WebView Class

Reference

🔗 Definition

Namespace: Microsoft.Maui.Controls

Assembly: Microsoft.Maui.Controls.dll

A View that presents HTML content.

C#

```csharp
public class WebView : Microsoft.Maui.Controls.View,
Microsoft.Maui.Controls.IElementConfiguration<Microsoft.Maui.Controls.WebView>,
Microsoft.Maui.Controls.IWebViewController, Microsoft.Maui.IWebView
```

Inheritance   Object → BindableObject → Element → NavigableElement →
VisualElement → View → WebView

Implements   IElementConfiguration<WebView> , IElementController , IViewController ,
IVisualElementController , IWebViewController , IElement , ITransform , IView ,
IWebView

Remarks

The following example shows a basic use.

C#

```csharp
using System;
using Microsoft.Maui.Controls;

namespace FormsGallery
{
    class WebViewDemoPage : ContentPage
    {
        public WebViewDemoPage()
        {
            Label header = new Label
```

```csharp
            {
                Text = "WebView",
                FontSize = Device.GetNamedSize (NamedSize.Large,
typeof(Label)),
                HorizontalOptions = LayoutOptions.Center
            };

            WebView webView = new WebView
            {
                Source = new UrlWebViewSource
                {
                    Url = "https://blog.xamarin.com/",
                },
                VerticalOptions = LayoutOptions.FillAndExpand
            };

            // Accomodate iPhone status bar.
            this.Padding = new Thickness(10, Device.OnPlatform(20, 0, 0), 10,
5);

            // Build the page.
            this.Content = new StackLayout
            {
                Children =
                {
                    header,
                    webView
                }
            };
        }
    }
}
```

Constructors

WebView()	Creates a new WebView element with default values.

Fields

CanGoBackProperty	Bindable property for CanGoBack.
CanGoForwardProperty	Bindable property for CanGoForward.
ControlsWebViewMapper	
CookiesProperty	Bindable property for Cookies.

propertyMapper	Represents the view's internal PropertyMapper. (Inherited from View)
SourceProperty	Bindable property for Source.
UserAgentProperty	Bindable property for UserAgent.

Properties

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AnchorX	Gets or sets the X component of the center point for any transform operation, relative to the bounds of the element. This is a bindable property. (Inherited from VisualElement)
AnchorY	Gets or sets the Y component of the center point for any transform operation, relative to the bounds of the element. This is a bindable property. (Inherited from VisualElement)
AutomationId	Gets or sets a value that allows the automation framework to find and interact with this element. (Inherited from Element)
Background	Gets or sets the Brush which will be used to fill the background of an element. This is a bindable property. (Inherited from VisualElement)
BackgroundColor	Gets or sets the Color which will fill the background of an element. This is a bindable property. (Inherited from VisualElement)
Batched	Gets a value that indicates there are batched changes done for this element. (Inherited from VisualElement)
Behaviors	Gets the list of Behavior objects associated to this element. This is a read-only bindable property. (Inherited from VisualElement)
BindingContext	Gets or sets an object that contains the properties that will be targeted by the bound properties that belong to this BindableObject. This is a bindable property. (Inherited from BindableObject)
Bounds	Gets the bounds of the element in device-independent units. (Inherited from VisualElement)

CanGoBack	Gets a value that indicates whether the user can navigate to previous pages.
CanGoForward	Gets a value that indicates whether the user can navigate forward.
class	(Inherited from NavigableElement)
ClassId	Gets or sets a value used to identify a collection of semantically similar elements. (Inherited from Element)
Clip	Specifies the clipping region for an element. This is a bindable property. (Inherited from VisualElement)
Cookies	When set this will act as a sync for cookies.
DesiredSize	Gets the size that this element computed during the measure pass of the layout process. (Inherited from VisualElement)
DisableLayout	Gets a value that indicates that layout for this element is disabled. (Inherited from VisualElement)
Dispatcher	Gets the dispatcher that was available when this bindable object was created, otherwise tries to find the nearest available dispatcher (probably the window's/app's). (Inherited from BindableObject)
EffectControl Provider	For internal use by .NET MAUI. (Inherited from Element)
Effects	Gets or sets the styles and properties that will be applied to the element during runtime. (Inherited from Element)
FlowDirection	Gets or sets the layout flow direction. This is a bindable property. (Inherited from VisualElement)
Frame	Gets or sets the frame this element resides in on screen. (Inherited from VisualElement)
Gesture Controller	(Inherited from View)
Gesture Recognizers	The collection of gesture recognizers associated with this view. (Inherited from View)
Handler	Gets or sets the IViewHandler associated to this element. (Inherited from VisualElement)

Height	Gets the current rendered height of this element. This is a read-only bindable property. (Inherited from VisualElement)
HeightRequest	Gets or sets the desired height override of this element. This is a bindable property. (Inherited from VisualElement)
Horizontal Options	Gets or sets the LayoutOptions that define how the element gets laid out in a layout cycle. This is a bindable property. (Inherited from View)
Id	Gets a value that can be used to uniquely identify an element throughout the run of your application. (Inherited from Element)
InputTransparent	Gets or sets a value indicating whether this element responds to hit testing during user interaction. This is a bindable property. (Inherited from VisualElement)
IsEnabled	Gets or sets a value indicating whether this element is enabled in the user interface. This is a bindable property. (Inherited from VisualElement)
IsEnabledCore	This value represents the cumulative IsEnabled value. All types that override this property need to also invoke the RefreshIsEnabledProperty() method if the value will change. (Inherited from VisualElement)
IsFocused	Gets a value indicating whether this element is focused currently. This is a bindable property. (Inherited from VisualElement)
IsInPlatform Layout	Gets or sets a value that indicates that this element is currently going through the platform layout cycle. (Inherited from VisualElement)
IsLoaded	Indicates if an element is connected to the main object tree. (Inherited from VisualElement)
IsPlatform Enabled	Gets or sets a value that indicates whether this elements's platform equivalent element is enabled. (Inherited from VisualElement)
IsPlatformState Consistent	Gets or sets a value that indicates that this element is currently consistent with the platform equivalent element state. (Inherited from VisualElement)

IsVisible	Gets or sets a value that determines whether this element will be visible on screen and take up space in layouts. This is a bindable property. (Inherited from VisualElement)
LogicalChildren	**Obsolete.** For internal use by the Microsoft.Maui.Controls platform. (Inherited from Element)
Margin	Gets or set the margin for the view. (Inherited from View)
MaximumHeight Request	Gets or sets the maximum height the element will request during layout. This is a bindable property. (Inherited from VisualElement)
MaximumWidth Request	Gets or sets the maximum width the element will request during layout. This is a bindable property. (Inherited from VisualElement)
MinimumHeight Request	Gets or sets the minimum height the element will request during layout. This is a bindable property. (Inherited from VisualElement)
MinimumWidth Request	Gets or sets the minimum width the element will request during layout. This is a bindable property. (Inherited from VisualElement)
Navigation	(Inherited from NavigableElement)
NavigationProxy	(Inherited from NavigableElement)
Opacity	Gets or sets the opacity value applied to the element when it is rendered. The range of this value is 0 to 1; values outside this range will be set to the nearest valid value. This is a bindable property. (Inherited from VisualElement)
Parent	Gets or sets the parent Element of this element. (Inherited from Element)
RealParent	For internal use by .NET MAUI. (Inherited from Element)
Resources	Gets or sets the local resource dictionary. (Inherited from VisualElement)
Rotation	Gets or sets the rotation (in degrees) about the Z-axis (affine rotation) when the element is rendered. This is a bindable property.

	(Inherited from VisualElement)
RotationX	Gets or sets the rotation (in degrees) about the X-axis (perspective rotation) when the element is rendered. This is a bindable property. (Inherited from VisualElement)
RotationY	Gets or sets the rotation (in degrees) about the Y-axis (perspective rotation) when the element is rendered. This is a bindable property. (Inherited from VisualElement)
Scale	Gets or sets the scale factor applied to the element. This is a bindable property. (Inherited from VisualElement)
ScaleX	Gets or sets a scale value to apply to the X direction. This is a bindable property. (Inherited from VisualElement)
ScaleY	Gets or sets a scale value to apply to the Y direction. This is a bindable property. (Inherited from VisualElement)
Shadow	Gets or sets the shadow effect cast by the element. This is a bindable property. (Inherited from VisualElement)
Source	Gets or sets the WebViewSource object that represents the location that this WebView object displays.
Style	(Inherited from NavigableElement)
StyleClass	(Inherited from NavigableElement)
StyleId	Gets or sets a user defined value to uniquely identify the element. (Inherited from Element)
TranslationX	Gets or sets the X translation delta of the element. This is a bindable property. (Inherited from VisualElement)
TranslationY	Gets or sets the Y translation delta of the element. This is a bindable property. (Inherited from VisualElement)
Triggers	Gets the list of TriggerBase objects associated to this element. This is a read-only bindable property. (Inherited from VisualElement)
UserAgent	Gets or sets the user agent string that this WebView object uses.
VerticalOptions	Gets or sets the LayoutOptions that define how the element gets laid out in a layout cycle. This is a bindable property. (Inherited from View)

Visual	Gets or sets a IVisual implementation that overrides the visual appearance of an element. This is a bindable property. (Inherited from VisualElement)
Width	Gets the current width of this element. This is a read-only bindable property. (Inherited from VisualElement)
WidthRequest	Gets or sets the desired width override of this element. This is a bindable property. (Inherited from VisualElement)
Window	Gets the Window that is associated with an element. This is a read-only bindable property. (Inherited from VisualElement)
X	Gets the current X position of this element. This is a read-only bindable property. (Inherited from VisualElement)
Y	Gets the current Y position of this element. This is a read-only bindable property. (Inherited from VisualElement)
ZIndex	Gets or sets the front-to-back z-index of an element within a layout. This is a bindable property. (Inherited from VisualElement)

Methods

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AddLogicalChild(Element)	Adds an Element to the logical children. (Inherited from Element)
ApplyBindings()	Applies all the current bindings to BindingContext. (Inherited from BindableObject)
Arrange(Rect)	Positions child objects and determines a size for an element. (Inherited from VisualElement)
ArrangeOverride(Rect)	Allows subclasses to override Arrange(Rect) even though the interface has to be explicitly implemented to avoid conflict with the old Arrange(Rect) method. (Inherited from VisualElement)
BatchBegin()	Signals the start of a batch of changes to the elements properties. This can benefit performance if a bigger number of property values are changed.

	(Inherited from VisualElement)
BatchCommit()	Signals the end of a batch of commands to the element and that those commands should now be committed. (Inherited from VisualElement)
ChangeVisualState()	(Inherited from View)
ClearLogicalChildren()	Removes all child Elements. (Inherited from Element)
ClearValue(BindableProperty)	Clears any value that is previously set for a bindable property. (Inherited from BindableObject)
ClearValue(BindableProperty Key)	Clears any value that is previously set for a bindable property, identified by its key. (Inherited from BindableObject)
CoerceValue(BindableProperty)	Coerces the value of the specified bindable property. This is done by invoking BindableProperty.CoerceValueDelegate of the specified bindable property. (Inherited from BindableObject)
CoerceValue(BindableProperty Key)	Coerces the value of the specified bindable property. This is done by invoking BindableProperty.CoerceValueDelegate of the specified bindable property. (Inherited from BindableObject)
EffectIsAttached(String)	For internal use by .NET MAUI. (Inherited from Element)
Eval(String)	Evaluates the script that is specified by `script`.
EvaluateJavaScript Async(String)	On platforms that support JavaScript evaluation, evaluates `script`.
FindByName(String)	Returns the element that has the specified name. (Inherited from Element)
Focus()	Attempts to set focus to this element. (Inherited from VisualElement)
GetChildElements(Point)	Gets the child elements that are visually beneath the specified `point`. (Inherited from View)
GetRendererOverrides<T>()	(Inherited from View)
GetValue(BindableProperty)	Returns the value that is contained in the given bindable property.

	(Inherited from BindableObject)
GoBack()	Navigates to the previous page.
GoForward()	Navigates to the next page in the list of visited pages.
InsertLogicalChild(Int32, Element)	Inserts an Element to the logical children at the specified index. (Inherited from Element)
InvalidateMeasure()	Marks the current measure of an element as invalidated. (Inherited from VisualElement)
InvalidateMeasureNon Virtual(InvalidationTrigger)	Invalidates the measure of an element. (Inherited from VisualElement)
InvalidateMeasureOverride()	Provides a way to allow subclasses (e.g., Layout) to override InvalidateMeasure() even though the interface has to be explicitly implemented to avoid conflict with the InvalidateMeasure() method. (Inherited from VisualElement)
IsSet(BindableProperty)	Determines whether or not a bindable property exists and has a value set. (Inherited from BindableObject)
Layout(Rect)	Updates the bounds of the element during the layout cycle. (Inherited from VisualElement)
Measure(Double, Double, MeasureFlags)	Returns the minimum size that an element needs in order to be displayed on the device. (Inherited from VisualElement)
MeasureOverride(Double, Double)	Provides a way to allow subclasses to override Measure(Double, Double, MeasureFlags) even though the interface has to be explicitly implemented to avoid conflict with the old Measure method. (Inherited from VisualElement)
On<T>()	Returns the platform-specific instance of this TElement, on which a platform-specific method may be called.
OnBindingContextChanged()	Invoked whenever the binding context of the View changes.
OnChildAdded(Element)	(Inherited from VisualElement)
OnChildRemoved(Element, Int32)	(Inherited from VisualElement)
OnChildrenReordered()	Raises the ChildrenReordered event. (Inherited from VisualElement)

OnHandlerChanged()	When overridden in a derived class, should raise the HandlerChanged event. (Inherited from Element)
OnHandlerChanging(Handler ChangingEventArgs)	When overridden in a derived class, should raise the HandlerChanging event. (Inherited from Element)
OnMeasure(Double, Double)	Method that is called when a layout measurement happens. (Inherited from VisualElement)
OnParentChanged()	When overridden in a derived class, should raise the ParentChanged event. (Inherited from Element)
OnParentChanging(Parent ChangingEventArgs)	When overridden in a derived class, should raise the ParentChanging event. (Inherited from Element)
OnParentSet()	(Inherited from NavigableElement)
OnPropertyChanged(String)	Method that is called when a bound property is changed.
OnPropertyChanging(String)	Raises the PropertyChanging event. (Inherited from BindableObject)
OnSizeAllocated(Double, Double)	Method that is called when the size of the element is set during a layout cycle. Implement this method to add class handling for this event. (Inherited from VisualElement)
OnSourceChanged(Object, EventArgs)	
PlatformSizeChanged()	Signals that the platform equivalent element for this element's size has changed and a new layout cycle might be needed. (Inherited from VisualElement)
RefreshIsEnabledProperty()	This method must always be called if some event occurs and the value of the IsEnabledCore property will change. (Inherited from VisualElement)
Reload()	
RemoveBinding(Bindable Property)	Removes a previously set binding from a bindable property. (Inherited from BindableObject)
RemoveDynamic Resource(BindableProperty)	Removes a previously set dynamic resource. (Inherited from Element)

RemoveLogicalChild(Element)	Removes the first occurrence of a specific Element from the logical children. (Inherited from Element)
SetBinding(BindableProperty, BindingBase)	Assigns a binding to a bindable property. (Inherited from BindableObject)
SetDynamicResource(Bindable Property, String)	Sets the BindableProperty property of this element to be updated via the DynamicResource with the provided key. (Inherited from Element)
SetValue(BindableProperty, Object)	Sets the value of the specified bindable property. (Inherited from BindableObject)
SetValue(BindablePropertyKey, Object)	Sets the value of the specified bindable property. (Inherited from BindableObject)
SetValueCore(Bindable Property, Object, SetValue Flags)	For internal use by the Microsoft.Maui.Controls platform. (Inherited from BindableObject)
SetValueFrom Renderer(BindableProperty, Object)	For internal use by .NET MAUI. (Inherited from Element)
SetValueFrom Renderer(BindableProperty Key, Object)	For internal use by .NET MAUI. (Inherited from Element)
SizeAllocated(Double, Double)	Method that is called during a layout cycle to signal the start of a sub-tree layout. (Inherited from VisualElement)
UnapplyBindings()	Removes all current bindings from the current context. (Inherited from BindableObject)
Unfocus()	Unsets keyboard focus on this element. (Inherited from VisualElement)

Events

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BatchCommitted	Occurs when a batch of property changes have been committed by calling BatchCommit().

	(Inherited from VisualElement)
BindingContext Changed	Occurs when the value of the BindingContext property changes. (Inherited from BindableObject)
ChildAdded	Raised whenever a child element is added to the element. (Inherited from Element)
ChildRemoved	Raised whenever a child element is removed from the element. (Inherited from Element)
ChildrenReordered	Occurs when the order of this element's children changes. (Inherited from VisualElement)
DescendantAdded	Raised whenever a child element is added to the element's subtree. (Inherited from Element)
DescendantRemoved	Raised whenever a child element is removed from the elements subtree. (Inherited from Element)
FocusChange Requested	**Obsolete.** (Inherited from VisualElement)
Focused	Occurs when this element is focused. (Inherited from VisualElement)
HandlerChanged	Raised whenever the element's handler has changed. (Inherited from Element)
HandlerChanging	Raised whenever the element's handler starts to change. (Inherited from Element)
Loaded	Occurs when an element has been constructed and added to the object tree. (Inherited from VisualElement)
MeasureInvalidated	Occurs when the current measure of an element has been invalidated. (Inherited from VisualElement)
Navigated	Raised after web navigation completes.
Navigating	Raised after web navigation begins.
ParentChanged	Raised whenever the element's parent has changed. (Inherited from Element)
ParentChanging	Raised whenever the element's starts to change. (Inherited from Element)
PropertyChanged	Occurs when a property value changes.

	(Inherited from BindableObject)
PropertyChanging	Occurs when a property value is changing. (Inherited from BindableObject)
SizeChanged	Occurs when the size of an element changed. (Inherited from VisualElement)
Unfocused	Occurs when this element is unfocused. (Inherited from VisualElement)
Unloaded	Occurs when an element is no longer connected to the main object tree. (Inherited from VisualElement)

Explicit Interface Implementations

⊡ **Expand table**

IContextFlyoutElement.ContextFlyout	Gets the ContextFlyout for the view. Menu flyouts, menu flyout subitems, and menu flyout separators can be added to the context flyout. (Inherited from Element)
IDynamicResourceHandler.SetDynamic Resource(BindableProperty, String)	(Inherited from BindableObject)
IEffectControlProvider.Register Effect(Effect)	(Inherited from Element)
IElement.Handler	Gets or sets the View Handler of the Element. (Inherited from VisualElement)
IElement.Parent	Gets the Parent of the Element. (Inherited from Element)
IElementController.Descendants()	For internal use by .NET MAUI. (Inherited from Element)
IElementController.LogicalChildren	For internal use by .NET MAUI. (Inherited from Element)
IElementController.SetValueFrom Renderer(BindableProperty, Object)	For internal use by .NET MAUI. (Inherited from Element)
IGestureController.CompositeGesture Recognizers	(Inherited from View)

IHotReloadableView.Reload()	(Inherited from View)
IHotReloadableView.ReloadHandler	(Inherited from View)
IHotReloadableView.TransferState(IView)	(Inherited from View)
INameScope.RegisterName(String, Object)	For internal use by .NET MAUI. (Inherited from Element)
INameScope.UnregisterName(String)	For internal use by .NET MAUI. (Inherited from Element)
IPropertyMapperView.GetProperty MapperOverrides()	(Inherited from View)
IReplaceableView.ReplacedView	(Inherited from View)
IToolTipElement.ToolTip	Represents a small rectangular pop-up window that displays a brief description of a view's purpose when the user rests the pointer on the view. (Inherited from Element)
IView.Arrange(Rect)	Positions child elements and determines a size for an Element. (Inherited from VisualElement)
IView.Background	Gets the paint which will fill the background of a View. (Inherited from VisualElement)
IView.Clip	Gets the Path used to define the outline of the contents of a View. (Inherited from VisualElement)
IView.FlowDirection	Direction in which the UI elements are scanned by the eye (Inherited from VisualElement)
IView.Height	Gets the specified height of the IView. (Inherited from VisualElement)
IView.HorizontalLayoutAlignment	Determines the horizontal aspect of this element's arrangement in a container (Inherited from View)
IView.InvalidateArrange()	Method that is called to invalidate the layout of this View. (Inherited from VisualElement)
IView.InvalidateMeasure()	Signals that the current measure value of this View is no longer valid and must be recomputed during the next

	measure pass. (Inherited from VisualElement)
IView.IsFocused	Gets a value indicating whether this View is focused currently. (Inherited from VisualElement)
IView.Margin	The Margin represents the distance between an view and its adjacent views. (Inherited from View)
IView.MaximumHeight	Gets the specified maximum height constraint of the IView, between zero and double.PositiveInfinity. (Inherited from VisualElement)
IView.MaximumWidth	Gets the specified maximum width constraint of the IView, between zero and double.PositiveInfinity. (Inherited from VisualElement)
IView.Measure(Double, Double)	Updates the size of an View. (Inherited from VisualElement)
IView.MinimumHeight	Gets the specified minimum height constraint of the IView, between zero and double.PositiveInfinity. (Inherited from VisualElement)
IView.MinimumWidth	Gets the specified minimum width constraint of the IView, between zero and double.PositiveInfinity. (Inherited from VisualElement)
IView.Semantics	Adds semantics to every View for accessibility (Inherited from VisualElement)
IView.Shadow	Paints a shadow around the target View. (Inherited from VisualElement)
IView.VerticalLayoutAlignment	Determines the vertical aspect of this element's arrangement in a container (Inherited from View)
IView.Visibility	Gets a value that determines whether this View should be part of the visual tree or not. (Inherited from VisualElement)
IView.Width	Gets the specified width of the IView. (Inherited from VisualElement)
IVisualElementController.EffectiveFlow	For internal use by .NET MAUI.

Direction	(Inherited from VisualElement)
IVisualElementController.Invalidate Measure(InvalidationTrigger)	For internal use by .NET MAUI. (Inherited from VisualElement)
IVisualTreeElement.GetVisualChildren()	Gets a readonly list of the element's visual children. (Inherited from Element)
IVisualTreeElement.GetVisualParent()	Gets the element's visual parent. (Inherited from Element)
IWebView.CanGoBack	Gets a value that indicates whether the user can navigate to previous pages.
IWebView.CanGoForward	Gets a value that indicates whether the user can navigate forward.
IWebView.Navigated(WebNavigation Event, String, WebNavigationResult)	For internal use by the .NET MAUI platform. Raised after web navigation completes.
IWebView.Navigating(WebNavigation Event, String)	For internal use by the .NET MAUI platform. Raised after web navigation begins.
IWebView.Source	Provide the data for a WebView.
IWebViewController.CanGoBack	
IWebViewController.CanGoForward	
IWebViewController.EvalRequested	
IWebViewController.EvaluateJavaScriptRequested	
IWebViewController.GoBackRequested	
IWebViewController.GoForwardRequested	
IWebViewController.ReloadRequested	
IWebViewController.SendNavigated(WebNavigatedEventArgs)	
IWebViewController.SendNavigating(WebNavigatingEventArgs)	

Extension Methods

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AbortAnimation(IAnimatable, String)	Stops the animation.
Animate(IAnimatable, String, Animation, UInt32, UInt32, Easing, Action<Double,Boolean>, Func<Boolean>)	Sets the specified parameters and starts the animation.
Animate(IAnimatable, String, Action<Double>, Double, Double, UInt32, UInt32, Easing, Action<Double,Boolean>, Func<Boolean>)	Sets the specified parameters and starts the animation.
Animate(IAnimatable, String, Action<Double>, UInt32, UInt32, Easing, Action<Double,Boolean>, Func<Boolean>)	Sets the specified parameters and starts the animation.
Animate<T>(IAnimatable, String, Func<Double,T>, Action<T>, UInt32, UInt32, Easing, Action<T,Boolean>, Func<Boolean>, IAnimationManager)	Sets the specified parameters and starts the animation.
AnimateKinetic(IAnimatable, String, Func<Double,Double,Boolean>, Double, Double, Action, IAnimationManager)	Sets the specified parameters and starts the kinetic animation.
AnimationIsRunning(IAnimatable, String)	Returns a Boolean value that indicates whether or not the animation that is specified by `handle` is running.
Batch(IAnimatable)	
GetPropertyIfSet<T>(BindableObject, BindableProperty, T)	
SetAppTheme<T>(BindableObject, BindableProperty, T, T)	
SetAppThemeColor(BindableObject, BindableProperty, Color, Color)	
SetBinding(BindableObject, BindableProperty, String, BindingMode, IValueConverter, String)	Creates and applies a binding to a property.
FindByName<T>(Element, String)	
CancelAnimations(VisualElement)	Aborts all animations (e.g. `LayoutTo`, `TranslateTo`, `ScaleTo`, etc.) on the `view` element.
FadeTo(VisualElement, Double, UInt32, Easing)	Returns a task that performs the fade that is described by the `opacity`, `length`, and `easing` parameters.
LayoutTo(VisualElement, Rect, UInt32, Easing)	• .NET MAUI 9 Preview and other versions

RelRotateTo(VisualElement, Double, UInt32, Easing)	Rotates the VisualElement that is specified by `view` from its current rotation by `drotation`.
RelScaleTo(VisualElement, Double, UInt32, Easing)	Returns a task that scales the VisualElement that is specified by `view` from its current scale to `dscale`.
RotateTo(VisualElement, Double, UInt32, Easing)	Returns a task that rotates the VisualElement that is specified by `view` that is described by the `rotation, length,` and `easing` parameters.
RotateXTo(VisualElement, Double, UInt32, Easing)	Returns a task that skews the X axis of the the VisualElement that is specified by `view` by `rotation`, taking time `length` and using `easing`.
RotateYTo(VisualElement, Double, UInt32, Easing)	Returns a task that skews the Y axis of the the VisualElement that is specified by `view` by `rotation`, taking time `length` and using `easing`.
ScaleTo(VisualElement, Double, UInt32, Easing)	Returns a task that scales the VisualElement that is specified by `view` to the absolute scale factor `scale`.
ScaleXTo(VisualElement, Double, UInt32, Easing)	Returns a task that scales the X axis of the the VisualElement that is specified by `view` to the absolute scale factor `scale`.
ScaleYTo(VisualElement, Double, UInt32, Easing)	Returns a task that scales the Y axis of the the VisualElement that is specified by `view` to the absolute scale factor `scale`.
TranslateTo(VisualElement, Double, Double, UInt32, Easing)	Animates an elements TranslationX and TranslationY properties from their current values to the new values. This ensures that the input layout is in the same position as the visual layout.
HasVisualStateGroups(VisualElement)	Returns `true` if `element` has one or more visual state groups associated with it. Otherwise, returns `false`.
CheckHandlers(IView)	

ComputeDesiredSize(IView, Double, Double)	
ComputeFrame(IView, Rect)	
ToHandler(IElement, IMauiContext)	
ToPlatform(IElement, IMauiContext)	
ToHandler(IView, IMauiContext)	
SetSemanticFocus(IView)	
CaptureAsync(IView)	
GetVisualElementWindow(IVisualTreeElement)	Gets the Window containing the Visual Tree Element, if the element is contained within one.
GetVisualTreeDescendants(IVisualTreeElement)	Gets the entire hierarchy of descendants as a list of children for a given Visual Tree Element.
GetVisualTreeElements(IVisualTreeElement, Point)	Gets list of a Visual Tree Element's children based off of a given Point.
GetVisualTreeElements(IVisualTreeElement, Rect)	Gets list of a Visual Tree Elements children based off of a rectangle.
GetVisualTreeElements(IVisualTreeElement, Double, Double)	Gets list of a Visual Tree Elements children based off of a given x, y point.
GetVisualTreeElements(IVisualTreeElement, Double, Double, Double, Double)	Gets list of a Visual Tree Elements children based off of a rectangle defined by its coordinates which are specified in platform units, not pixels.

Applies to

Product	Versions
.NET MAUI	7, 8, 9 Preview

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