



SOLUTION-WIDE PROPERTIES Reference

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Namespaces

[PocketPCRController](#)⁸, [PocketPCRController.Properties](#)⁶⁴

PocketPCRController Namespace

PocketPCRController: An open source USB serial controller for an open-source and open-hardware portable USB-powered PCR thermalcycling device - the PocketPCR from GaudiLabs

GaudiLabs PocketPCR device: <https://gaudi.ch/PocketPCR/>

This controller couples to a rewrite of the Arduino-based control software for the GaudiLabs PocketPCR device to allow open-ended programming of the device and computer control of the device through a USB port.

Note: This application requires that the PocketPCR device is first flashed with the PocketPCR_Programmable.ino Arduino code from Tom Hall.

The PocketPCR device can be flashed with the Arduino IDE. The PocketPCR device is based on the Adafruit Feather M0 board, and as such, requires that an entry be made in the "Additional Boards Manager URLs:" list accessible from the Arduino IDE File->Preferences menu: Add https://adafruit.github.io/arduino-board-index/package_adafruit_index.json to the list of URLs, then add "Adafruit SAMD Boards" from the Tools->Board->Boards Manager interface. After installation, choose "Adafruit Feather M0 from Tools->Board->Adafruit (32-bits ARM Cortex-M0+ and Cortex-M4) Boards". This should allow flashing updated controller code once the connected COM port is selected under Tools->Port.

Classes

[App](#)⁸, [CyclingEditModel](#)⁹, [CyclingEditWindow](#)¹², [EditBlock](#)²¹, [EditCycle](#)²⁶, [MainWindow](#)³⁴, [PCRBlock](#)⁵⁶, [PCRCycle](#)⁵⁸, [PCRProgram](#)⁵⁹, [PCRPrograms](#)⁶¹

App Class

Interaction logic for App.xaml

[System.Object](#)

[System.Windows.Threading.DispatcherObject](#)

[System.Windows.Application](#)

PocketPCRController.App

C#

```
public class App : Application
```

Requirements

Namespace: [PocketPCRController](#)⁸

Assembly: PocketPCRController (in PocketPCRController.exe)

Properties

[Dispatcher](#) (inherited from [DispatcherObject](#)), [MainWindow](#) (inherited from [Application](#)), [Properties](#) (inherited from [Application](#)), [Resources](#) (inherited from [Application](#)), [ShutdownMode](#) (inherited from [Application](#)), [StartupUri](#) (inherited from [Application](#)), [Windows](#) (inherited from [Application](#))

Methods

[CheckAccess](#) (inherited from [DispatcherObject](#)), [Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)), [FindResource](#) (inherited from [Application](#)), [GetHashCode](#) (inherited from [Object](#)), [GetType](#) (inherited from [Object](#)), [MemberwiseClone](#) (inherited from [Object](#)), [OnActivated](#) (inherited from [Application](#)), [OnDeactivated](#) (inherited from [Application](#)), [OnExit](#) (inherited from [Application](#)), [OnFragmentNavigation](#) (inherited from [Application](#)), [OnLoadCompleted](#) (inherited from [Application](#)), [OnNavigated](#) (inherited from [Application](#)), [OnNavigating](#) (inherited from [Application](#)), [OnNavigationFailed](#) (inherited from [Application](#)), [OnNavigationProgress](#) (inherited from [Application](#)), [OnNavigationStopped](#) (inherited from [Application](#)), [OnSessionEnding](#) (inherited from [Application](#)), [OnStartup](#) (inherited from [Application](#)), [Run](#) (inherited from [Application](#)), [Shutdown](#) (inherited from [Application](#)), [ToString](#) (inherited from [Object](#)), [TryFindResource](#) (inherited from [Application](#)), [VerifyAccess](#) (inherited from [DispatcherObject](#))

Events

[Activated](#) (inherited from [Application](#)), [Deactivated](#) (inherited from [Application](#)), [DispatcherUnhandledException](#) (inherited from [Application](#)), [Exit](#) (inherited from [Application](#)), [FragmentNavigation](#) (inherited from [Application](#)), [LoadCompleted](#) (inherited from [Application](#)), [Navigated](#) (inherited from [Application](#)), [Navigating](#) (inherited from [Application](#)), [NavigationFailed](#) (inherited from [Application](#)), [NavigationProgress](#) (inherited from [Application](#)), [NavigationStopped](#) (inherited from [Application](#)), [SessionEnding](#) (inherited from [Application](#)), [Startup](#) (inherited from [Application](#))

CyclingEditModel Class

Data model and GUI elements for editing a themal cycling program

System.Object

PocketPCRController.CyclingEditModel

C#

```
public class CyclingEditModel
```

Requirements

Namespace: [PocketPCRController](#)₈

Assembly: PocketPCRController (in PocketPCRController.exe)

Constructors

[CyclingEditModel](#)₁₀

Properties

[BlockWidth](#)₁₀, [EditCycles](#)₁₀, [ParentPanel](#)₁₁, [ParentWindow](#)₁₁, [Program](#)₁₁, [ProgramIndex](#)₁₁, [TransitionWidth](#)₁₂

Methods

[Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)), [GetHashCode](#) (inherited from [Object](#)), [GetType](#) (inherited from [Object](#)), [MemberwiseClone](#) (inherited from [Object](#)), [ToString](#) (inherited from [Object](#))

CyclingEditModel Constructor

Constructor for a CyclingEditModel object

C#

```
public CyclingEditModel(  
    CyclingEditWindow _parentWindow,  
    int _programIndex,  
    Grid _parentPanel,  
    PCRProgram _program  
)
```

Parameters

_parentWindow

Parent Window to display the CyclingEditModel

_programIndex

Index in the Programs list corresponding to the current cycling program

_parentPanel

Grid in which to display GUI elements for the thermalcycling program

_program

Current cycling program to display for editing

See Also

Applies to: [CyclingEditModel](#)₉

CyclingEditModel.BlockWidth Property

Width of cycling step to display on the GUI

currently temperature-time steps are displayed with a constant width

C#

```
public double BlockWidth {get; set;}
```

See Also

Applies to: [CyclingEditModel](#)₉

CyclingEditModel.EditCycles Property

List of EditCycle objects, each defining a series of thermalcycling temperature/time steps

C#

```
public List<EditCycle> EditCycles {get; set;}
```

See Also

Applies to: [CyclingEditModel](#)₉

CyclingEditModel.ParentPanel Property

Grid in which to display GUI elements

C#

```
public Grid ParentPanel {get; set;}
```

See Also

Applies to: [CyclingEditModel](#)₉

CyclingEditModel.ParentWindow Property

Parent Window displaying the CyclingEditModel

C#

```
public CyclingEditWindow ParentWindow {get; set;}
```

See Also

Applies to: [CyclingEditModel](#)₉

CyclingEditModel.Program Property

Current cycling program to display for editing

C#

```
public PCRProgram Program {get; set;}
```

See Also

Applies to: [CyclingEditModel](#)₉

CyclingEditModel.ProgramIndex Property

Index in the Programs list corresponding to the current cycling program

C#

```
public int ProgramIndex {get; set;}
```

See Also

Applies to: [CyclingEditModel](#)₉

CyclingEditModel.TransitionWidth Property

A set width between temperature lines to display a diagonal transition line between temperature settings

C#

```
public double TransitionWidth {get; set;}
```

See Also

Applies to: [CyclingEditModel](#)₉

CyclingEditWindow Class

Interaction logic for CyclingEditWindow.xaml

GUI for editing, adding and removing cycling programs

[System.Object](#)

[System.Windows.Threading.DispatcherObject](#)

[System.Windows.DependencyObject](#)

[System.Windows.Media.Visual](#)

[System.Windows.UIElement](#)

[System.Windows.FrameworkElement](#)

[System.Windows.Controls.Control](#)

[System.Windows.Controls.ContentControl](#)

[System.Windows.Window](#)

PocketPCRController.CyclingEditWindow

C#

```
public class CyclingEditWindow : Window,
    IComponentConnector
```

Requirements

Namespace: [PocketPCRController](#)₈

Assembly: PocketPCRController (in PocketPCRController.exe)

Constructors

[CyclingEditWindow](#)₁₇

Properties

[ActualHeight](#) (inherited from [FrameworkElement](#)), [ActualWidth](#) (inherited from [FrameworkElement](#)), [AllowDrop](#) (inherited from [UIElement](#)), [AllowsTransparency](#) (inherited from [Window](#)), [AreAnyTouchesCaptured](#) (inherited from [UIElement](#)), [AreAnyTouchesCapturedWithin](#) (inherited from [UIElement](#)), [AreAnyTouchesDirectlyOver](#) (inherited from [UIElement](#)), [AreAnyTouchesOver](#) (inherited from [UIElement](#)), [Background](#) (inherited from [Control](#)), [BindingGroup](#) (inherited from [FrameworkElement](#)), [BitmapEffect](#) (inherited from [UIElement](#)), [BitmapEffectInput](#) (inherited from [UIElement](#)), [BorderBrush](#) (inherited from [Control](#)), [BorderThickness](#) (inherited from [Control](#)), [CacheMode](#) (inherited from [UIElement](#)), [Clip](#) (inherited from [UIElement](#)), [ClipToBounds](#) (inherited from [UIElement](#)),

[CommandBindings](#) (inherited from [UIElement](#)), [Content](#) (inherited from [ContentControl](#)), [ContentStringFormat](#) (inherited from [ContentControl](#)), [ContentTemplate](#) (inherited from [ContentControl](#)), [ContentTemplateSelector](#) (inherited from [ContentControl](#)), [ContextMenu](#) (inherited from [FrameworkElement](#)), [Cursor](#) (inherited from [FrameworkElement](#)), [DataContext](#) (inherited from [FrameworkElement](#)), [DependencyObjectType](#) (inherited from [DependencyObject](#)), [DesiredSize](#) (inherited from [UIElement](#)), [DialogResult](#) (inherited from [Window](#)), [Dispatcher](#) (inherited from [DispatcherObject](#)), [EditModel](#)₁₇, [Effect](#) (inherited from [UIElement](#)), [FlowDirection](#) (inherited from [FrameworkElement](#)), [FocusVisualStyle](#) (inherited from [FrameworkElement](#)), [Focusable](#) (inherited from [UIElement](#)), [FontFamily](#) (inherited from [Control](#)), [FontSize](#) (inherited from 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[FrameworkElement](#)), [IsInputMethodEnabled](#) (inherited from [UIElement](#)), [IsKeyboardFocusWithin](#) (inherited from [UIElement](#)), [IsKeyboardFocused](#) (inherited from [UIElement](#)), [IsLoaded](#) (inherited from [FrameworkElement](#)), [IsManipulationEnabled](#) (inherited from [UIElement](#)), [IsMeasureValid](#) (inherited from [UIElement](#)), [IsMouseCaptureWithin](#) (inherited from [UIElement](#)), [IsMouseCaptured](#) (inherited from [UIElement](#)), [IsMouseDirectlyOver](#) (inherited from [UIElement](#)), [IsMouseOver](#) (inherited from [UIElement](#)), [IsSealed](#) (inherited from [DependencyObject](#)), [IsStylusCaptureWithin](#) (inherited from [UIElement](#)), [IsStylusCaptured](#) (inherited from [UIElement](#)), [IsStylusDirectlyOver](#) (inherited from [UIElement](#)), [IsStylusOver](#) (inherited from [UIElement](#)), [IsTabStop](#) (inherited from [Control](#)), [IsVisible](#) (inherited from [UIElement](#)), [Language](#) (inherited from 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[RenderTransformOrigin](#) (inherited from [UIElement](#)), [ResizeMode](#) (inherited from [Window](#)), [Resources](#) (inherited from [FrameworkElement](#)), [RestoreBounds](#) (inherited from [Window](#)), [ShowActivated](#) (inherited from [Window](#)), [ShowInTaskbar](#) (inherited from [Window](#)), [SizeToContent](#) (inherited from [Window](#)), [SnapsToDevicePixels](#) (inherited from [UIElement](#)), [Style](#) (inherited from [FrameworkElement](#)), [TabIndex](#) (inherited from [Control](#)), [Tag](#) (inherited from [FrameworkElement](#)), [TaskbarItemInfo](#) (inherited from [Window](#)), [Template](#) (inherited from [Control](#)), [TemplatedParent](#) (inherited from [FrameworkElement](#)), [Title](#) (inherited from [Window](#)), [ToolTip](#) (inherited from [FrameworkElement](#)), [Top](#) (inherited from [Window](#)), [Topmost](#) (inherited from [Window](#)), [TouchesCaptured](#) (inherited from [UIElement](#)), [TouchesCapturedWithin](#) (inherited from [UIElement](#)), [TouchesDirectlyOver](#) (inherited from [UIElement](#)), [TouchesOver](#) (inherited from [UIElement](#)), [TransitionCanvas](#)₁₈, [Triggers](#) (inherited from [FrameworkElement](#)), [Uid](#) (inherited from [UIElement](#)), [UseLayoutRounding](#) (inherited from [FrameworkElement](#)), [VerticalAlignment](#) (inherited from [FrameworkElement](#)), [VerticalContentAlignment](#) (inherited from [Control](#)), [Visibility](#) (inherited from [UIElement](#)), [Width](#) (inherited from [FrameworkElement](#)), [WindowStartupLocation](#) (inherited from [Window](#)), [WindowState](#) (inherited from [Window](#)), [WindowStyle](#) (inherited from [Window](#))

Methods

[Activate](#) (inherited from [Window](#)), [AddChild](#) (inherited from [ContentControl](#)), [AddHandler](#) (inherited from [UIElement](#)), [AddLogicalChild](#) (inherited from [FrameworkElement](#)), [AddText](#) (inherited from [ContentControl](#)), [AddToEventRoute](#) (inherited from [UIElement](#)), [AddVisualChild](#) (inherited from [Visual](#)), [ApplyAnimationClock](#) (inherited from [UIElement](#)), [ApplyTemplate](#) (inherited from [FrameworkElement](#)), [Arrange](#) (inherited from [UIElement](#)), [ArrangeCore](#) (inherited from [FrameworkElement](#)), [ArrangeOverride](#) (inherited from [Window](#)), [BeginAnimation](#) (inherited from [UIElement](#)), [BeginInit](#) (inherited from [FrameworkElement](#)), [BeginStoryboard](#) (inherited from [FrameworkElement](#)), [BringIntoView](#) (inherited from [FrameworkElement](#)), [CaptureMouse](#) (inherited from [UIElement](#)), [CaptureStylus](#) (inherited from [UIElement](#)), [CaptureTouch](#) (inherited from 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[Window](#)), [OnManipulationCompleted](#) (inherited from [UIElement](#)), [OnManipulationDelta](#) (inherited from [UIElement](#)), [OnManipulationInertiaStarting](#) (inherited from [UIElement](#)), [OnManipulationStarted](#) (inherited from [UIElement](#)), [OnManipulationStarting](#) (inherited from [UIElement](#)), [OnMouseDoubleClick](#) (inherited from [Control](#)), [OnMouseDown](#) (inherited from [UIElement](#)), [OnMouseEnter](#) (inherited from [UIElement](#)), [OnMouseLeave](#) (inherited from [UIElement](#)), [OnMouseLeftButtonDown](#) (inherited from [UIElement](#)), [OnMouseLeftButtonUp](#) (inherited from [UIElement](#)), [OnMouseMove](#) (inherited from [UIElement](#)), [OnMouseRightButtonDown](#) (inherited from [UIElement](#)), [OnMouseRightButtonUp](#) (inherited from [UIElement](#)), [OnMouseUp](#) (inherited from [UIElement](#)), [OnMouseWheel](#) (inherited from [UIElement](#)), [OnPreviewDragEnter](#) (inherited from [UIElement](#)), [OnPreviewDragLeave](#) (inherited from [UIElement](#)), [OnPreviewDragOver](#) (inherited from [UIElement](#)), [OnPreviewDrop](#) (inherited from [UIElement](#)), [OnPreviewGiveFeedback](#) (inherited from [UIElement](#)), [OnPreviewGotKeyboardFocus](#) (inherited from [UIElement](#)), [OnPreviewKeyDown](#) (inherited from [UIElement](#)), [OnPreviewKeyUp](#) (inherited from [UIElement](#)), [OnPreviewLostKeyboardFocus](#) (inherited from [UIElement](#)), [OnPreviewMouseDoubleClick](#) (inherited from [Control](#)), [OnPreviewMouseDown](#) (inherited from [UIElement](#)), [OnPreviewMouseLeftButtonDown](#) (inherited from [UIElement](#)), [OnPreviewMouseLeftButtonUp](#) (inherited from [UIElement](#)), [OnPreviewMouseMove](#) (inherited from [UIElement](#)), [OnPreviewMouseRightButtonDown](#) (inherited from [UIElement](#)), [OnPreviewMouseRightButtonUp](#) (inherited from [UIElement](#)), [OnPreviewMouseUp](#) (inherited from [UIElement](#)), [OnPreviewMouseWheel](#) (inherited from [UIElement](#)), [OnPreviewQueryContinueDrag](#) (inherited from [UIElement](#)), [OnPreviewStylusButtonDown](#) (inherited from [UIElement](#)), [OnPreviewStylusButtonUp](#) (inherited from [UIElement](#)), [OnPreviewStylusDown](#) (inherited from [UIElement](#)), [OnPreviewStylusInAirMove](#) (inherited from [UIElement](#)), [OnPreviewStylusInRange](#) (inherited from [UIElement](#)), [OnPreviewStylusMove](#) (inherited from [UIElement](#)), [OnPreviewStylusOutOfRange](#) (inherited from [UIElement](#)), [OnPreviewStylusSystemGesture](#) (inherited from [UIElement](#)), [OnPreviewStylusUp](#) (inherited from [UIElement](#)), [OnPreviewTextInput](#) (inherited from [UIElement](#)), [OnPreviewTouchDown](#) (inherited from [UIElement](#)), [OnPreviewTouchMove](#) (inherited from [UIElement](#)), [OnPreviewTouchUp](#) (inherited from [UIElement](#)), [OnPropertyChanged](#) (inherited from [FrameworkElement](#)), [OnQueryContinueDrag](#) (inherited from [UIElement](#)), [OnQueryCursor](#) (inherited from [UIElement](#)), [OnRender](#) (inherited from [UIElement](#)), [OnRenderSizeChanged](#) (inherited from [FrameworkElement](#)), [OnSourceInitialized](#) (inherited from [Window](#)), [OnStateChanged](#) (inherited from [Window](#)), [OnStyleChanged](#) (inherited from [FrameworkElement](#)), [OnStylusButtonDown](#) (inherited from [UIElement](#)), [OnStylusButtonUp](#) (inherited from [UIElement](#)), [OnStylusDown](#) (inherited from [UIElement](#)), [OnStylusEnter](#) (inherited from [UIElement](#)), [OnStylusInAirMove](#) (inherited from [UIElement](#)), [OnStylusInRange](#) (inherited from [UIElement](#)), [OnStylusLeave](#) (inherited from [UIElement](#)), [OnStylusMove](#) (inherited from [UIElement](#)), [OnStylusOutOfRange](#) (inherited from [UIElement](#)), [OnStylusSystemGesture](#) (inherited from [UIElement](#)), [OnStylusUp](#) (inherited from [UIElement](#)), [OnTemplateChanged](#) (inherited from [Control](#)), [OnTextInput](#) (inherited from [UIElement](#)), [OnToolTipClosing](#) (inherited from [FrameworkElement](#)), [OnToolTipOpening](#) (inherited from [FrameworkElement](#)), [OnTouchDown](#) (inherited from [UIElement](#)), [OnTouchEnter](#) (inherited from [UIElement](#)), [OnTouchLeave](#) (inherited from [UIElement](#)), [OnTouchMove](#) (inherited from [UIElement](#)), [OnTouchUp](#) (inherited from [UIElement](#)), [OnVisualChildrenChanged](#) (inherited from [Window](#)), [OnVisualParentChanged](#) (inherited from [Window](#)), [ParentLayoutInvalidated](#) (inherited from [FrameworkElement](#)), [PointFromScreen](#) (inherited from [Visual](#)), [PointToScreen](#) (inherited from [Visual](#)), [PredictFocus](#) (inherited from [FrameworkElement](#)), [RaiseEvent](#) (inherited from [UIElement](#)), [ReadLocalValue](#) (inherited from [DependencyObject](#)), [RegisterName](#) (inherited from [FrameworkElement](#)), [ReleaseAllTouchCaptures](#) (inherited from [UIElement](#)), [ReleaseMouseCapture](#) (inherited from [UIElement](#)), [ReleaseStylusCapture](#) (inherited from [UIElement](#)), [ReleaseTouchCapture](#) (inherited from [UIElement](#)), [RemoveHandler](#) (inherited from [UIElement](#)), [RemoveLogicalChild](#) (inherited from [FrameworkElement](#)), [RemoveVisualChild](#) (inherited from [Visual](#)), [ScrollGrid_SizeChanged](#)¹⁹, [SetBinding](#) (inherited from [FrameworkElement](#)), [SetCurrentValue](#) (inherited from

[DependencyObject](#)), [SetResourceReference](#) (inherited from [FrameworkElement](#)), [SetValue](#) (inherited from [DependencyObject](#)), [ShouldSerializeCommandBindings](#) (inherited from [UIElement](#)), [ShouldSerializeContent](#) (inherited from [ContentControl](#)), [ShouldSerializeInputBindings](#) (inherited from [UIElement](#)), [ShouldSerializeProperty](#) (inherited from [DependencyObject](#)), [ShouldSerializeResources](#) (inherited from [FrameworkElement](#)), [ShouldSerializeStyle](#) (inherited from [FrameworkElement](#)), [ShouldSerializeTriggers](#) (inherited from [FrameworkElement](#)), [Show](#) (inherited from [Window](#)), [ShowDialog](#) (inherited from [Window](#)), [ToString](#) (inherited from [Control](#)), [TransformToAncestor](#) (inherited from [Visual](#)), [TransformToDescendant](#) (inherited from [Visual](#)), [TransformToVisual](#) (inherited from [Visual](#)), [TranslatePoint](#) (inherited from [UIElement](#)), [TryFindResource](#) (inherited from [FrameworkElement](#)), [UnregisterName](#) (inherited from [FrameworkElement](#)), [UpdateDefaultStyle](#) (inherited from [FrameworkElement](#)), [UpdateEditInterface](#)¹⁹, [UpdateLayout](#) (inherited from [UIElement](#)), [VerifyAccess](#) (inherited from [DispatcherObject](#)), [deleteBtn_Click](#)¹⁹, [drawTransitions](#)²⁰, [newBtn_Click](#)²⁰, [programBox_SelectionChanged](#)²¹, [updateBtn_Click](#)²¹

Events

[Activated](#) (inherited from [Window](#)), [Closed](#) (inherited from [Window](#)), [Closing](#) (inherited from [Window](#)), [ContentRendered](#) (inherited from [Window](#)), [ContextMenuClosing](#) (inherited from [FrameworkElement](#)), [ContextMenuOpening](#) (inherited from [FrameworkElement](#)), [DataContextChanged](#) (inherited from [FrameworkElement](#)), [Deactivated](#) (inherited from [Window](#)), [DpiChanged](#) (inherited from [Window](#)), [DragEnter](#) (inherited from [UIElement](#)), [DragLeave](#) (inherited from [UIElement](#)), [DragOver](#) (inherited from [UIElement](#)), [Drop](#) (inherited from [UIElement](#)), [FocusableChanged](#) (inherited from [UIElement](#)), [GiveFeedback](#) (inherited from [UIElement](#)), [GotFocus](#) (inherited from [UIElement](#)), [GotKeyboardFocus](#) (inherited from [UIElement](#)), [GotMouseCapture](#) (inherited from [UIElement](#)), [GotStylusCapture](#) (inherited from [UIElement](#)), [GotTouchCapture](#) (inherited from [UIElement](#)), [Initialized](#) (inherited from [FrameworkElement](#)), [IsEnabledChanged](#) (inherited from [UIElement](#)), [IsHitTestVisibleChanged](#) (inherited from [UIElement](#)), [IsKeyboardFocusWithinChanged](#) (inherited from [UIElement](#)), [IsKeyboardFocusedChanged](#) (inherited from [UIElement](#)), [IsMouseCaptureWithinChanged](#) (inherited from [UIElement](#)), [IsMouseCapturedChanged](#) (inherited from [UIElement](#)), [IsMouseDirectlyOverChanged](#) (inherited from [UIElement](#)), [IsStylusCaptureWithinChanged](#) (inherited from [UIElement](#)), [IsStylusCapturedChanged](#) (inherited from [UIElement](#)), [IsStylusDirectlyOverChanged](#) (inherited from [UIElement](#)), [IsVisibleChanged](#) (inherited from [UIElement](#)), [KeyDown](#) (inherited from [UIElement](#)), [KeyUp](#) (inherited from [UIElement](#)), [LayoutUpdated](#) (inherited from [UIElement](#)), [Loaded](#) (inherited from [FrameworkElement](#)), [LocationChanged](#) (inherited from [Window](#)), [LostFocus](#) (inherited from [UIElement](#)), [LostKeyboardFocus](#) (inherited from [UIElement](#)), [LostMouseCapture](#) (inherited from [UIElement](#)), [LostStylusCapture](#) (inherited from [UIElement](#)), [LostTouchCapture](#) (inherited from [UIElement](#)), [ManipulationBoundaryFeedback](#) (inherited from [UIElement](#)), [ManipulationCompleted](#) (inherited from [UIElement](#)), [ManipulationDelta](#) (inherited from [UIElement](#)), [ManipulationInertiaStarting](#) (inherited from [UIElement](#)), [ManipulationStarted](#) (inherited from [UIElement](#)), [ManipulationStarting](#) (inherited from [UIElement](#)), [MouseDoubleClick](#) (inherited from [Control](#)), [MouseDown](#) (inherited from [UIElement](#)), [MouseEnter](#) (inherited from [UIElement](#)), [MouseLeave](#) (inherited from [UIElement](#)), [MouseLeftButtonDown](#) (inherited from [UIElement](#)), [MouseLeftButtonUp](#) (inherited from [UIElement](#)), [MouseMove](#) (inherited from [UIElement](#)), [MouseRightButtonDown](#) (inherited from [UIElement](#)), [MouseRightButtonUp](#) (inherited from [UIElement](#)), [MouseUp](#) (inherited from [UIElement](#)), [MouseWheel](#) (inherited from [UIElement](#)), [PreviewDragEnter](#) (inherited from [UIElement](#)), [PreviewDragLeave](#) (inherited from [UIElement](#)), [PreviewDragOver](#) (inherited from [UIElement](#)), [PreviewDrop](#) (inherited from [UIElement](#)), [PreviewGiveFeedback](#) (inherited from [UIElement](#)), [PreviewGotKeyboardFocus](#) (inherited from [UIElement](#)), [PreviewKeyDown](#) (inherited from [UIElement](#)), [PreviewKeyUp](#) (inherited from [UIElement](#)), [PreviewLostKeyboardFocus](#) (inherited from [UIElement](#)),

[PreviewMouseDoubleClick](#) (inherited from [Control](#)), [PreviewMouseDown](#) (inherited from [UIElement](#)),
[PreviewMouseLeftButtonDown](#) (inherited from [UIElement](#)), [PreviewMouseLeftButtonUp](#) (inherited from
[UIElement](#)), [PreviewMouseMove](#) (inherited from [UIElement](#)), [PreviewMouseRightButtonDown](#) (inherited from
[UIElement](#)), [PreviewMouseRightButtonUp](#) (inherited from [UIElement](#)), [PreviewMouseUp](#) (inherited from
[UIElement](#)), [PreviewMouseWheel](#) (inherited from [UIElement](#)), [PreviewQueryContinueDrag](#) (inherited from
[UIElement](#)), [PreviewStylusButtonDown](#) (inherited from [UIElement](#)), [PreviewStylusButtonUp](#) (inherited from
[UIElement](#)), [PreviewStylusDown](#) (inherited from [UIElement](#)), [PreviewStylusInAirMove](#) (inherited from
[UIElement](#)), [PreviewStylusInRange](#) (inherited from [UIElement](#)), [PreviewStylusMove](#) (inherited from [UIElement](#)),
[PreviewStylusOutOfRange](#) (inherited from [UIElement](#)), [PreviewStylusSystemGesture](#) (inherited from
[UIElement](#)), [PreviewStylusUp](#) (inherited from [UIElement](#)), [PreviewTextInput](#) (inherited from [UIElement](#)),
[PreviewTouchDown](#) (inherited from [UIElement](#)), [PreviewTouchMove](#) (inherited from [UIElement](#)),
[PreviewTouchUp](#) (inherited from [UIElement](#)), [QueryContinueDrag](#) (inherited from [UIElement](#)), [QueryCursor](#)
(inherited from [UIElement](#)), [RequestBringIntoView](#) (inherited from [FrameworkElement](#)), [SizeChanged](#) (inherited
from [FrameworkElement](#)), [SourceInitialized](#) (inherited from [Window](#)), [SourceUpdated](#) (inherited from
[FrameworkElement](#)), [StateChanged](#) (inherited from [Window](#)), [StylusButtonDown](#) (inherited from [UIElement](#)),
[StylusButtonUp](#) (inherited from [UIElement](#)), [StylusDown](#) (inherited from [UIElement](#)), [StylusEnter](#) (inherited from
[UIElement](#)), [StylusInAirMove](#) (inherited from [UIElement](#)), [StylusInRange](#) (inherited from [UIElement](#)), [StylusLeave](#)
(inherited from [UIElement](#)), [StylusMove](#) (inherited from [UIElement](#)), [StylusOutOfRange](#) (inherited from [UIElement](#)),
[StylusSystemGesture](#) (inherited from [UIElement](#)), [StylusUp](#) (inherited from [UIElement](#)), [TargetUpdated](#) (inherited
from [FrameworkElement](#)), [TextInput](#) (inherited from [UIElement](#)), [ToolTipClosing](#) (inherited from [FrameworkElement](#)),
[ToolTipOpening](#) (inherited from [FrameworkElement](#)), [TouchDown](#) (inherited from [UIElement](#)), [TouchEnter](#)
(inherited from [UIElement](#)), [TouchLeave](#) (inherited from [UIElement](#)), [TouchMove](#) (inherited from [UIElement](#)),
[TouchUp](#) (inherited from [UIElement](#)), [Unloaded](#) (inherited from [FrameworkElement](#))

CyclingEditWindow Constructor

Public constructor

C#

```
public CyclingEditWindow(
    MainWindow _parentWindow
)
```

Parameters

_parentWindow

See Also

Applies to: [CyclingEditWindow](#)¹²

CyclingEditWindow.EditModel Property

C#

```
public CyclingEditModel EditModel {get; set;}
```

See Also

Applies to: [CyclingEditWindow](#)₁₂

CyclingEditWindow.ParentWindow Property

C#

```
public MainWindow ParentWindow {get; set;}
```

See Also

Applies to: [CyclingEditWindow](#)₁₂

CyclingEditWindow.Programs Property

C#

```
public PCRPrograms Programs {get; set;}
```

See Also

Applies to: [CyclingEditWindow](#)₁₂

CyclingEditWindow.TransitionCanvas Property

C#

```
public Canvas TransitionCanvas {get; set;}
```

See Also

Applies to: [CyclingEditWindow](#)₁₂

CyclingEditWindow.FillPrograms Method

Construct drop-down list of cycling programs

C#

```
public void FillPrograms(  
    PCRPrograms _programs  
)
```

Parameters

_programs

See Also

Applies to: [CyclingEditWindow](#)₁₂

CyclingEditWindow.ScrollGrid_SizeChanged Method

The size of the drawing Canvas has changed and must be redrawn

C#

```
private void ScrollGrid_SizeChanged(  
    object sender,  
    SizeChangedEventArgs e  
)
```

Parameters

sender

e

See Also

Applies to: [CyclingEditWindow](#)₁₂

CyclingEditWindow.UpdateEditInterface Method

Clear and redraw the current selected cycling program

C#

```
public void UpdateEditInterface(  
    int selectedIndex  
)
```

Parameters

selectedIndex

See Also

Applies to: [CyclingEditWindow](#)₁₂

CyclingEditWindow.deleteBtn_Click Method

User pressed the Remove Program button

C#

```
private void deleteBtn_Click(  

```

```
object sender,  
RoutedEventArgs e  
)
```

Parameters

sender

e

See Also

Applies to: [CyclingEditWindow](#)₁₂

CyclingEditWindow.drawTransitions Method

Draw transition lines between cycling steps

```
C#  
  
public void drawTransitions()
```

See Also

Applies to: [CyclingEditWindow](#)₁₂

CyclingEditWindow.newBtn_Click Method

User pressed the New Program button

```
C#  
  
private void newBtn_Click(  
    object sender,  
    RoutedEventArgs e  
)
```

Parameters

sender

e

See Also

Applies to: [CyclingEditWindow](#)₁₂

CyclingEditWindow.programBox_SelectionChanged Method

User changed the selected cycling program in the drop-down list

C#

```
private void programBox_SelectionChanged(  
    object sender,  
    SelectionChangedEventArgs e  
)
```

Parameters

sender

e

See Also

Applies to: [CyclingEditWindow](#)₁₂

CyclingEditWindow.updateBtn_Click Method

Update the title of the selected cycling program

C#

```
private void updateBtn_Click(  
    object sender,  
    RoutedEventArgs e  
)
```

Parameters

sender

e

See Also

Applies to: [CyclingEditWindow](#)₁₂

EditBlock Class

Class to display a temperature/time step in a thermalcycling program

[System.Object](#)

PocketPCRController.EditBlock

C#

```
public class EditBlock
```

Requirements

Namespace: [PocketPCRController](#)₈

Assembly: PocketPCRController (in PocketPCRController.exe)

Constructors

[EditBlock](#)₂₂

Properties

[Block](#)₂₂, [BlockCanvas](#)₂₃, [CycleColumn](#)₂₃, [ParentCycle](#)₂₃, [TempSettingBox](#)₂₃, [TempSettingLabel](#)₂₄,
[TimeSettingBox](#)₂₄, [TimeSettingLabel](#)₂₄

Methods

[Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)), [GetHashCode](#) (inherited from [Object](#)), [GetType](#) (inherited from [Object](#)), [MemberwiseClone](#) (inherited from [Object](#)), [TempSettingBox_KeyUp](#)₂₄,
[TempSettingBox_LostFocus](#)₂₅, [TimeSettingBox_KeyUp](#)₂₅, [TimeSettingBox_LostFocus](#)₂₆, [ToString](#) (inherited from [Object](#)), [updateTempSettingBox](#)₂₆, [updateTimeSettingBox](#)₂₆

EditBlock Constructor

Constructor for an EditBlock object

C#

```
public EditBlock(  
    EditCycle _parentCycle,  
    PCRBlock _block  
)
```

Parameters

_parentCycle

Parent EditCycle GUI element within which this temperature/time step is displayed

_block

PCRBlock object this element corresponds to

See Also

Applies to: [EditBlock](#)₂₁

EditBlock.Block Property

PCRBlock object this element corresponds to

C#

```
public PCRBlock Block {get; set;}
```

See Also

Applies to: [EditBlock₂₁](#)

EditBlock.BlockCanvas Property

Drawing canvas to display this EditBlock object

C#

```
public Canvas BlockCanvas {get; set;}
```

See Also

Applies to: [EditBlock₂₁](#)

EditBlock.CycleColumn Property

Grid column in which this temperature/time step is displayed

C#

```
public int CycleColumn {get; set;}
```

See Also

Applies to: [EditBlock₂₁](#)

EditBlock.ParentCycle Property

Parent EditCycle GUI element within which this temperature/time step is displayed

C#

```
public EditCycle ParentCycle {get; set;}
```

See Also

Applies to: [EditBlock₂₁](#)

EditBlock.TempSettingBox Property

TextBox to display and allow modification of the temperature target for the corresponding PCRBlock

C#

```
public TextBox TempSettingBox {get; set;}
```

See Also

Applies to: [EditBlock₂₁](#)

EditBlock.TempSettingLabel Property

Label to display "Temp"

C#

```
public Label TempSettingLabel {get; set;}
```

See Also

Applies to: [EditBlock₂₁](#)

EditBlock.TimeSettingBox Property

TextBox to display and allow modification of the time (in seconds) target for the corresponding PCRBlock

C#

```
public TextBox TimeSettingBox {get; set;}
```

See Also

Applies to: [EditBlock₂₁](#)

EditBlock.TimeSettingLabel Property

Label to display "Time"

C#

```
public Label TimeSettingLabel {get; set;}
```

See Also

Applies to: [EditBlock₂₁](#)

EditBlock.TempSettingBox_KeyUp Method

Update the program if the Enter key is pressed after editing the contents of TempSettingBox

C#

```
private void TempSettingBox_KeyUp(  
    object sender,  
    KeyEventArgs e  
)
```

Parameters

sender

e

See Also

Applies to: [EditBlock₂₁](#)

EditBlock.TempSettingBox_LostFocus Method

Update the program if focus is removed from TempSettingBox after editing the contents of TempSettingBox

C#

```
private void TempSettingBox_LostFocus(  
    object sender,  
    RoutedEventArgs e  
)
```

Parameters

sender

e

See Also

Applies to: [EditBlock₂₁](#)

EditBlock.TimeSettingBox_KeyUp Method

Update the program if the Enter key is pressed after editing the contents of TimeSettingBox

C#

```
private void TimeSettingBox_KeyUp(  
    object sender,  
    KeyEventArgs e  
)
```

Parameters

sender

e

See Also

Applies to: [EditBlock₂₁](#)

EditBlock.TimeSettingBox_LostFocus Method

Update the program if focus is removed from TimeSettingBox after editing the contents of TimeSettingBox

C#

```
private void TimeSettingBox_LostFocus(  
    object sender,  
    RoutedEventArgs e  
)
```

Parameters

sender

e

See Also

Applies to: [EditBlock₂₁](#)

EditBlock.updateTempSettingBox Method

Update the program according to a modified value in TempSettingBox

C#

```
public void updateTempSettingBox()
```

See Also

Applies to: [EditBlock₂₁](#)

EditBlock.updateTimeSettingBox Method

Update the program according to a modified value in TimeSettingBox

C#

```
public void updateTimeSettingBox()
```

See Also

Applies to: [EditBlock₂₁](#)

EditCycle Class

Class to display and allow editing of a PCRCycle object (an open-ended series of thermalcycling temperature/time steps that can be repeated an arbitrary number of times)

[System.Object](#)**PocketPCRController.EditCycle****C#**

```
public class EditCycle
```

Requirements

Namespace: [PocketPCRController](#)₈**Assembly:** PocketPCRController (in PocketPCRController.exe)

Constructors

[EditCycle](#)₂₇

Properties

[BlocksLabel](#)₂₈, [Cycle](#)₂₈, [CycleGrid](#)₂₈, [CycleIndex](#)₂₈, [CyclesBox](#)₂₈, [CyclesLabel](#)₂₉, [DeleteBlocksButton](#)₂₉, [DeleteStepButton](#)₂₉, [EditBlocks](#)₂₉, [InsertBlocksButton](#)₃₀, [InsertStepButton](#)₃₀, [ParentModel](#)₃₀, [Removed](#)₃₀

Methods

[CyclesBox_KeyUp](#)₃₁, [CyclesBox_LostFocus](#)₃₁, [DeleteBlocksButton_Click](#)₃₁, [DeleteStepButton_Click](#)₃₂, [Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)), [GetHashCode](#) (inherited from [Object](#)), [GetType](#) (inherited from [Object](#)), [InsertBlocksButton_Click](#)₃₂, [InsertStepButton_Click](#)₃₃, [MemberwiseClone](#) (inherited from [Object](#)), [ToString](#) (inherited from [Object](#)), [updateCyclesBox](#)₃₃

EditCycle Constructor

Constructor for an EditCycle object

C#

```
public EditCycle(  
    CyclingEditModel _parentModel,  
    PCRCycle _cycle,  
    int _cycleIndex  
)
```

Parameters

_parentModel

CyclingEditModel that this EditCycle object belongs to

_cycle

The PCRCycle object in the PCRProgram that this EditCycle object corresponds to

_cycleIndex

Index in ParentModel.EditCycles List that this EditCycle object corresponds to

See Also

Applies to: [EditCycle](#)₂₆

EditCycle.BlocksLabel Property

A label to display the current number of temperature/time steps in the Cycle

C#

```
public Label BlocksLabel {get; set;}
```

See Also

Applies to: [EditCycle₂₆](#)

EditCycle.Cycle Property

The PCRCycle object in the PCRProgram that this EditCycle object corresponds to

C#

```
public PCRCycle Cycle {get; set;}
```

See Also

Applies to: [EditCycle₂₆](#)

EditCycle.CycleGrid Property

The Grid on which to display this EditCycle

C#

```
public Grid CycleGrid {get; set;}
```

See Also

Applies to: [EditCycle₂₆](#)

EditCycle.CycleIndex Property

Index in ParentModel.EditCycles List that this EditCycle object corresponds to

C#

```
public int CycleIndex {get; set;}
```

See Also

Applies to: [EditCycle₂₆](#)

EditCycle.CyclesBox Property

TextBox specifying the number of times to repeat this Cycle

C#

```
public TextBox CyclesBox {get; set;}
```

See Also

Applies to: [EditCycle₂₆](#)

EditCycle.CyclesLabel Property

Label to simply display the word "Cycles" in front of the TextBox specifying the number of times to repeat this Cycle

C#

```
public Label CyclesLabel {get; set;}
```

See Also

Applies to: [EditCycle₂₆](#)

EditCycle.DeleteBlocksButton Property

A button to decrease the number of EditBlock by one

C#

```
public Button DeleteBlocksButton {get; set;}
```

See Also

Applies to: [EditCycle₂₆](#)

EditCycle.DeleteStepButton Property

C#

```
public Button DeleteStepButton {get; set;}
```

See Also

Applies to: [EditCycle₂₆](#)

EditCycle.EditBlocks Property

List of temperature/time steps

C#

```
public List<EditBlock> EditBlocks {get; set;}
```

See Also

Applies to: [EditCycle₂₆](#)

EditCycle.InsertBlocksButton Property

A button to increase the number of EditBlock by one

C#

```
public Button InsertBlocksButton {get; set;}
```

See Also

Applies to: [EditCycle₂₆](#)

EditCycle.InsertStepButton Property

C#

```
public Button InsertStepButton {get; set;}
```

See Also

Applies to: [EditCycle₂₆](#)

EditCycle.ParentModel Property

CyclingEditModel that this EditCycle object belongs to

C#

```
public CyclingEditModel ParentModel {get; set;}
```

See Also

Applies to: [EditCycle₂₆](#)

EditCycle.Removed Property

Boolean flag specifying if this object has been removed to avoid displaying it prior to garbage collection

C#

```
public bool Removed {get; set;}
```

See Also

Applies to: [EditCycle₂₆](#)

EditCycle.CyclesBox_KeyUp Method

Update the program if the Enter key is pressed after editing the contents of CyclesBox

C#

```
private void CyclesBox_KeyUp(  
    object sender,  
    KeyEventArgs e  
)
```

Parameters

sender

e

See Also

Applies to: [EditCycle₂₆](#)

EditCycle.CyclesBox_LostFocus Method

Update the program if focus is removed from CyclesBox after editing the contents of CyclesBox

C#

```
private void CyclesBox_LostFocus(  
    object sender,  
    RoutedEventArgs e  
)
```

Parameters

sender

e

See Also

Applies to: [EditCycle₂₆](#)

EditCycle.DeleteBlocksButton_Click Method

The button to decrease the number of steps in this cycling block was pressed

Remove the last step in the cycle

C#

```
private void DeleteBlocksButton_Click(  
    object sender,  
    RoutedEventArgs e  
)
```

Parameters

sender

e

See Also

Applies to: [EditCycle₂₆](#)

EditCycle.DeleteStepButton_Click Method

User pressed the button specifying deletion of this Cycle

C#

```
private void DeleteStepButton_Click(  
    object sender,  
    RoutedEventArgs e  
)
```

Parameters

sender

e

See Also

Applies to: [EditCycle₂₆](#)

EditCycle.InsertBlocksButton_Click Method

The button to increase the number of steps in this cycling block was pressed

Replicate the last step in the cycle and allow it to be edited. If there are no steps in the cycle, add a default of 50 degrees Celcius for 20 seconds (this is currently an impossible situation, but the logic is a placeholder for a condition that could arise through a code change).

C#

```
private void InsertBlocksButton_Click(  

```



```
object sender,  
RoutedEventArgs e  
)
```

Parameters

sender

e

See Also

Applies to: [EditCycle₂₆](#)

EditCycle.InsertStepButton_Click Method

User pressed the button specifying insertion of a Cycle before this Cycle

```
C#  
  
private void InsertStepButton_Click(  
    object sender,  
    RoutedEventArgs e  
)
```

Parameters

sender

e

See Also

Applies to: [EditCycle₂₆](#)

EditCycle.updateCyclesBox Method

Update the program according to a modified value in CyclesBox

```
C#  
  
public void updateCyclesBox()
```

See Also

Applies to: [EditCycle₂₆](#)

MainWindow Class

Interaction logic for MainWindow.xaml

[System.Object](#)

[System.Windows.Threading.DispatcherObject](#)

[System.Windows.DependencyObject](#)

[System.Windows.Media.Visual](#)

[System.Windows.UIElement](#)

[System.Windows.FrameworkElement](#)

[System.Windows.Controls.Control](#)

[System.Windows.Controls.ContentControl](#)

[System.Windows.Window](#)

PocketPCRController.MainWindow

C#

```
public class MainWindow : Window,  
    IComponentConnector
```

Requirements

Namespace: [PocketPCRController](#)₈

Assembly: PocketPCRController (in PocketPCRController.exe)

Constructors

[MainWindow](#)₃₉

Properties

[ActualHeight](#) (inherited from [FrameworkElement](#)), [ActualWidth](#) (inherited from [FrameworkElement](#)), [AllowDrop](#) (inherited from [UIElement](#)), [AllowsTransparency](#) (inherited from [Window](#)), [AreAnyTouchesCaptured](#) (inherited from [UIElement](#)), [AreAnyTouchesCapturedWithin](#) (inherited from [UIElement](#)), [AreAnyTouchesDirectlyOver](#) (inherited from [UIElement](#)), [AreAnyTouchesOver](#) (inherited from [UIElement](#)), [Background](#) (inherited from [Control](#)), [BindingGroup](#) (inherited from [FrameworkElement](#)), [BitmapEffect](#) (inherited from [UIElement](#)), [BitmapEffectInput](#) (inherited from [UIElement](#)), [BorderBrush](#) (inherited from [Control](#)), [BorderThickness](#) (inherited from [Control](#)), [CacheMode](#) (inherited from [UIElement](#)), [Clip](#) (inherited from [UIElement](#)), [ClipToBounds](#) (inherited from [UIElement](#)), [ComPort](#)₃₉, [CommandBindings](#) (inherited from [UIElement](#)), [Content](#) (inherited from [ContentControl](#)), [ContentStringFormat](#) (inherited from [ContentControl](#)), [ContentTemplate](#) (inherited from [ContentControl](#)), [ContentTemplateSelector](#) (inherited from [ContentControl](#)), [ContextMenu](#) (inherited from [FrameworkElement](#)), [Cursor](#) (inherited from [FrameworkElement](#)), [DataContext](#) (inherited from [FrameworkElement](#)), [DependencyObjectType](#) (inherited from [DependencyObject](#)), [DesiredSize](#) (inherited from [UIElement](#)), [DialogResult](#) (inherited from [Window](#)), [Dispatcher](#) (inherited from [DispatcherObject](#)), [Effect](#) (inherited from [UIElement](#)), [FlowDirection](#) (inherited from [FrameworkElement](#)), [FocusVisualStyle](#) (inherited from [FrameworkElement](#)), [Focusable](#) (inherited from [UIElement](#)), [FontFamily](#) (inherited from [Control](#)), [FontSize](#) (inherited from [Control](#)), [FontStretch](#) (inherited from [Control](#)), [FontStyle](#) (inherited from [Control](#)), [FontWeight](#) (inherited from [Control](#)), [ForceCursor](#) (inherited from [FrameworkElement](#)), [Foreground](#) (inherited from [Control](#)), [HasAnimatedProperties](#) (inherited from [UIElement](#)), [HasContent](#) (inherited from [ContentControl](#)), [Height](#) (inherited from [FrameworkElement](#)), [HorizontalAlignment](#) (inherited from [FrameworkElement](#)), [HorizontalContentAlignment](#) (inherited from [Control](#)), [Icon](#) (inherited from [Window](#)), [InputBindings](#) (inherited

from [UIElement](#)), [InputScope](#) (inherited from [FrameworkElement](#)), [IsActive](#) (inherited from [Window](#)), [IsArrangeValid](#) (inherited from [UIElement](#)), [IsEnabled](#) (inherited from [UIElement](#)), [IsFocused](#) (inherited from [UIElement](#)), [IsHitTestVisible](#) (inherited from [UIElement](#)), [IsInitialized](#) (inherited from [FrameworkElement](#)), [IsInputMethodEnabled](#) (inherited from [UIElement](#)), [IsKeyboardFocusWithin](#) (inherited from [UIElement](#)), [IsKeyboardFocused](#) (inherited from [UIElement](#)), [IsLoaded](#) (inherited from [FrameworkElement](#)), [IsManipulationEnabled](#) (inherited from [UIElement](#)), [IsMeasureValid](#) (inherited from [UIElement](#)), [IsMouseCaptureWithin](#) (inherited from [UIElement](#)), [IsMouseCaptured](#) (inherited from [UIElement](#)), [IsMouseDirectlyOver](#) (inherited from [UIElement](#)), [IsMouseOver](#) (inherited from [UIElement](#)), [IsSealed](#) (inherited from [DependencyObject](#)), [IsStylusCaptureWithin](#) (inherited from [UIElement](#)), [IsStylusCaptured](#) (inherited from [UIElement](#)), [IsStylusDirectlyOver](#) (inherited from [UIElement](#)), [IsStylusOver](#) (inherited from [UIElement](#)), [IsTabStop](#) (inherited from [Control](#)), [IsVisible](#) (inherited from [UIElement](#)), [Language](#) (inherited from [FrameworkElement](#)), [LayoutTransform](#) (inherited from [FrameworkElement](#)), [Left](#) (inherited from [Window](#)), [Margin](#) (inherited from [FrameworkElement](#)), [MaxHeight](#) (inherited from [FrameworkElement](#)), [MaxWidth](#) (inherited from [FrameworkElement](#)), [MinHeight](#) (inherited from [FrameworkElement](#)), [MinWidth](#) (inherited from [FrameworkElement](#)), [Name](#) (inherited from [FrameworkElement](#)), [Opacity](#) (inherited from [UIElement](#)), [OpacityMask](#) (inherited from [UIElement](#)), [OverridesDefaultStyle](#) (inherited from [FrameworkElement](#)), [OwnedWindows](#) (inherited from [Window](#)), [Owner](#) (inherited from [Window](#)), [Padding](#) (inherited from [Control](#)), [Parent](#) (inherited from [FrameworkElement](#)), [PersistId](#) (inherited from [UIElement](#)), [Programs](#)₄₀, [RenderSize](#) (inherited from [UIElement](#)), [RenderTransform](#) (inherited from [UIElement](#)), [RenderTransformOrigin](#) (inherited from [UIElement](#)), [ResizeMode](#) (inherited from [Window](#)), [Resources](#) (inherited from [FrameworkElement](#)), [RestoreBounds](#) (inherited from [Window](#)), [ShowActivated](#) (inherited from [Window](#)), [ShowInTaskbar](#) (inherited from [Window](#)), [SizeToContent](#) (inherited from [Window](#)), [SnapsToDevicePixels](#) (inherited from [UIElement](#)), [Style](#) (inherited from [FrameworkElement](#)), [TabIndex](#) (inherited from [Control](#)), [Tag](#) (inherited from [FrameworkElement](#)), [TaskbarItemInfo](#) (inherited from [Window](#)), [Template](#) (inherited from [Control](#)), [TemplatedParent](#) (inherited from [FrameworkElement](#)), [Title](#) (inherited from [Window](#)), [ToolTip](#) (inherited from [FrameworkElement](#)), [Top](#) (inherited from [Window](#)), [Topmost](#) (inherited from [Window](#)), [TouchesCaptured](#) (inherited from [UIElement](#)), [TouchesCapturedWithin](#) (inherited from [UIElement](#)), [TouchesDirectlyOver](#) (inherited from [UIElement](#)), [TouchesOver](#) (inherited from [UIElement](#)), [Triggers](#) (inherited from [FrameworkElement](#)), [Uid](#) (inherited from [UIElement](#)), [UseLayoutRounding](#) (inherited from [FrameworkElement](#)), [VerticalAlignment](#) (inherited from [FrameworkElement](#)), [VerticalContentAlignment](#) (inherited from [Control](#)), [Visibility](#) (inherited from [UIElement](#)), [Width](#) (inherited from [FrameworkElement](#)), [WindowStartupLocation](#) (inherited from [Window](#)), [WindowState](#) (inherited from [Window](#)), [WindowStyle](#) (inherited from [Window](#)), [monitorTimer](#)₄₀, [pcrTimer](#)₄₀

Methods

[Activate](#) (inherited from [Window](#)), [AddChild](#) (inherited from [ContentControl](#)), [AddHandler](#) (inherited from [UIElement](#)), [AddLogicalChild](#) (inherited from [FrameworkElement](#)), [AddText](#) (inherited from [ContentControl](#)), [AddToEventRoute](#) (inherited from [UIElement](#)), [AddVisualChild](#) (inherited from [Visual](#)), [ApplyAnimationClock](#) (inherited from [UIElement](#)), [ApplyTemplate](#) (inherited from [FrameworkElement](#)), [Arrange](#) (inherited from [UIElement](#)), [ArrangeCore](#) (inherited from [FrameworkElement](#)), [ArrangeOverride](#) (inherited from [Window](#)), [BeginAnimation](#) (inherited from [UIElement](#)), [BeginInit](#) (inherited from [FrameworkElement](#)), [BeginStoryboard](#) (inherited from [FrameworkElement](#)), [BringIntoView](#) (inherited from [FrameworkElement](#)), [CaptureMouse](#) (inherited from [UIElement](#)), [CaptureStylus](#) (inherited from [UIElement](#)), [CaptureTouch](#) (inherited from [UIElement](#)), [CheckAccess](#) (inherited from [DispatcherObject](#)), [ClearValue](#) (inherited from [DependencyObject](#)), [Close](#) (inherited from [Window](#)), [CoerceValue](#) (inherited from [DependencyObject](#)), [ComPort_DataReceived](#)₄₀, [DragMove](#) (inherited from [Window](#)), [EndInit](#) (inherited from [FrameworkElement](#)), [Equals](#) (inherited from [DependencyObject](#)), [Finalize](#) (inherited

from [Object](#)), [FindCommonVisualAncestor](#) (inherited from [Visual](#)), [FindName](#) (inherited from [FrameworkElement](#)), [FindResource](#) (inherited from [FrameworkElement](#)), [Focus](#) (inherited from [UIElement](#)), [GetAnimationBaseValue](#) (inherited from [UIElement](#)), [GetBindingExpression](#) (inherited from [FrameworkElement](#)), [GetHashCode](#) (inherited from [DependencyObject](#)), [GetLayoutClip](#) (inherited from [FrameworkElement](#)), [GetLocalValueEnumerator](#) (inherited from [DependencyObject](#)), [GetTemplateChild](#) (inherited from [FrameworkElement](#)), [GetType](#) (inherited from [Object](#)), [GetUIParentCore](#) (inherited from [FrameworkElement](#)), [GetValue](#) (inherited from [DependencyObject](#)), [GetVisualChild](#) (inherited from [FrameworkElement](#)), [Hide](#) (inherited from [Window](#)), [HitTestCore](#) (inherited from [UIElement](#)), [InputHitTest](#) (inherited from [UIElement](#)), [InvalidateArrange](#) (inherited from [UIElement](#)), [InvalidateMeasure](#) (inherited from [UIElement](#)), [InvalidateProperty](#) (inherited from [DependencyObject](#)), [InvalidateVisual](#) (inherited from [UIElement](#)), [IsAncestorOf](#) (inherited from [Visual](#)), [IsDescendantOf](#) (inherited from [Visual](#)), [Measure](#) (inherited from [UIElement](#)), [MeasureCore](#) (inherited from [FrameworkElement](#)), [MeasureOverride](#) (inherited from [Window](#)), [MemberwiseClone](#) (inherited from [Object](#)), [MonitorTimer_Tick](#)₄₁, [MoveFocus](#) (inherited from [FrameworkElement](#)), [OnAccessKey](#) (inherited from [UIElement](#)), [OnActivated](#) (inherited from [Window](#)), [OnApplyTemplate](#) (inherited from [FrameworkElement](#)), [OnChildDesiredSizeChanged](#) (inherited from [UIElement](#)), [OnClosed](#) (inherited from [Window](#)), [OnClosing](#) (inherited from [Window](#)), [OnContentChanged](#) (inherited from [Window](#)), [OnContentRendered](#) (inherited from [Window](#)), [OnContentStringFormatChanged](#) (inherited from [ContentControl](#)), [OnContentTemplateChanged](#) (inherited from [ContentControl](#)), [OnContentTemplateSelectorChanged](#) (inherited from [ContentControl](#)), [OnContextMenuClosing](#) (inherited from [FrameworkElement](#)), [OnContextMenuOpening](#) (inherited from [FrameworkElement](#)), [OnCreateAutomationPeer](#) (inherited from [Window](#)), [OnDeactivated](#) (inherited from [Window](#)), [OnDpiChanged](#) (inherited from [Window](#)), [OnDragEnter](#) (inherited from [UIElement](#)), [OnDragLeave](#) (inherited from [UIElement](#)), [OnDragOver](#) (inherited from [UIElement](#)), [OnDrop](#) (inherited from [UIElement](#)), [OnGiveFeedback](#) (inherited from [UIElement](#)), [OnGotFocus](#) (inherited from [FrameworkElement](#)), [OnGotKeyboardFocus](#) (inherited from [UIElement](#)), [OnGotMouseCapture](#) (inherited from [UIElement](#)), [OnGotStylusCapture](#) (inherited from [UIElement](#)), [OnGotTouchCapture](#) (inherited from [UIElement](#)), [OnInitialized](#) (inherited from [FrameworkElement](#)), [OnIsKeyboardFocusWithinChanged](#) (inherited from [UIElement](#)), [OnIsKeyboardFocusedChanged](#) (inherited from [UIElement](#)), [OnIsMouseCaptureWithinChanged](#) (inherited from [UIElement](#)), [OnIsMouseCapturedChanged](#) (inherited from [UIElement](#)), [OnIsMouseDirectlyOverChanged](#) (inherited from [UIElement](#)), [OnIsStylusCaptureWithinChanged](#) (inherited from [UIElement](#)), [OnIsStylusCapturedChanged](#) (inherited from [UIElement](#)), [OnIsStylusDirectlyOverChanged](#) (inherited from [UIElement](#)), [OnKeyDown](#) (inherited from [UIElement](#)), [OnKeyUp](#) (inherited from [UIElement](#)), [OnLocationChanged](#) (inherited from [Window](#)), [OnLostFocus](#) (inherited from [UIElement](#)), [OnLostKeyboardFocus](#) (inherited from [UIElement](#)), [OnLostMouseCapture](#) (inherited from [UIElement](#)), [OnLostStylusCapture](#) (inherited from [UIElement](#)), [OnLostTouchCapture](#) (inherited from [UIElement](#)), [OnManipulationBoundaryFeedback](#) (inherited from [Window](#)), [OnManipulationCompleted](#) (inherited from [UIElement](#)), [OnManipulationDelta](#) (inherited from [UIElement](#)), [OnManipulationInertiaStarting](#) (inherited from [UIElement](#)), [OnManipulationStarted](#) (inherited from [UIElement](#)), [OnManipulationStarting](#) (inherited from [UIElement](#)), [OnMouseDoubleClick](#) (inherited from [Control](#)), [OnMouseDown](#) (inherited from [UIElement](#)), [OnMouseEnter](#) (inherited from [UIElement](#)), [OnMouseLeave](#) (inherited from [UIElement](#)), [OnMouseLeftButtonDown](#) (inherited from [UIElement](#)), [OnMouseLeftButtonUp](#) (inherited from [UIElement](#)), [OnMouseMove](#) (inherited from [UIElement](#)), [OnMouseRightButtonDown](#) (inherited from [UIElement](#)), [OnMouseRightButtonUp](#) (inherited from [UIElement](#)), [OnMouseUp](#) (inherited from [UIElement](#)), [OnMouseWheel](#) (inherited from [UIElement](#)), [OnPreviewDragEnter](#) (inherited from [UIElement](#)), [OnPreviewDragLeave](#) (inherited from [UIElement](#)), [OnPreviewDragOver](#) (inherited from [UIElement](#)), [OnPreviewDrop](#) (inherited from [UIElement](#)), [OnPreviewGiveFeedback](#) (inherited from [UIElement](#)), [OnPreviewGotKeyboardFocus](#) (inherited from [UIElement](#)), [OnPreviewKeyDown](#) (inherited from

[UIElement](#)), [OnPreviewKeyUp](#) (inherited from [UIElement](#)), [OnPreviewLostKeyboardFocus](#) (inherited from [UIElement](#)), [OnPreviewMouseDoubleClick](#) (inherited from [Control](#)), [OnPreviewMouseDown](#) (inherited from [UIElement](#)), [OnPreviewMouseLeftButtonDown](#) (inherited from [UIElement](#)), [OnPreviewMouseLeftButtonUp](#) (inherited from [UIElement](#)), [OnPreviewMouseMove](#) (inherited from [UIElement](#)), [OnPreviewMouseRightButtonDown](#) (inherited from [UIElement](#)), [OnPreviewMouseRightButtonUp](#) (inherited from [UIElement](#)), [OnPreviewMouseUp](#) (inherited from [UIElement](#)), [OnPreviewMouseWheel](#) (inherited from [UIElement](#)), [OnPreviewQueryContinueDrag](#) (inherited from [UIElement](#)), [OnPreviewStylusButtonDown](#) (inherited from [UIElement](#)), [OnPreviewStylusButtonUp](#) (inherited from [UIElement](#)), [OnPreviewStylusDown](#) (inherited from [UIElement](#)), [OnPreviewStylusInAirMove](#) (inherited from [UIElement](#)), [OnPreviewStylusInRange](#) (inherited from [UIElement](#)), [OnPreviewStylusMove](#) (inherited from [UIElement](#)), [OnPreviewStylusOutOfRange](#) (inherited from [UIElement](#)), [OnPreviewStylusSystemGesture](#) (inherited from [UIElement](#)), [OnPreviewStylusUp](#) (inherited from [UIElement](#)), [OnPreviewTextInput](#) (inherited from [UIElement](#)), [OnPreviewTouchDown](#) (inherited from [UIElement](#)), [OnPreviewTouchMove](#) (inherited from [UIElement](#)), [OnPreviewTouchUp](#) (inherited from [UIElement](#)), [OnPropertyChanged](#) (inherited from [FrameworkElement](#)), [OnQueryContinueDrag](#) (inherited from [UIElement](#)), [OnQueryCursor](#) (inherited from [UIElement](#)), [OnRender](#) (inherited from [UIElement](#)), [OnRenderSizeChanged](#) (inherited from [FrameworkElement](#)), [OnSourceInitialized](#) (inherited from [Window](#)), [OnStateChanged](#) (inherited from [Window](#)), [OnStyleChanged](#) (inherited from [FrameworkElement](#)), [OnStylusButtonDown](#) (inherited from [UIElement](#)), [OnStylusButtonUp](#) (inherited from [UIElement](#)), [OnStylusDown](#) (inherited from [UIElement](#)), [OnStylusEnter](#) (inherited from [UIElement](#)), [OnStylusInAirMove](#) (inherited from [UIElement](#)), [OnStylusInRange](#) (inherited from [UIElement](#)), [OnStylusLeave](#) (inherited from [UIElement](#)), [OnStylusMove](#) (inherited from [UIElement](#)), [OnStylusOutOfRange](#) (inherited from [UIElement](#)), [OnStylusSystemGesture](#) (inherited from [UIElement](#)), [OnStylusUp](#) (inherited from [UIElement](#)), [OnTemplateChanged](#) (inherited from [Control](#)), [OnTextInput](#) (inherited from [UIElement](#)), [OnToolTipClosing](#) (inherited from [FrameworkElement](#)), [OnToolTipOpening](#) (inherited from [FrameworkElement](#)), [OnTouchDown](#) (inherited from [UIElement](#)), [OnTouchEnter](#) (inherited from [UIElement](#)), [OnTouchLeave](#) (inherited from [UIElement](#)), [OnTouchMove](#) (inherited from [UIElement](#)), [OnTouchUp](#) (inherited from [UIElement](#)), [OnVisualChildrenChanged](#) (inherited from [Window](#)), [OnVisualParentChanged](#) (inherited from [Window](#)), [ParentLayoutInvalidated](#) (inherited from [FrameworkElement](#)), [PcrTimer_Tick](#)₄₁, [PointFromScreen](#) (inherited from [Visual](#)), [PointToScreen](#) (inherited from [Visual](#)), [PredictFocus](#) (inherited from [FrameworkElement](#)), [RaiseEvent](#) (inherited from [UIElement](#)), [ReadLocalValue](#) (inherited from [DependencyObject](#)), [RegisterName](#) (inherited from [FrameworkElement](#)), [ReleaseAllTouchCaptures](#) (inherited from [UIElement](#)), [ReleaseMouseCapture](#) (inherited from [UIElement](#)), [ReleaseStylusCapture](#) (inherited from [UIElement](#)), [ReleaseTouchCapture](#) (inherited from [UIElement](#)), [RemoveHandler](#) (inherited from [UIElement](#)), [RemoveLogicalChild](#) (inherited from [FrameworkElement](#)), [RemoveVisualChild](#) (inherited from [Visual](#)), [SetBinding](#) (inherited from [FrameworkElement](#)), [SetCurrentValue](#) (inherited from [DependencyObject](#)), [SetResourceReference](#) (inherited from [FrameworkElement](#)), [SetValue](#) (inherited from [DependencyObject](#)), [ShouldSerializeCommandBindings](#) (inherited from [UIElement](#)), [ShouldSerializeContent](#) (inherited from [ContentControl](#)), [ShouldSerializeInputBindings](#) (inherited from [UIElement](#)), [ShouldSerializeProperty](#) (inherited from [DependencyObject](#)), [ShouldSerializeResources](#) (inherited from [FrameworkElement](#)), [ShouldSerializeStyle](#) (inherited from [FrameworkElement](#)), [ShouldSerializeTriggers](#) (inherited from [FrameworkElement](#)), [Show](#) (inherited from [Window](#)), [ShowDialog](#) (inherited from [Window](#)), [ToString](#) (inherited from [Control](#)), [TransformToAncestor](#) (inherited from [Visual](#)), [TransformToDescendant](#) (inherited from [Visual](#)), [TransformToVisual](#) (inherited from [Visual](#)), [TranslatePoint](#) (inherited from [UIElement](#)), [TryFindResource](#) (inherited from [FrameworkElement](#)), [UnregisterName](#) (inherited from [FrameworkElement](#)), [UpdateDefaultStyle](#) (inherited from [FrameworkElement](#)), [UpdateLayout](#) (inherited from [UIElement](#)), [VerifyAccess](#) (inherited from [DispatcherObject](#)), [WriteTextToFile](#)₄₂, [bytesToFloat](#)₄₂, [bytesToShort](#)₄₂, [checkBlockTemperature](#)₄₃,

closeSerialBtn_Click₄₃, createProgramSet₄₄, editProgramsBtn_Click₄₄, encodeAndTransmitPrograms₄₄, exportProgramsBtn_Click₄₅, fillProgramList₄₅, finishPCR₄₅, floatToBytes₄₅, getAvailableComPorts₄₆, importProgramsBtn_Click₄₆, loadPrograms₄₇, monitorBlockTemperature₄₇, openSerialBtn_Click₄₇, pushRotaryDial₄₇, rotaryDial__PreviewMouseDown₄₈, rotateDialLeft₄₈, rotateDialRight₄₈, runProgramBtn_Click₄₉, setBlockTempBtn_Click₄₉, setSelectorPosition₅₀, setSelectorPositionAbsolute₅₀, setupPCR₅₀, shortToBytes₅₀, startPCR₅₁, syncDialPositionForward₅₁, turnOffBlockBtn_Click₅₁, uploadProgramsBtn_Click₅₂, waitForDoubleClick₅₂

Events

Activated (inherited from [Window](#)), Closed (inherited from [Window](#)), Closing (inherited from [Window](#)), ContentRendered (inherited from [Window](#)), ContextMenuClosing (inherited from [FrameworkElement](#)), ContextMenuOpening (inherited from [FrameworkElement](#)), DataContextChanged (inherited from [FrameworkElement](#)), Deactivated (inherited from [Window](#)), DpiChanged (inherited from [Window](#)), DragEnter (inherited from [UIElement](#)), DragLeave (inherited from [UIElement](#)), DragOver (inherited from [UIElement](#)), Drop (inherited from [UIElement](#)), FocusableChanged (inherited from [UIElement](#)), GiveFeedback (inherited from [UIElement](#)), GotFocus (inherited from [UIElement](#)), GotKeyboardFocus (inherited from [UIElement](#)), GotMouseCapture (inherited from [UIElement](#)), GotStylusCapture (inherited from [UIElement](#)), GotTouchCapture (inherited from [UIElement](#)), Initialized (inherited from [FrameworkElement](#)), IsEnabledChanged (inherited from [UIElement](#)), IsHitTestVisibleChanged (inherited from [UIElement](#)), IsKeyboardFocusWithinChanged (inherited from [UIElement](#)), IsKeyboardFocusedChanged (inherited from [UIElement](#)), IsMouseCaptureWithinChanged (inherited from [UIElement](#)), IsMouseCapturedChanged (inherited from [UIElement](#)), IsMouseDirectlyOverChanged (inherited from [UIElement](#)), IsStylusCaptureWithinChanged (inherited from [UIElement](#)), IsStylusCapturedChanged (inherited from [UIElement](#)), IsStylusDirectlyOverChanged (inherited from [UIElement](#)), IsVisibleChanged (inherited from [UIElement](#)), KeyDown (inherited from [UIElement](#)), KeyUp (inherited from [UIElement](#)), LayoutUpdated (inherited from [UIElement](#)), Loaded (inherited from [FrameworkElement](#)), LocationChanged (inherited from [Window](#)), LostFocus (inherited from [UIElement](#)), LostKeyboardFocus (inherited from [UIElement](#)), LostMouseCapture (inherited from [UIElement](#)), LostStylusCapture (inherited from [UIElement](#)), LostTouchCapture (inherited from [UIElement](#)), ManipulationBoundaryFeedback (inherited from [UIElement](#)), ManipulationCompleted (inherited from [UIElement](#)), ManipulationDelta (inherited from [UIElement](#)), ManipulationInertiaStarting (inherited from [UIElement](#)), ManipulationStarted (inherited from [UIElement](#)), ManipulationStarting (inherited from [UIElement](#)), MouseDoubleClick (inherited from [Control](#)), MouseDown (inherited from [UIElement](#)), MouseEnter (inherited from [UIElement](#)), MouseLeave (inherited from [UIElement](#)), MouseLeftButtonDown (inherited from [UIElement](#)), MouseLeftButtonUp (inherited from [UIElement](#)), MouseMove (inherited from [UIElement](#)), MouseRightButtonDown (inherited from [UIElement](#)), MouseRightButtonUp (inherited from [UIElement](#)), MouseUp (inherited from [UIElement](#)), MouseWheel (inherited from [UIElement](#)), PreviewDragEnter (inherited from [UIElement](#)), PreviewDragLeave (inherited from [UIElement](#)), PreviewDragOver (inherited from [UIElement](#)), PreviewDrop (inherited from [UIElement](#)), PreviewGiveFeedback (inherited from [UIElement](#)), PreviewGotKeyboardFocus (inherited from [UIElement](#)), PreviewKeyDown (inherited from [UIElement](#)), PreviewKeyUp (inherited from [UIElement](#)), PreviewLostKeyboardFocus (inherited from [UIElement](#)), PreviewMouseDoubleClick (inherited from [Control](#)), PreviewMouseDown (inherited from [UIElement](#)), PreviewMouseLeftButtonDown (inherited from [UIElement](#)), PreviewMouseLeftButtonUp (inherited from [UIElement](#)), PreviewMouseMove (inherited from [UIElement](#)), PreviewMouseRightButtonDown (inherited from [UIElement](#)), PreviewMouseRightButtonUp (inherited from [UIElement](#)), PreviewMouseUp (inherited from [UIElement](#)), PreviewMouseWheel (inherited from [UIElement](#)), PreviewQueryContinueDrag (inherited from

[UIElement](#)), [PreviewStylusButtonDown](#) (inherited from [UIElement](#)), [PreviewStylusButtonUp](#) (inherited from [UIElement](#)), [PreviewStylusDown](#) (inherited from [UIElement](#)), [PreviewStylusInAirMove](#) (inherited from [UIElement](#)), [PreviewStylusInRange](#) (inherited from [UIElement](#)), [PreviewStylusMove](#) (inherited from [UIElement](#)), [PreviewStylusOutOfRange](#) (inherited from [UIElement](#)), [PreviewStylusSystemGesture](#) (inherited from [UIElement](#)), [PreviewStylusUp](#) (inherited from [UIElement](#)), [PreviewTextInput](#) (inherited from [UIElement](#)), [PreviewTouchDown](#) (inherited from [UIElement](#)), [PreviewTouchMove](#) (inherited from [UIElement](#)), [PreviewTouchUp](#) (inherited from [UIElement](#)), [QueryContinueDrag](#) (inherited from [UIElement](#)), [QueryCursor](#) (inherited from [UIElement](#)), [RequestBringIntoView](#) (inherited from [FrameworkElement](#)), [SizeChanged](#) (inherited from [FrameworkElement](#)), [SourceInitialized](#) (inherited from [Window](#)), [SourceUpdated](#) (inherited from [FrameworkElement](#)), [StateChanged](#) (inherited from [Window](#)), [StylusButtonDown](#) (inherited from [UIElement](#)), [StylusButtonUp](#) (inherited from [UIElement](#)), [StylusDown](#) (inherited from [UIElement](#)), [StylusEnter](#) (inherited from [UIElement](#)), [StylusInAirMove](#) (inherited from [UIElement](#)), [StylusInRange](#) (inherited from [UIElement](#)), [StylusLeave](#) (inherited from [UIElement](#)), [StylusMove](#) (inherited from [UIElement](#)), [StylusOutOfRange](#) (inherited from [UIElement](#)), [StylusSystemGesture](#) (inherited from [UIElement](#)), [StylusUp](#) (inherited from [UIElement](#)), [TargetUpdated](#) (inherited from [FrameworkElement](#)), [TextInput](#) (inherited from [UIElement](#)), [ToolTipClosing](#) (inherited from [FrameworkElement](#)), [ToolTipOpening](#) (inherited from [FrameworkElement](#)), [TouchDown](#) (inherited from [UIElement](#)), [TouchEnter](#) (inherited from [UIElement](#)), [TouchLeave](#) (inherited from [UIElement](#)), [TouchMove](#) (inherited from [UIElement](#)), [TouchUp](#) (inherited from [UIElement](#)), [Unloaded](#) (inherited from [FrameworkElement](#))

Enumerations

[SelectionMode](#)₅₃

Fields

[currentFunction](#)₅₃, [currentRotation](#)₅₃, [expectingEEPromSize](#)₅₃, [leftClicked](#)₅₄, [leftClickedAt](#)₅₄, [leftDoubleClicked](#)₅₄, [pcrRunning](#)₅₄, [ports](#)₅₅, [runningProgram](#)₅₅, [selectedProgram](#)₅₅, [selectorPosition](#)₅₅, [serialOutput](#)₅₅, [showCancel](#)₅₆

MainWindow Constructor

Constructor for a MainWindow

C#

```
public MainWindow()
```

See Also

Applies to: [MainWindow](#)₃₄

MainWindow.ComPort Property

Serial port connection to the PocketPCR device

C#

```
public SerialPort ComPort {get; set;}
```

See Also

Applies to: [MainWindow](#)₃₄

MainWindow.Programs Property

PCR programs stored on the PocketPCR device

C#

```
private PCRPrograms Programs {get; set;}
```

See Also

Applies to: [MainWindow](#)₃₄

MainWindow.monitorTimer Property

Time for monitoring the block temperature of a connected device

C#

```
private Timer monitorTimer {get; set;}
```

See Also

Applies to: [MainWindow](#)₃₄

MainWindow.pcrTimer Property

Timer for monitoring the state of a running cycling program

C#

```
private Timer pcrTimer {get; set;}
```

See Also

Applies to: [MainWindow](#)₃₄

MainWindow.ComPort_DataReceived Method

Data has appeared on the connected COM port

C#

```
private void ComPort_DataReceived(  
    object sender,  
    SerialDataReceivedEventArgs e  
)
```


Parameters

sender

e

See Also

Applies to: [MainWindow](#)₃₄

MainWindow.MonitorTimer_Tick Method

Check the connected PocketPCR device block temperature

C#

```
private void MonitorTimer_Tick(  
    object sender,  
    EventArgs e  
)
```

Parameters

sender

e

See Also

Applies to: [MainWindow](#)₃₄

MainWindow.PcrTimer_Tick Method

Request and display cycling program state information from the PocketPCR device

C#

```
private void PcrTimer_Tick(  
    object sender,  
    EventArgs e  
)
```

Parameters

sender

e

See Also

Applies to: [MainWindow](#)₃₄

MainWindow.WriteTextToFile Method

General method to write text to a file

C#

```
public int WriteTextToFile(  
    FileStream fs,  
    string value  
)
```

Parameters

fs

FileStream to write to

value

Text to write to the FileStream fs

See Also

Applies to: [MainWindow](#)₃₄

MainWindow.bytesToFloat Method

Combine two bytes into a 16-bit floating point number to two decimal place precision

This is not a standard 16-bit floating point conversion. Instead, two decimal place precision is achieved by converting a floating point number to a short corresponding to 100X the original number. To convert back, divide by 100.

C#

```
private float bytesToFloat(  
    byte byte1,  
    byte byte2  
)
```

Parameters

byte1

byte2

See Also

Applies to: [MainWindow](#)₃₄

MainWindow.bytesToShort Method

Combine two bytes into an unsigned short integer

C#

```
private UInt16 bytesToShort(  
    byte byte1,  
    byte byte2  
)
```

Parameters

byte1

byte2

See Also

Applies to: [MainWindow](#)₃₄

MainWindow.checkBlockTemperature Method

Request the current block temperature from the PocketPCR device

```
C#  
  
public double checkBlockTemperature()
```

See Also

Applies to: [MainWindow](#)₃₄

MainWindow.closeSerialBtn_Click Method

Disconnect from a PocketPCR device currently connected through a COM port

```
C#  
  
private void closeSerialBtn_Click(  
    object sender,  
    RoutedEventArgs e  
)
```

Parameters

sender

e

See Also

Applies to: [MainWindow](#)₃₄

MainWindow.createProgramSet Method

Decode a PocketPCR EEPROM byte stream into a set of PCRProgram objects

C#

```
public void createProgramSet(  
    byte[] buffer  
)
```

Parameters

buffer

See Also

Applies to: [MainWindow](#)₃₄

MainWindow.editProgramsBtn_Click Method

Open Window to edit current cycling programs and set selected program to currently selected program

C#

```
private void editProgramsBtn_Click(  
    object sender,  
    RoutedEventArgs e  
)
```

Parameters

sender

e

See Also

Applies to: [MainWindow](#)₃₄

MainWindow.encodeAndTransmitPrograms Method

Encode current programs in memory into a byte stream for saving to PocketPCR EEPROM.

C#

```
public void encodeAndTransmitPrograms()
```

See Also

Applies to: [MainWindow](#)₃₄

MainWindow.exportProgramsBtn_Click Method

Export current programs in memory to an XML file

C#

```
private void exportProgramsBtn_Click(  
    object sender,  
    RoutedEventArgs e  
)
```

Parameters

sender

e

See Also

Applies to: [MainWindow](#)₃₄

MainWindow.fillProgramList Method

Add currently loaded programs to the programs drop-down list

C#

```
public void fillProgramList()
```

See Also

Applies to: [MainWindow](#)₃₄

MainWindow.finishPCR Method

Update interface display back to main display and hide thermalcycling program state information labels

C#

```
public void finishPCR()
```

See Also

Applies to: [MainWindow](#)₃₄

MainWindow.floatToBytes Method

Convert a floating point number into a two bytes

This is not a standard 16-bit floating point conversion. Instead, two decimal place precision is achieved by converting a floating point number to a short corresponding to 100X the original number. To convert back, divide by 100.

C#

```
public byte[] floatToBytes(  
    double inNumber  
)
```

Parameters

inNumber

See Also

Applies to: [MainWindow](#)₃₄

MainWindow.getAvailableComPorts Method

Get connected COM ports

C#

```
private void getAvailableComPorts()
```

See Also

Applies to: [MainWindow](#)₃₄

MainWindow.importProgramsBtn_Click Method

Wipe current programs from memory and import programs from an XML file

C#

```
private void importProgramsBtn_Click(  
    object sender,  
    RoutedEventArgs e  
)
```

Parameters

sender

e

See Also

Applies to: [MainWindow](#)₃₄

MainWindow.loadPrograms Method

Request the list of programs from a connected PocketPCR device

C#

```
public void loadPrograms()
```

See Also

Applies to: [MainWindow](#)₃₄

MainWindow.monitorBlockTemperature Method

Start a timer to monitor a connected PocketPCR device block temperature

C#

```
public void monitorBlockTemperature()
```

See Also

Applies to: [MainWindow](#)₃₄

MainWindow.openSerialBtn_Click Method

Connect to a PocketPCR device through a serial port

C#

```
private void openSerialBtn_Click(  
    object sender,  
    RoutedEventArgs e  
)
```

Parameters

sender

e

See Also

Applies to: [MainWindow](#)₃₄

MainWindow.pushRotaryDial Method

Send serial command indicating that the rotary dial has been pressed

C#

```
private void pushRotaryDial(  
    bool sendSignalOverSerial  
)
```

Parameters

sendSignalOverSerial

See Also

Applies to: [MainWindow](#)₃₄

MainWindow.rotaryDial__PreviewMouseDown Method

When the left mouse button is pressed, wait for 350 ms to see if it is double-clicked, otherwise treat it like a single mouse click.

```
C#  
  
private void rotaryDial__PreviewMouseDown(  
    object sender,  
    MouseButtonEventArgs e  
)
```

Parameters

sender

e

See Also

Applies to: [MainWindow](#)₃₄

MainWindow.rotateDialLeft Method

Rotate virtual PocketPCR rotary dial counter-clockwise

```
C#  
  
private void rotateDialLeft()
```

See Also

Applies to: [MainWindow](#)₃₄

MainWindow.rotateDialRight Method

Rotate virtual PocketPCR rotary dial clockwise

C#

```
private void rotateDialRight()
```

See Also

Applies to: [MainWindow](#)₃₄

MainWindow.runProgramBtn_Click Method

Run program button was pressed

C#

```
private void runProgramBtn_Click(  
    object sender,  
    RoutedEventArgs e  
)
```

Parameters

sender

e

See Also

Applies to: [MainWindow](#)₃₄

MainWindow.setBlockTempBtn_Click Method

Set attached PocketPCR device block temperature to a specific target temperature

C#

```
private void setBlockTempBtn_Click(  
    object sender,  
    RoutedEventArgs e  
)
```

Parameters

sender

e

See Also

Applies to: [MainWindow](#)₃₄

MainWindow.setSelectorPosition Method

Increment virtual PocketPCR rotary dial position

C#

```
private void setSelectorPosition(  
    int movement  
)
```

Parameters

movement

See Also

Applies to: [MainWindow](#)₃₄

MainWindow.setSelectorPositionAbsolute Method

Change virtual PocketPCR rotary dial position to a specific value

C#

```
private void setSelectorPositionAbsolute(  
    int value  
)
```

Parameters

value

See Also

Applies to: [MainWindow](#)₃₄

MainWindow.setupPCR Method

Set up interface display for displaying active thermalcycling state information

C#

```
public void setupPCR()
```

See Also

Applies to: [MainWindow](#)₃₄

MainWindow.shortToBytes Method

Covert an unsigned short integer into two bytes

C#

```
public byte[] shortToBytes(  
    int inNumber  
)
```

Parameters*inNumber***See Also**Applies to: [MainWindow](#)₃₄**MainWindow.startPCR Method**

Start a thermalcycling program

C#

```
public void startPCR(  
    string pcrString  
)
```

Parameters*pcrString***See Also**Applies to: [MainWindow](#)₃₄**MainWindow.syncDialPositionForward Method**

Send serial command to syn the rotary dial with the current virtual position

C#

```
public void syncDialPositionForward()
```

See AlsoApplies to: [MainWindow](#)₃₄**MainWindow.turnOffBlockBtn_Click Method**

Turn off heat block on attached PocketPCR device

C#

```
private void turnOffBlockBtn_Click()
```

```
object sender,  
RoutedEventArgs e  
)
```

Parameters

sender

e

See Also

Applies to: [MainWindow](#)₃₄

MainWindow.uploadProgramsBtn_Click Method

Upload current cycling programs to an attached PocketPCR device

```
C#  
  
private void uploadProgramsBtn_Click(  
    object sender,  
    RoutedEventArgs e  
)
```

Parameters

sender

e

See Also

Applies to: [MainWindow](#)₃₄

MainWindow.waitForDoubleClick Method

When the left mouse button is clicked, first check and see if a flag was set that says the left mouse button was already clicked. If true, it is a double-click. If not, then set a flag that says the left mouse button was pressed. If 350 ms passes, then set that flag back to false.

```
C#  
  
private void waitForDoubleClick()
```

See Also

Applies to: [MainWindow](#)₃₄

SelectionMode Enumeration

Rotary dial main selection modes on the PocketPCR device

Constant	Value	Description
RunProgram	0	Rotary dial main selection modes on the PocketPCR device
SelectProgram	1	Rotary dial main selection modes on the PocketPCR device

Requirements

Namespace: [PocketPCRController](#)₈

Assembly: PocketPCRController (in PocketPCRController.exe)

See Also

Applies to: [MainWindow](#)₃₄

currentFunction Field

Currently selected SelectionMode

C#

```
private SelectionMode currentFunction
```

See Also

Applies to: [MainWindow](#)₃₄

currentRotation Field

Current position of the virtual PocketPCR rotary dial

C#

```
private double currentRotation
```

See Also

Applies to: [MainWindow](#)₃₄

expectingEEPromSize Field

Value set when incoming serial data indicates that EEPROMSize was requested

C#

```
private int expectingEEPromSize
```

See Also

Applies to: [MainWindow](#)₃₄

leftClicked Field

Flagged when the left mouse button is clicked

C#

```
private bool leftClicked
```

See Also

Applies to: [MainWindow](#)₃₄

leftClickedAt Field

A time marker for timing rotary dial clicks (which individually direct a dial turn) to determine if a double-click has been executed (representing a rotary dial button press)

C#

```
private DateTime leftClickedAt
```

See Also

Applies to: [MainWindow](#)₃₄

leftDoubleClicked Field

Flagged when two left clicks happen in close succession

C#

```
private bool leftDoubleClicked
```

See Also

Applies to: [MainWindow](#)₃₄

pcrRunning Field

Toggled when a cycling program is started or stopped on the PocketPCR device

C#

```
private bool pcrRunning
```

See Also

Applies to: [MainWindow](#)₃₄

ports Field

A list of available COM ports, in case more than one device is connected through a COM port

C#

```
private string[] ports
```

See Also

Applies to: [MainWindow](#)₃₄

runningProgram Field

Title of the currently running thermalcycling program

C#

```
private string runningProgram
```

See Also

Applies to: [MainWindow](#)₃₄

selectedProgram Field

Currently selected cycling program from the programBox drop-down list

C#

```
private int selectedProgram
```

See Also

Applies to: [MainWindow](#)₃₄

selectorPosition Field

The current position on the virtual PocketPCR rotary dial component

C#

```
private int selectorPosition
```

See Also

Applies to: [MainWindow](#)₃₄

serialOutput Field

String for keeping track of incoming data on the serial port

C#

```
private string serialOutput
```

See Also

Applies to: [MainWindow](#)₃₄

showCancel Field

Flagged when the rotary dial is turned during active thermalcycling to toggle the option to cancel the currently running cycling program

C#

```
private bool showCancel
```

See Also

Applies to: [MainWindow](#)₃₄

PCRBlock Class

A temperature and time block for a thermalcycling program

[System.Object](#)

PocketPCRController.PCRBlock

C#

```
public class PCRBlock
```

Requirements

Namespace: [PocketPCRController](#)₈

Assembly: PocketPCRController (in PocketPCRController.exe)

Constructors

[PCRBlock](#)₅₇

Properties

[TargetTemperature](#)₅₇, [TargetTimeSeconds](#)₅₇

Methods

[Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)), [GetHashCode](#) (inherited from [Object](#)), [GetType](#) (inherited from [Object](#)), [MemberwiseClone](#) (inherited from [Object](#)), [ToString](#) (inherited from [Object](#))

PCRBlock Constructor

C#

```
public PCRBlock()
```

See Also

Applies to: [PCRBlock₅₆](#)

PCRBlock(Double, Int32) Constructor

C#

```
public PCRBlock(  
    double _targetTemperature,  
    int _targetTimeSeconds  
)
```

Parameters

_targetTemperature

_targetTimeSeconds

See Also

Applies to: [PCRBlock₅₆](#)

PCRBlock.TargetTemperature Property

C#

```
public double TargetTemperature {get; set;}
```

See Also

Applies to: [PCRBlock₅₆](#)

PCRBlock.TargetTimeSeconds Property

C#

```
public int TargetTimeSeconds {get; set;}
```

See Also

Applies to: [PCRBlock₅₆](#)

PCRCycle Class

An open-ended series of thermalcycling block steps that can be repeated an indefinite number of times

[System.Object](#)

PocketPCRController.PCRCycle

C#

```
public class PCRCycle
```

Requirements

Namespace: [PocketPCRController](#)₈

Assembly: PocketPCRController (in PocketPCRController.exe)

Constructors

[PCRCycle](#)₅₈

Properties

[Blocks](#)₅₈, [NumberOfCycles](#)₅₉

Methods

[Add](#)₅₉, [Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)), [GetHashCode](#) (inherited from [Object](#)), [GetType](#) (inherited from [Object](#)), [MemberwiseClone](#) (inherited from [Object](#)), [ToString](#) (inherited from [Object](#))

PCRCycle Constructor

C#

```
public PCRCycle()
```

See Also

Applies to: [PCRCycle](#)₅₈

PCRCycle.Blocks Property

C#

```
public List<PCRBlock> Blocks {get; set;}
```

See Also

Applies to: [PCRCycle](#)₅₈

PCRCycle.NumberOfCycles Property

C#

```
public int NumberOfCycles {get; set;}
```

See Also

Applies to: [PCRCycle](#)₅₈

PCRCycle.Add (Double, Int32) Method

C#

```
public int Add(  
    double _targetTemperature,  
    int _targetTimeSeconds  
)
```

Parameters

_targetTemperature

_targetTimeSeconds

See Also

Applies to: [PCRCycle](#)₅₈

PCRCycle.Add (PCRBlock) Method

C#

```
public int Add(  
    PCRBlock _newBlock  
)
```

Parameters

_newBlock

See Also

Applies to: [PCRCycle](#)₅₈

PCRProgram Class

A thermalcycling program consisting of a series of PCRCycle objects

[System.Object](#)

PocketPCRController.PCRProgram**C#**

```
public class PCRProgram
```

Requirements**Namespace:** [PocketPCRController](#)₈**Assembly:** PocketPCRController (in PocketPCRController.exe)**Constructors**[PCRProgram](#)₆₀**Properties**[Cycles](#)₆₁, [NumberOfCycles](#)₆₁, [ProgramName](#)₆₁**Methods**

[Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)), [GetHashCode](#) (inherited from [Object](#)), [GetType](#) (inherited from [Object](#)), [MemberwiseClone](#) (inherited from [Object](#)), [RecountCycles](#)₆₁, [ToString](#) (inherited from [Object](#))

PCRProgram(String) Constructor**C#**

```
public PCRProgram(  
    string _programName  
)
```

Parameters*_programName***See Also**Applies to: [PCRProgram](#)₅₉**PCRProgram Constructor****C#**

```
public PCRProgram()
```

See AlsoApplies to: [PCRProgram](#)₅₉

PCRProgram.Cycles Property

C#

```
public List<PCRCycle> Cycles {get; set;}
```

See Also

Applies to: [PCRProgram](#)_{s9}

PCRProgram.NumberOfCycles Property

C#

```
public int NumberOfCycles {get; set;}
```

See Also

Applies to: [PCRProgram](#)_{s9}

PCRProgram.ProgramName Property

C#

```
public string ProgramName {get; set;}
```

See Also

Applies to: [PCRProgram](#)_{s9}

PCRProgram.RecountCycles Method

C#

```
public void RecountCycles()
```

See Also

Applies to: [PCRProgram](#)_{s9}

PCRPrograms Class

Class structure for defining thermal cycling programs

[System.Object](#)

PocketPCRController.PCRPrograms

C#

```
public class PCRPrograms
```

Requirements

Namespace: [PocketPCRController](#)₈

Assembly: PocketPCRController (in PocketPCRController.exe)

Constructors

[PCRPrograms](#)₆₂

Properties

[ProgramList](#)₆₂, [Programs](#)₆₂

Methods

[BuildDictionary](#)₆₃, [Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)), [GetHashCode](#) (inherited from [Object](#)), [GetType](#) (inherited from [Object](#)), [MemberwiseClone](#) (inherited from [Object](#)), [ToString](#) (inherited from [Object](#))

PCRPrograms Constructor

Default constructor

C#

```
public PCRPrograms()
```

See Also

Applies to: [PCRPrograms](#)₆₁

PCRPrograms.ProgramList Property

List of PCRProgram objects

C#

```
public List<PCRProgram> ProgramList {get; set;}
```

See Also

Applies to: [PCRPrograms](#)₆₁

PCRPrograms.Programs Property

Indexed, sorted dictionary of PCRProgram objects

[XmlIgnoreAttribute] declared because a SortedList cannot be serialized with a single command

C#

```
[XmlIgnore()]  
public SortedList<string, PCRProgram> Programs {get; set;}
```

See Also

Applies to: [PCRPrograms](#)₆₁

PCRPrograms.BuildDictionary Method

Build a SortedList of PCRProgram objects

C#

```
public void BuildDictionary()
```

See Also

Applies to: [PCRPrograms](#)₆₁

PocketPCRController.Properties Namespace

Classes

[Resources](#)₆₄, [Settings](#)₆₆

Resources Class

A strongly-typed resource class, for looking up localized strings, etc.

[System.Object](#)

PocketPCRController.Properties.Resources

C#

```
[global::System.CodeDom.Compiler.GeneratedCode("System.Resources.Tools.StronglyTypedResourceBuilder", "4.0.0.0")]
[global::System.Diagnostics.DebuggerNonUserCode()]
[global::System.Runtime.CompilerServices.CompilerGenerated()]
internal class Resources
```

Requirements

Namespace: [PocketPCRController.Properties](#)₆₄

Assembly: PocketPCRController (in PocketPCRController.exe)

Constructors

[Resources](#)₆₄

Properties

[Culture](#)₆₅, [ResourceManager](#)₆₅

Methods

[Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)), [GetHashCode](#) (inherited from [Object](#)), [GetType](#) (inherited from [Object](#)), [MemberwiseClone](#) (inherited from [Object](#)), [ToString](#) (inherited from [Object](#))

Fields

[resourceCulture](#)₆₅, [resourceMan](#)₆₅

Resources Constructor

C#

```
[global::System.Diagnostics.CodeAnalysis.SuppressMessage("Microsoft.Performance", "CA1811:AvoidUncalledPrivateCode")]
internal Resources()
```

See Also

Applies to: [Resources](#)₆₄

Resources.Culture Property

Overrides the current thread's CurrentUICulture property for all resource lookups using this strongly typed resource class.

C#

```
[global::System.ComponentModel.EditorBrowsable(global::System.ComponentModel.EditorBrowsableState.Advanced)]  
internal static CultureInfo Culture {get; set;}
```

See Also

Applies to: [Resources](#)₆₄

Resources.ResourceManager Property

Returns the cached ResourceManager instance used by this class.

C#

```
[global::System.ComponentModel.EditorBrowsable(global::System.ComponentModel.EditorBrowsableState.Advanced)]  
internal static ResourceManager ResourceManager {get;}
```

See Also

Applies to: [Resources](#)₆₄

resourceCulture Field

C#

```
private static CultureInfo resourceCulture
```

See Also

Applies to: [Resources](#)₆₄

resourceMan Field

C#

```
private static ResourceManager resourceMan
```

See Also

Applies to: [Resources](#)₆₄

Settings Class

[System.Object](#)

[System.Configuration.SettingsBase](#)

[System.Configuration.ApplicationSettingsBase](#)

PocketPCRController.Properties.Settings

C#

```
[global::System.Runtime.CompilerServices.CompilerGenerated()]
[global::System.CodeDom.Compiler.GeneratedCode("Microsoft.VisualStudio.Editors.SettingsDesigner.SettingsSingleFileGenerator", "14.0.0.0")]
internal sealed class Settings : ApplicationSettingsBase
```

Requirements

Namespace: [PocketPCRController.Properties](#)₆₄

Assembly: PocketPCRController (in PocketPCRController.exe)

Properties

[Context](#) (inherited from [ApplicationSettingsBase](#)), [Default](#)₆₆, [IsSynchronized](#) (inherited from [SettingsBase](#)), [Item](#) (inherited from [ApplicationSettingsBase](#)), [Properties](#) (inherited from [ApplicationSettingsBase](#)), [PropertyValues](#) (inherited from [ApplicationSettingsBase](#)), [Providers](#) (inherited from [ApplicationSettingsBase](#)), [SettingsKey](#) (inherited from [ApplicationSettingsBase](#))

Methods

[Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)), [GetHashCode](#) (inherited from [Object](#)), [GetPreviousVersion](#) (inherited from [ApplicationSettingsBase](#)), [GetType](#) (inherited from [Object](#)), [Initialize](#) (inherited from [SettingsBase](#)), [MemberwiseClone](#) (inherited from [Object](#)), [OnPropertyChanged](#) (inherited from [ApplicationSettingsBase](#)), [OnSettingChanging](#) (inherited from [ApplicationSettingsBase](#)), [OnSettingsLoaded](#) (inherited from [ApplicationSettingsBase](#)), [OnSettingsSaving](#) (inherited from [ApplicationSettingsBase](#)), [Reload](#) (inherited from [ApplicationSettingsBase](#)), [Reset](#) (inherited from [ApplicationSettingsBase](#)), [Save](#) (inherited from [ApplicationSettingsBase](#)), [ToString](#) (inherited from [Object](#)), [Upgrade](#) (inherited from [ApplicationSettingsBase](#))

Events

[PropertyChanged](#) (inherited from [ApplicationSettingsBase](#)), [SettingChanging](#) (inherited from [ApplicationSettingsBase](#)), [SettingsLoaded](#) (inherited from [ApplicationSettingsBase](#)), [SettingsSaving](#) (inherited from [ApplicationSettingsBase](#))

Fields

[defaultInstance](#)₆₇

Settings.Default Property

C#

```
public static Settings Default {get;}
```

See Also

Applies to: [Settings](#)₆₆

defaultInstance Field

C#	
-----------	--

	<code>new private static Settings defaultInstance</code>
--	--

See Also

Applies to: [Settings](#)₆₆

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