Choose Photo Page

# Overview

Windows Phone Silverlight SDK ships with a PhotoChooserTask component. However, this component only allows the user to choose a single photo. In addition, in Windows Phone 7 (not Mango), launching this component will cause the application to deactivate. After the user chooses the photo, the application will be reactivated. The deactivation/reactivation takes time as the application state must be persisted/restored. To avoid those issues, we need to design a new component to choose photos.

# Goals:

* Allow the user to choose multiple photos.
* Launch the component without deactivating/reactivating the application.

# None goals:

* Support advanced features found in PhotoChooserTask, such as history and new.

# Design:

We use a standard Windows Phone landscape page. The page contains an ItemsControl or a ListBox, whose ItemsSource is bound to a list of view model. The list is populated using XNA’s MediaLibrary class.

## View Model:

Named the view model class ChoosePhotoViewModel. It contains the following members:

public Stream MediaStream { get; set; }

public bool IsSelected { get; set; }

public BitmapImage ImageSource { get; private set; }

ImageSource is a read only property that converts the media stream to a BitmapImage.

## Item Template:

Each item is displayed using a CheckBox. We bind the CheckBox’s IsChecked property to the view model’s IsSelected property, so we know which photo(s) are selected. The content of the CheckBox is an Image whose Source is bound to the view model’s ImageSource.

## Interaction with other pages:

This component is designed so that any page can call it. The calling page is responsible for navigating to this component using standard page navigation. Once the photo(s) are chosen, the user clicks the OK or Cancel button in the application bar, and we go back to the calling page.