WPF和Winform的交互

WPF host winform:

http://blog.csdn.net/Anglewing\_nwpu/archive/2008/03/04/2147538.aspx

这个问题其实也可以理解为：**怎样在WPF/XAML中使用Winform中的控件（如PictureBox）?**

**首先看看XAML代码：**（注意下面加粗的部分）

<Window x:Class="WindowsApplication1.Window1"

    xmlns="<http://schemas.microsoft.com/winfx/2006/xaml/presentation>"

    xmlns:x="<http://schemas.microsoft.com/winfx/2006/xaml>"

    Title="WinForm控件与WPF控件的交互" Height="400" Width="600"

**xmlns:wf="clr-namespace:System.Windows.Forms;assembly=System.Windows.Forms"**

    >

  <StackPanel>

    <Grid>

      <Grid.ColumnDefinitions>

        <ColumnDefinition/>

        <ColumnDefinition/>

      </Grid.ColumnDefinitions>

      <Image Source="Girl.jpg" MaxHeight="300"  Grid.Column="0" Name="WPFImage"/>

**<WindowsFormsHost Grid.Column="1" MaxHeight="300" Name="pictureHost" >**

**<wf:PictureBox />**

**</WindowsFormsHost>**

    </Grid>

  </StackPanel>

</Window>

Host WPF UserControl in WPF

http://www.codeproject.com/KB/WPF/WPF\_UserControls.aspx

1. Define the user control

<UserControl x:Class="ScaleableImageControl.ScaleableImageCtrl"

xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"

xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"

Height="300" Width="300">

<Image Margin="10" x:Name="img" Stretch="Uniform" Opacity="1">

<Image.BitmapEffect>

<DropShadowBitmapEffect Opacity="1" />

</Image.BitmapEffect>

</Image>

</UserControl>

2. Add the methods to the control

public void SetSource(string fileName)

{

img.Source = new BitmapImage(new Uri(fileName));

}

public void SetOpacity(double opacity)

{

img.Opacity = opacity;

}

3. Drag to winform.

You can drag it into your Winforms dialog. An ElementHost-instance and

a ScaleableImageControl-instance is created for you, the

ScaleableImageControl-object is assigned to the Child-property of the

ElementHost-object. VS 2008 helps us a lot here. At last we need some

controls to interact we the ScaleableImageControl-object (assigning

images and setting the opacity):