# Creating a Vista – style login button

## 1) Creating a new project

- Open Expression Blend and choose *File → New project*
- Choose a name and location for the project. The language is not important because there will be no code behind in this project.

## 2) Drawing the button

- Make sure that there is a yellow border around the element LayoutRoot. This means that a new control will be added to this grid.
- Select the button element from the toolbox and draw a button on the stage.
- Set the *width* to 80 and the *height* to 100.

## 3) Break the control template of the button

- Right click the button and choose *Edit Control Parts ( Template ) → Create Empty*
- You will see a dialog where you can give a name to the new template and select a location where it will be saved. Give the template a name and click Ok.
- In the O*bjects and Timeline* panel, you see that the template doesn't contain any elements. Add a grid to the template by double clicking the grid element in the toolbox. This adds a grid that stretches over the entire control.
- Double click the grid and split the grid in two parts. The upper part has a height of 80px and the lower part has a height of 20px.
- Select a border from the toolbox and draw the border in the upper part of the grid. Set all *margins* to 0.
- Give the border a gradient borderbrush from light blue to almost complete white and rotate the gradient from top to bottom.
- Give the border a *thickness* of 4px and a *cornerradius* of 8px.
- Select the element textblock form the toolbox and draw a textblock in the lower part of the grid.
- Set the *margins* of the textblock to 4px on each side.
- Set the *font* to Verdana, the *size* to 8 and center the text.
- Select a dark blue *forecolor* for the text.
- Double click the element border and add an element image to the border.
- Set the *width* and *height* of the image to auto.

- Go to the panel *Project* and right click the project. Choose *Add Existing Item…* and select the image you want.

- Go back to the panel *Properties* and select the image you just added as *source* for the image element. Set the property s*tretch* to UniformToFill.

## 4) Adding animations to the button

- In the *Interaction* panel, click the +*Property* tab. Replace *IsDeafult* by *IsMouseOver* and replace *False* by *True*. Every propery we change will now be executed when the mouse is over the button.

- Select the textblock and change the *fontsize* to 10 and the *foreground* to a slight darker blue.

- Select the border and under the Appearance section add the outer glow *bitmapeffect*. Choose a light blue color as *glowcolor* and a *glowsize* of 12.

- Test the project to see the result

## 5) Data binding

- Select the textblock and go to the property *text*. Click on the white rectangle near the property and select *Template Binding → Content*. This will change the text to the value of the property content of the button. So, when I have for example 10 buttons on my stage, the text will be the same as the text in the property content of my button.

- The image is a little bit more complicated. I use element binding as a work around for this because I can't use template binding on the source property. Select the image and click on the white rectangle near the property *source*. Choose *Data Binding*.

- Select the second tab *Element Property*. Select the element image on the left and the property *tag* on the right. To see the property tag you have to select *all properties*. Click Finish.

- The source property is now bound to the tag property. The last step is to bind the tag property of the image to the tag property of the control. Click the white rectangle near the tag property. Choose *Template binding → Tag*.

## 6) Test the control

- Go back to the stage and select the button.

- Insert the name of a user in the property *content* and a path to an image in the property *tag*.

- You should see the changes to the button.

- Now you can put several instances of buttons on the stage and choose your template for these buttons.