

Windows Desktop Support



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Overview



***FINALLY:* WPF support**

- WinForms, too!

WinUI features on WPF in .NET Core

Miscellaneous improvements



Support for WPF and WinForms



.NET Core 2.0

No path forward for
desktop developers

.NET Core 3.0

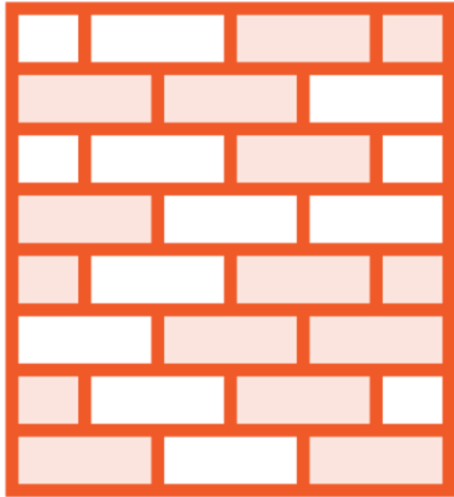
Now desktop
developers can get
excited!

Migrate your
existing apps!

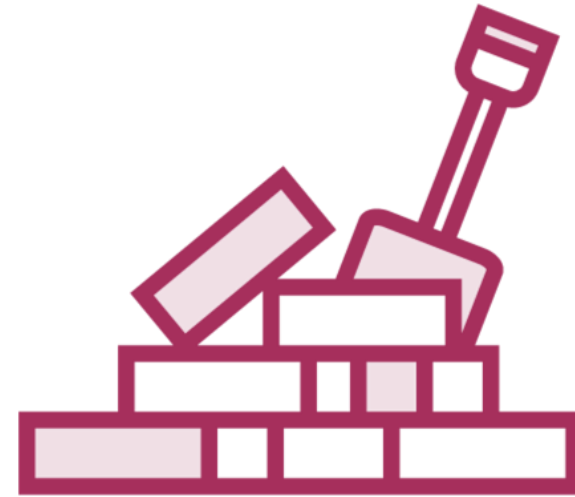
Need more? Use the
Windows
Compatibility Pack



Limitations



Windows only!!
(no cross-platform WPF apps yet)



Tooling still needs (a little) work

Demo time!



Demo



Create a .NET Core WPF application



Demo



Using WinUI Features with XAML Islands





WPF SUPPORT IN .NET CORE IS HERE!

WinForms support is here, too!

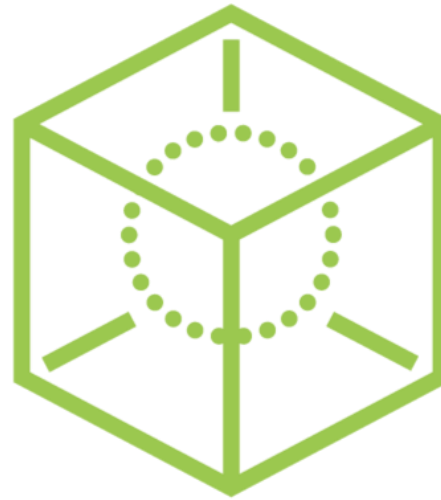
But that's not all!



MSIX Deployment



Build packages



Fully-contained



Ready-to-distribute

High DPI Support for WinForms

```
Application.SetHighDpiMode(HighDpiMode.SystemAware);
```



Create COM-Callable Components

```
using System;
using System.Runtime.InteropServices;

namespace COMServer
{
    [ComVisible(true)]
    [Guid(ContractGuids.ServerClass)]
    public class Server : IServer
    {
        double IServer.ComputePi()
        {
            double sum = 0.0;
            int sign = 1;
            for (int i = 0; i < 1024; ++i)
            {
                sum += sign / (2.0 * i + 1.0);
                sign *= -1;
            }

            return 4.0 * sum;
        }
    }
}
```



****BREAK****



Summary



WPF and WinForms support

WinUI via XAML Islands

MSIX deployment

High DPI support and COM-callable components



Remember: Windows only!

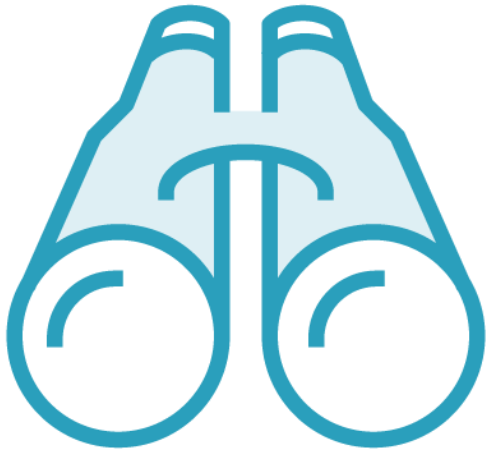




.NET Core for everyone!



Up Next



Build and deployment changes

