https://ifi7154.wordpress.com/2015/03/02/windows-store-dev-update/

March 2, 2015March 9, 2015 fernandoloizides

Windows Store Dev Update

Dear all,

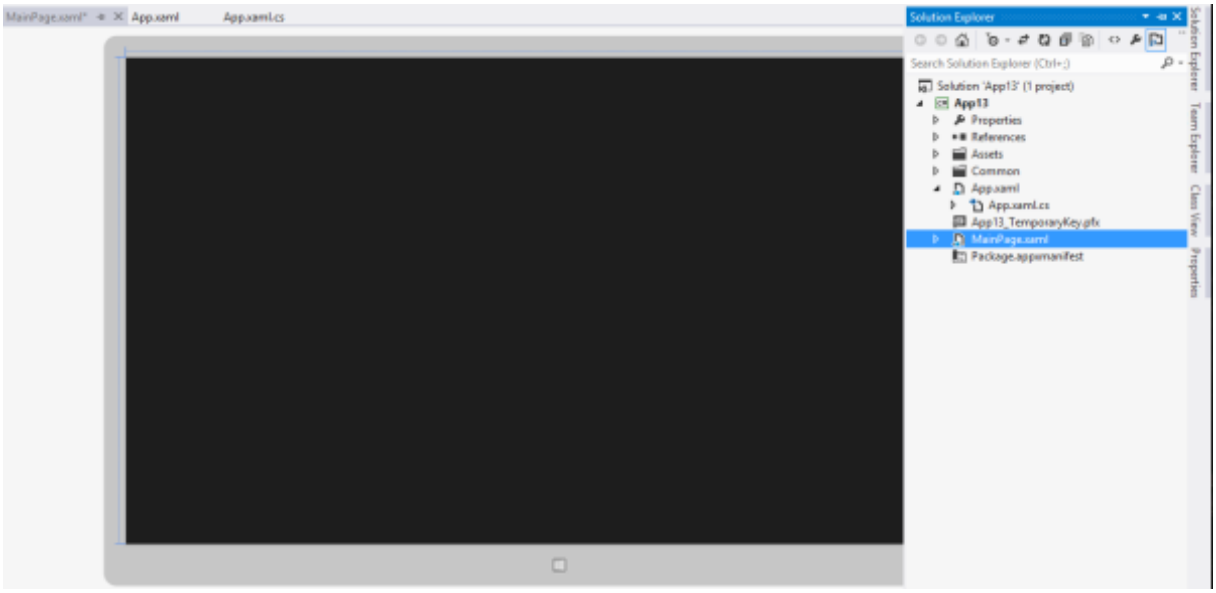
in order to complete the assignment for home please see the following tutorial:

Step 1: Creating a Windows Store Project

In Visual Studio select new project -> Visual C# -> Windows Store -> Blank App (XAML)

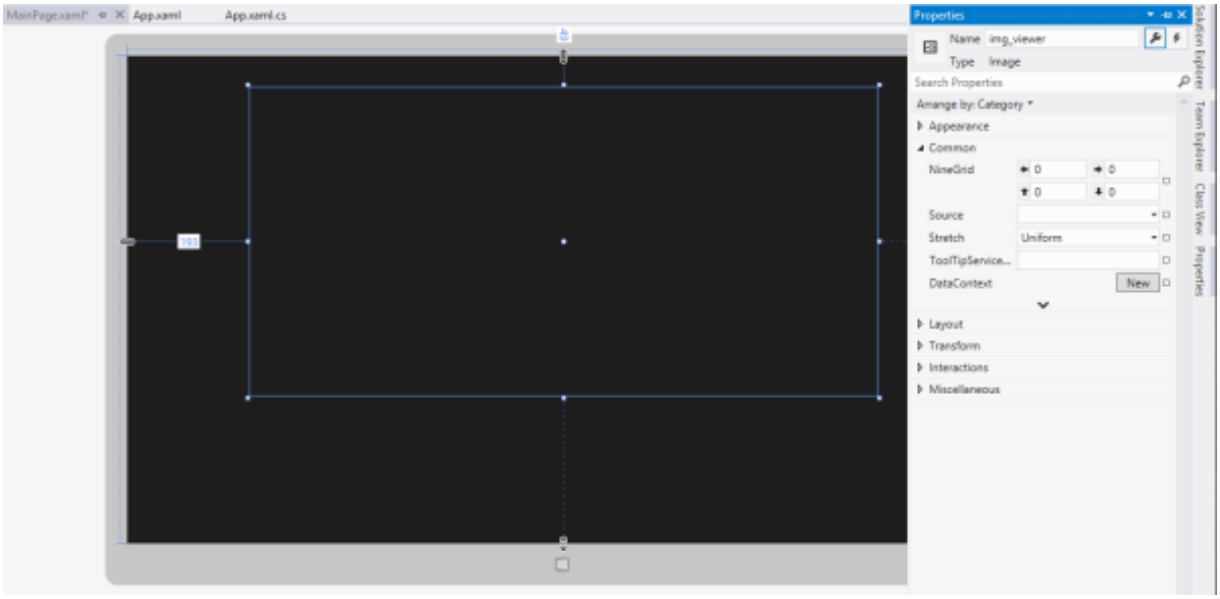
Step 2: Viewing the Design Layout

On your project Explorer options (usually located on the right hand side of the screen) double click on MainPage.xaml. This should make your tablet appear in design view and your tools bar will show on the left.



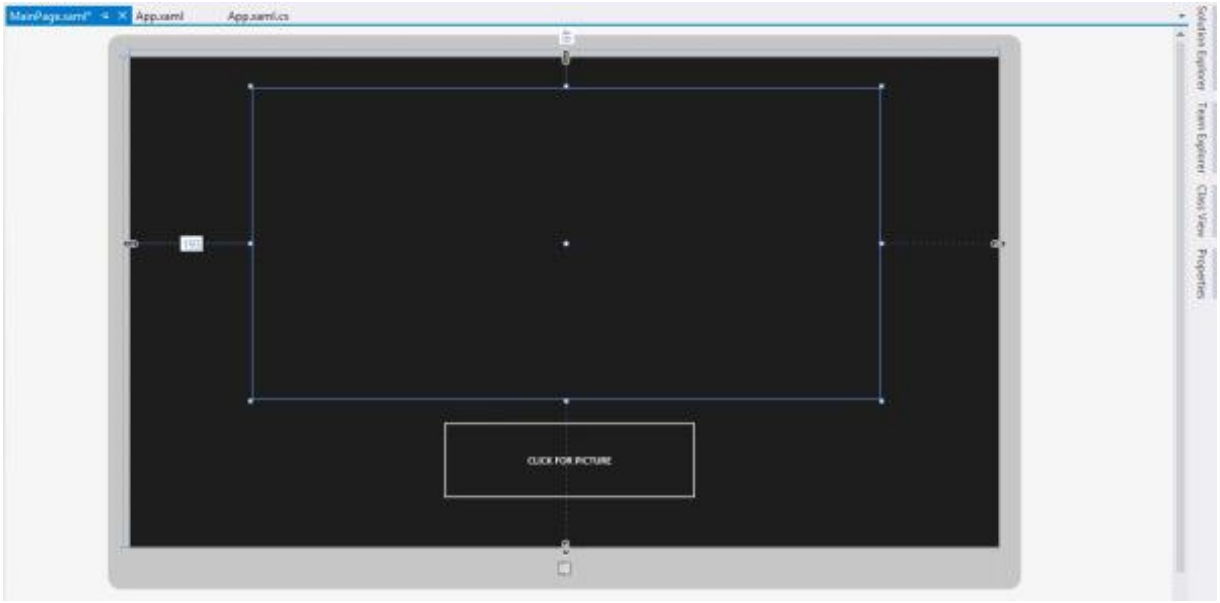
STEP 3: Add an Image Element

From your toolbox drag and drop an image element on your screen. Resize this to take most of the screen, leaving maybe 1/5 of the bottom of the screen to place a button. Name this image viewer img_viewer from its properties (found on the right of the screen). You can name it whatever you want but img_viewer will be what I use in the code.



Step 4: Add a button on the bottom of the screen.

I am going to assume you know how to drag and drop a button element so I wont illustrate this. Your interface should now look like this:



Step 5: Adding the Code to the Button:

Double click on the button element to open the onClick Event Handler. This is the code you need to take a picture and add it to the image viewer element:

private async void Button_Click(object sender, RoutedEventArgs e) { CameraCaptureUI capture = new CameraCaptureUI(); capture.PhotoSettings.CroppedAspectRatio = new Size(16, 9); StorageFile file = await capture.CaptureFileAsync(CameraCaptureUIMode.Photo); IRandomAccessStream filestream = await file.OpenAsync(FileAccessMode.Read); BitmapImage img = new BitmapImage(); img.SetSource(filestream); img_viewer.Source = img; }

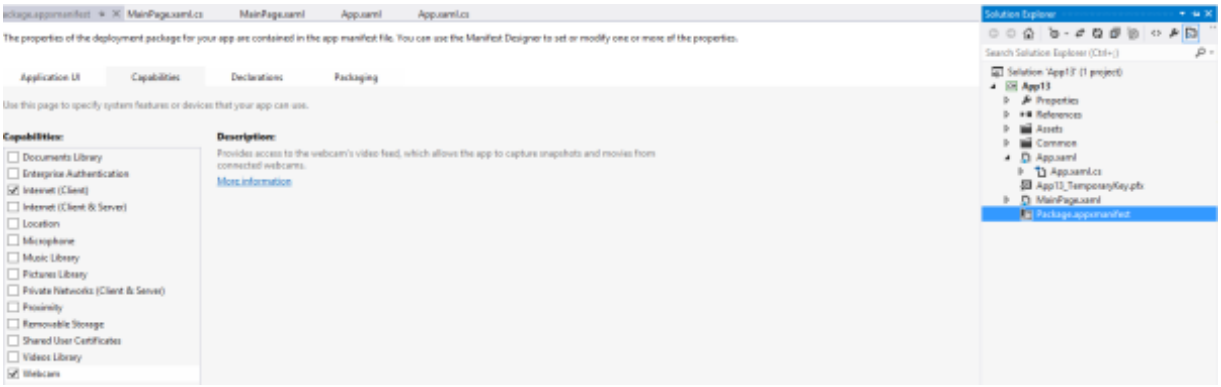
Step 6: Adding the References

After you enter the code above, you will see that the there are some errors. This is because we need to import the DLLs (Libraries) which explain to visual studio what the commands that we entered do. On the top of where you entered the button code (MainPage.xaml.cs) add the follwing imports:

using Windows.Media.Capture; using Windows.Storage; using Windows.Storage.Streams; using Windows.UI.Xaml.Media.Imaging;

Step 7: Enable Access to the Camera

All the code is now ready but there is one last thing we need to do. This is to give access to the system to use the camera (something that is blocked by default to prevent those evil bad hackers – or at least that's the theory…). To do this, go to your solution explorer, double click on 'Package.appxmanifest' and go to the Capabilities tab. Check the Webcam setting.



Step 8: Run the program.

Voilà, you're done. You can now tackle the Exercise. Hint: you will need to increment a counter to go to the next image viewer every time you take a picture…

For those that do not have a Windows 8 machine with VS at home the opening hours for the S244 lab are:

Wednesdays 16:00-20:00
Sundays 10:00-14:00
The admin will be there to give you the access for the MS developer license.

You are also welcome to come to A433 where there are computers with Windows 8. Contact us if you want to do this (Ilya would be best this week as I am abroad).