Window

System::Windows::Window

System::Windows::Markup ::IComponentConnector

ReversiWpf.SettingWindow
+ mSetting ~ radioButtonMode1 ~ radioButtonMode2 ~ radioButtonType1 ~ radioButtonType2 ~ radioButtonType3 ~ radioButtonPlayer1 ~ radioButtonPlayer2 ~ radioButtonAssist1 ~ radioButtonAssist2 ~ radioButtonGameSpd1 and 19 more... - _contentLoaded - _mSetting
+ InitializeComponent() + InitializeComponent() + InitializeComponent() + InitializeComponent() + SettingWindow() - Connect() - Connect() - Connect() - Connect() - reflectSettingForm() - loadSettingForm() - pictureBoxPlayerColor1 _MouseLeftButtonDown() - pictureBoxPlayerColor2 _MouseLeftButtonDown() - pictureBoxBackGroundColor _MouseLeftButtonDown() - pictureBoxBorderColor _MouseLeftButtonDown() - buttonDefault_Click() - buttonSave_Click() - buttonCancel_Click()