

Introduction

Nova.Avalonia.UI is a control library built for Avalonia. It focuses on controls that are themeable, accessible, and ready to drop into desktop, web, and mobile experiences.

Available controls

- [Avatar](#) and [AvatarGroup](#): Identity visuals with initials, images, status badges, and grouping support.
- [Badge](#): Notifications, status indicators, and counters with customizable placement and overflow handling.
- [BarcodeGenerator](#): Generate QR codes, 1D barcodes, and 2D matrix codes with customizable styling.
- [RatingControl](#): Interactive star ratings with customizable shapes and precision levels.
- [Shimmer](#): Skeleton loading effect for async data scenarios.

How to use these docs

- Start with [Getting Started](#) to install the package and register the styles.
- Browse the individual control pages under **Controls** for API details and usage patterns.
- Refer to the API reference for full class members when you need to extend or customize behaviors.

Namespace Nova.Avalonia.UI.BarcodeGenerator

Classes

[BarcodeErrorEventArgs](#)

Event arguments for failed barcode generation.

[BarcodeGeneratedEventArgs](#)

Event arguments for successful barcode generation.

[BarcodeGenerator](#)

A templated control that generates and renders various barcode symbologies (QR Code, EAN-13, Code 128, etc.) using the ZXing library. Optimized for performance via BitMatrix/Bitmap caching and supports full accessibility as a semantic Image.

[BarcodeGeneratorAutomationPeer](#)

Exposes the [BarcodeGenerator](#) to UI automation (accessibility). Defines the control as an "Image" type so screen readers treat it appropriately.

Enums

[BarcodeSymbology](#)

Supported barcode formats.

[QRErrorCorrectionLevel](#)

Error correction levels for QR codes. Higher levels allow more damage recovery but reduce data capacity.