGeneratorMVVM.Views.Models.IteratorDESIGN Class Reference

Properties

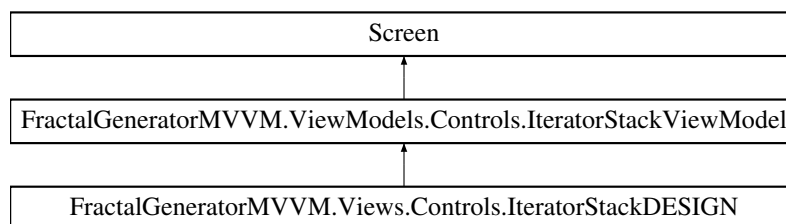
- static `BasicIterator` **iterator** [get]
- static `IteratorViewModel` **INSTANCE** [get]

The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/Views/Models/IteratorDESIGN.cs

6.66 FractalGeneratorMVVM.Views.Controls.IteratorStackDESIGN Class Reference

Inheritance diagram for FractalGeneratorMVVM.Views.Controls.IteratorStackDESIGN:



Properties

- static `IteratorStackDESIGN` **INSTANCE** [get]

Additional Inherited Members

The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/Views/Controls/IteratorStackDESIGN.cs

6.67 FractalGeneratorMVVM.Views.Controls.IteratorStackView Class Reference

[IteratorStackView](#)

Inheritance diagram for FractalGeneratorMVVM.Views.Controls.IteratorStackView:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent

6.67.1 Detailed Description

[IteratorStackView](#)

Interaction logic for FormulaStack.xaml

The documentation for this class was generated from the following files:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Controls/IteratorStackView.g.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Controls/IteratorStackView.g.i-Henry-Laptop.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Controls/IteratorStackView.g.i-x-mf-25-2451-2.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Controls/IteratorStackView.g.i.cs
- FractalGeneratorMVVM/obj/Release/net5.0-windows/Views/Controls/IteratorStackView.g.cs
- FractalGeneratorMVVM/obj/Release/net5.0-windows/Views/Controls/IteratorStackView.g.i.cs
- FractalGeneratorMVVM/Views/Controls/IteratorStackView.xaml.cs

6.68 FractalGeneratorMVVM.Views.ControlViews.IteratorStackView Class Reference

[IteratorStackView](#)

Inheritance diagram for FractalGeneratorMVVM.Views.ControlViews.IteratorStackView:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent

6.68.1 Detailed Description

[IteratorStackView](#)

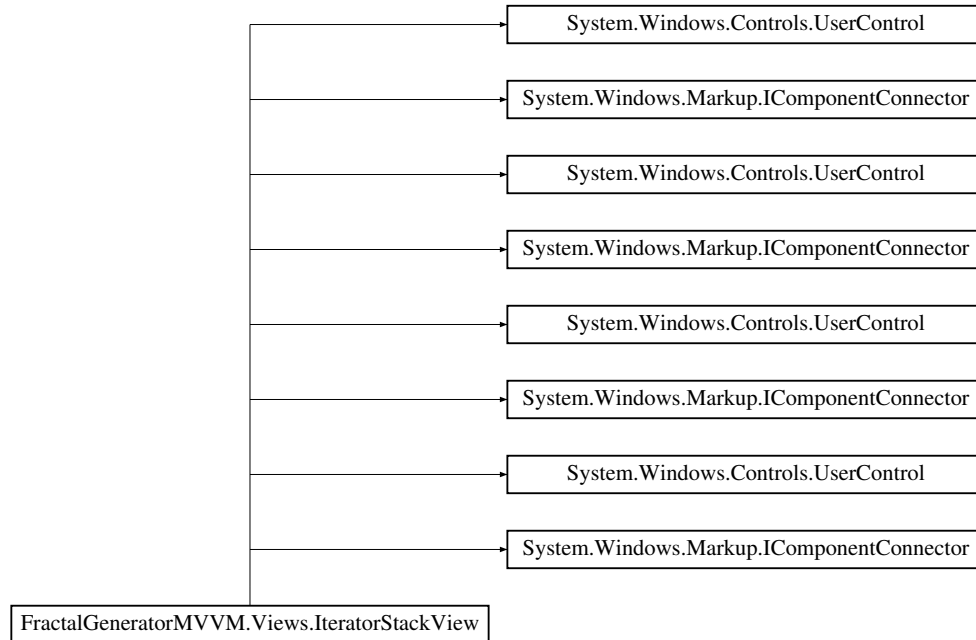
The documentation for this class was generated from the following files:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Controls/IteratorStackView.g.i-x-mf-25-2451.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/ControlViews/IteratorStackView.g.i.cs

6.69 FractalGeneratorMVVM.Views.IteratorStackView Class Reference

[IteratorStackView](#)

Inheritance diagram for FractalGeneratorMVVM.Views.IteratorStackView:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent

6.69.1 Detailed Description

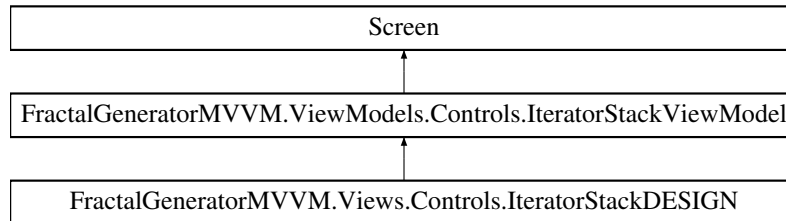
[IteratorStackView](#)

The documentation for this class was generated from the following files:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/ControlViews/IteratorStackView.g-x-mf-25-2451.↵
cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/ControlViews/IteratorStackView.g.i-x-mf-25-
2451.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/IteratorStackView.g.i-x-mf-25-2451.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/IteratorStackView.g.i.cs

6.70 FractalGeneratorMVVM.ViewModels.Controls.IteratorStackView↵ Model Class Reference

Inheritance diagram for FractalGeneratorMVVM.ViewModels.Controls.IteratorStackViewModel:



Public Member Functions

- **IteratorStackViewModel** (BindableCollection< [IteratorViewModel](#) > initialIterators)
- void **OnIteratorSelected** ([IteratorViewModel](#) sender)
- void **AddIterator** ()
- void **AddIterator** ([BasicIterator](#) iterator)
- void **Enter** (KeyEventArgs k)
- void **DeleteIterator** ()

Properties

- string **FormulaBox** [get, set]
Holds the value of the formula box
- BindableCollection< [IteratorViewModel](#) > **IteratorViewModels** [get, set]
Collection of [ViewModels](#) for iterators
- [IteratorViewModel](#)? **SelectedIteratorVM** [get, set]
The selected Iterator View Model
- [BasicIterator](#)? **SelectedIterator** [get]
Presents the IteratorModel under the SelectedIterator ViewModel

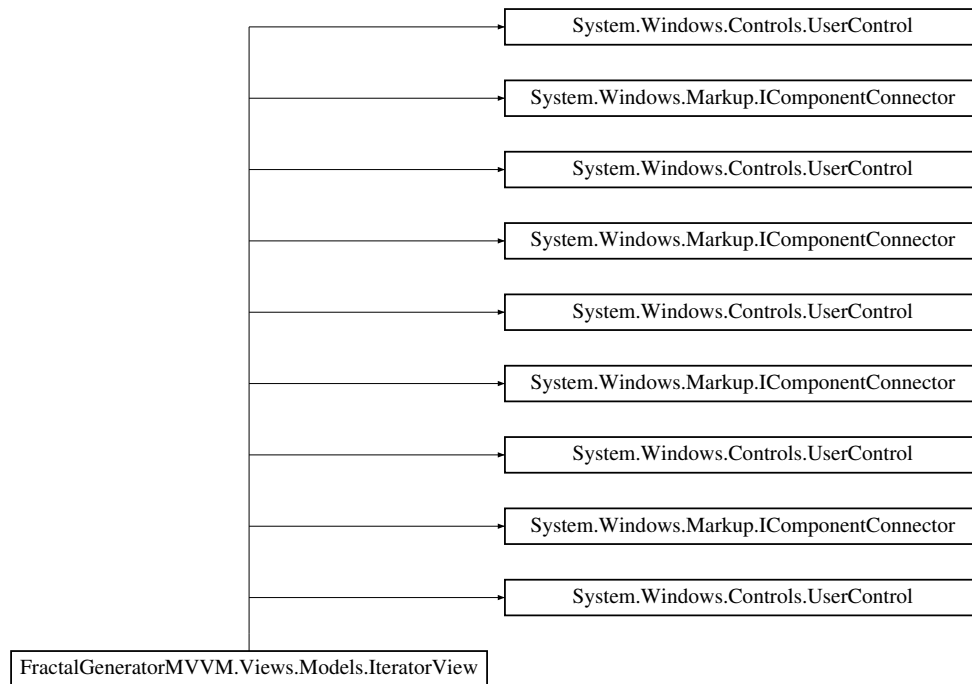
The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/ViewModels/Controls/IteratorStackViewModel.cs

6.71 FractalGeneratorMVVM.Views.Models.IteratorView Class Reference

[IteratorView](#)

Inheritance diagram for FractalGeneratorMVVM.Views.Models.IteratorView:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent

6.71.1 Detailed Description

[IteratorView](#)

Interaction logic for IteratorView.xaml

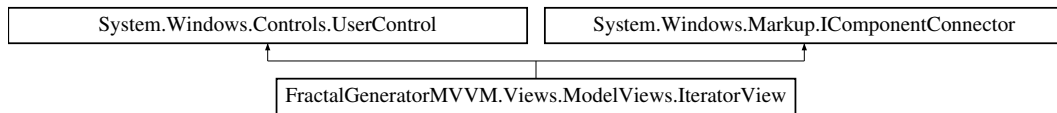
The documentation for this class was generated from the following files:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Models/IteratorView.g.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Models/IteratorView.g.i.cs
- FractalGeneratorMVVM/obj/Release/net5.0-windows/Views/Models/IteratorView.g.cs
- FractalGeneratorMVVM/obj/Release/net5.0-windows/Views/Models/IteratorView.g.i.cs
- FractalGeneratorMVVM/Views/Models/IteratorView.xaml.cs

6.72 FractalGeneratorMVVM.Views.ModelViews.IteratorView Class Reference

[IteratorView](#)

Inheritance diagram for FractalGeneratorMVVM.Views.ModelViews.IteratorView:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent

6.72.1 Detailed Description

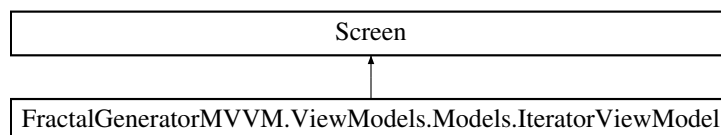
[IteratorView](#)

The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/ModelViews/IteratorView.g.i.cs

6.73 FractalGeneratorMVVM.ViewModels.Models.IteratorViewModel Class Reference

Inheritance diagram for FractalGeneratorMVVM.ViewModels.Models.IteratorViewModel:



Public Member Functions

- **IteratorViewModel** ([BasicIterator](#) iteratorModel, int num)

Public Attributes

- Guid **ID** = Guid.NewGuid()

Properties

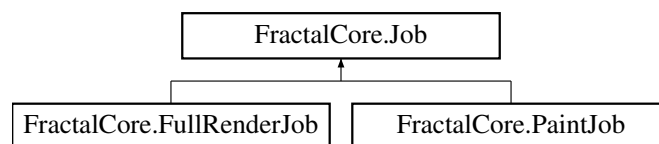
- [BasicIterator](#) **IteratorModel** [get, set]
- string **FormulaString** [get]
- string **Name** [get, set]
- int **Number** [get, set]
- bool **IsSelected** [get, set]
- string **LaTEX** [get]

The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/ViewModels/Models/IteratorViewModel.cs

6.74 FractalCore.Job Class Reference

Inheritance diagram for FractalCore.Job:



Public Member Functions

- **Job** (int num)
- void **SetStatus** (string statusMessage, NotificationType type)

Protected Member Functions

- virtual void **UpdateShell** ()

Properties

- [Status](#) **JobStatus** [get, set]
- int **JobNum** [get, set]

Events

- StatusUpdate? **StatusUpdateEvent**

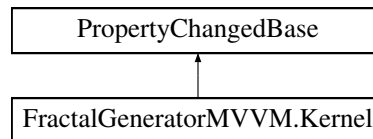
The documentation for this class was generated from the following file:

- FractalCore/Jobs/Job.cs

6.75 FractalGeneratorMVVM.Kernel Class Reference

This is the brain of [FractalGeneratorMVVM](#)

Inheritance diagram for FractalGeneratorMVVM.Kernel:



Public Member Functions

- **Kernel** (BindableCollection< [FractalFrameViewModel](#) > fractalFrameViewModels, BindableCollection< [IPainterViewModel](#) > painterViewModels, BindableCollection< [IteratorViewModel](#) > iteratorViewModels)
- void **WireEvents** ()
- void **CanvasHovered** (Point hoverLocation, double canvasWidth, double canvasHeight)
- void **PreRender** (bool clearZoom=false)
- async void **RenderAsync** ()
- async void **CLRenderAsync** ()
- void **HardZoom** (Point clickLocation, double width, double height)
- void **HardZoom** (bool zoomOut=false)
- void **ResetZoom** ()
- void **DumbZoomIn** ()
- void **DumbZoomOut** ()
- void **ToggleConsoleWindowShow** ()
- void **CancelRender** ()
- void **ShowMainWindow** ()
- void **OpenFrac** ()
- void **SaveFrac** ()
- void **SaveImage** ()

Public Attributes

- [Fractal?](#) **ActiveFractal**
- [FractalImage?](#) **ActiveFractalImage**
- [FractalFrame?](#) **FakeFractalFrame** = null

Properties

- [DefaultWindowViewModel](#) **MainWindow** [get, set]
- [DefaultWindowViewModel](#) **ConsoleWindow** [get, set]
- [DefaultPageViewModel](#) **DefaultPage** [get, set]
- [ConsolePageViewModel](#) **ConsolePage** [get, set]
- [RenderEngine](#) **RenderEngine** [get, set]
- [FractalFrame?](#) **SelectedFractalFrame** [get]
- [FractalFrame?](#) **ActiveFractalFrame** [get]
- [IPainter?](#) **SelectedPainter** [get]
- [BasicIterator?](#) **SelectedIterator** [get]
- ushort **RenderHeight** [get]
- ushort **RenderWidth** [get]
- [FullRenderJob?](#) **FullJob** [get, set]
- [PaintJob?](#) **PaintJob** [get, set]
- bool **NoObjectNull** [get]
- bool **IsJustPainterChanged** [get]
- int **JobCount** [get, set]
- float **ZoomFactor** [get, set]

6.75.1 Detailed Description

This is the brain of [FractalGeneratorMVVM](#)

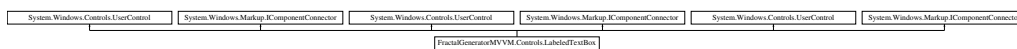
The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/Kernel.cs

6.76 FractalGeneratorMVVM.Controls.LabeledTextBox Class Reference

[LabeledTextBox](#)

Inheritance diagram for FractalGeneratorMVVM.Controls.LabeledTextBox:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent

6.76.1 Detailed Description

[LabeledTextBox](#)

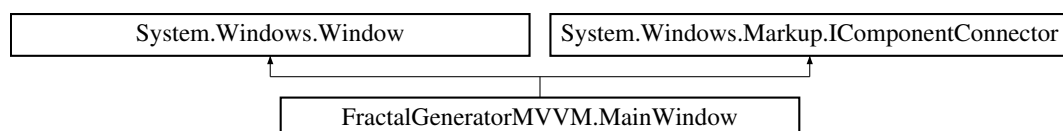
The documentation for this class was generated from the following files:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Controls/LabeledTextBox.g.i-Henry-Laptop.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Controls/LabeledTextBox.g.i.cs
- FractalGeneratorMVVM/obj/Release/net5.0-windows/Controls/LabeledTextBox.g.i.cs

6.77 FractalGeneratorMVVM.MainWindow Class Reference

[MainWindow](#)

Inheritance diagram for FractalGeneratorMVVM.MainWindow:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent

6.77.1 Detailed Description

MainWindow

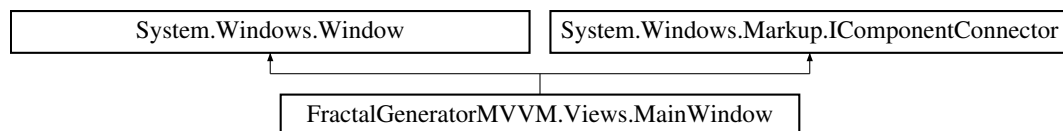
The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/MainWindow.g.i.cs

6.78 FractalGeneratorMVVM.Views.MainWindow Class Reference

MainWindow

Inheritance diagram for FractalGeneratorMVVM.Views.MainWindow:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent

6.78.1 Detailed Description

MainWindow

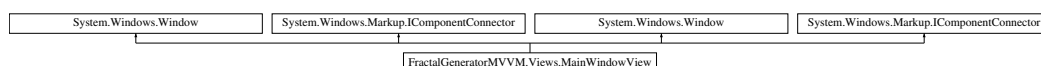
The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/MainWindow.g.i.cs

6.79 FractalGeneratorMVVM.Views.MainWindowView Class Reference

MainWindowView

Inheritance diagram for FractalGeneratorMVVM.Views.MainWindowView:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent

6.79.1 Detailed Description

MainWindowView

The documentation for this class was generated from the following files:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/MainWindowView.g.i.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/WindowViews/MainWindowView.g.i.cs

6.80 FractalGeneratorMVVM.Views.Windows.DefaultWindowView.↔ MINMAXINFO Struct Reference

Public Attributes

- [POINT](#) ptReserved
- [POINT](#) ptMaxSize
- [POINT](#) ptMaxPosition
- [POINT](#) ptMinTrackSize
- [POINT](#) ptMaxTrackSize

The documentation for this struct was generated from the following file:

- FractalGeneratorMVVM/Views/Windows/DefaultWindowView.xaml.cs

6.81 FractalGeneratorMVVM.Views.Windows.NoMaxWindowView.↔ MINMAXINFO Struct Reference

Public Attributes

- [POINT](#) ptReserved
- [POINT](#) ptMaxSize
- [POINT](#) ptMaxPosition
- [POINT](#) ptMinTrackSize
- [POINT](#) ptMaxTrackSize

The documentation for this struct was generated from the following file:

- FractalGeneratorMVVM/Views/Windows/NoMaxWindowView.xaml.cs

6.82 FractalGeneratorMVVM.Views.Windows.DefaultWindowView. MONITORINFO Class Reference

Public Attributes

- int **cbSize** = Marshal.SizeOf(typeof(MONITORINFO))
- RECT **rcMonitor** = new RECT()
- RECT **rcWork** = new RECT()
- int **dwFlags** = 0

The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/Views/Windows/DefaultWindowView.xaml.cs

6.83 FractalGeneratorMVVM.Views.Windows.NoMaxWindowView. MONITORINFO Class Reference

Public Attributes

- int **cbSize** = Marshal.SizeOf(typeof(MONITORINFO))
- RECT **rcMonitor** = new RECT()
- RECT **rcWork** = new RECT()
- int **dwFlags** = 0

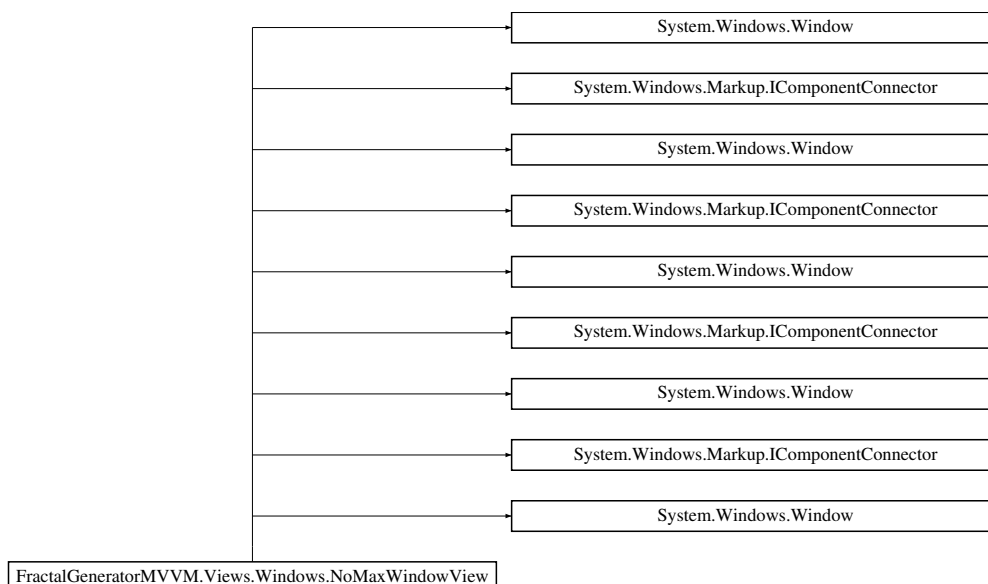
The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/Views/Windows/NoMaxWindowView.xaml.cs

6.84 FractalGeneratorMVVM.Views.Windows.NoMaxWindowView Class Reference

NoMaxWindowView

Inheritance diagram for FractalGeneratorMVVM.Views.Windows.NoMaxWindowView:



Classes

- struct [MINMAXINFO](#)
- class [MONITORINFO](#)
- struct [POINT](#)
- struct [RECT](#)

Public Member Functions

- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent

6.84.1 Detailed Description

[NoMaxWindowView](#)

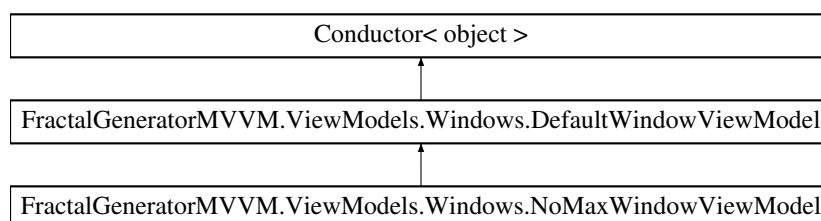
Interaction logic for NoMaxWindowView.xaml

The documentation for this class was generated from the following files:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Windows/NoMaxWindowView.g.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Windows/NoMaxWindowView.g.i.cs
- FractalGeneratorMVVM/obj/Release/net5.0-windows/Views/Windows/NoMaxWindowView.g.cs
- FractalGeneratorMVVM/obj/Release/net5.0-windows/Views/Windows/NoMaxWindowView.g.i.cs
- FractalGeneratorMVVM/Views/Windows/NoMaxWindowView.xaml.cs

6.85 FractalGeneratorMVVM.ViewModels.Windows.NoMaxWindowView↔ Model Class Reference

Inheritance diagram for FractalGeneratorMVVM.ViewModels.Windows.NoMaxWindowViewModel:



Public Member Functions

- **NoMaxWindowViewModel** (Screen page, string windowTitle, ResizeMode resize, int width, int height)

Additional Inherited Members

The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/ViewModels/Windows/NoMaxWindowViewModel.cs

6.86 FormulaParser.Operator Struct Reference

Public Member Functions

- **Operator** (string name, int precedence, bool rightAssociative=false)

Properties

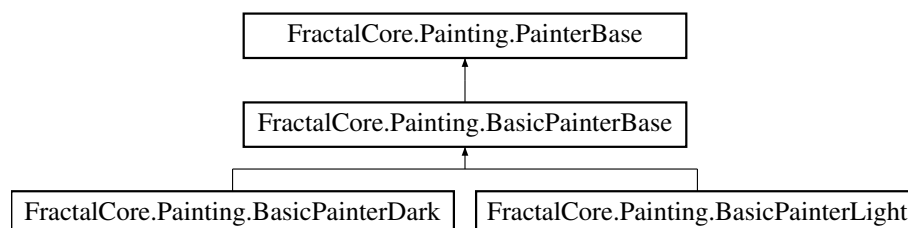
- string **Name** [get, set]
- int **Precedence** [get, set]
- bool **RightAssociative** [get, set]

The documentation for this struct was generated from the following file:

- FormulaParser/RPNSupport.cs

6.87 FractalCore.Painting.PainterBase Class Reference

Inheritance diagram for FractalCore.Painting.PainterBase:



Public Member Functions

- **PainterBase** (string name)

Static Public Member Functions

- static void **WriteArrToBM** (ref byte[,] arr, WriteableBitmap bm)
Writes a 2d array of pixels each with 4 bytes to hold R, G, B, A values, to a WriteableBitmap
- static void **WriteArrToBM** (ref byte[] arr, int width, int height, WriteableBitmap bm)
Does the same thing but takes a 1d array

Properties

- string **Name** [get, set]

6.87.1 Member Function Documentation

6.87.1.1 WriteArrToBM() [1/2]

```
static void FractalCore.Painting.PainterBase.WriteArrToBM (
    ref byte arr[],
    WriteableBitmap bm ) [inline], [static]
```

Writes a 2d array of pixels each with 4 bytes to hold R, G, B, A values, to a WriteableBitmap

Parameters

<i>arr</i>	A 2d array with pixel values reprisented by 4 bytes
<i>bm</i>	The bitmap object that is to be written to

6.87.1.2 WriteArrToBM() [2/2]

```
static void FractalCore.Painting.PainterBase.WriteArrToBM (
    ref byte[] arr,
    int width,
    int height,
    WriteableBitmap bm ) [inline], [static]
```

Does the same thing but takes a 1d array

Parameters

<i>arr</i>	A 2d array with pixel values reprisented by 4 bytes
<i>bm</i>	The bitmap object that is to be written to

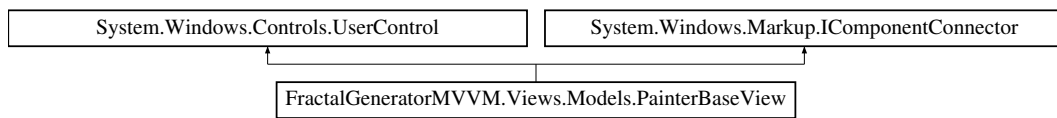
The documentation for this class was generated from the following file:

- FractalCore/Painting/PainterBase.cs

6.88 FractalGeneratorMVVM.Views.Models.PainterBaseView Class Reference

[PainterBaseView](#)

Inheritance diagram for FractalGeneratorMVVM.Views.Models.PainterBaseView:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent

6.88.1 Detailed Description

[PainterBaseView](#)

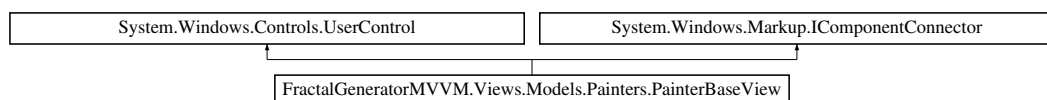
The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Models/PainterBaseView.g.i.cs

6.89 FractalGeneratorMVVM.Views.Models.Painters.PainterBaseView Class Reference

[PainterBaseView](#)

Inheritance diagram for FractalGeneratorMVVM.Views.Models.Painters.PainterBaseView:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent

6.89.1 Detailed Description

[PainterBaseView](#)

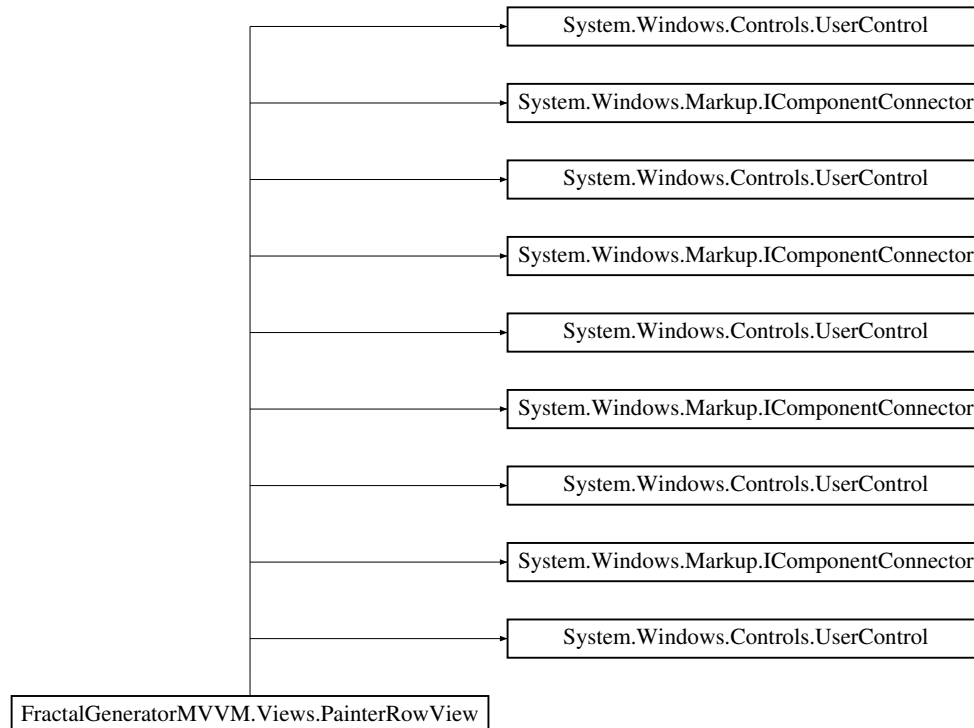
The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Models/Painters/PainterBaseView.g.i.cs

6.90 FractalGeneratorMVVM.Views.PainterRowView Class Reference

PainterRowView

Inheritance diagram for FractalGeneratorMVVM.Views.PainterRowView:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent

6.90.1 Detailed Description

PainterRowView

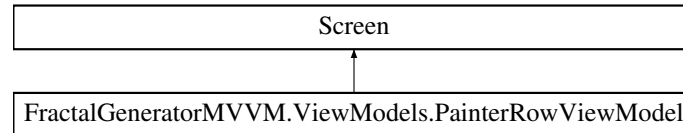
Interaction logic for PainterRowView.xaml

The documentation for this class was generated from the following files:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Old/PainterRowView.g.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Old/PainterRowView.g.i-x-mf-25-2451.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Old/PainterRowView.g.i.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/PainterRowView.g.i.cs
- FractalGeneratorMVVM/Old/PainterRowView.xaml.cs

6.91 FractalGeneratorMVVM.ViewModels.PainterRowViewModel Class Reference

Inheritance diagram for FractalGeneratorMVVM.ViewModels.PainterRowViewModel:



Properties

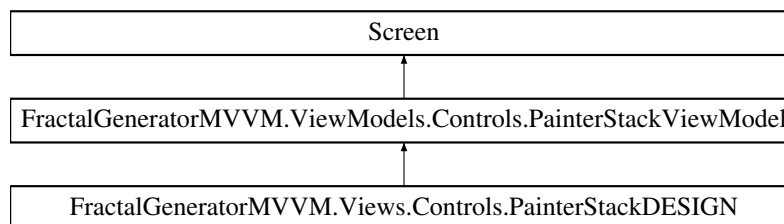
- BindableCollection< IPainter > **PainterCollection** [get, set]
- IPainter **SelectedPainter** [get, set]

The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/Old/PainterRowViewModel.cs

6.92 FractalGeneratorMVVM.Views.Controls.PainterStackDESIGN Class Reference

Inheritance diagram for FractalGeneratorMVVM.Views.Controls.PainterStackDESIGN:



Properties

- static `PainterStackDESIGN` **INSTANCE** [get]

Additional Inherited Members

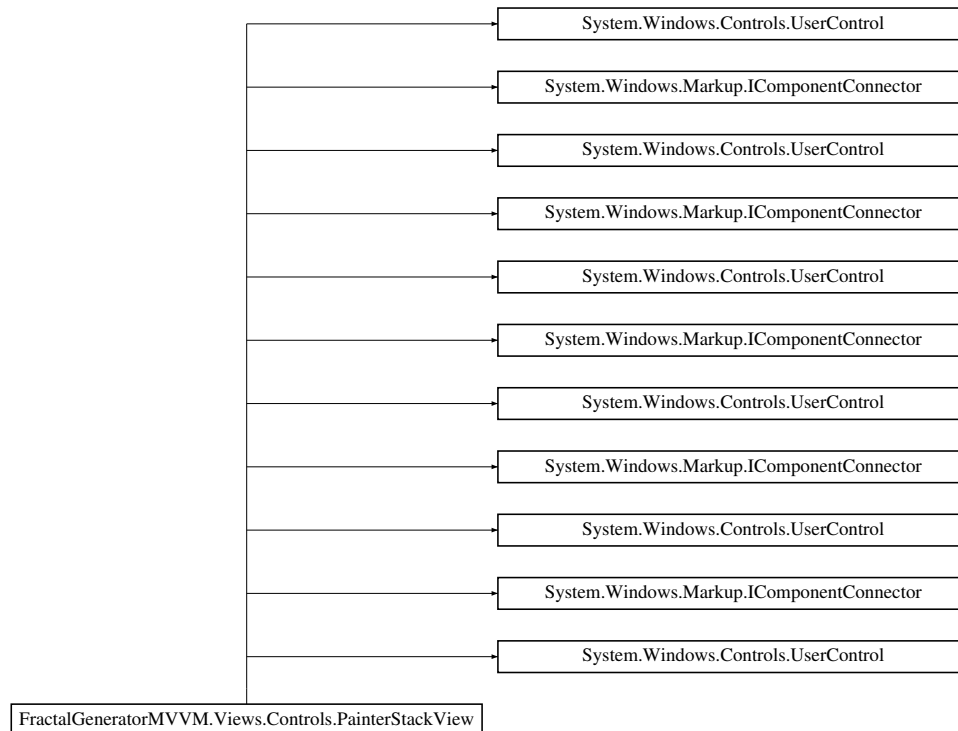
The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/Views/Controls/PainterStackDESIGN.cs

6.93 FractalGeneratorMVVM.Views.Controls.PainterStackView Class Reference

PainterStackView

Inheritance diagram for FractalGeneratorMVVM.Views.Controls.PainterStackView:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent

6.93.1 Detailed Description

PainterStackView

Interaction logic for PainterStackView.xaml

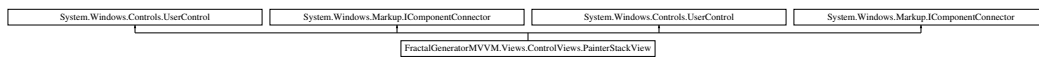
The documentation for this class was generated from the following files:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Controls/PainterStackView.g.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Controls/PainterStackView.g.i-Henry-Laptop.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Controls/PainterStackView.g.i.cs
- FractalGeneratorMVVM/obj/Release/net5.0-windows/Views/Controls/PainterStackView.g.cs
- FractalGeneratorMVVM/obj/Release/net5.0-windows/Views/Controls/PainterStackView.g.i.cs
- FractalGeneratorMVVM/Views/Controls/PainterStackView.xaml.cs

6.94 FractalGeneratorMVVM.Views.ControlViews.PainterStackView Class Reference

PainterStackView

Inheritance diagram for FractalGeneratorMVVM.Views.ControlViews.PainterStackView:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent

6.94.1 Detailed Description

PainterStackView

The documentation for this class was generated from the following files:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Controls/PainterStackView.g.i-x-mf-25-2451.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/ControlViews/PainterStackView.g.i.cs

6.95 FractalGeneratorMVVM.Views.PainterStackView Class Reference

PainterStackView

Inheritance diagram for FractalGeneratorMVVM.Views.PainterStackView:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent

6.95.1 Detailed Description

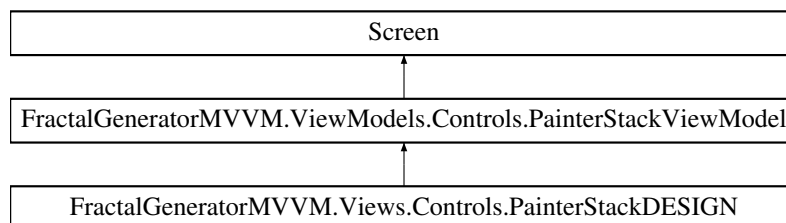
PainterStackView

The documentation for this class was generated from the following files:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/ControlViews/PainterStackView.g.i-Henry-↔ Laptop.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/PainterStackView.g.i-x-mf-25-2451.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/PainterStackView.g.i.cs

6.96 FractalGeneratorMVVM.ViewModels.Controls.PainterStackView↔ Model Class Reference

Inheritance diagram for FractalGeneratorMVVM.ViewModels.Controls.PainterStackViewModel:



Public Member Functions

- **PainterStackViewModel** (BindableCollection< [IPainterViewModel](#) > initialPainters)
- void **NewBasicPainterLight** ([BasicPainterLight](#) newPainter)
Add a new fractal frame to the collection and set up a corresponding view model
- void **NewBasicPainterDark** ([BasicPainterDark](#) newPainter)
- void **AddPainter** ([IPainter](#) painter)
- void **NewPainterWindow** (object sender, EventArgs e)
Opens the new fractal frame WINDOW
- void **RandomPainter** ()
- void **DeletePainter** ()

Static Public Member Functions

- static Color **RandomColour** ()

Properties

- BindableCollection< [IPainterViewModel](#) > **PainterViewModels** [get, set]
The view models of the painters
- [IPainterViewModel](#)? **SelectedPainterVM** [get, set]
The painter view model which is selected
- [AddPainterWindowViewModel](#) **AddPainterWindow** [get, set]
The window to add a painter
- [IPainter](#)? **SelectedPainter** [get]
Exposes the model housed in the SelectedPainter View Model.

6.96.1 Member Function Documentation

6.96.1.1 NewPainterWindow()

```
void FractalGeneratorMVVM.ViewModels.Controls.PainterStackViewModel.NewPainterWindow (
    object sender,
    EventArgs e ) [inline]
```

Opens the new fractal frame WINDOW

Parameters

<i>sender</i>	
<i>e</i>	

The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/ViewModels/Controls/PainterStackViewModel.cs

6.97 FractalGeneratorMVVM.Views.PainterView Class Reference

[PainterView](#)

Inheritance diagram for FractalGeneratorMVVM.Views.PainterView:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent

6.97.1 Detailed Description

PainterView

Interaction logic for FractalFrameView.xaml

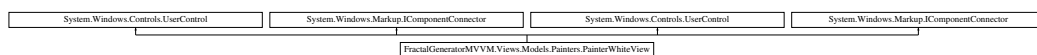
The documentation for this class was generated from the following files:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Old/PainterView.g.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Old/PainterView.g.i.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/ModelViews/PainterView.g.i.cs
- FractalGeneratorMVVM/Old/PainterView.xaml.cs

6.98 FractalGeneratorMVVM.Views.Models.Painters.PainterWhiteView Class Reference

PainterWhiteView

Inheritance diagram for FractalGeneratorMVVM.Views.Models.Painters.PainterWhiteView:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent

6.98.1 Detailed Description

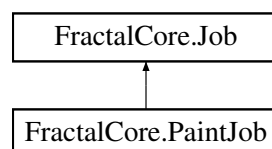
PainterWhiteView

The documentation for this class was generated from the following files:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Models/Painters/PainterWhiteView.g.i.cs
- FractalGeneratorMVVM/obj/Release/net5.0-windows/Views/Models/Painters/PainterWhiteView.g.i.cs

6.99 FractalCore.PaintJob Class Reference

Inheritance diagram for FractalCore.PaintJob:



Public Member Functions

- **PaintJob** ([Fractal](#) fractal, [IPainter](#) painter, [FractalImage](#) image, int num)

Public Attributes

- [IPainter](#) **Painter**
- [FractalImage](#) **FractalImage**
- [Fractal](#) **Fractal**

Additional Inherited Members

The documentation for this class was generated from the following file:

- FractalCore/Jobs/PaintJob.cs

6.100 FractalGeneratorMVVM.Views.Windows.DefaultWindowView.↵ POINT Struct Reference

Public Member Functions

- **POINT** (int [x](#), int [y](#))
Construct a point of coordinates (x,y).

Public Attributes

- int **x**
x coordinate of point.
- int **y**
y coordinate of point.

The documentation for this struct was generated from the following file:

- FractalGeneratorMVVM/Views/Windows/DefaultWindowView.xaml.cs

6.101 FractalGeneratorMVVM.Views.Windows.NoMaxWindowView.↵ POINT Struct Reference

Public Member Functions

- **POINT** (int [x](#), int [y](#))
Construct a point of coordinates (x,y).

Public Attributes

- **int x**
x coordinate of point.
- **int y**
y coordinate of point.

The documentation for this struct was generated from the following file:

- FractalGeneratorMVVM/Views/Windows/NoMaxWindowView.xaml.cs

6.102 TestingZone.Program Class Reference

The documentation for this class was generated from the following file:

- TestingZone/Program.cs

6.103 FractalGeneratorMVVM.Views.Windows.DefaultWindowView.RECT Struct Reference

Public Member Functions

- **RECT** (int left, int top, int right, int bottom)
- **RECT** ([RECT](#) rcSrc)
- override string **ToString** ()
- override bool **Equals** (object obj)
- override int **GetHashCode** ()
Return the HashCode for this struct (not guaranteed to be unique)

Static Public Member Functions

- static bool **operator==** ([RECT](#) rect1, [RECT](#) rect2)
Determine if 2 [RECT](#) are equal (deep compare)
- static bool **operator!=** ([RECT](#) rect1, [RECT](#) rect2)
Determine if 2 [RECT](#) are different(deep compare)

Public Attributes

- **int left**
- **int top**
- **int right**
- **int bottom**

Static Public Attributes

- static readonly [RECT](#) **Empty** = new [RECT](#)()

Properties

- int **Width** [get]
- int **Height** [get]
- bool **IsEmpty** [get]

The documentation for this struct was generated from the following file:

- FractalGeneratorMVVM/Views/Windows/DefaultWindowView.xaml.cs

6.104 FractalGeneratorMVVM.Views.Windows.NoMaxWindowView.RECT Struct Reference

Public Member Functions

- **RECT** (int left, int top, int right, int bottom)
- **RECT** ([RECT](#) rcSrc)
- override string **ToString** ()
- override bool **Equals** (object obj)
- override int **GetHashCode** ()
Return the HashCode for this struct (not guaranteed to be unique)

Static Public Member Functions

- static bool **operator==** ([RECT](#) rect1, [RECT](#) rect2)
Determine if 2 [RECT](#) are equal (deep compare)
- static bool **operator!=** ([RECT](#) rect1, [RECT](#) rect2)
Determine if 2 [RECT](#) are different(deep compare)

Public Attributes

- int **left**
- int **top**
- int **right**
- int **bottom**

Static Public Attributes

- static readonly [RECT](#) **Empty** = new [RECT](#)()

Properties

- int **Width** [get]
- int **Height** [get]
- bool **IsEmpty** [get]

The documentation for this struct was generated from the following file:

- FractalGeneratorMVVM/Views/Windows/NoMaxWindowView.xaml.cs

6.105 FractalCore.RenderEngine Class Reference

This class is dedicated to simplifying the interface in which the front end can request the rendering of a fractal.

Public Member Functions

- void **Paint** ([PaintJob](#) job, IProgress< [RenderProgressModel](#) > progress, CancellationToken cancellationToken)
Compute a full fractal image, (Iterations Array and [Fractal](#) Bitmap)
- async Task **FullRenderAsync** ([FullRenderJob](#) job, IProgress< [RenderProgressModel](#) > progress, CancellationToken cancellationToken)
- async Task **CLPaintAsync** ([PaintJob](#) job, IProgress< [RenderProgressModel](#) > progress)
- async Task **CLFullRenderAsync** ([FullRenderJob](#) job, IProgress< [RenderProgressModel](#) > progress)

Public Attributes

- [RenderProgressModel](#) **EngineReport**

Properties

- MultiCL **PaintCLEngine** [get, set]
- MultiCL **IterateCLEngine** [get, set]
- string? **CurrentPaintScript** [get, set]
- string? **CurrentIterScript** [get, set]

6.105.1 Detailed Description

This class is dedicated to simplifying the interface in which the front end can request the rendering of a fractal.

6.105.2 Member Function Documentation

6.105.2.1 Paint()

```
void FractalCore.RenderEngine.Paint (
    PaintJob job,
    IProgress< RenderProgressModel > progress,
    CancellationToken cancellationToken ) [inline]
```

Compute a full fractal image, (Iterations Array and [Fractal](#) Bitmap)

Parameters

<i>job</i>	
<i>progress</i>	
<i>cancellationToken</i>	

Returns

The documentation for this class was generated from the following file:

- FractalCore/RenderEngine.cs

6.106 FractalCore.RenderProgressModel Class Reference

Properties

- int **PercentageComplete** = 0 [get, set]

The documentation for this class was generated from the following file:

- FractalCore/RenderProgressModel.cs

6.107 FormulaParser.RPN Class Reference

Public Member Functions

- [RPN](#) (string infix)
Constructor
- List< [Token](#) > **Tokenize** (string infix)
- List< [Token](#) > **ShuntingYard** ()
- Complex **ComputeComplex** (Dictionary< string, Complex > variableContext)
- List< string > [GenerateOpenCLC](#) (string formulaSubject, string codeSubject, Dictionary< string, string > cConstants)
Huge amount of repeated code in this method, fix please. Can be optimised as new variables do not need to be created every time there is an operation on a non-subject variable

Static Public Member Functions

- static TokenType **DetermineType** (string str)
- static TokenType **DetermineCharType** (char ch)

Public Attributes

- List< string > **VariableNames** = new List<string>()

Static Public Attributes

- static Dictionary< string, [Operator](#) > [Operators](#)
A dictionary containing the primary single-character operators, realating to an instance of the [Operator](#) struct
- static string[] **Functions** = new string[] { "sin", "cos", "tan", "sqrt", "log", "log10", "abs", "pos", "arg", "conj", "exp", "sinh", "cosh", "tanh", "asin", "acos", "atan",}
A list of strings containing the names of functions that can be used in the infix string
- static readonly Dictionary< string, double > [Constants](#)
A dictionary containing names of mathematical constants that can be used in the infix string relating to the actual numerical value (double)
- static readonly Dictionary< TokenType, Dictionary< TokenType, int > > [OrderRules](#)
A grid of integers, where the Keys represent different types of characters in the infix string, and the integer representing the behaviour expected from those two characters paired one after the other

Properties

- List< [Token](#) > **InfixTokens** [get, set]
The list holding the tokens representing the non-shunted formula
- List< [Token](#) > **RPNTokens** [get, set]
The list holding the tokens representing the reverse polish notation formula
- string **InfixString** [get, set]
The infix formula in string form
- string **RPNString** [get]
A helpful Property for quickly printing out the Shunted formula
- string **LaTEX** [get, set]

6.107.1 Constructor & Destructor Documentation

6.107.1.1 RPN()

```
FormulaParser.RPN.RPN (
    string infix ) [inline]
```

Constructor

Parameters

<i>infix</i>	The input string.
--------------	-------------------

Exceptions

<i>Exception</i>	Problem parsing string
------------------	------------------------

6.107.2 Member Function Documentation

6.107.2.1 GenerateOpenCLC()

```
List< string > FormulaParser.RPN.GenerateOpenCLC (
    string formulaSubject,
    string codeSubject,
    Dictionary< string, string > cConstants ) [inline]
```

Huge amount of repeated code in this method, fix please. Can be optimised as new variables do not need to be created every time there is an operation on a non-subject variable

Parameters

<i>formulaSubject</i>	The subject variable name in the formula string
<i>codeSubject</i>	The name of the subject variable expected in the C code
<i>cConstants</i>	The names in the C code of the constants, eg "pi" in the formula is called M_PI in CL

Returns

Exceptions

<i>Exception</i>	
------------------	--

6.107.3 Member Data Documentation

6.107.3.1 Constants

```
readonly Dictionary<string, double> FormulaParser.RPN.Constants [static]
```

Initial value:

```
= new Dictionary<string, double>()
{
    [ "pi" ] = Math.PI,
    [ "e" ] = Math.E,
}
```

A dictionary containing names of mathematical constants that can be used in the infix string relating to the actual numerical value (double)

6.107.3.2 Operators

Dictionary<string, [Operator](#)> FormulaParser.RPN.Operators [static]

Initial value:

```
= new Dictionary<string, Operator>()
{
    ["+"] = new Operator("+", 1),
    ["-"] = new Operator("-", 1),
    ["*"] = new Operator("*", 2),
    ["/"] = new Operator("/", 2),
    ["^"] = new Operator("^", 3, true),
}
```

A dictionary containing the primary single-character operators, relating to an instance of the [Operator](#) struct

6.107.3.3 OrderRules

readonly Dictionary<TokenType, Dictionary<TokenType, int> > FormulaParser.RPN.OrderRules
[static]

A grid of integers, where the Keys represent different types of characters in the infix string, and the integer representing the behaviour expected from those two characters paired one after the other

The first key is the first token, the second key is the second token in the token pair

The documentation for this class was generated from the following file:

- FormulaParser/RPN.cs

6.108 FormulaParser.RPNTToCL Class Reference

Classes

- interface **IHasCCode**

Public Member Functions

- record OneArg(string Content) **RPNTToCL** ([RPN](#) rpnObj, string subject, Dictionary< string, string > constantTranslation, Dictionary< string, string > variableTranslation, Dictionary< string, string > functionTranslation, Dictionary< string, string > operatorTranslation)

Public Attributes

- [RPN](#) **RPNTObj**
- string **CCode**

Static Public Attributes

- static Dictionary< string, string > **ConstantTranslation**
- static Dictionary< string, string > **VariableTranslation**
- static Dictionary< string, string > **FunctionTranslation**
- static Dictionary< string, string > **OperatorTranslation**

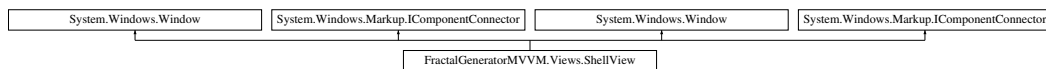
The documentation for this class was generated from the following file:

- FormulaParser/RPNTToCL.cs

6.109 FractalGeneratorMVVM.Views.ShellView Class Reference

ShellView

Inheritance diagram for FractalGeneratorMVVM.Views.ShellView:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent

6.109.1 Detailed Description

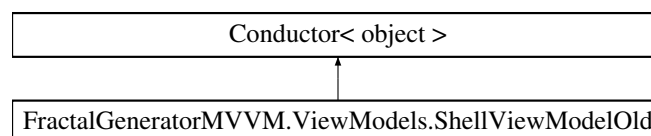
ShellView

The documentation for this class was generated from the following files:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/ShellView.g.i-x-mf-25-2451.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/ShellView.g.i.cs

6.110 FractalGeneratorMVVM.ViewModels.ShellViewModelOld Class Reference

Inheritance diagram for FractalGeneratorMVVM.ViewModels.ShellViewModelOld:



Public Member Functions

- void **Render** ()
Don't use it.
- async Task **RenderAsync** ()
- void **CancelRender** ()
- void **NewIterator** (string formula)
- void **NewPainter** (object sender, EventArgs e)
Opens the new painter window
- void **NewFractalFrame** (object sender, EventArgs e)
Opens the new fractal frame window

Properties

- IWindowManager **WindowManager** [get, set]
- [FractalImage](#)? **CurrentImage** [get, set]
- string **FormulaBox** [get, set]
- int **ProgressBar** [get, set]
- AddPainterWindowViewModel **AddPainterWindow** [get, set]
- AddFractalFrameWindowViewModel **AddFractalFrameWindow** [get, set]
- IteratorStackViewModel **IteratorStack** [get, set]
- PainterStackViewModel **PainterStack** [get, set]
- FractalFrameStackViewModel **FractalFrameStack** [get, set]
- BindableCollection< IPainter > **PainterCollection** [get]
- BindableCollection< [FractalFrame](#) > **FractalFrameCollection** [get]
- int **Height** [get, set]
- int **Width** [get, set]

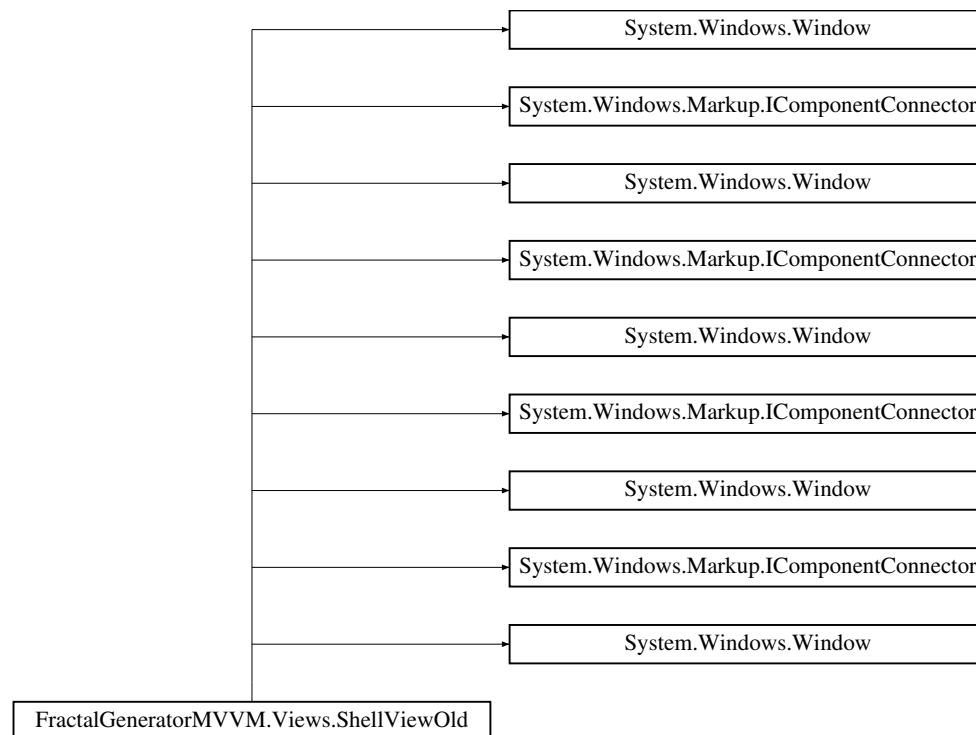
The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/Old/ShellViewModelOld.cs

6.111 FractalGeneratorMVVM.Views.ShellViewOld Class Reference

[ShellViewOld](#)

Inheritance diagram for FractalGeneratorMVVM.Views.ShellViewOld:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent

6.111.1 Detailed Description

ShellViewOld

Interaction logic for ShellView.xaml

The documentation for this class was generated from the following files:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Old/ShellViewOld.g.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Old/ShellViewOld.g.i.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/ShellViewOld.g.i-x-mf-25-2451.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/ShellViewOld.g.i.cs
- FractalGeneratorMVVM/Old/ShellViewOld.xaml.cs

6.112 FractalCore.Status Struct Reference

Public Member Functions

- **Status** (string status, NotificationType type)

Public Attributes

- DateTime **TimeCreated**
- NotificationType **NotificationType**

Static Public Attributes

- static string **Prompt** = ">>>"

Properties

- string **LogPrefix** [get]
- string **StatusDescription** [get, set]

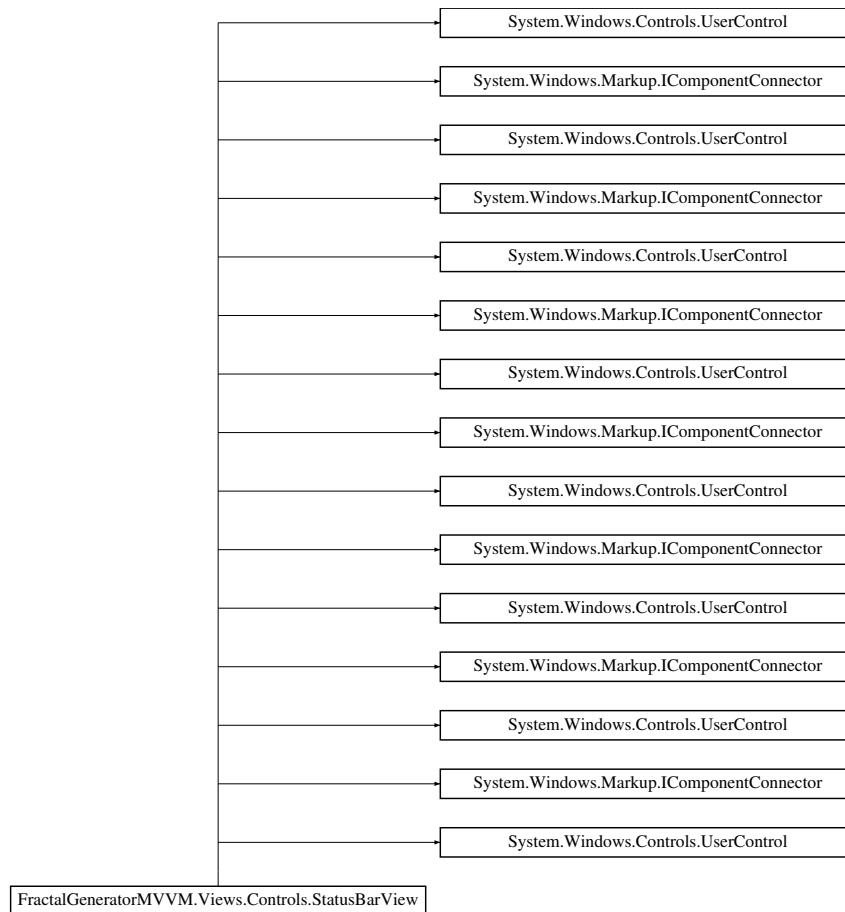
The documentation for this struct was generated from the following file:

- FractalCore/Jobs/Job.cs

6.113 FractalGeneratorMVVM.Views.Controls.StatusBarView Class Reference

[StatusBarView](#)

Inheritance diagram for FractalGeneratorMVVM.Views.Controls.StatusBarView:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent

6.113.1 Detailed Description

StatusBarView

Interaction logic for StatusBarView.xaml

The documentation for this class was generated from the following files:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Controls/StatusBarView.g-Henry-Laptop.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Controls/StatusBarView.g.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Controls/StatusBarView.g.i-Henry-Laptop-2.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Controls/StatusBarView.g.i-Henry-Laptop.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Controls/StatusBarView.g.i.cs
- FractalGeneratorMVVM/obj/Release/net5.0-windows/Views/Controls/StatusBarView.g.cs
- FractalGeneratorMVVM/obj/Release/net5.0-windows/Views/Controls/StatusBarView.g.i.cs
- FractalGeneratorMVVM/Views/Controls/StatusBarView.xaml.cs

6.114 FractalGeneratorMVVM.Views.ControlViews.StatusBarView Class Reference

StatusBarView

Inheritance diagram for FractalGeneratorMVVM.Views.ControlViews.StatusBarView:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent

6.114.1 Detailed Description

StatusBarView

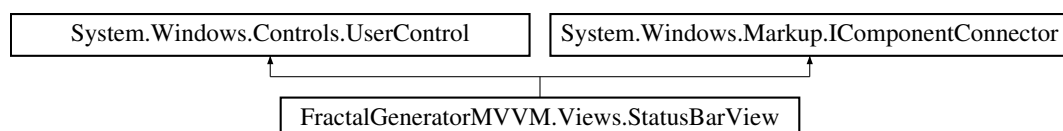
The documentation for this class was generated from the following files:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Controls/StatusBarView.g.i-x-mf-25-2451.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/ControlViews/StatusBarView.g.i-Henry-Laptop.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/ControlViews/StatusBarView.g.i.cs

6.115 FractalGeneratorMVVM.Views.StatusBarView Class Reference

StatusBarView

Inheritance diagram for FractalGeneratorMVVM.Views.StatusBarView:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent

6.115.1 Detailed Description

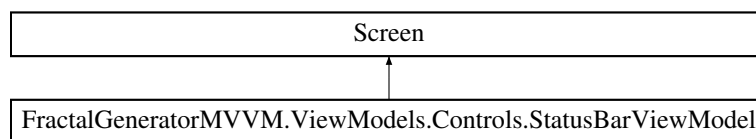
StatusBarView

The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/StatusBarView.g.i.cs

6.116 FractalGeneratorMVVM.ViewModels.Controls.StatusBarViewModel Class Reference

Inheritance diagram for FractalGeneratorMVVM.ViewModels.Controls.StatusBarViewModel:



Public Member Functions

- void **CancelRender** ()
- void **ToggleConsole** ()
- void **UpdateHoverMessage** (Complex p)

Properties

- int **ProgressBar** [get, set]
- string **HoverLocationString** [get, set]

Events

- CancelRender? **CancelRenderEvent**
- ToggleConsole? **ToggleConsoleEvent**

The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/ViewModels/Controls/StatusBarViewModel.cs

6.117 FormulaParser.Token Class Reference

Public Member Functions

- void **AddNeg** ()
- **Token** (TokenType type, string value)

Properties

- TokenType **Type** [get]
- string **Value** [get, set]

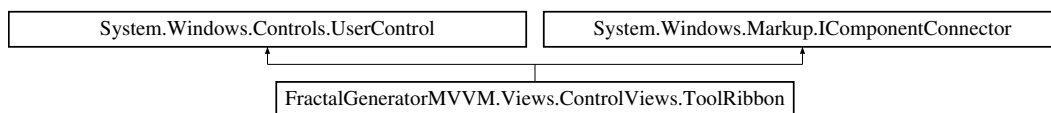
The documentation for this class was generated from the following file:

- FormulaParser/RPNSupport.cs

6.118 FractalGeneratorMVVM.Views.ControlViews.ToolRibbon Class Reference

[ToolRibbon](#)

Inheritance diagram for FractalGeneratorMVVM.Views.ControlViews.ToolRibbon:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent

6.118.1 Detailed Description

[ToolRibbon](#)

The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/ControlViews/ToolRibbon.g.i.cs

6.119.1 Detailed Description

ToolRibbonView

Interaction logic for ToolRibbonView.xaml

The documentation for this class was generated from the following files:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Controls/ToolRibbonView.g-Henry-Laptop.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Controls/ToolRibbonView.g.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Controls/ToolRibbonView.g.i-Henry-Laptop-2.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Controls/ToolRibbonView.g.i-Henry-Laptop.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Controls/ToolRibbonView.g.i.cs
- FractalGeneratorMVVM/obj/Release/net5.0-windows/Views/Controls/ToolRibbonView.g.cs
- FractalGeneratorMVVM/obj/Release/net5.0-windows/Views/Controls/ToolRibbonView.g.i.cs
- FractalGeneratorMVVM/Views/Controls/ToolRibbonView.xaml.cs

6.120 FractalGeneratorMVVM.Views.ControlViews.ToolRibbonView Class Reference

ToolRibbonView

Inheritance diagram for FractalGeneratorMVVM.Views.ControlViews.ToolRibbonView:



Public Member Functions

- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent
- void **InitializeComponent** ()
InitializeComponent

6.120.1 Detailed Description

ToolRibbonView

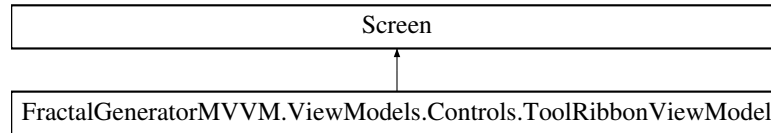
The documentation for this class was generated from the following files:

- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/Controls/ToolRibbonView.g.i-x-mf-25-2451.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/ControlViews/ToolRibbonView.g.i-Henry-Laptop.cs
- FractalGeneratorMVVM/obj/Debug/net5.0-windows/Views/ControlViews/ToolRibbonView.g.i.cs

6.121 FractalGeneratorMVVM.ViewModels.Controls.ToolRibbonViewModel Class Reference ↔

Model Class Reference

Inheritance diagram for FractalGeneratorMVVM.ViewModels.Controls.ToolRibbonViewModel:



Public Member Functions

- void **RenderClicked** ()
- void **ZoomInClicked** ()
- void **ZoomOutClicked** ()
- void **ResetZoomClicked** ()
- void **RandomPainterClicked** ()
- void **OpenFileClicked** ()
- void **SaveFractalClicked** ()
- void **SaveFractalImageClicked** ()

Protected Member Functions

- virtual void **OnRenderClicked** ()
- virtual void **OnZoomInClicked** ()
- virtual void **OnZoomOutClicked** ()
- virtual void **OnResetZoomClicked** ()
- virtual void **OnRandomPainterClicked** ()
- virtual void **OnOpenFileClicked** ()
- virtual void **OnSaveFractalClicked** ()
- virtual void **OnSaveFractalImageClicked** ()

Properties

- bool **GPURender** [get, set]
- UInt16 **Width** [get, set]
- UInt16 **Height** [get, set]

Events

- Render? **FireRenderEvent**
- ZoomOperation? **ZoomInEvent**
- ZoomOperation? **ZoomOutEvent**
- ZoomOperation? **ResetZoomEvent**
- PainterOperation? **RandomPainterEvent**
- FileOperation? **OpenFileEvent**
- FileOperation? **SaveFractalEvent**
- FileOperation? **SaveFractalImageEvent**

The documentation for this class was generated from the following file:

- FractalGeneratorMVVM/ViewModels/Controls/ToolRibbonViewModel.cs

