# WPF Trigger

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## Style中的Trigger

在style中使用的trigger主要是属性的触发器，当属性的值发生改变是将会引发触发器。

#### 普通属性trigger

当鼠标滑过时字体变成红色

<CheckBox Content="Style Trigger MouseOver Red">  
            <CheckBox.Resources>  
                <Style TargetType="{x:Type CheckBox}">  
                    <Setter Property="Foreground" Value="SkyBlue"/>  
                    <Style.Triggers>  
                        <!--鼠标滑过时字体为红色-->  
                        <Trigger Property="IsMouseOver" Value="True">  
                            <Setter Property="Foreground" Value="Red"/>  
                        </Trigger>  
                    </Style.Triggers>  
                </Style>  
            </CheckBox.Resources>  
 </CheckBox>

#### 普通属性MultiTrigger

当checkbox勾选并且鼠标滑过时字体变成绿色

<CheckBox Content="Style MultiTrigger Checked and MouseOver Green ">  
            <CheckBox.Resources>  
                <Style TargetType="{x:Type CheckBox}">  
                    <Setter Property="Foreground" Value="SkyBlue"/>  
                    <Style.Triggers>  
                        <MultiTrigger>  
                            <MultiTrigger.Conditions>  
                                <Condition Property="IsChecked" Value="True" />  
                                <Condition Property="IsMouseOver" Value="True" />  
                            </MultiTrigger.Conditions>  
                            <Setter Property="Foreground" Value="Green"/>  
                        </MultiTrigger>  
                    </Style.Triggers>  
                </Style>  
            </CheckBox.Resources>  
        </CheckBox>

#### EventTrigger

鼠标划入长度变长 鼠标移出 长度变短

<CheckBox Content="Style EventTrigger " Width="70" HorizontalAlignment="Left">  
            <CheckBox.Resources>  
                <Style TargetType="{x:Type CheckBox}">  
                    <Setter Property="Foreground" Value="SkyBlue"/>  
                    <Style.Triggers>  
                        <EventTrigger RoutedEvent="Mouse.MouseEnter">  
                            <EventTrigger.Actions>  
                                <BeginStoryboard>  
                                    <Storyboard>  
                                        <DoubleAnimation  
                                          Duration="0:0:0.2"  
                                          Storyboard.TargetProperty="Width"  
                                          To="150"  />  
                                    </Storyboard>  
                                </BeginStoryboard>  
                            </EventTrigger.Actions>  
                        </EventTrigger>  
    </Style.Triggers>  
                </Style>  
            </CheckBox.Resources>  
  </CheckBox>

1. ControlTemplate中的Trigger

当属性的值发生改变是将会引发触发器

1. DataTemplate中的Data Trigger

<Button Content="ControlTemplate" Width="120" Height="30">  
            <Button.Resources>  
                <Style TargetType="{x:Type Button}">  
                    <Setter Property="Background" Value="Gray"/>  
                    <Setter Property="BorderBrush" Value="Black"/>  
                    <Setter Property="Cursor" Value="Hand"/>  
                    <Setter Property="Template">  
                        <Setter.Value>  
                            <ControlTemplate TargetType="{x:Type Button}">  
                                <StackPanel>  
                                    <Border Height="10" Background="Red"></Border>  
                                    <Border x:Name="Border" CornerRadius="0" BorderThickness="1"  Background="{TemplateBinding Background}" BorderBrush="{TemplateBinding BorderBrush}">  
                                        <ContentPresenter VerticalAlignment="Center" HorizontalAlignment="Center"/>  
                                    </Border>  
                                </StackPanel>  
                                <ControlTemplate.Triggers>  
                                    <Trigger Property="IsMouseOver" Value="True">  
                                        <Setter TargetName="Border" Property="Background" Value="#FFC2E0FF"/>  
                                        <Setter TargetName="Border" Property="BorderBrush" Value="#FF3399FF"/>  
                                    </Trigger>  
                                </ControlTemplate.Triggers>  
                            </ControlTemplate>  
                        </Setter.Value>  
                    </Setter>  
                </Style>  
            </Button.Resources>  
        </Button>

可以根据绑定的数据不同显示不同的内容

 <DataTrigger Binding="{Binding Path=Role}" Value="Admin">

            <Setter Property="Foreground" Value="Red" />

        </DataTrigger>

    </Style.Triggers>