

[MS-WPFXV]:

WPF Xaml Vocabulary Specification 2006

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Introduction

Xaml is defined in the Xaml Object Mapping Specification (referred to as '[MS-XAML](#)' for short). The MS-XAML specification enables each application that uses Xaml to define its own vocabulary. Vocabularies are formally specified using the Xaml Schema Information Set, a data model defined by MS-XAML.

This specification defines the Xaml Schema Information Set information items for the Windows Presentation Foundation (WPF) Xaml Vocabulary. The information items in the Xaml Schema Information Set presented in this specification can be used in conjunction with MS-XAML to determine whether any particular Xaml instance or XML document is valid WPF Xaml.

Specification Conventions

The MS-XAML specification only defines a data model for the Xaml Schema Information Set. It does not prescribe the representation of the information items that constitute a schema. While MS-XAML does introduce a notation with which it defines its intrinsic information items, this specification does not use that notation. Instead, a more compact representation is used to minimize redundancy.

The WPF Xaml Vocabulary contains several thousand information items, many of which share much in common. The following sections describe the conventions used in this specification, which exploit this commonality to reduce the volume of text required to describe each information item, and to make it easier to see each item's distinguishing features.

Xaml Types

The MS-XAML specification defines a XamlType Information Item. Throughout this specification, when a XamlType Information Item is presented, only those values that do not match the default value are listed. The following table defines the default values for a XamlType Information Item.

Property	Default Value
[is default constructible]	True
[is nullable]	True
[text syntax]	Null
[dictionary key property]	Null
[name property]	Null
[xml lang property]	Null
[trim surrounding whitespace]	False
[whitespace significant collection]	False
[is list]	False
[is dictionary]	False
[members]	Empty set
[content property]	Null
[allowed types]	Empty set
[allowed key types]	Empty set
[is xdata]	False
[is name scope]	False
[constructors]	Empty set
[return value type]	Null

This specification denotes non-default values for the information set items with rows that begin with the relevant property name in square brackets. Each Xaml Type definition in this specification includes some non-normative information, in order to aid understanding of the type. In order to distinguish them, these rows begin with a name in parentheses.

There is a (usage) row that illustrates the way in which the type is used in XML. If the type cannot contain content, a self-closing tag will be displayed, as the following example shows:

(usage) `<DependencyObject />`

Some types offer a choice of content. The following example indicates that the three fixed string values shown are acceptable as content:

(usage) `OnLastWindowClose | OnMainWindowClose | OnExplicitShutdown`

Elements that may contain string content look like the following example. Note that there are typically constraints on which strings are valid. The purpose of the (usage) row is only to provide an approximate indication of content, rather than a formal description.

(usage) `<PropertyPath> string </PropertyPath>`

Types that can contain an instance of some other type show the name of the type in the usage, as shown in the following example:

(usage) `<BeginStoryboard> Storyboard </BeginStoryboard>`

Types that can contain multiple instances of some other type indicate this with an asterisk, as shown in the following example:

(usage) `<XmlNamespaceMappingCollection> XmlNamespaceMapping* </XmlNamespaceMappingCollection>`

Some types cannot be used directly in a Xaml document. For example, a type might be used as the [value type] of a member, but may be marked as [is default constructible] False, and have no [text syntax]. A Xaml document might contain types that list such a type in their [types assignable to] property, but the type itself cannot be used directly. (This corresponds to the idea of an abstract type in some object-oriented programming systems.) Such types have “None” in their Usage row.

Type definitions also include (description) rows, both for the type and also for the members of that type. This is also non-normative.

The (used by) row is also non-normative. Each (used by) row provides a list of types that use this type in some way. For example, it lists types that use this type as the [value type] of a member. The (used by) row is provided to make it easier to see how a type is used, and it does not translate into a property in the Xaml Schema Information Set.

Some types that are used as the [value type] of a member, but which are not typically used directly as objects have a (types assignable from) row. This is non-normative, and is provided as a guide to the role of the type. Note that this list is necessarily not complete, because the set of types from which a type is assignable is not closed: anyone is free to define a new Xaml vocabulary which defines types that are assignable to types in this specification.

Xaml Type Order

Xaml types in this specification are ordered in a hierarchical way. The WPF Xaml Vocabulary uses the [types assignable to] property in a way that corresponds to inheritance in object-oriented programming. ‘Base’ types are presented before ‘derived’ types. (That is, most types are defined before appearing in the [types assignable to] lists of other types.)

The number that appears to the left of the first row of each XamlType Information Item indicates its position in the inheritance hierarchy of the types. The following example shows the XamlType Information Items for the Fruit, Apple, and Banana types. The numbers indicate that the Apple and Banana types derive from Fruit.

4.5 Fruit

(usage)	Value
...	...
property <i>N</i>	Value

4.5.1 Apple

(usage)	Value
...	...
property <i>N</i>	Value

4.5.2 Banana

(usage)	Value
...	...
property <i>N</i>	Value

Since this specification models typical object-oriented inheritance, a ‘derived’ type inherits all members from a ‘base’ type. This is not made explicit. For each type, only additional members are listed. The MS-XAML specification does not require this inheritance-like style. In the Xaml Schema Information Set data model, each type lists its members exhaustively. Therefore, the correct interpretation of a type definition in this specification is that the corresponding XamlType Information Item’s [members] property should include not just the listed members, but also all of the [members] of each type listed in its [types assignable to] property.

XamlMember Information Items have numerous properties, and in this specification, members are more similar than they are different. So a notation is used to minimize redundancy. Some XamlMember Information Item properties may be omitted. Unless specified otherwise, the default values described in the following table apply.

Property	Default Value
[text syntax]	Null
[is read only]	False
[is static]	False
[is attachable]	False
[target type]	Null
[allowed location]	Any
[is event]	False
[is directive]	False

Members are not defined in distinct sections of this specification – they are listed inside their defining type following a row named (properties). This means that the [owner type] member defined by MS-XAML is never specified explicitly in this specification. The [owner type] is always the type in which the member definition appears. Likewise, the [members] property of the defining type is never explicitly defined – it always contains all of the members listed for that type. The [name] and [value type] are specified on the first line of the property description. This line may be followed by non-default values for other properties. The following example shows the XamlType Information Item for the Satsuma type, which defines a member named SegmentCount of type Int32.

4.5.9 Satsuma

(usage)	<Satsuma />
(description)	Specifies a small, orange citrus fruit.
[types assignable to]	Satsuma Fruit Object
(properties)	
SegmentCount	Int32
(description)	The number of segments in this satsuma.

If all of the XamlMember Information Item properties had been listed in full for this property, it would look like the following table.

Property	Value
[name]	SegmentCount
[owner type]	Satsuma
[value type]	Int32
[text syntax]	Null
[is read only]	False
[is static]	False
[is attachable]	False
[target type]	Null
[allowed location]	Any
[is event]	False

As with the type-level (description), the per-member (description) entries in this specification are non-normative.

XamlType Information Item descriptions in this document may contain up to three additional member categories: attachable members, event members, and static members. These three member categories have slightly different defaults, and are grouped separately in the type definitions for clarity. The conventions for these member categories are defined in the following sections.

Xaml Members where [is attachable] is True

A type that defines members whose [is attachable] property is True will list them in a section that begins with “(attachable properties)”. The following FruitBowl type example defines a Children member for which the normal defaults apply. This FruitBowl type also defines an attachable member named ZIndex for which [is attachable] is True. (The other member defaults still apply for ZIndex.)

4.12 FruitBowl

(usage)	<code><FruitBowl>Fruit*</FruitBowl></code>
(description)	A container of fruit.
[types assignable to]	FruitBowl Object
[content property]	Children
(properties)	
Children	FruitCollection
(description)	The items of fruit
(attachable properties)	
FruitBowl.ZIndex	Int32
(description)	Indicates how deeply buried within the fruit bowl a piece of fruit is.
[target type]	Fruit

The name for an attachable member is specified as *TypeName.MemberName*. This is a syntactical convention to make it clear that this is an attachable property, and to illustrate how the property will look in a Xaml document. The [name] property of the XamlMember Information Item will only contain the *MemberName* part (the part after the period).

Xaml Members where [is event] is True

A type that defines members whose [is event] property is True will list them in a section that begins with “(events)”. For members in this section, the default value for [value type] is the x:XamlEvent type defined in Section 5 “Intrinsic Schema Information Items” of MS-XAML. (The other defaults still apply.)

Xaml Members where [is static] is True

A type that defines members whose [is static] property is True will list them in a section that begins with “(static properties)”.

Constructors

Types with a non-empty [constructors] property use a convention similar to that for members. This example includes a constructor:

4.97.4 BruleeToppingExtension

[usage]	{BruleeToppingExtension}
[description]	Defines the way in which the topping on a brulée-style dessert is prepared.
[types assignable to]	Brulee MarkupExtension Object
[used by]	FruitBrulee CremeBrulee
[return value type]	BruleeTopping
[constructors]	
(2 parameters)	
thickness	Double
(description)	The thickness of the topping in 1/96 th of an inch.
burnFactor	Double
(description)	The extent to which the sugar is burnt: 0 for raw sugar, 1 for carbon.

Unlike members, which are identified by names, a constructor for a type is distinguished only by the number of parameters it has. This type has a single constructor that takes two parameters. This is interpreted as a Constructor Information Item, whose [arguments] contains one entry per parameter. The [arguments] list contains just XamlType Information Items – both the Double type in this case. Note that the type is the only formal part of the constructor argument – the name and description are only provided for informational purposes.

The WPF Xaml Schema Information Set

The WPF Xaml Schema Information Item is a Xaml Schema Information Item (as defined in Section 3 “Xaml Schema Information Set” of MS-XAML). Its properties are defined in the following table.

Property	Value
[target namespace]	“http://schemas.microsoft.com/winfx/2006/xaml/presentation”
[types]	All of the XamlType Information Items defined in the “WPF XamlType Information Items” section of this specification.
[assignable types]	All of the XamlType Information Items defined in the “WPF XamlType Information Items for Assignable Types” section of this specification.
[directives]	The XamlMember Information Items defined in this specification for which the [is directive] property is True.
[compatible with schemas]	Empty

A WPF Xaml instance **MUST** be well-formed and valid with respect to this schema, using the rules for ‘well-formed’ and ‘valid’ defined in MS-XAML.

An XML document that is a WPF Xaml document **MUST** yield a WPF Xaml instance when the processing rules in Section 6 “Creating a Xaml Information Set from XML” are applied using this schema.

WPF XamlType Information Items

1 x:Object

link to externally defined type x:Object, from [\[MS-XAML\]](#)

1.1 AlignmentX

(usage)	Left Center Right
(description)	Describes how content is positioned horizontally in a container.
[types assignable to]	AlignmentX x:Object
(used by)	TileBrush
[is default constructible]	False
[is nullable]	False
[text syntax]	AlignmentXSyntax

1.2 AlignmentY

(usage)	Top Center Bottom
(description)	Describes how content is positioned vertically in a container.
[types assignable to]	AlignmentY x:Object
(used by)	TileBrush
[is default constructible]	False
[is nullable]	False
[text syntax]	AlignmentYSyntax

1.3 Application

(usage)	<Application />
(description)	Encapsulates an application.

[types assignable to]	Application x:Object
(used by)	Application
(properties)	
MainWindow	Window
(description)	The main window of the application.
Resources	ResourceDictionary
(description)	A collection of application-scope resources, such as styles and brushes.
ShutdownMode	ShutdownMode
(description)	The condition that causes the Shutdown method to be called.
StartupUri	x:Uri
(description)	A UI that is automatically shown when an application starts.
(static properties)	
Current	Application
(description)	The Application object for the current AppDomain.
ResourceAssembly	Assembly
(description)	The Assembly that provides the pack uniform resource identifiers (URIs) for resources in an application.
(events)	
Activated	Occurs when an application becomes the foreground application.
Deactivated	Occurs when an application stops being the foreground application.
DispatcherUnhandledException	Occurs when an exception is thrown by an application but not handled.
Exit	Occurs just before an application shuts down, and cannot be canceled.
FragmentNavigation	Occurs when a navigator in the application begins navigation to a content fragment, Navigation occurs immediately if the desired fragment is in the current content, or after the source XAML content has been loaded if the desired fragment is in different content.
LoadCompleted	Occurs when content that was navigated to by a navigator in the application has been loaded, parsed, and has begun rendering.
Navigated	Occurs when the content that is being navigated to by a navigator in the application has been found, although it may not have completed loading.
Navigating	Occurs when a new navigation is requested by a navigator in the application.
NavigationFailed	Occurs when an error occurs while a navigator in the application is navigating to the requested content.

NavigationProgress	Occurs periodically during a download that is being managed by a navigator in the application to provide navigation progress information.
NavigationStopped	Occurs when the StopLoading method of a navigator in the application is called, or when a new navigation is requested by a navigator while a current navigation is in progress.
SessionEnding	Occurs when the user ends the Windows session by logging off or shutting down the operating system.
Startup	Occurs when the Run method of the Application object is called.

1.4 ApplicationCommands

(usage)	{x:Static ApplicationCommands.StaticPropertyName}
(description)	Provides a standard set of application related commands.
[types assignable to]	ApplicationCommands x:Object
[is default constructible]	False
(static properties)	
CancelPrint	RoutedUICommand
(description)	The value that represents the Cancel Print command.
Close	RoutedUICommand
(description)	The value that represents the Close command.
ContextMenu	RoutedUICommand
(description)	The value that represents the Context Menu command.
Copy	RoutedUICommand
(description)	The value that represents the Copy command.
CorrectionList	RoutedUICommand
(description)	The value that represents the Correction List command.
Cut	RoutedUICommand
(description)	The value that represents the Cut command.
Delete	RoutedUICommand
(description)	The value that represents the Delete command.
Find	RoutedUICommand
(description)	The value that represents the Find command.
Help	RoutedUICommand

(description)	The value that represents the Help command.
New	RoutedUICommand
(description)	The value that represents the New command.
NotACommand	RoutedUICommand
(description)	Represents a command which is always ignored.
Open	RoutedUICommand
(description)	The value that represents the Open command.
Paste	RoutedUICommand
(description)	The value that represents the Paste command.
Print	RoutedUICommand
(description)	The value that represents the Print command.
PrintPreview	RoutedUICommand
(description)	The value that represents the Print Preview command.
Properties	RoutedUICommand
(description)	The value that represents the Properties command.
Redo	RoutedUICommand
(description)	The value that represents the Redo command.
Replace	RoutedUICommand
(description)	The value that represents the Replace command.
Save	RoutedUICommand
(description)	The value that represents the Save command.
SaveAs	RoutedUICommand
(description)	The value that represents the Save As command.
SelectAll	RoutedUICommand
(description)	The value that represents the Select All command.
Stop	RoutedUICommand
(description)	The value that represents the Stop command.
Undo	RoutedUICommand
(description)	The value that represents the Undo command.

1.5 x:Array

link to externally defined type [x:Array](#), from [\[MS-XAML\]](#)

1.6 AutomationProperties

(usage)	None.
(description)	Provides a way to manipulate the value of the associated properties of the AutomationPeer element instance.
[types assignable to]	AutomationProperties x:Object
[is default constructible]	False
(attachable properties)	
AutomationProperties. AcceleratorKey	x:String
(description)	The accelerator key for the specified element.
[target type]	DependencyObject
AutomationProperties. AccessKey	x:String
(description)	The access key for the specified element.
[target type]	DependencyObject
AutomationProperties. AutomationId	x:String
(description)	The string that uniquely identifies the specified element.
[target type]	DependencyObject
AutomationProperties.HelpText	x:String
(description)	The help text for the specified element. The help text generally is the same text that is provided in the tooltip for the control.
[target type]	DependencyObject
AutomationProperties. IsColumnHeader	x:Boolean
(description)	A value indicating whether the specified element is a column header.
[target type]	DependencyObject
AutomationProperties. IsRequiredForForm	x:Boolean

(description)	A value that indicates whether the specified element is required to be filled out on a form.
[target type]	DependencyObject
AutomationProperties.IsRowHeader	x:Boolean
(description)	A value indicating whether the specified element is a row header.
[target type]	DependencyObject
AutomationProperties.ItemStatus	x:String
(description)	A description of the status of an item within an element.
[target type]	DependencyObject
AutomationProperties.ItemType	x:String
(description)	A description of the type of the specified element.
[target type]	DependencyObject
AutomationProperties.LabeledBy	UIElement
(description)	The element that contains the text label for the specified element.
[target type]	DependencyObject
AutomationProperties.Name	x:String
(description)	The name of the element.
[target type]	DependencyObject

1.7 AutoToolTipPlacement

(usage)	None TopLeft BottomRight
(description)	Describes the means by which the automatic ToolTip is positioned on a Slider control.
[types assignable to]	AutoToolTipPlacement x:Object
(used by)	Slider
[is default constructible]	False
[is nullable]	False
[text syntax]	AutoToolTipPlacementSyntax

1.8 BaselineAlignment

(usage)	Top Center Bottom Baseline TextTop TextBottom Subscript Superscript
(description)	Describes how the baseline for a text-based element is positioned on the vertical axis, relative to the established baseline for text.
[types assignable to]	BaselineAlignment x:Object
(used by)	Inline
[is default constructible]	False
[is nullable]	False
[text syntax]	BaselineAlignmentSyntax

1.9 BindingMode

(usage)	TwoWay OneWay OneTime OneWayToSource Default
(description)	Describes the direction of the data flow in a binding.
[types assignable to]	BindingMode x:Object
(used by)	Binding MultiBinding
[is default constructible]	False
[is nullable]	False
[text syntax]	BindingModeSyntax

1.10 BitmapCacheOption

(usage)	Default OnDemand OnLoad None
(description)	Specifies how a bitmap image takes advantage of memory caching.
[types assignable to]	BitmapCacheOption x:Object
(used by)	BitmapImage
[is default constructible]	False

[is nullable]	False
[text syntax]	BitmapCacheOptionSyntax

1.11 BitmapCreateOptions

(usage)	None [PreservePixelFormat DelayCreation IgnoreColorProfile IgnoreImageCache]*
(description)	Specifies initialization options for bitmap images.
[types assignable to]	BitmapCreateOptions x:Object
(used by)	BitmapImage
[is default constructible]	False
[is nullable]	False
[text syntax]	BitmapCreateOptionsSyntax

1.12 BitmapPalette

(usage)	None.
(description)	Defines the available color palette for a supported image type.
[types assignable to]	BitmapPalette x:Object
(used by)	BitmapPalettes FormatConvertedBitmap
[is default constructible]	False

1.13 BitmapPalettes

(usage)	{x:Static BitmapPalettes.StaticPropertyName }
(description)	Defines several color palettes that are commonly used by bitmap images.
[types assignable to]	BitmapPalettes x:Object
[is default constructible]	False
(static properties)	

BlackAndWhite	BitmapPalette
(description)	A value that represents a black-and-white color palette. This palette consists of 2 colors total.
BlackAndWhiteTransparent	BitmapPalette
(description)	A value that represents a black, white, and transparent color palette. This palette consists of 3 colors total.
Gray16	BitmapPalette
(description)	A value that represents a color palette that contains 16 shades of gray. The palette ranges from black to gray to white. This palette contains 16 total colors.
Gray16Transparent	BitmapPalette
(description)	A value that represents a color palette that contains 16 shades of gray. The palette ranges from black to gray to white with an additional transparent color. This palette contains 17 total colors.
Gray256	BitmapPalette
(description)	A value that represents a color palette that contains 256 shades of gray, ranging from black to gray to white. This palette contains 256 total colors.
Gray256Transparent	BitmapPalette
(description)	A value that represents a color palette that contains 256 shades of gray, ranging from black to gray to white with an additional transparent color. This palette contains 257 total colors.
Gray4	BitmapPalette
(description)	A value that represents a color palette that contains 4 shades of gray, ranging from black to gray to white. This palette contains 4 total colors.
Gray4Transparent	BitmapPalette
(description)	A value that represents a color palette that contains 4 shades of gray, ranging from black to gray to white with an additional transparent color. This palette contains 5 total colors.
Halftone125	BitmapPalette
(description)	A value that represents a color palette that contains 125 primary colors and 16 system colors, with duplicate colors removed. There are a total of 133 colors in this palette.
Halftone125Transparent	BitmapPalette
(description)	A value that represents a color palette that contains 125 primary colors, 16 system colors, and 1 additional transparent color. Duplicate colors in the palette are removed. There are a total of 134 colors in this palette.
Halftone216	BitmapPalette
(description)	A value that represents a color palette that contains 216 primary colors and 16 system colors, with duplicate colors removed. There are a total of 224 colors in

	this palette.
Halftone216Transparent	BitmapPalette
(description)	A value that represents a color palette that contains 216 primary colors, 16 system colors, and 1 additional transparent color. Duplicate colors in the palette are removed. There are a total of 225 colors in this palette.
Halftone252	BitmapPalette
(description)	A value that represents a color palette that contains 252 primary colors and 16 system colors, with duplicate colors removed. There are a total of 256 colors in this palette.
Halftone252Transparent	BitmapPalette
(description)	A value that represents a color palette that contains 252 primary colors, 16 system colors, and 1 additional transparent color. Duplicate colors in the palette are removed. There are a total of 256 colors in this palette.
Halftone256	BitmapPalette
(description)	A value that represents a color palette that contains 256 primary colors and 16 system colors, with duplicate colors removed. There are a total of 256 colors in this palette.
Halftone256Transparent	BitmapPalette
(description)	A value that represents a color palette that contains 256 primary colors, 16 system colors, and 1 additional transparent color that replaces the final color in the sequence. Duplicate colors in the palette are removed. There are a total of 256 colors in this palette.
Halftone27	BitmapPalette
(description)	A value that represents a color palette that contains 27 primary colors and 16 system colors, with duplicate colors removed. There are a total of 35 colors in this palette.
Halftone27Transparent	BitmapPalette
(description)	A value that represents a color palette that contains 27 primary colors and 16 system colors, with duplicate colors removed and 1 additional transparent color. There are a total of 36 colors in this palette.
Halftone64	BitmapPalette
(description)	A value that represents a color palette that contains 64 primary colors and 16 system colors, with duplicate colors removed. There are a total of 72 colors in this palette.
Halftone64Transparent	BitmapPalette
(description)	A value that represents a color palette that contains 64 primary colors and 16 system colors, with duplicate colors removed and 1 additional transparent

	color. There are a total of 73 colors in this palette.
Halftone8	BitmapPalette
(description)	A value that represents a color palette that contains 8 primary colors and 16 system colors, with duplicate colors removed. There are a total of 16 colors in this palette, which are the same as the system palette.
Halftone8Transparent	BitmapPalette
(description)	A value that represents a color palette that contains 8 primary colors and 16 system colors, with duplicate colors removed and 1 additional transparent color. There are a total of 17 colors in this palette.
WebPalette	BitmapPalette
(description)	A value that represents a color palette that contains 216 primary colors and 16 system colors, with duplicate colors removed. There are a total of 224 colors in this palette.
WebPaletteTransparent	BitmapPalette
(description)	A value that represents a color palette that contains 216 primary colors and 16 system colors, with duplicate colors removed and 1 additional transparent color. There are a total of 225 colors in this palette.

1.14 BitmapScalingMode

(usage)	Unspecified LowQuality HighQuality
(description)	Specifies which technique is used to scale bitmap images.
[types assignable to]	BitmapScalingMode x:Object
(used by)	RenderOptions
[is default constructible]	False
[is nullable]	False
[text syntax]	BitmapScalingModeSyntax

1.15 BlockCollection

(usage)	None.
(description)	Represents a collection of Block elements. BlockCollection defines the allowable child content of the FlowDocument, Section, ListItem, TableCell, Floater, and Figure elements.

[types assignable to]	BlockCollection x:Object
(used by)	AnchoredBlock Block FlowDocument ListItem Section TableCell
[is default constructible]	False
[is list]	True
[allowed types]	Block

1.16 x:Boolean

link to externally defined type [x:Boolean](#), from [\[MS-XAML\]](#)

1.17 Brushes

(usage)	{x:Static Brushes.StaticPropertyName }
(description)	Implements a set of predefined SolidColorBrush objects.
[types assignable to]	Brushes x:Object
[is default constructible]	False
(static properties)	
AliceBlue	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFF0F8FF.
AntiqueWhite	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFFAEBD7.
Aqua	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF0FFFFF.
Aquamarine	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF7FFFD4.
Azure	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFF0FFFF.
Beige	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFF5F5DC.

Bisque	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFFFFF4C4.
Black	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF000000.
BlanchedAlmond	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFFFFFEBCD.
Blue	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF0000FF.
BlueViolet	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF8A2BE2.
Brown	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFA52A2A.
BurlyWood	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFDEB887.
CadetBlue	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF5F9EA0.
Chartreuse	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF7FFF00.
Chocolate	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFD2691E.
Coral	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFFF7F50.
CornflowerBlue	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF6495ED.
Cornsilk	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFFFFF8DC.
Crimson	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFDC143C.
Cyan	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF00FFFF.
DarkBlue	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF00008B.

DarkCyan	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF008B8B.
DarkGoldenrod	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFB8860B.
DarkGray	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFA9A9A9.
DarkGreen	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF006400.
DarkKhaki	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFBDB76B.
DarkMagenta	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF8B008B.
DarkOliveGreen	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF56B2F.
DarkOrange	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFFF8C00.
DarkOrchid	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF9932CC.
DarkRed	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF8B0000.
DarkSalmon	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFE9967A.
DarkSeaGreen	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF8FBC8F.
DarkSlateBlue	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF483D8B.
DarkSlateGray	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF2F4F4F.
DarkTurquoise	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF00CED1.
DarkViolet	SolidColorBrush

(description)	The solid fill color that has a hexadecimal value of #FF9400D3.
DeepPink	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFFF1493.
DeepSkyBlue	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF00BFFF.
DimGray	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF696969.
DodgerBlue	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF1E90FF.
Firebrick	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFB22222.
FloralWhite	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFFFFFA0.
ForestGreen	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF228B22.
Fuchsia	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFFF00FF.
Gainsboro	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFDCDCDC.
GhostWhite	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFF8F8FF.
Gold	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFFFD700.
Goldenrod	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFDAA520.
Gray	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF808080.
Green	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF008000.
GreenYellow	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFADFF2F.
Honeydew	SolidColorBrush

(description)	The solid fill color that has a hexadecimal value of #FFF0FF0.
HotPink	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFFF69B4.
IndianRed	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFCD5C5C.
Indigo	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF4B0082.
Ivory	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFFFFFF0.
Khaki	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFF0E68C.
Lavender	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFE6E6FA.
LavenderBlush	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFFFFF0F5.
LawnGreen	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF7CFC00.
LemonChiffon	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFFFFFACD.
LightBlue	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFADD8E6.
LightCoral	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFF08080.
LightCyan	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFE0FFFF.
LightGoldenrodYellow	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFFAFAD2.
LightGray	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFD3D3D3.
LightGreen	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF90EE90.

LightPink	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFFFB6C1.
LightSalmon	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFFA07A.
LightSeaGreen	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF20B2AA.
LightSkyBlue	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF87CEFA.
LightSlateGray	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF778899.
LightSteelBlue	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFB0C4DE.
LightYellow	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFFFFFE0.
Lime	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF00FF00.
LimeGreen	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF32CD32.
Linen	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFFAF0E6.
Magenta	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFFF00FF.
Maroon	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF800000.
MediumAquaMarine	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF66CDA A.
MediumBlue	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF0000CD.
MediumOrchid	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFBA55D3.
MediumPurple	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF9370DB.

MediumSeaGreen	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF3CB371.
MediumSlateBlue	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF7B68EE.
MediumSpringGreen	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF00FA9A.
MediumTurquoise	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF48D1CC.
MediumVioletRed	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFC71585.
MidnightBlue	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF191970.
MintCream	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFF5FFFA.
MistyRose	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFFFE4E1.
Moccasin	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFFFE4B5.
NavajoWhite	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFFDEAD.
Navy	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF000080.
OldLace	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFFDF5E6.
Olive	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF808000.
OliveDrab	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF6B8E23.
Orange	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFFA500.
OrangeRed	SolidColorBrush

(description)	The solid fill color that has a hexadecimal value of #FFFF4500.
Orchid	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFDA70D6.
PaleGoldenrod	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFEEE8AA.
PaleGreen	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF98FB98.
PaleTurquoise	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFAFEEEE.
PaleVioletRed	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFDB7093.
PapayaWhip	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFFFEFD5.
PeachPuff	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFFDAB9.
Peru	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFCD853F.
Pink	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFFC0CB.
Plum	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFDDA0DD.
PowderBlue	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFB0E0E6.
Purple	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF800080.
Red	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFFF0000.
RosyBrown	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFBC8F8F.
RoyalBlue	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF4169E1.
SaddleBrown	SolidColorBrush

(description)	The solid fill color that has a hexadecimal value of #FF8B4513.
Salmon	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFFA8072.
SandyBrown	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFF4A460.
SeaGreen	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF2E8B57.
SeaShell	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFFFFF5EE.
Sienna	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFA0522D.
Silver	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFC0C0C0.
SkyBlue	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF87CEEB.
SlateBlue	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF6A5ACD.
SlateGray	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF708090.
Snow	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFFFFFAFA.
SpringGreen	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF00FF7F.
SteelBlue	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF4682B4.
Tan	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFD2B48C.
Teal	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF008080.
Thistle	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFD8BFD8.

Tomato	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFFF6347.
Transparent	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #00FFFFFF.
Turquoise	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF40E0D0.
Violet	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFEE82EE.
Wheat	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFF5DEB3.
White	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFFFFFFF.
WhiteSmoke	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFF5F5F5.
Yellow	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FFFFFF00.
YellowGreen	SolidColorBrush
(description)	The solid fill color that has a hexadecimal value of #FF9ACD32.

1.18 SolidColorBrush

(usage)	Absolute RelativeToBoundingBox
(description)	Specifies the coordinate system used by a Brush.
[types assignable to]	BrushMappingMode x:Object
(used by)	GradientBrush TileBrush
[is default constructible]	False
[is nullable]	False
[text syntax]	BrushMappingModeSyntax

1.19 x:Byte

link to externally defined type

x:Byte, from [\[MS-XAML\]](#)

1.20 CachingHint

(usage)	Unspecified Cache
(description)	Specifies whether to cache tile brush objects.
[types assignable to]	CachingHint x:Object
(used by)	RenderOptions
[is default constructible]	False
[is nullable]	False
[text syntax]	CachingHintSyntax

1.21 x:Char

link to externally defined type

x:Char, from [\[MS-XAML\]](#)

1.22 CharacterBufferRange

(usage)	<CharacterBufferRange />
(description)	Describes a string of characters.
[types assignable to]	CharacterBufferRange x:Object
(used by)	CharacterBufferRange
[is nullable]	False
(static properties)	
Empty	CharacterBufferRange
(description)	An empty character string.

1.23 CharacterCasing

(usage)	Normal Lower Upper
(description)	Specifies the case of characters typed manually into a TextBox control.
[types assignable to]	CharacterCasing x:Object
(used by)	TextBox
[is default constructible]	False
[is nullable]	False
[text syntax]	CharacterCasingSyntax

1.24 CharacterMetrics

(usage)	<CharacterMetrics />
(description)	Represents the metrics used to lay out a character in a device font.
[types assignable to]	CharacterMetrics x:Object
(used by)	CharacterMetricsDictionary
(properties)	
Metrics	x:String
(description)	A comma-delimited string representing metric values.

1.25 CharacterMetricsDictionary

(usage)	None.
(description)	Represents a dictionary of CharacterMetrics objects for a device font that is indexed by Unicode scalar values.
[types assignable to]	CharacterMetricsDictionary x:Object
(used by)	FamilyTypeface
[is default constructible]	False
[is dictionary]	True
[allowed types]	CharacterMetrics
[allowed key types]	x:Int32

1.26 ClickMode

(usage)	Release Press Hover
(description)	Specifies when the Click event should be raised.
[types assignable to]	ClickMode x:Object
(used by)	ButtonBase
[is default constructible]	False
[is nullable]	False
[text syntax]	ClickModeSyntax

1.27 Clock

(usage)	None.
(description)	Maintains run-time timing state for a Timeline.
[types assignable to]	Clock x:Object
(used by)	ClockCollection
[is default constructible]	False
(events)	
Completed	Occurs when this clock has completely finished playing.
CurrentGlobalSpeedInvalidated	Occurs when the clock's speed is updated.
CurrentStateInvalidated	Occurs when the clock's CurrentState property is updated.
CurrentTimeInvalidated	Occurs when this clock's CurrentTime becomes invalid.
RemoveRequested	Occurs when the Remove method is called on this Clock or one of its parent clocks.

1.27.1 MediaClock

(usage)	None.
(description)	Maintains the timing state for media through a MediaTimeline.

[types assignable to]	MediaClock Clock x:Object
(used by)	MediaElement MediaPlayer
[is default constructible]	False

1.28 ClockCollection

(usage)	None.
(description)	Represents an ordered collection of Clock objects.
[types assignable to]	ClockCollection x:Object
[is default constructible]	False
[allowed types]	Clock

1.29 CollectionView

(usage)	None.
(description)	Represents a view for grouping, sorting, filtering, and navigating a data collection.
[types assignable to]	CollectionView x:Object
[is default constructible]	False
(properties)	
Culture	CultureInfo
(description)	The culture information to use during sorting.
[text syntax]	CultureInfoletfLanguageTagSyntax
GroupDescriptions	ObservableCollectionOfGroupDescription
(description)	A collection of GroupDescription objects that describes how the items in the collection are grouped in the view.
[read only]	True
SortDescriptions	SortDescriptionCollection
(description)	A collection of SortDescription structures that describes how the items in the collection are sorted in the view.
[read only]	True
(events)	

CurrentChanged	Occurs after the CurrentItem has changed.
CurrentChanging	Occurs when the CurrentItem is changing.

1.29.1 ItemCollection

(usage)	None.
(description)	Holds the list of items that constitute the content of an ItemsControl.
[types assignable to]	ItemCollection CollectionView x:Object
(used by)	ItemsControl
[is default constructible]	False
[is list]	True
[allowed types]	x:Object
(properties)	
GroupDescriptions	ObservableCollectionOfGroupDescription
(description)	A collection of GroupDescription objects that defines how to group the items.
[read only]	True
SortDescriptions	SortDescriptionCollection
(description)	A collection of SortDescription objects that describe how the items in the collection are sorted in the view.
[read only]	True

1.30 Color

(usage)	AliceBlue AntiqueWhite Aqua Aquamarine Azure Beige Bisque Black BlanchedAlmond ...
(description)	Describes a color in terms of alpha, red, green, and blue channels.
[types assignable to]	Color x:Object
(used by)	ColorKeyFrame Colors DiffuseMaterial DrawingAttributes EmissiveMaterial GradientStop Light SolidColorBrush SpecularMaterial SystemColors
[is nullable]	False

[text syntax]	ColorSyntax
(properties)	
A	x:Byte
(description)	The sRGB alpha channel value of the color.
B	x:Byte
(description)	The sRGB blue channel value of the color.
G	x:Byte
(description)	The sRGB green channel value of the color.
R	x:Byte
(description)	The sRGB red channel value of the color.
ScA	x:Single
(description)	The ScRGB alpha channel value of the color.
ScB	x:Single
(description)	The ScRGB blue channel value of the color.
ScG	x:Single
(description)	The ScRGB green channel value of the color.
ScR	x:Single
(description)	The ScRGB red channel value of the color.

1.31 ColorContext

(usage)	None.
(description)	Represents the International Color Consortium (ICC) or Image Color Management (ICM) color profile that is associated with a bitmap image.
[types assignable to]	ColorContext x:Object
(used by)	ColorConvertedBitmap
[is default constructible]	False

1.32 ColorInterpolationMode

(usage)	ScRgbLinearInterpolation SRgbLinearInterpolation
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(description)	Determines how the colors in a gradient are interpolated.
[types assignable to]	ColorInterpolationMode x:Object
(used by)	GradientBrush
[is default constructible]	False
[is nullable]	False
[text syntax]	ColorInterpolationModeSyntax

1.33 Colors

(usage)	{ <i>x:Static Colors.StaticPropertyName</i> }
(description)	Implements a set of predefined colors.
[types assignable to]	Colors x:Object
[is default constructible]	False
(static properties)	
AliceBlue	Color
(description)	The system-defined color that has an ARGB value of #FFF0F8FF.
AntiqueWhite	Color
(description)	The system-defined color that has an ARGB value of #FFFAEBD7.
Aqua	Color
(description)	The system-defined color that has an ARGB value of #FF00FFFF.
Aquamarine	Color
(description)	The system-defined color that has an ARGB value of #FF7FFFD4.
Azure	Color
(description)	The system-defined color that has an ARGB value of #FFF0FFFF.
Beige	Color
(description)	The system-defined color that has an ARGB value of #FFF5F5DC.
Bisque	Color
(description)	The system-defined color that has an ARGB value of #FFFEE4C4.
Black	Color
(description)	The system-defined color that has an ARGB value of #FF000000.

BlanchedAlmond	Color
(description)	The system-defined color that has an ARGB value of #FFFEBBCD.
Blue	Color
(description)	The system-defined color that has an ARGB value of #FF000FF.
BlueViolet	Color
(description)	The system-defined color that has an ARGB value of #FF8A2BE2.
Brown	Color
(description)	The system-defined color that has an ARGB value of #FFA52A2A.
BurlyWood	Color
(description)	The system-defined color that has an ARGB value of #FFDEB887.
CadetBlue	Color
(description)	The system-defined color that has an ARGB value of #FF5F9EA0.
Chartreuse	Color
(description)	The system-defined color that has an ARGB value of #FF7FFF00.
Chocolate	Color
(description)	The system-defined color that has an ARGB value of #FFD2691E.
Coral	Color
(description)	The system-defined color that has an ARGB value of #FFF7F50.
CornflowerBlue	Color
(description)	The system-defined color that has an ARGB value of #FF6495ED.
Cornsilk	Color
(description)	The system-defined color that has an ARGB value of #FFFF8DC.
Crimson	Color
(description)	The system-defined color that has an ARGB value of #FFDC143C.
Cyan	Color
(description)	The system-defined color that has an ARGB value of #FF00FFFF.
DarkBlue	Color
(description)	The system-defined color that has an ARGB value of #FF00008B.
DarkCyan	Color
(description)	The system-defined color that has an ARGB value of #FF008B8B.
DarkGoldenrod	Color
(description)	The system-defined color that has an ARGB value of #FFB8860B.

DarkGray	Color
(description)	The system-defined color that has an ARGB value of #FFA9A9A9.
DarkGreen	Color
(description)	The system-defined color that has an ARGB value of #FF006400.
DarkKhaki	Color
(description)	The system-defined color that has an ARGB value of #FFBDB76B.
DarkMagenta	Color
(description)	The system-defined color that has an ARGB value of #FF8B008B.
DarkOliveGreen	Color
(description)	The system-defined color that has an ARGB value of #FF556B2F.
DarkOrange	Color
(description)	The system-defined color that has an ARGB value of #FFFF8C00.
DarkOrchid	Color
(description)	The system-defined color that has an ARGB value of #FF9932CC.
DarkRed	Color
(description)	The system-defined color that has an ARGB value of #FF8B0000.
DarkSalmon	Color
(description)	The system-defined color that has an ARGB value of #FFE9967A.
DarkSeaGreen	Color
(description)	The system-defined color that has an ARGB value of #FF8FBC8F.
DarkSlateBlue	Color
(description)	The system-defined color that has an ARGB value of #FF483D8B.
DarkSlateGray	Color
(description)	The system-defined color that has an ARGB value of #FF2F4F4F.
DarkTurquoise	Color
(description)	The system-defined color that has an ARGB value of #FF00CED1.
DarkViolet	Color
(description)	The system-defined color that has an ARGB value of #FF9400D3.
DeepPink	Color
(description)	The system-defined color that has an ARGB value of #FFFF1493.
DeepSkyBlue	Color

(description)	The system-defined color that has an ARGB value of #FF00BFFF.
DimGray	Color
(description)	The system-defined color that has an ARGB value of #FF696969.
DodgerBlue	Color
(description)	The system-defined color that has an ARGB value of #FF1E90FF.
Firebrick	Color
(description)	The system-defined color that has an ARGB value of #FFB22222.
FloralWhite	Color
(description)	The system-defined color that has an ARGB value of #FFFFFFA0.
ForestGreen	Color
(description)	The system-defined color that has an ARGB value of #FF228B22.
Fuchsia	Color
(description)	The system-defined color that has an ARGB value of #FFFF00FF.
Gainsboro	Color
(description)	The system-defined color that has an ARGB value of #FFDCDCDC.
GhostWhite	Color
(description)	The system-defined color that has an ARGB value of #FFF8F8FF.
Gold	Color
(description)	The system-defined color that has an ARGB value of #FFFFD700.
Goldenrod	Color
(description)	The system-defined color that has an ARGB value of #FFDAA520.
Gray	Color
(description)	The system-defined color that has an ARGB value of #FF808080.
Green	Color
(description)	The system-defined color that has an ARGB value of #FF008000.
GreenYellow	Color
(description)	The system-defined color that has an ARGB value of #FFADFF2F.
Honeydew	Color
(description)	The system-defined color that has an ARGB value of #FFF0FFF0.
HotPink	Color
(description)	The system-defined color that has an ARGB value of #FFFF69B4.
IndianRed	Color

(description)	The system-defined color that has an ARGB value of #FFCD5C5C.
Indigo	Color
(description)	The system-defined color that has an ARGB value of #FF4B0082.
Ivory	Color
(description)	The system-defined color that has an ARGB value of #FFFFFFF0.
Khaki	Color
(description)	The system-defined color that has an ARGB value of #FFF0E68C.
Lavender	Color
(description)	The system-defined color that has an ARGB value of #FFE6E6FA.
LavenderBlush	Color
(description)	The system-defined color that has an ARGB value of #FFFFFF0F5.
LawnGreen	Color
(description)	The system-defined color that has an ARGB value of #FF7CFC00.
LemonChiffon	Color
(description)	The system-defined color that has an ARGB value of #FFFFFFACD.
LightBlue	Color
(description)	The system-defined color that has an ARGB value of #FFADD8E6.
LightCoral	Color
(description)	The system-defined color that has an ARGB value of #FFF08080.
LightCyan	Color
(description)	The system-defined color that has an ARGB value of #FFE0FFFF.
LightGoldenrodYellow	Color
(description)	The system-defined color that has an ARGB value of #FFFAD2.
LightGray	Color
(description)	The system-defined color that has an ARGB value of #FFD3D3D3.
LightGreen	Color
(description)	The system-defined color that has an ARGB value of #FF90EE90.
LightPink	Color
(description)	The system-defined color that has an ARGB value of #FFF6B6C1.
LightSalmon	Color
(description)	The system-defined color that has an ARGB value of #FFFA07A.

LightSeaGreen	Color
(description)	The system-defined color that has an ARGB value of #FF20B2AA.
LightSkyBlue	Color
(description)	The system-defined color that has an ARGB value of #FF87CEFA.
LightSlateGray	Color
(description)	The system-defined color that has an ARGB value of #FF778899.
LightSteelBlue	Color
(description)	The system-defined color that has an ARGB value of #FFB0C4DE.
LightYellow	Color
(description)	The system-defined color that has an ARGB value of #FFFFFFE0.
Lime	Color
(description)	The system-defined color that has an ARGB value of #FF00FF00.
LimeGreen	Color
(description)	The system-defined color that has an ARGB value of #FF32CD32.
Linen	Color
(description)	The system-defined color that has an ARGB value of #FFFAF0E6.
Magenta	Color
(description)	The system-defined color that has an ARGB value of #FFFF00FF.
Maroon	Color
(description)	The system-defined color that has an ARGB value of #FF800000.
MediumAquaMarine	Color
(description)	The system-defined color that has an ARGB value of #FF66CDAA.
MediumBlue	Color
(description)	The system-defined color that has an ARGB value of #FF0000CD.
MediumOrchid	Color
(description)	The system-defined color that has an ARGB value of #FFBA55D3.
MediumPurple	Color
(description)	The system-defined color that has an ARGB value of #FF9370DB.
MediumSeaGreen	Color
(description)	The system-defined color that has an ARGB value of #FF3CB371.
MediumSlateBlue	Color
(description)	The system-defined color that has an ARGB value of #FF7B68EE.

MediumSpringGreen	Color
(description)	The system-defined color that has an ARGB value of #FF00FA9A.
MediumTurquoise	Color
(description)	The system-defined color that has an ARGB value of #FF48D1CC.
MediumVioletRed	Color
(description)	The system-defined color that has an ARGB value of #FFC71585.
MidnightBlue	Color
(description)	The system-defined color that has an ARGB value of #FF191970.
MintCream	Color
(description)	The system-defined color that has an ARGB value of #FFF5FFFA.
MistyRose	Color
(description)	The system-defined color that has an ARGB value of #FFFFE4E1.
Moccasin	Color
(description)	The system-defined color that has an ARGB value of #FFFFE4B5.
NavajoWhite	Color
(description)	The system-defined color that has an ARGB value of #FFFDEAD.
Navy	Color
(description)	The system-defined color that has an ARGB value of #FF000080.
OldLace	Color
(description)	The system-defined color that has an ARGB value of #FFFDF5E6.
Olive	Color
(description)	The system-defined color that has an ARGB value of #FF808000.
OliveDrab	Color
(description)	The system-defined color that has an ARGB value of #FF6B8E23.
Orange	Color
(description)	The system-defined color that has an ARGB value of #FFFA500.
OrangeRed	Color
(description)	The system-defined color that has an ARGB value of #FFFF4500.
Orchid	Color
(description)	The system-defined color that has an ARGB value of #FFDA70D6.
PaleGoldenrod	Color

(description)	The system-defined color that has an ARGB value of #FFEEE8AA.
PaleGreen	Color
(description)	The system-defined color that has an ARGB value of #FF98FB98.
PaleTurquoise	Color
(description)	The system-defined color that has an ARGB value of #FFAFEEEE.
PaleVioletRed	Color
(description)	The system-defined color that has an ARGB value of #FFDB7093.
PapayaWhip	Color
(description)	The system-defined color that has an ARGB value of #FFFDFD5.
PeachPuff	Color
(description)	The system-defined color that has an ARGB value of #FFFFDAB9.
Peru	Color
(description)	The system-defined color that has an ARGB value of #FFCD853F.
Pink	Color
(description)	The system-defined color that has an ARGB value of #FFFC0CB.
Plum	Color
(description)	The system-defined color that has an ARGB value of #FFDDA0DD.
PowderBlue	Color
(description)	The system-defined color that has an ARGB value of #FFB0E0E6.
Purple	Color
(description)	The system-defined color that has an ARGB value of #FF800080.
Red	Color
(description)	The system-defined color that has an ARGB value of #FFFF0000.
RosyBrown	Color
(description)	The system-defined color that has an ARGB value of #FFBC8F8F.
RoyalBlue	Color
(description)	The system-defined color that has an ARGB value of #FF4169E1.
SaddleBrown	Color
(description)	The system-defined color that has an ARGB value of #FF8B4513.
Salmon	Color
(description)	The system-defined color that has an ARGB value of #FFFA8072.
SandyBrown	Color

(description)	The system-defined color that has an ARGB value of #FFF4A460.
SeaGreen	Color
(description)	The system-defined color that has an ARGB value of #FF2E8B57.
SeaShell	Color
(description)	The system-defined color that has an ARGB value of #FFFFFF5EE.
Sienna	Color
(description)	The system-defined color that has an ARGB value of #FFA0522D.
Silver	Color
(description)	The system-defined color that has an ARGB value of #FFC0C0C0.
SkyBlue	Color
(description)	The system-defined color that has an ARGB value of #FF87CEEB.
SlateBlue	Color
(description)	The system-defined color that has an ARGB value of #FF6A5ACD.
SlateGray	Color
(description)	The system-defined color that has an ARGB value of #FF708090.
Snow	Color
(description)	The system-defined color that has an ARGB value of #FFFFFFAFA.
SpringGreen	Color
(description)	The system-defined color that has an ARGB value of #FF00FF7F.
SteelBlue	Color
(description)	The system-defined color that has an ARGB value of #FF4682B4.
Tan	Color
(description)	The system-defined color that has an ARGB value of #FFD2B48C.
Teal	Color
(description)	The system-defined color that has an ARGB value of #FF008080.
Thistle	Color
(description)	The system-defined color that has an ARGB value of #FFD8BFD8.
Tomato	Color
(description)	The system-defined color that has an ARGB value of #FFFF6347.
Transparent	Color
(description)	The system-defined color that has an ARGB value of #00FFFFFF.

Turquoise	Color
(description)	The system-defined color that has an ARGB value of #FF40E0D0.
Violet	Color
(description)	The system-defined color that has an ARGB value of #FFEE82EE.
Wheat	Color
(description)	The system-defined color that has an ARGB value of #FFF5DEB3.
White	Color
(description)	The system-defined color that has an ARGB value of #FFFFFFFF.
WhiteSmoke	Color
(description)	The system-defined color that has an ARGB value of #FFF5F5F5.
Yellow	Color
(description)	The system-defined color that has an ARGB value of #FFFFFFF0.
YellowGreen	Color
(description)	The system-defined color that has an ARGB value of #FF9ACD32.

1.34 ColumnDefinitionCollection

(usage)	None.
(description)	Provides access to an ordered, strongly typed collection of ColumnDefinition objects.
[types assignable to]	ColumnDefinitionCollection x:Object
(used by)	Grid
[is default constructible]	False
[is list]	True
[allowed types]	ColumnDefinition

1.35 CommandBinding

(usage)	<CommandBinding />
(description)	Binds a RoutedCommand to the event handlers that implement the command.
[types assignable to]	CommandBinding x:Object

(used by)	CommandBindingCollection
(properties)	
Command	ICommand
(description)	The ICommand associated with this CommandBinding.
(events)	
CanExecute	Occurs when the command associated with this CommandBinding initiates a check to determine whether the command can be executed on the command target.
Executed	Occurs when the command associated with this CommandBinding executes.
PreviewCanExecute	Occurs when the command associated with this CommandBinding initiates a check to determine whether the command can be executed on the current command target.
PreviewExecuted	Occurs when the command associated with this CommandBinding executes.

1.36 CommandBindingCollection

(usage)	<CommandBindingCollection> CommandBinding * </CommandBindingCollection>
(description)	Represents a collection of CommandBinding objects.
[types assignable to]	CommandBindingCollection x:Object
(used by)	ContentElement UIElement UIElement3D
[is list]	True
[allowed types]	CommandBinding

1.37 ComponentCommands

(usage)	{x:Static ComponentCommands.StaticPropertyName }
(description)	Provides a standard set of component-related commands, which have predefined key input gestures and Text properties.
[types assignable to]	ComponentCommands x:Object
[is default constructible]	False

(static properties)	
ExtendSelectionDown	RoutedUICommand
(description)	The value that represents the Extend Selection Down command.
ExtendSelectionLeft	RoutedUICommand
(description)	The value that represents the Extend Selection Left command.
ExtendSelectionRight	RoutedUICommand
(description)	The value that represents the Extend Selection Right command.
ExtendSelectionUp	RoutedUICommand
(description)	The value that represents the Extend Selection Up command.
MoveDown	RoutedUICommand
(description)	The value that represents the Move Down command.
MoveFocusBack	RoutedUICommand
(description)	The value that represents the Move Focus Back command.
MoveFocusDown	RoutedUICommand
(description)	The value that represents the Move Focus Down command.
MoveFocusForward	RoutedUICommand
(description)	The value that represents the Move Focus Forward command.
MoveFocusPageDown	RoutedUICommand
(description)	The value that represents the Move Focus Page Down command.
MoveFocusPageUp	RoutedUICommand
(description)	The value that represents the Move Focus Page Up command.
MoveFocusUp	RoutedUICommand
(description)	The value that represents the Move Focus Up command.
MoveLeft	RoutedUICommand
(description)	The value that represents the Move Left command.
MoveRight	RoutedUICommand
(description)	The value that represents the Move Right command.
MoveToEnd	RoutedUICommand
(description)	The value that represents the Move To End command.
MoveToHome	RoutedUICommand
(description)	The value that represents the Move To Home command.
MoveToPageDown	RoutedUICommand

(description)	The value that represents the Move To Page Down command.
MoveToPageUp	RoutedUICommand
(description)	The value that represents the Move To Page Up command.
MoveUp	RoutedUICommand
(description)	The value that represents the Move Up command.
ScrollByLine	RoutedUICommand
(description)	The value that represents the Scroll By Line command.
ScrollPageDown	RoutedUICommand
(description)	The value that represents the Scroll Page Down command.
ScrollPageLeft	RoutedUICommand
(description)	The value that represents the Scroll Page Left command.
ScrollPageRight	RoutedUICommand
(description)	The value that represents the Scroll Page Right command.
ScrollPageUp	RoutedUICommand
(description)	The value that represents the Scroll Page Up command.
SelectToEnd	RoutedUICommand
(description)	The value that represents the Select To End command.
SelectToHome	RoutedUICommand
(description)	The value that represents the Select To Home command.
SelectToPageDown	RoutedUICommand
(description)	The value that represents the Select To Page Down command.
SelectToPageUp	RoutedUICommand
(description)	The value that represents the Select To Page Up command.

1.38 CompositeCollection

(usage)	<code><CompositeCollection> x:Object* </CompositeCollection></code>
(description)	Enables multiple collections and items to be displayed as a single list.
[types assignable to]	CompositeCollection x:Object
[is list]	True

[allowed types]	x:Object
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1.39 Condition

(usage)	<Condition />
(description)	Represents a condition for the MultiTrigger and the MultiDataTrigger, which apply changes to property values based on a set of conditions.
[types assignable to]	Condition x:Object
(used by)	ConditionCollection
(properties)	
Binding	BindingBase
(description)	The binding that specifies the property of the condition. This is only applicable to MultiDataTrigger objects.
Property	DependencyProperty
(description)	The property of the condition. This is only applicable to MultiTrigger objects.
SourceName	x:String
(description)	The name of the object with the property that causes the associated setters to be applied. This is only applicable to MultiTrigger objects.
Value	x:Object
(description)	The value of the condition.

1.40 ConditionCollection

(usage)	<ConditionCollection> Condition * </ConditionCollection>
(description)	Represents a collection of Condition objects.
[types assignable to]	ConditionCollection x:Object
(used by)	MultiDataTrigger MultiTrigger
[is list]	True
[allowed types]	Condition

1.41 ContextMenuService

(usage)	None.
(description)	Provides the system implementation for displaying a ContextMenu.
[types assignable to]	ContextMenuService x:Object
[is default constructible]	False
(attachable properties)	
ContextMenuService.ContextMenu	ContextMenu
(description)	The content of a ContextMenu.
[target type]	DependencyObject
ContextMenuService.HasDropShadow	x:Boolean
(description)	A value that indicates whether the ContextMenu has the drop shadow effect enabled.
[target type]	DependencyObject
ContextMenuService.HorizontalOffset	x:Double
(description)	A value that indicates where along the x-direction to place the ContextMenu with respect to the parent control.
[target type]	DependencyObject
[text syntax]	LengthSyntax
ContextMenuService.IsEnabled	x:Boolean
(description)	A value that indicates whether the ContextMenu can be shown.
[target type]	DependencyObject
ContextMenuService.Placement	PlacementMode
(description)	A value that specifies the placement of the ContextMenu relative to the PlacementTarget or PlacementRectangle.
[target type]	DependencyObject
ContextMenuService.PlacementRectangle	Rect
(description)	The area relative to which the context menu is positioned when it opens.
[target type]	DependencyObject
ContextMenuService.	UIElement

PlacementTarget	
(description)	The parent control of the ContextMenu.
[target type]	DependencyObject
ContextMenuService. ShowOnDisabled	x:Boolean
(description)	A value that indicates whether the ContextMenu should be shown when its parent is grayed out.
[target type]	DependencyObject
ContextMenuService. VerticalOffset	x:Double
(description)	A value that indicates where along the y-direction to place the ContextMenu with respect to the parent control.
[target type]	DependencyObject
[text syntax]	LengthSyntax

1.42 CornerRadius

(usage)	<nerRadius> string </nerRadius>
(description)	Represents the radii of a rectangle's corners.
[types assignable to]	nerRadius x:Object
(used by)	Border
[is nullable]	False
[text syntax]	nerRadiusSyntax
(properties)	
BottomLeft	x:Double
(description)	The radius of the bottom-left corner.
BottomRight	x:Double
(description)	The radius of the bottom-right corner.
TopLeft	x:Double
(description)	The radius of the top-left corner.
TopRight	x:Double
(description)	The radius of the top-right corner.

1.43 Cursor

(usage)	None No Arrow AppStarting Cross Help IBeam SizeAll SizeNESW ...
(description)	Represents the image used for the mouse pointer.
[types assignable to]	Cursor x:Object
(used by)	Cursors FrameworkContentElement FrameworkElement Mouse MouseDevice
[is default constructible]	False
[text syntax]	CursorSyntax

1.44 Cursors

(usage)	{x:Static Cursors.StaticPropertyName }
(description)	Defines a set of default cursors.
[types assignable to]	Cursors x:Object
[is default constructible]	False
(static properties)	
AppStarting	Cursor
(description)	The Cursor that appears when an application is starting.
Arrow	Cursor
(description)	The Arrow Cursor.
ArrowCD	Cursor
(description)	The arrow with a compact disk Cursor.
Cross	Cursor
(description)	The crosshair Cursor.
Hand	Cursor
(description)	A hand Cursor.
Help	Cursor
(description)	A help Cursor which is a combination of an arrow and a question mark.
IBeam	Cursor

(description)	An I-beam Cursor, which is used to show where the text cursor appears when the mouse is clicked.
No	Cursor
(description)	A Cursor with which indicates that a particular region is invalid for a given operation.
None	Cursor
(description)	A special cursor that is invisible.
Pen	Cursor
(description)	A pen Cursor.
ScrollAll	Cursor
(description)	The scroll all Cursor.
ScrollE	Cursor
(description)	The scroll east Cursor.
ScrollN	Cursor
(description)	The scroll north Cursor.
ScrollNE	Cursor
(description)	The scroll northeast cursor.
ScrollNS	Cursor
(description)	The scroll north/south cursor.
ScrollNW	Cursor
(description)	A scroll northwest cursor.
ScrollS	Cursor
(description)	The scroll south Cursor.
ScrollSE	Cursor
(description)	A south/east scrolling Cursor.
ScrollSW	Cursor
(description)	The scroll southwest Cursor.
ScrollW	Cursor
(description)	The scroll west Cursor.
ScrollWE	Cursor
(description)	A west/east scrolling Cursor.
SizeAll	Cursor
(description)	A four-headed sizing Cursor, which consists of four joined arrows that point

	north, south, east, and west.
SizeNESW	Cursor
(description)	A two-headed northeast/southwest sizing Cursor.
SizeNS	Cursor
(description)	A two-headed north/south sizing Cursor.
SizeNWSE	Cursor
(description)	A two-headed northwest/southeast sizing Cursor.
SizeWE	Cursor
(description)	A two-headed west/east sizing Cursor.
UpArrow	Cursor
(description)	An up arrow Cursor, which is typically used to identify an insertion point.
Wait	Cursor
(description)	Specifies a wait (or hourglass) Cursor.

1.45 DashStyles

(usage)	{x:Static DashStyles.StaticPropertyName}
(description)	Implements a set of predefined DashStyle objects.
[types assignable to]	DashStyles x:Object
[is default constructible]	False
(static properties)	
Dash	DashStyle
(description)	A DashStyle with a Dashes property equal to 2,2.
DashDot	DashStyle
(description)	A DashStyle with a Dashes property equal to 2,2,0,2.
DashDotDot	DashStyle
(description)	A DashStyle with a Dashes property equal to 2,2,0,2,0,2.
Dot	DashStyle
(description)	A DashStyle with a Dashes property equal to 0,2.
Solid	DashStyle

(description)	A DashStyle with an empty Dashes property.
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1.46 DataTemplateSelector

(usage)	<DataTemplateSelector />
(description)	Provides a way to choose a DataTemplate based on the data object and the data-bound element.
[types assignable to]	DataTemplateSelector x:Object
(used by)	ContentControl ContentPresenter GridView GridViewColumn GridViewHeaderRowPresenter GroupStyle HeaderedContentControl HeaderedItemsControl HierarchicalDataTemplate ItemsControl TabControl

1.47 x:Decimal

link to externally defined type	x:Decimal, from [MS-XAML]
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1.48 DependencyObject

(usage)	<DependencyObject />
(description)	A base type that supports visual and graphic elements.
[types assignable to]	DependencyObject x:Object
(used by)	AutomationProperties Binding Block ContextMenuService DocumentViewerBase FocusManager FrameworkElement GridView Hyperlink InputLanguageManager InputMethod JournalEntry JournalEntryUnifiedViewConverter KeyboardNavigation NumberSubstitution RenderOptions ScrollViewer Selector Storyboard Stylus TextBlock TextElement TextSearch ToolBar ToolBarTray ToolTipService Typography Validation VirtualizingStackPanel

1.48.1 BooleanKeyFrame

(usage)	None.
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(description)	A base type that defines a segment with its own target value and interpolation technique for a BooleanAnimationUsingKeyFrames.
[types assignable to]	BooleanKeyFrame DependencyObject x:Object
(used by)	BooleanKeyFrameCollection
[is default constructible]	False
(properties)	
KeyTime	KeyTime
(description)	The time at which the key frame's target Value should be reached
Value	x:Boolean
(description)	The key frame's target value.

1.48.1.1 DiscreteBooleanKeyFrame

(usage)	<DiscreteBooleanKeyFrame />
(description)	Animates from the Boolean value of the previous key frame to its own Value using discrete interpolation.
[types assignable to]	DiscreteBooleanKeyFrame BooleanKeyFrame DependencyObject x:Object

1.48.2 BooleanKeyFrameCollection

(usage)	<BooleanKeyFrameCollection> BooleanKeyFrame * </BooleanKeyFrameCollection>
(description)	Represents a collection of BooleanKeyFrame objects.
[types assignable to]	BooleanKeyFrameCollection DependencyObject x:Object
(used by)	BooleanAnimationUsingKeyFrames BooleanKeyFrameCollection
[is list]	True
[allowed types]	BooleanKeyFrame
(static properties)	
Empty	BooleanKeyFrameCollection
(description)	An empty BooleanKeyFrameCollection.

1.48.3 Brush

(usage)	AliceBlue AntiqueWhite Aqua Aquamarine Azure Beige Bisque Black BlanchedAlmond ...
(description)	Defines objects used to paint graphical objects. Types that derive from Brush describe how the area is painted.
[types assignable to]	Brush DependencyObject x:Object
(used by)	AccessText AnchoredBlock Block Border BulletDecorator ContainerVisual Control DiffuseMaterial DrawingGroup EmissiveMaterial FixedPage FlowDocument GeometryDrawing GlyphRunDrawing Glyphs InkCanvas ListItem Page Panel Pen Shape SpecularMaterial TableCell TableColumn TextBlock TextEffect TextElement TickBar ToolBarTray UIElement Viewport3DVisual
[is default constructible]	False
[text syntax]	BrushSyntax
(properties)	
Opacity	x:Double
(description)	The degree of opacity of a Brush.
RelativeTransform	Transform
(description)	The transformation that is applied to the brush using relative coordinates.
Transform	Transform
(description)	The transformation that is applied to the brush. This transformation is applied after the brush's output has been mapped and positioned.

1.48.3.1 GradientBrush

(usage)	<GradientBrush> string GradientStop * </GradientBrush>
(description)	A base type that describes a gradient, composed of gradient stops.
[types assignable to]	GradientBrush Brush DependencyObject x:Object
[is default constructible]	False
[text syntax]	BrushSyntax
[content property]	GradientStops
(properties)	
ColorInterpolationMode	ColorInterpolationMode

(description)	A ColorInterpolationMode enumeration that specifies how the gradient's colors are interpolated.
GradientStops	GradientStopCollection
(description)	The brush's gradient stops.
MappingMode	BrushMappingMode
(description)	A BrushMappingMode enumeration that specifies whether the gradient brush's positioning coordinates are absolute or relative to the output area.
SpreadMethod	GradientSpreadMethod
(description)	The type of spread method that specifies how to draw a gradient that starts or ends inside the bounds of the object to be painted.

1.48.3.1.1 LinearGradientBrush

(usage)	<LinearGradientBrush> string GradientStop * </LinearGradientBrush>
(description)	Paints an area with a linear gradient.
[types assignable to]	LinearGradientBrush GradientBrush Brush DependencyObject x:Object
[text syntax]	BrushSyntax
[content property]	GradientStops
(properties)	
EndPoint	Point
(description)	The ending two-dimensional coordinates of the linear gradient.
StartPoint	Point
(description)	The starting two-dimensional coordinates of the linear gradient.

1.48.3.1.2 RadialGradientBrush

(usage)	<RadialGradientBrush> string GradientStop * </RadialGradientBrush>
(description)	Paints an area with a radial gradient. A focal point defines the beginning of the gradient, and a circle defines the end point of the gradient.
[types assignable to]	RadialGradientBrush GradientBrush Brush DependencyObject x:Object
[text syntax]	BrushSyntax

[content property]	GradientStops
(properties)	
Center	Point
(description)	The center of the outermost circle of the radial gradient.
GradientOrigin	Point
(description)	The location of the two-dimensional focal point that defines the beginning of the gradient.
RadiusX	x:Double
(description)	The horizontal radius of the outermost circle of the radial gradient.
RadiusY	x:Double
(description)	The vertical radius of the outermost circle of a radial gradient.

1.48.3.2 SolidColorBrush

(usage)	AliceBlue AntiqueWhite Aqua Aquamarine Azure Beige Bisque Black BlanchedAlmond ...
(description)	Paints an area with a solid color.
[types assignable to]	SolidColorBrush Brush DependencyObject x:Object
(used by)	Brushes SystemColors
[text syntax]	BrushSyntax
(properties)	
Color	Color
(description)	The color of this SolidColorBrush.

1.48.3.3 TileBrush

(usage)	AliceBlue AntiqueWhite Aqua Aquamarine Azure Beige Bisque Black BlanchedAlmond ...
(description)	Describes a way to paint a region by using one or more tiles.
[types assignable to]	TileBrush Brush DependencyObject x:Object
[is default constructible]	False
[text syntax]	BrushSyntax

(properties)	
AlignmentX	AlignmentX
(description)	The horizontal alignment of content in the TileBrush base tile.
AlignmentY	AlignmentY
(description)	The vertical alignment of content in the TileBrush base tile.
Stretch	Stretch
(description)	A value that specifies how the content of this TileBrush stretches to fit its tiles.
TileMode	TileMode
(description)	A value that specifies how a TileBrush fills the area that you are painting if the base tile is smaller than the output area.
Viewbox	Rect
(description)	The position and dimensions of the content in a TileBrush tile.
ViewboxUnits	BrushMappingMode
(description)	A value that specifies whether the Viewbox value is relative to the bounding box of the TileBrush contents or whether the value is absolute.
Viewport	Rect
(description)	The position and dimensions of the base tile for a TileBrush.
ViewportUnits	BrushMappingMode
(description)	A BrushMappingMode enumeration that specifies whether the value of the Viewport, which indicates the size and position of the TileBrush base tile, is relative to the size of the output area.

1.48.3.3.1 DrawingBrush

(usage)	AliceBlue AntiqueWhite Aqua Aquamarine Azure Beige Bisque Black BlanchedAlmond ...
(description)	Paints an area with a Drawing, which can include shapes, text, video, images, or other drawings.
[types assignable to]	DrawingBrush TileBrush Brush DependencyObject x:Object
[text syntax]	BrushSyntax
(properties)	
Drawing	Drawing

(description)	The Drawing that describes the contents of this DrawingBrush.
---------------	---

1.48.3.3.2 ImageBrush

(usage)	AliceBlue AntiqueWhite Aqua Aquamarine Azure Beige Bisque Black BlanchedAlmond ...
---------	--

(description)	Paints an area with an image.
---------------	-------------------------------

[types assignable to]	ImageBrush TileBrush Brush DependencyObject x:Object
-----------------------	--

[text syntax]	BrushSyntax
---------------	-----------------------------

(properties)	
--------------	--

ImageSource	ImageSource
-------------	-----------------------------

(description)	The image displayed by this ImageBrush.
---------------	---

1.48.3.3.3 VisualBrush

(usage)	AliceBlue AntiqueWhite Aqua Aquamarine Azure Beige Bisque Black BlanchedAlmond ...
---------	--

(description)	Paints an area with a Visual.
---------------	-------------------------------

[types assignable to]	VisualBrush TileBrush Brush DependencyObject x:Object
-----------------------	---

[text syntax]	BrushSyntax
---------------	-----------------------------

(properties)	
--------------	--

AutoLayoutContent	x:Boolean
-------------------	---------------------------

(description)	A value that specifies whether this VisualBrush will run layout its Visual.
---------------	---

Visual	Visual
--------	------------------------

(description)	The brush's content.
---------------	----------------------

1.48.4 ByteKeyFrame

(usage)	None.
---------	-------

(description)	A base type that defines an animation segment with its own target value and interpolation technique for a ByteAnimationUsingKeyFrames.
---------------	--

[types assignable to]	ByteKeyFrame DependencyObject x:Object
(used by)	ByteKeyFrameCollection
[is default constructible]	False
(properties)	
KeyTime	KeyTime
(description)	The time at which the key frame's target Value should be reached.
Value	x:Byte
(description)	The key frame's target value.

1.48.4.1 DiscreteByteKeyFrame

(usage)	<DiscreteByteKeyFrame />
(description)	Animates from the Byte value of the previous key frame to its own Value using discrete interpolation.
[types assignable to]	DiscreteByteKeyFrame ByteKeyFrame DependencyObject x:Object

1.48.4.2 LinearByteKeyFrame

(usage)	<LinearByteKeyFrame />
(description)	Animates from the Byte value of the previous key frame to its own Value using linear interpolation.
[types assignable to]	LinearByteKeyFrame ByteKeyFrame DependencyObject x:Object

1.48.4.3 SplineByteKeyFrame

(usage)	<SplineByteKeyFrame />
(description)	Animates from the Byte value of the previous key frame to its own Value using splined interpolation.
[types assignable to]	SplineByteKeyFrame ByteKeyFrame DependencyObject x:Object

(properties)**KeySpline**[KeySpline](#)**(description)**

The two control points that define animation progress for this key frame.

1.48.5 ByteKeyFrameCollection

(usage)<ByteKeyFrameCollection> [ByteKeyFrame](#)* </ByteKeyFrameCollection>**(description)**

Represents a collection of ByteKeyFrame objects.

[types assignable to][ByteKeyFrameCollection](#) [DependencyObject](#) [x:Object](#)**(used by)**[ByteAnimationUsingKeyFrames](#) [ByteKeyFrameCollection](#)**[is list]**

True

[allowed types][ByteKeyFrame](#)**(static properties)****Empty**[ByteKeyFrameCollection](#)**(description)**

An empty ByteKeyFrameCollection.

1.48.6 Camera

(usage)

None.

(description)

Represents an imaginary viewing position and direction in 3-D coordinate space that describes how a 3-D model is projected onto a 2-D visual.

[types assignable to][Camera](#) [DependencyObject](#) [x:Object](#)**(used by)**[Viewport3D](#) [Viewport3DVisual](#)**[is default constructible]**

False

(properties)**Transform**[Transform3D](#)**(description)**

The Transform3D applied to the camera.

1.48.6.1 MatrixCamera

(usage)	<MatrixCamera />
(description)	Camera which specifies the view and projection transforms as Matrix3D objects
[types assignable to]	MatrixCamera Camera DependencyObject x:Object
(properties)	
ProjectionMatrix	Matrix3D
(description)	A Matrix3D as the projection transformation matrix.
ViewMatrix	Matrix3D
(description)	A Matrix3D as the view transformation matrix.

1.48.6.2 ProjectionCamera

(usage)	None.
(description)	A base type for perspective and orthographic projection cameras.
[types assignable to]	ProjectionCamera Camera DependencyObject x:Object
[is default constructible]	False
(properties)	
FarPlaneDistance	x:Double
(description)	A value that specifies the distance from the camera of the camera's far clip plane.
LookDirection	Vector3D
(description)	A Vector3D which defines the direction in which the camera is looking in world coordinates.
NearPlaneDistance	x:Double
(description)	A value that specifies the distance from the camera of the camera's near clip plane.
Position	Point3D
(description)	The position of the camera in world coordinates.
UpDirection	Vector3D
(description)	A Vector3D which defines the upward direction of the camera.

1.48.6.2.1 OrthographicCamera

(usage)	<OrthographicCamera />
(description)	Represents an orthographic projection camera.
[types assignable to]	OrthographicCamera ProjectionCamera Camera DependencyObject x:Object
(properties)	
Width	x:Double
(description)	The width of the camera's viewing box, in world units.

1.48.6.2.2 PerspectiveCamera

(usage)	<PerspectiveCamera />
(description)	Represents a perspective projection camera.
[types assignable to]	PerspectiveCamera ProjectionCamera Camera DependencyObject x:Object
(properties)	
FieldOfView	x:Double
(description)	A value that represents the camera's horizontal field of view.

1.48.7 CharKeyFrame

(usage)	None.
(description)	A base type that defines an animation segment with its own target value and interpolation technique for a CharAnimationUsingKeyFrames.
[types assignable to]	CharKeyFrame DependencyObject x:Object
(used by)	CharKeyFrameCollection
[is default constructible]	False
(properties)	
KeyTime	KeyTime
(description)	The time at which the key frame's target Value should be reached.
Value	x:Char
(description)	The key frame's target value.

1.48.7.1 DiscreteCharKeyFrame

(usage)	<DiscreteCharKeyFrame />
(description)	Animates from the Char value of the previous key frame to its own Value using discrete interpolation.
[types assignable to]	DiscreteCharKeyFrame CharKeyFrame DependencyObject x:Object

1.48.8 CharKeyFrameCollection

(usage)	<CharKeyFrameCollection> CharKeyFrame * </CharKeyFrameCollection>
(description)	Represents a collection of CharKeyFrame objects.
[types assignable to]	CharKeyFrameCollection DependencyObject x:Object
(used by)	CharAnimationUsingKeyFrames CharKeyFrameCollection
[is list]	True
[allowed types]	CharKeyFrame
(static properties)	
Empty	CharKeyFrameCollection
(description)	An empty CharKeyFrameCollection.

1.48.9 ColorKeyFrame

(usage)	None.
(description)	A base type that defines an animation segment with its own target value and interpolation technique for a ColorAnimationUsingKeyFrames.
[types assignable to]	ColorKeyFrame DependencyObject x:Object
(used by)	ColorKeyFrameCollection
[is default constructible]	False
(properties)	
KeyTime	KeyTime

(description)	The time at which the key frame's target Value should be reached.
Value	Color
(description)	The key frame's target value.

1.48.9.1 DiscreteColorKeyFrame

(usage)	<DiscreteColorKeyFrame />
(description)	Animates from the Color value of the previous key frame to its own Value using discrete interpolation.
[types assignable to]	DiscreteColorKeyFrame ColorKeyFrame DependencyObject x:Object

1.48.9.2 LinearColorKeyFrame

(usage)	<LinearColorKeyFrame />
(description)	Animates from the Color value of the previous key frame to its own Value using linear interpolation.
[types assignable to]	LinearColorKeyFrame ColorKeyFrame DependencyObject x:Object

1.48.9.3 SplineColorKeyFrame

(usage)	<SplineColorKeyFrame />
(description)	Animates from the Color value of the previous key frame to its own Value using splined interpolation.
[types assignable to]	SplineColorKeyFrame ColorKeyFrame DependencyObject x:Object
(properties)	
KeySpline	KeySpline
(description)	The two control points that define animation progress for this key frame.

1.48.10 ColorKeyFrameCollection

(usage)	<ColorKeyFrameCollection> ColorKeyFrame * </ColorKeyFrameCollection>
(description)	Represents a collection of ColorKeyFrame objects.
[types assignable to]	ColorKeyFrameCollection DependencyObject x:Object
(used by)	ColorAnimationUsingKeyFrames ColorKeyFrameCollection
[is list]	True
[allowed types]	ColorKeyFrame
(static properties)	
Empty	ColorKeyFrameCollection
(description)	An empty ColorKeyFrameCollection.

1.48.11 ContentElement

(usage)	<ContentElement />
(description)	Provides a core-level base type for content elements. Content elements are designed for flow-style presentation, using an intuitive markup-oriented layout model and a deliberately simple object model.
[types assignable to]	ContentElement DependencyObject x:Object InputElement
(properties)	
AllowDrop	x:Boolean
(description)	A value that indicates whether this element can be used as the target of a drag-and-drop operation.
CommandBindings	CommandBindingCollection
(description)	A collection of CommandBinding objects that are associated with this element.
[read only]	True
Focusable	x:Boolean
(description)	A value that indicates whether the element can receive focus.
InputBindings	InputBindingCollection
(description)	The collection of input bindings that are associated with this element.
[read only]	True
IsEnabled	x:Boolean
(description)	A value that indicates whether this element is enabled in the user interface

(UI).

(events)	
DragEnter	Occurs when the input system reports an underlying drag event with this element as the drag target.
DragLeave	Occurs when the input system reports an underlying drag event with this element as the drag origin.
DragOver	Occurs when the input system reports an underlying drag event with this element as the potential drop target.
Drop	Occurs when the input system reports an underlying drop event with this element as the drop target.
FocusableChanged	Occurs when the value of the Focusable property changes.
GiveFeedback	Occurs when the input system reports an underlying drag-and-drop event that involves this element.
GotFocus	Occurs when this element gets logical focus.
GotKeyboardFocus	Occurs when the keyboard is focused on this element.
GotMouseCapture	Occurs when this element captures the mouse.
GotStylusCapture	Occurs when this element captures the stylus.
IsEnabledChanged	Occurs when the value of the IsEnabled property on this element changes.
IsKeyboardFocusedChanged	Occurs when the value of the IsKeyboardFocused property changes on this element.
IsKeyboardFocusWithinChanged	Occurs when the value of the IsKeyboardFocusWithinChanged property changes on this element.
IsMouseCapturedChanged	Occurs when the value of the IsMouseCaptured property changes on this element.
IsMouseCaptureWithinChanged	Occurs when the value of the IsMouseCaptureWithinProperty changes on this element.
IsMouseDirectlyOverChanged	Occurs when the value of the IsMouseDirectlyOver property changes on this element.
IsStylusCapturedChanged	Occurs when the value of the IsStylusCaptured property changes on this element.
IsStylusCaptureWithinChanged	Occurs when the value of the IsStylusCaptureWithin property changes on this element.
IsStylusDirectlyOverChanged	Occurs when the value of the IsStylusDirectlyOver property changes on this element.
KeyDown	Occurs when a key is pressed while focus is on this element.
KeyUp	Occurs when a key is released while focus is on this element.

LostFocus	Occurs when this element loses logical focus.
LostKeyboardFocus	Occurs when the keyboard is no longer focused on this element.
LostMouseCapture	Occurs when this element loses mouse capture.
LostStylusCapture	Occurs when this element loses stylus capture.
MouseDown	Occurs when any mouse button is pressed while the pointer is over this element.
MouseEnter	Occurs when the mouse pointer enters the bounds of this element.
MouseLeave	Occurs when the mouse pointer leaves the bounds of this element.
MouseLeftButtonDown	Occurs when the left mouse button is pressed while the mouse pointer is over this element.
MouseLeftButtonUp	Occurs when the left mouse button is released while the mouse pointer is over this element.
MouseMove	Occurs when the mouse pointer moves while over this element.
MouseRightButtonDown	Occurs when the right mouse button is pressed while the mouse pointer is over this element.
MouseRightButtonUp	Occurs when the right mouse button is released while the mouse pointer is over this element.
MouseUp	Occurs when any mouse button is released over this element.
MouseWheel	Occurs when the user rotates the mouse wheel while the mouse pointer is over this element.
PreviewDragEnter	Occurs when the input system reports an underlying drag event with this element as the drag target.
PreviewDragLeave	Occurs when the input system reports an underlying drag event with this element as the drag origin.
PreviewDragOver	Occurs when the input system reports an underlying drag event with this element as the potential drop target.
PreviewDrop	Occurs when the input system reports an underlying drop event with this element as the drop target.
PreviewGiveFeedback	Occurs when a drag-and-drop operation is started.
PreviewGotKeyboardFocus	Occurs when the keyboard is focused on this element.
PreviewKeyDown	Occurs when a key is pressed while the keyboard is focused on this element.
PreviewKeyUp	Occurs when a key is released while the keyboard is focused on this element.
PreviewLostKeyboardFocus	Occurs when the keyboard is no longer focused on this element.
PreviewMouseDown	Occurs when any mouse button is pressed while the pointer is over this element.

PreviewMouseLeftButtonDown	Occurs when the left mouse button is pressed while the mouse pointer is over this element.
PreviewMouseLeftButtonUp	Occurs when the left mouse button is released while the mouse pointer is over this element.
PreviewMouseMove	Occurs when the mouse pointer moves while the mouse pointer is over this element.
PreviewMouseRightButtonDown	Occurs when the right mouse button is pressed while the mouse pointer is over this element.
PreviewMouseRightButtonUp	Occurs when the right mouse button is released while the mouse pointer is over this element.
PreviewMouseUp	Occurs when any mouse button is released while the mouse pointer is over this element.
PreviewMouseWheel	Occurs when the user rotates the mouse wheel while the mouse pointer is over this element.
PreviewQueryContinueDrag	Occurs when there is a change in the keyboard or mouse button state during a drag-and-drop operation.
PreviewStylusButtonDown	Occurs when the stylus button is pressed while the pointer is over this element.
PreviewStylusButtonUp	Occurs when the stylus button is released while the pointer is over this element.
PreviewStylusDown	Occurs when the stylus touches the digitizer while it is over this element.
PreviewStylusInAirMove	Occurs when the stylus moves over an element without actually touching the digitizer.
PreviewStylusInRange	Occurs when the stylus is close enough to the digitizer to be detected, while over this element.
PreviewStylusMove	Occurs when the stylus moves while over the element. The stylus must move while being detected by the digitizer to raise this event, otherwise, PreviewStylusInAirMove is raised instead.
PreviewStylusOutOfRange	Occurs when the stylus is too far from the digitizer to be detected.
PreviewStylusSystemGesture	Occurs when a user performs one of several stylus gestures.
PreviewStylusUp	Occurs when the user raises the stylus off the digitizer while the stylus is over this element.
PreviewTextInput	Occurs when this element gets text in a device-independent manner.
QueryContinueDrag	Occurs when there is a change in the keyboard or mouse button state during a drag-and-drop operation.
QueryCursor	Occurs when the cursor is requested to display. This event is raised on an element each time that the mouse pointer moves to a new location, which means the cursor object might need to be changed based on its new position.
StylusButtonDown	Occurs when the stylus button is pressed while the pointer is over this element.

StylusButtonUp	Occurs when the stylus button is released while the pointer is over this element.
StylusDown	Occurs when the stylus touches the digitizer while the stylus is over this element.
StylusEnter	Occurs when the stylus enters the bounds of this element.
StylusInAirMove	Occurs when the stylus moves over an element without actually touching the digitizer.
StylusInRange	Occurs when the stylus is close enough to the digitizer to be detected, while over this element.
StylusLeave	Occurs when the stylus leaves the bounds of the element.
StylusMove	Occurs when the stylus moves over this element. The stylus must move while on the digitizer to raise this event. Otherwise, StylusInAirMove is raised instead.
StylusOutOfRange	Occurs when the stylus is too far from the digitizer to be detected, while over this element.
StylusSystemGesture	Occurs when a user performs one of several stylus gestures.
StylusUp	Occurs when the user raises the stylus off the digitizer while it is over this element.
TextInput	Occurs when this element gets text in a device-independent manner.

1.48.11.1 FrameworkContentElement

(usage)	<FrameworkContentElement />
(description)	Adds support for additional input (including tooltips and context menus), storyboards, data context for databinding, styles, and logical trees. FrameworkContentElement is an implementation of the ContentElement base type.
[types assignable to]	FrameworkContentElement ContentElement DependencyObject x:Object InputElement
[name property]	Name
[xml lang property]	Language
(properties)	
ContextMenu	ContextMenu
(description)	The context menu element that should appear whenever the context menu is

	requested via user interface (UI) from within this element.
Cursor	Cursor
(description)	The cursor that displays when the mouse pointer is over this element.
DataContext	x:Object
(description)	The data context for an element when it participates in data binding.
FocusVisualStyle	Style
(description)	An object that enables customization of appearance, effects, or other style characteristics that will apply to this element when it captures keyboard focus.
ForceCursor	x:Boolean
(description)	A value indicating whether this FrameworkContentElement should force the user interface (UI) to render the cursor as declared by this instance's Cursor property.
InputScope	InputScope
(description)	The context for input used by this FrameworkContentElement.
Language	XmlLanguage
(description)	Localization/globalization language information that applies to an individual element.
Name	x:String
(description)	The identifying name of the element. The name provides a reference so that the element can be referred to after it is constructed during XAML parsing.
OverridesDefaultStyle	x:Boolean
(description)	A value indicating whether this element incorporates style properties from theme styles.
Resources	ResourceDictionary
(description)	The current locally-defined resource dictionary.
Style	Style
(description)	The style to be used by this element.
Tag	x:Object
(description)	An arbitrary object value that can be used to store custom information about this element.
ToolTip	x:Object
(description)	The tool-tip object that is displayed for this element in the user interface (UI).
(events)	
ContextMenuClosing	Occurs just before any context menu on the element is closed.
ContextMenuOpening	Occurs when any context menu on the element is opened.

DataContextChanged	Occurs when this element's data context changes.
Initialized	Occurs when this FrameworkContentElement is initialized. This coincides with cases where the value of the IsInitialized property changes from false (or undefined) to true.
Loaded	Occurs when the element is laid out, rendered, and ready for interaction.
SourceUpdated	Occurs when any associated data source participating in a binding on this element changes.
TargetUpdated	Occurs when any associated target property participating in a binding on this element changes.
ToolTipClosing	Occurs just before any tooltip on the element is closed.
ToolTipOpening	Occurs when any tooltip on the element is opened.
Unloaded	Occurs when the element is removed from an element tree of loaded elements.

1.48.11.1.1 DefinitionBase

(usage)	None.
(description)	Defines the functionality required to support a shared-size group that is used by the ColumnDefinitionCollection and RowDefinitionCollection types.
[types assignable to]	DefinitionBase FrameworkContentElement ContentElement DependencyObject x:Object InputElement
[is default constructible]	False
[name property]	Name
[xml lang property]	Language
(properties)	
SharedSizeGroup	x:String
(description)	A value that identifies a ColumnDefinition or RowDefinition as a member of a defined group that shares sizing properties.

1.48.11.1.1.1 ColumnDefinition

(usage)	<ColumnDefinition />
----------------	----------------------

(description)	Defines column-specific properties that apply to Grid elements.
[types assignable to]	ColumnDefinition DefinitionBase FrameworkContentElement ContentElement DependencyObject x:Object IInputElement
(used by)	ColumnDefinitionCollection ICollectionOfColumnDefinition
[name property]	Name
[xml lang property]	Language
(properties)	
MaxWidth	x:Double
(description)	A value that represents the maximum width of a ColumnDefinition.
[text syntax]	LengthSyntax
MinWidth	x:Double
(description)	A value that represents the minimum width of a ColumnDefinition.
[text syntax]	LengthSyntax
Width	GridLength
(description)	The calculated width of a ColumnDefinition element, or sets the GridLength value of a column that is defined by the ColumnDefinition.

1.48.11.1.1.2 RowDefinition

(usage)	<RowDefinition />
(description)	Defines row-specific properties that apply to Grid elements.
[types assignable to]	RowDefinition DefinitionBase FrameworkContentElement ContentElement DependencyObject x:Object IInputElement
(used by)	RowDefinitionCollection
[name property]	Name
[xml lang property]	Language
(properties)	
Height	GridLength
(description)	The calculated height of a RowDefinition element, or sets the GridLength value of a row that is defined by the RowDefinition.
MaxHeight	x:Double
(description)	A value that represents the maximum height of a RowDefinition.
[text syntax]	LengthSyntax

MinHeight	x:Double
(description)	A value that represents the minimum allowable height of a RowDefinition.
[text syntax]	LengthSyntax

1.48.11.1.2 FixedDocument

(usage)	<FixedDocument> PageContent * </FixedDocument>
(description)	Hosts a portable, high fidelity, fixed-format document with read access for user text selection, keyboard navigation, and search.
[types assignable to]	FixedDocument FrameworkContentElement ContentElement DependencyObject x:Object InputElement IDocumentPaginatorSource
[content property]	Pages
[name property]	Name
[xml lang property]	Language
(properties)	
Pages	PageContentCollection
(description)	A collection of the document's PageContent elements.
[read only]	True
PrintTicket	x:Object
(description)	The PrintTicket that is associated with this document.

1.48.11.1.3 FixedDocumentSequence

(usage)	<FixedDocumentSequence> DocumentReference * </FixedDocumentSequence>
(description)	Hosts one or more DocumentReference elements that define a sequence of fixed documents.
[types assignable to]	FixedDocumentSequence FrameworkContentElement ContentElement DependencyObject x:Object InputElement IDocumentPaginatorSource
[content property]	References
[name property]	Name
[xml lang property]	Language

(properties)	
PrintTicket	x:Object
(description)	The PrintTicket that is associated with this document sequence.
References	DocumentReferenceCollection
(description)	A collection of the document sequence's DocumentReference child elements.
[read only]	True

1.48.11.1.4 FlowDocument

(usage)	<FlowDocument> Block * </FlowDocument>
(description)	Hosts and formats flow content with advanced document features, such as pagination and columns.
[types assignable to]	FlowDocument FrameworkContentElement ContentElement DependencyObject x:Object InputElement IDocumentPaginatorSource
(used by)	FlowDocumentReader FlowDocumentScrollViewer RichTextBox
[content property]	Blocks
[name property]	Name
[xml lang property]	Language
(properties)	
Background	Brush
(description)	The Brush used to fill the background of content area.
Blocks	BlockCollection
(description)	The top-level Block elements of the contents of the FlowDocument.
[read only]	True
ColumnGap	x:Double
(description)	The column gap value, which indicates the spacing between columns in a FlowDocument.
[text syntax]	LengthSyntax
ColumnRuleBrush	Brush
(description)	The Brush used to draw the rule between columns.
ColumnRuleWidth	x:Double
(description)	The column rule width.

[text syntax]	LengthSyntax
ColumnWidth	x:Double
(description)	The minimum desired width of the columns in a FlowDocument.
[text syntax]	LengthSyntax
FlowDirection	FlowDirection
(description)	The relative direction for flow of content in a FlowDocument.
FontFamily	FontFamily
(description)	The preferred top-level font family for the FlowDocument.
FontSize	x:Double
(description)	The top-level font size for the FlowDocument.
[text syntax]	FontSizeSyntax
FontStretch	FontStretch
(description)	The top-level font-stretching characteristics for the FlowDocument.
FontStyle	FontStyle
(description)	The top-level font style for the FlowDocument.
FontWeight	FontWeight
(description)	The top-level font weight for the FlowDocument.
Foreground	Brush
(description)	The Brush to apply to the text contents of the FlowDocument.
IsColumnWidthFlexible	x:Boolean
(description)	A value that indicates whether the ColumnWidth value is flexible or fixed.
IsHyphenationEnabled	x:Boolean
(description)	A value that indicates whether automatic hyphenation of words is enabled or disabled.
IsOptimalParagraphEnabled	x:Boolean
(description)	A value that indicates whether optimal paragraph layout is enabled or disabled.
LineHeight	x:Double
(description)	The height of each line of content.
[text syntax]	LengthSyntax
LineStackingStrategy	LineStackingStrategy
(description)	The mechanism by which a line box is determined for each line of text within the FlowDocument.

MaxPageHeight	x:Double
(description)	The maximum height for pages in a FlowDocument.
[text syntax]	LengthSyntax
MaxPageWidth	x:Double
(description)	The maximum width for pages in a FlowDocument.
[text syntax]	LengthSyntax
MinPageHeight	x:Double
(description)	The minimum height for pages in a FlowDocument.
[text syntax]	LengthSyntax
MinPageWidth	x:Double
(description)	The minimum width for pages in a FlowDocument.
[text syntax]	LengthSyntax
PageHeight	x:Double
(description)	The preferred height for pages in a FlowDocument.
[text syntax]	LengthSyntax
PagePadding	Thickness
(description)	A value that indicates the thickness of padding space between the boundaries of a page and the page's content.
PageWidth	x:Double
(description)	The preferred width for pages in a FlowDocument.
[text syntax]	LengthSyntax
TextAlignment	TextAlignment
(description)	A value that indicates the horizontal alignment of text content.
TextEffects	TextEffectCollection
(description)	The effects to apply to the text of a FlowDocument.

1.48.11.1.5 TableColumn

(usage)	<TableColumn />
(description)	A flow content element that defines a column within a Table.
[types assignable to]	TableColumn FrameworkContentElement ContentElement DependencyObject x:Object InputElement

(used by)	TableColumnCollection
[name property]	Name
[xml lang property]	Language
(properties)	
Background	Brush
(description)	The background Brush used to fill the content of the TableColumn.
Width	GridLength
(description)	The width of a TableColumn element. The Width property measures the sum of the Column's content, padding, and border from side to side.

1.48.11.1.6 TextElement

(usage)	None.
(description)	A base type for elements that contain text.
[types assignable to]	TextElement FrameworkContentElement ContentElement DependencyObject x:Object InputElement
[is default constructible]	False
[name property]	Name
[xml lang property]	Language
(properties)	
Background	Brush
(description)	The Brush used to fill the background of the content area.
FontFamily	FontFamily
(description)	The preferred top-level font family for the content of the element.
FontSize	x:Double
(description)	The font size for the content of the element.
[text syntax]	FontSizeSyntax
FontStretch	FontStretch
(description)	The font-stretching characteristics for the content of the element.
FontStyle	FontStyle
(description)	The font style for the content of the element.

FontWeight	FontWeight
(description)	The top-level font weight for the content of the element.
Foreground	Brush
(description)	The Brush to apply to the content of the element.
TextEffects	TextEffectCollection
(description)	A collection of text effects to apply to the content of the element.
(attachable properties)	
TextElement.FontFamily	FontFamily
(description)	The preferred top-level font family for the content of the element.
[target type]	DependencyObject
TextElement.FontSize	x:Double
(description)	The font size for the content of the element.
[target type]	DependencyObject
[text syntax]	FontSizeSyntax
TextElement.FontStretch	FontStretch
(description)	The font-stretching characteristics for the content of the element.
[target type]	DependencyObject
TextElement.FontStyle	FontStyle
(description)	The font style for the content of the element.
[target type]	DependencyObject
TextElement.FontWeight	FontWeight
(description)	The top-level font weight for the content of the element.
[target type]	DependencyObject
TextElement.Foreground	Brush
(description)	The Brush to apply to the content of the element.
[target type]	DependencyObject

1.48.11.1.6.1 Block

(usage)	None.
(description)	A base type that provides a base for all block-level flow content elements.
[types assignable to]	Block TextElement FrameworkContentElement ContentElement

	DependencyObject x:Object IInputElement
(used by)	BlockCollection ICollectionOfBlock
[is default constructible]	False
[name property]	Name
[xml lang property]	Language
(properties)	
BorderBrush	Brush
(description)	A Brush to use when painting the element's border.
BorderThickness	Thickness
(description)	The border thickness for the element.
BreakColumnBefore	x:Boolean
(description)	A value that indicates whether to automatically insert a column-break before this element in cases where the element participates in a column-based presentation.
BreakPageBefore	x:Boolean
(description)	A value that indicates whether to automatically insert a page-break before this element.
ClearFloaters	WrapDirection
(description)	The direction in which any Floater elements contained by a Block element should be repositioned.
FlowDirection	FlowDirection
(description)	The relative direction for flow of content within a Block element.
IsHyphenationEnabled	x:Boolean
(description)	A value that indicates whether automatic hyphenation of words is enabled or disabled.
LineHeight	x:Double
(description)	The height of each line of content.
[text syntax]	LengthSyntax
LineStackingStrategy	LineStackingStrategy
(description)	How a line box is determined for each line of text within the block-level flow content element.
Margin	Thickness
(description)	The margin thickness for the element.

Padding	Thickness
(description)	The padding thickness for the element.
SiblingBlocks	BlockCollection
(description)	A collection of Block elements that are siblings to the current Block element.
[read only]	True
TextAlignment	TextAlignment
(description)	The horizontal alignment of text content.
(attachable properties)	
Block.IsHyphenationEnabled	x:Boolean
(description)	A value that indicates whether automatic hyphenation of words is enabled or disabled.
[target type]	DependencyObject
Block.LineHeight	x:Double
(description)	The height of each line of content.
[target type]	DependencyObject
[text syntax]	LengthSyntax
Block.LineStackingStrategy	LineStackingStrategy
(description)	How a line box is determined for each line of text within the block-level flow content element.
[target type]	DependencyObject
Block.TextAlignment	TextAlignment
(description)	The horizontal alignment of text content.
[target type]	DependencyObject

1.48.11.1.6.1.1 BlockUIContainer

(usage)	<BlockUIContainer> UIElement </BlockUIContainer>
(description)	A block-level flow content element which enables UIElement elements (i.e. a Button) to be embedded (hosted) in flow content.
[types assignable to]	BlockUIContainer Block TextElement FrameworkContentElement ContentElement DependencyObject x:Object InputElement
[content property]	Child
[name property]	Name

[xml lang property]	Language
(properties)	
Child	UIElement
(description)	The UIElement hosted by the BlockUIContainer.

1.48.11.1.6.1.2 List

(usage)	<List> ListItem * </List>
(description)	A block-level flow content element that provides facilities for presenting content in an ordered or unordered list.
[types assignable to]	List Block TextElement FrameworkContentElement ContentElement DependencyObject x:Object InputElement
[content property]	ListItems
[name property]	Name
[xml lang property]	Language
(properties)	
ListItems	ListItemCollection
(description)	A ListItemCollection containing the ListItem elements that comprise the contents of the List.
[read only]	True
MarkerOffset	x:Double
(description)	The desired distance between the contents of each ListItem element, and the near edge of the list marker.
[text syntax]	LengthSyntax
MarkerStyle	TextMarkerStyle
(description)	The marker style for the List.
StartIndex	x:Int32
(description)	The starting index for labeling the items in an ordered list.

1.48.11.1.6.1.3 Paragraph

(usage)	<code><Paragraph> [x:String UIElement Inline]* </Paragraph></code>
(description)	A block-level flow content element used to group content into a paragraph.
[types assignable to]	Paragraph Block TextElement FrameworkContentElement ContentElement DependencyObject x:Object InputElement
[content property]	Inlines
[name property]	Name
[xml lang property]	Language
(properties)	
Inlines	InlineCollection
(description)	An InlineCollection containing the top-level Inline elements that comprise the contents of the Paragraph .
[read only]	True
KeepTogether	x:Boolean
(description)	A value that indicates whether the text of the paragraph may be broken by a page break or column break.
KeepWithNext	x:Boolean
(description)	A value that indicates whether a break may occur between this paragraph and the next paragraph.
MinOrphanLines	x:Int32
(description)	A value that specifies the minimum number of lines that can be left before the break when a Paragraph is broken by a page break or column break.
MinWidowLines	x:Int32
(description)	A value that specifies the minimum number of lines that can be placed after the break when a Paragraph is broken by a page break or column break.
TextDecorations	TextDecorationCollection
(description)	A TextDecorationCollection that contains text decorations to apply to this element.
TextIndent	x:Double
(description)	A value that indicates how far to indent the first line of a Paragraph .
[text syntax]	LengthSyntax

1.48.11.1.6.1.4 Section

(usage)	<code><Section> Block* </Section></code>
----------------	--

(description)	A block-level flow content element used for grouping other Block elements.
[types assignable to]	Section Block TextElement FrameworkContentElement ContentElement DependencyObject x:Object InputElement
[content property]	Blocks
[name property]	Name
[xml lang property]	Language
(properties)	
Blocks	BlockCollection
(description)	A BlockCollection containing the top-level Block elements that comprise the contents of the Section.
[read only]	True

1.48.11.1.6.1.5 Table

(usage)	<Table> TableRowGroup * </Table>
(description)	A block-level flow content element that provides a grid-based presentation organized by rows and columns.
[types assignable to]	Table Block TextElement FrameworkContentElement ContentElement DependencyObject x:Object InputElement
[content property]	RowGroups
[name property]	Name
[xml lang property]	Language
(properties)	
CellSpacing	x:Double
(description)	The amount of spacing between cells in a table.
[text syntax]	LengthSyntax
Columns	TableColumnCollection
(description)	A TableColumnCollection object that contains the columns hosted by the table.
[read only]	True
RowGroups	TableRowGroupCollection
(description)	A TableRowGroupCollection collection object that contains the row groups hosted by the table.

[read only]

True

1.48.11.1.6.2 Inline

(usage)	None.
(description)	A base type that provides a base for all inline flow content elements.
[types assignable to]	Inline TextElement FrameworkContentElement ContentElement DependencyObject x:Object InputElement
(used by)	InlineCollection
[is default constructible]	False
[name property]	Name
[xml lang property]	Language
(properties)	
BaselineAlignment	BaselineAlignment
(description)	The baseline alignment for the Inline element.
FlowDirection	FlowDirection
(description)	A value that specifies the relative direction for flow of content within a Inline element.
SiblingInlines	InlineCollection
(description)	An InlineCollection that contains the Inline elements that are siblings (peers) to this element.
[read only]	True
TextDecorations	TextDecorationCollection
(description)	A TextDecorationCollection that contains text decorations to apply to this element.

1.48.11.1.6.2.1 AnchoredBlock

(usage)	None.
(description)	A base type that provides a base for Inline elements that are used to anchor Block elements to flow content.
[types assignable to]	AnchoredBlock Inline TextElement FrameworkContentElement ContentElement

	DependencyObject x:Object InputElement
[is default constructible]	False
[content property]	Blocks
[name property]	Name
[xml lang property]	Language
(properties)	
Blocks	BlockCollection
(description)	A BlockCollection containing the top-level Block elements that comprise the contents of the element.
[read only]	True
BorderBrush	Brush
(description)	A Brush to use when painting the element's border.
BorderThickness	Thickness
(description)	The border thickness for the element.
LineHeight	x:Double
(description)	The height of each line of content.
[text syntax]	LengthSyntax
LineStackingStrategy	LineStackingStrategy
(description)	The mechanism by which a line box is determined for each line of text within the text element.
Margin	Thickness
(description)	The margin thickness for the element.
Padding	Thickness
(description)	The padding thickness for the element.
TextAlignment	TextAlignment
(description)	A value that indicates the horizontal alignment of text content.

1.48.11.1.6.2.1.1 Figure

(usage)	<code><Figure> Block* </Figure></code>
(description)	An inline-level flow content element used to host a figure. A figure is a portion

of flow content with placement properties that can be customized independently from the primary content flow within a FlowDocument.

[types assignable to]	Figure AnchoredBlock Inline TextElement FrameworkContentElement ContentElement DependencyObject x:Object InputElement
[content property]	Blocks
[name property]	Name
[xml lang property]	Language
(properties)	
CanDelayPlacement	x:Boolean
(description)	A value that indicates whether this figure can delay its placement in the flow of content.
Height	FigureLength
(description)	A value that indicates the height of a Figure element.
HorizontalAnchor	FigureHorizontalAnchor
(description)	A value that indicates the position that content is anchored to in the horizontal direction.
HorizontalOffset	x:Double
(description)	A value that indicates the distance that a Figure is offset from its baseline in the horizontal direction.
[text syntax]	LengthSyntax
VerticalAnchor	FigureVerticalAnchor
(description)	A value that indicates the position that content is anchored to in the vertical direction.
VerticalOffset	x:Double
(description)	A value that indicates the distance that a Figure is offset from its baseline in the vertical direction.
[text syntax]	LengthSyntax
Width	FigureLength
(description)	A value that indicates the width of a Figure element.
WrapDirection	WrapDirection
(description)	A value that indicates the allowable ways in which content can flow around a Figure.

1.48.11.1.6.2.1.2 Floater

[usage]	<Floater> Block * </Floater>
(description)	Provides an inline-level flow content element used to host a floater. A floater displays images and other content parallel to the main content flow in a FlowDocument.
[types assignable to]	Floater AnchoredBlock Inline TextElement FrameworkContentElement ContentElement DependencyObject x:Object IInputElement
[content property]	Blocks
[name property]	Name
[xml lang property]	Language
(properties)	
HorizontalAlignment	HorizontalAlignment
(description)	A value that indicates the horizontal alignment for a Floater object.
Width	x:Double
(description)	A value that indicates the width of a Floater object.
[text syntax]	LengthSyntax

1.48.11.1.6.2.2 InlineUIContainer

[usage]	<InlineUIContainer> UIElement </InlineUIContainer>
(description)	An inline-level flow content element which enables UIElement elements (i.e. a Button) to be embedded (hosted) in flow content.
[types assignable to]	InlineUIContainer Inline TextElement FrameworkContentElement ContentElement DependencyObject x:Object IInputElement
[content property]	Child
[name property]	Name
[xml lang property]	Language
(properties)	
Child	UIElement
(description)	The UIElement hosted by the InlineUIContainer.

1.48.11.1.6.2.3 LineBreak

(usage)	<code><LineBreak /></code>
(description)	An inline flow content element that causes a line break to occur in flow content.
[types assignable to]	LineBreak Inline TextElement FrameworkContentElement ContentElement DependencyObject x:Object IInputElement
[name property]	Name
[xml lang property]	Language
[trim surrounding whitespace]	True

1.48.11.1.6.2.4 Run

(usage)	<code><Run> x:String </Run></code>
(description)	An inline-level flow content element intended to contain a run of formatted or unformatted text.
[types assignable to]	Run Inline TextElement FrameworkContentElement ContentElement DependencyObject x:Object IInputElement
[content property]	Text
[name property]	Name
[xml lang property]	Language
(properties)	
Text	x:String
(description)	The unformatted text contents of this text Run.

1.48.11.1.6.2.5 Span

(usage)	<code> [x:String UIElement Inline]* </code>
(description)	Groups other Inline flow content elements.
[types assignable to]	Span Inline TextElement FrameworkContentElement ContentElement DependencyObject x:Object IInputElement

[content property]	Inlines
[name property]	Name
[xml lang property]	Language
(properties)	
Inlines	InlineCollection
(description)	An InlineCollection containing the top-level Inline elements that comprise the contents of the Span.
[read only]	True

1.48.11.1.6.2.5.1 Bold

(usage)	<Bold> [x:String UIElement Inline]* </Bold>
(description)	An inline-level flow content element which causes content to appear with a bold font weight.
[types assignable to]	Bold Span Inline TextElement FrameworkContentElement ContentElement DependencyObject x:Object InputElement
[content property]	Inlines
[name property]	Name
[xml lang property]	Language

1.48.11.1.6.2.5.2 Hyperlink

(usage)	<Hyperlink> [x:String UIElement Inline]* </Hyperlink>
(description)	An inline-level flow content element that provides facilities for hosting hyperlinks within flow content.
[types assignable to]	Hyperlink Span Inline TextElement FrameworkContentElement ContentElement DependencyObject x:Object InputElement
[content property]	Inlines
[name property]	Name
[xml lang property]	Language
(properties)	

Command	ICommand
(description)	A command to associate with the Hyperlink.
CommandParameter	x:Object
(description)	Command parameters associated with the command specified by the Command property.
CommandTarget	IInputElement
(description)	A target element on which to execute the command specified by the Command property.
NavigateUri	x:Uri
(description)	A URI to navigate to when the Hyperlink is activated.
TargetName	x:String
(description)	The name of a target window or frame for the Hyperlink.
(attachable properties)	
Hyperlink.NavigateUri	x:Uri
(description)	A URI to navigate to when the Hyperlink is activated.
[target type]	DependencyObject
(events)	
Click	Occurs when the left mouse button is clicked on a Hyperlink.
RequestNavigate	Occurs when navigation events are requested.

1.48.11.1.6.2.5.3 Italic

(usage)	<code><Italic> [x:String UIElement Inline]* </Italic></code>
(description)	Provides an inline-level flow content element that causes content to appear with an italic font style.
[types assignable to]	Italic Span Inline TextElement FrameworkContentElement ContentElement DependencyObject x:Object IInputElement
[content property]	Inlines
[name property]	Name
[xml lang property]	Language

1.48.11.1.6.2.5.4 Underline

(usage)	<code><Underline> [x:String UIElement Inline]* </Underline></code>
(description)	An inline-level flow content element which causes content to appear with an underlined text decoration.
[types assignable to]	Underline Span Inline TextElement FrameworkContentElement ContentElement DependencyObject x:Object InputElement
[content property]	Inlines
[name property]	Name
[xml lang property]	Language

1.48.11.1.6.3 ListItem

(usage)	<code><ListItem> Block* </ListItem></code>
(description)	A flow content element that represents a particular content item in an ordered or unordered List.
[types assignable to]	ListItem TextElement FrameworkContentElement ContentElement DependencyObject x:Object InputElement
(used by)	ListItemCollection
[content property]	Blocks
[name property]	Name
[xml lang property]	Language
(properties)	
Blocks	BlockCollection
(description)	A block collection that contains the top-level Block elements of the ListItem.
[read only]	True
BorderBrush	Brush
(description)	A Brush to use when painting the element's border.
BorderThickness	Thickness
(description)	The border thickness for the element.
FlowDirection	FlowDirection
(description)	The relative direction for flow of content within a ListItem element.

LineHeight	x:Double
(description)	The height of each line of content.
[text syntax]	LengthSyntax
LineStackingStrategy	LineStackingStrategy
(description)	The mechanism by which a line box is determined for each line of text within the ListItem.
Margin	Thickness
(description)	The margin thickness for the element.
Padding	Thickness
(description)	The padding thickness for the element.
SiblingListItems	ListItemCollection
(description)	A ListItemCollection that contains the ListItem elements that are siblings of the current ListItem element.
[read only]	True
TextAlignment	TextAlignment
(description)	A value that indicates the horizontal alignment of text content.

1.48.11.1.6.4 TableCell

(usage)	<TableCell> Block * </TableCell>
(description)	A flow content element that defines a cell of content within a Table.
[types assignable to]	TableCell TextElement FrameworkContentElement ContentElement DependencyObject x:Object InputElement
(used by)	TableCellCollection
[content property]	Blocks
[name property]	Name
[xml lang property]	Language
(properties)	
Blocks	BlockCollection
(description)	A BlockCollection containing the top-level Block elements that comprise the contents of the TableCell.
[read only]	True
BorderBrush	Brush

(description)	A Brush to use when painting the element's border.
BorderThickness	Thickness
(description)	The border thickness for the element.
ColumnSpan	x:Int32
(description)	The number of columns that the TableCell should span.
FlowDirection	FlowDirection
(description)	A value that specifies the relative direction for flow of content within a TableCell element.
LineHeight	x:Double
(description)	The height of each line of content.
[text syntax]	LengthSyntax
LineStackingStrategy	LineStackingStrategy
(description)	The mechanism by which a line box is determined for each line of text within the TableCell.
Padding	Thickness
(description)	The padding thickness for the element.
RowSpan	x:Int32
(description)	The number of rows that the TableCell should span.
TextAlignment	TextAlignment
(description)	A value that indicates the horizontal alignment of text content.

1.48.11.1.6.5 TableRow

(usage)	<code><TableRow> TableCell* </TableRow></code>
(description)	A flow content element that defines a row within a Table.
[types assignable to]	TableRow TextElement FrameworkContentElement ContentElement DependencyObject x:Object IInputElement
(used by)	TableRowCollection
[content property]	Cells
[name property]	Name
[xml lang property]	Language

(properties)	
Cells	TableCellCollection
(description)	A TableCellCollection that contains cells of a TableRow.
[read only]	True

1.48.11.1.6.6 TableRowGroup

(usage)	<TableRowGroup> TableRow * </TableRowGroup>
(description)	Represents a flow content element used to group TableRow elements within a Table.
[types assignable to]	TableRowGroup TextElement FrameworkContentElement ContentElement DependencyObject x:Object IInputElement
(used by)	TableRowGroupCollection
[content property]	Rows
[name property]	Name
[xml lang property]	Language
(properties)	
Rows	TableRowCollection
(description)	A TableRowCollection that contains the TableRow objects that comprise the contents of the TableRowGroup.
[read only]	True

1.48.12 DashStyle

(usage)	<DashStyle />
(description)	Represents the sequence of dashes and gaps that will be applied by a Pen.
[types assignable to]	DashStyle DependencyObject x:Object
(used by)	DashStyles Pen
(properties)	
Dashes	DoubleCollection
(description)	The collection of dashes and gaps in this DashStyle.
Offset	x:Double

(description)

How far in the dash sequence the stroke will start.

1.48.13 DecimalKeyFrame

(usage)

None.

(description)A base type that defines an animation segment with its own target value and interpolation technique for a `DecimalAnimationUsingKeyFrames`.**[types assignable to]**[DecimalKeyFrame](#) [DependencyObject](#) [x:Object](#)**(used by)**[DecimalKeyFrameCollection](#)**[is default constructible]**

False

(properties)**KeyTime**[KeyTime](#)**(description)**

The time at which the key frame's target Value should be reached.

Value[x:Decimal](#)**(description)**

The key frame's target value.

1.48.13.1 DiscreteDecimalKeyFrame

(usage)

<DiscreteDecimalKeyFrame />

(description)

Animates from the Decimal value of the previous key frame to its own Value using discrete interpolation.

[types assignable to][DiscreteDecimalKeyFrame](#) [DecimalKeyFrame](#) [DependencyObject](#) [x:Object](#)

1.48.13.2 LinearDecimalKeyFrame

(usage)

<LinearDecimalKeyFrame />

(description)

Animates from the Decimal value of the previous key frame to its own Value using linear interpolation.

[types assignable to][LinearDecimalKeyFrame](#) [DecimalKeyFrame](#) [DependencyObject](#) [x:Object](#)

1.48.13.3 SplineDecimalKeyFrame

(usage)	<SplineDecimalKeyFrame />
(description)	Animates from the Decimal value of the previous key frame to its own Value using splined interpolation.
[types assignable to]	SplineDecimalKeyFrame DecimalKeyFrame DependencyObject x:Object
(properties)	
KeySpline	KeySpline
(description)	The two control points that define animation progress for this key frame.

1.48.14 DecimalKeyFrameCollection

(usage)	<DecimalKeyFrameCollection> DecimalKeyFrame * </DecimalKeyFrameCollection>
(description)	Represents a collection of DecimalKeyFrame objects.
[types assignable to]	DecimalKeyFrameCollection DependencyObject x:Object
(used by)	DecimalAnimationUsingKeyFrames DecimalKeyFrameCollection
[is list]	True
[allowed types]	DecimalKeyFrame
(static properties)	
Empty	DecimalKeyFrameCollection
(description)	An empty DecimalKeyFrameCollection.

1.48.15 DoubleCollection

(usage)	<DoubleCollection> string </DoubleCollection>
(description)	Represents an ordered collection of Double values.
[types assignable to]	DoubleCollection DependencyObject x:Object IListOfDouble
(used by)	ContainerVisual DashStyle GuidelineSet Shape Slider TickBar
[text syntax]	DoubleCollectionSyntax

[is list]	True
[allowed types]	x:Double

1.48.16 DoubleKeyFrame

(usage)	None.
(description)	A base type that defines an animation segment with its own target value and interpolation technique for a DoubleAnimationUsingKeyFrames.
[types assignable to]	DoubleKeyFrame DependencyObject x:Object
(used by)	DoubleKeyFrameCollection
[is default constructible]	False
(properties)	
KeyTime	KeyTime
(description)	The time at which the key frame's target Value should be reached.
Value	x:Double
(description)	The key frame's target value.

1.48.16.1 DiscreteDoubleKeyFrame

(usage)	<DiscreteDoubleKeyFrame />
(description)	Animates from the Double value of the previous key frame to its own Value using discrete interpolation.
[types assignable to]	DiscreteDoubleKeyFrame DoubleKeyFrame DependencyObject x:Object

1.48.16.2 LinearDoubleKeyFrame

(usage)	<LinearDoubleKeyFrame />
(description)	Animates from the Double value of the previous key frame to its own Value using linear interpolation.

[types assignable to]	LinearDoubleKeyFrame DoubleKeyFrame DependencyObject x:Object
-----------------------	---

1.48.16.3 SplineDoubleKeyFrame

(usage)	<SplineDoubleKeyFrame />
---------	--------------------------

(description)	Animates from the Double value of the previous key frame to its own Value using splined interpolation.
---------------	--

[types assignable to]	SplineDoubleKeyFrame DoubleKeyFrame DependencyObject x:Object
-----------------------	---

(properties)	
--------------	--

KeySpline	KeySpline
-----------	---------------------------

(description)	The two control points that define animation progress for this key frame.
---------------	---

1.48.17 DoubleKeyFrameCollection

(usage)	<DoubleKeyFrameCollection> DoubleKeyFrame * </DoubleKeyFrameCollection>
---------	---

(description)	Represents a collection of DoubleKeyFrame objects.
---------------	--

[types assignable to]	DoubleKeyFrameCollection DependencyObject x:Object
-----------------------	--

(used by)	DoubleAnimationUsingKeyFrames DoubleKeyFrameCollection
-----------	--

[is list]	True
-----------	------

[allowed types]	DoubleKeyFrame
-----------------	--------------------------------

(static properties)	
---------------------	--

Empty	DoubleKeyFrameCollection
-------	--

(description)	An empty DoubleKeyFrameCollection.
---------------	------------------------------------

1.48.18 Drawing

(usage)	None.
---------	-------

(description)	A base type that describes a 2-D drawing.
---------------	---

[types assignable to]	Drawing DependencyObject x:Object
-----------------------	---

(used by)	DrawingBrush DrawingCollection DrawingImage
-----------	---

[is default constructible]	False
----------------------------	-------

1.48.18.1 DrawingGroup

(usage)	<DrawingGroup> Drawing* </DrawingGroup>
---------	---

(description)	Represents a collection of drawings that can be operated upon as a single drawing.
---------------	--

[types assignable to]	DrawingGroup Drawing DependencyObject x:Object
-----------------------	--

[content property]	Children
--------------------	--------------------------

(properties)	
--------------	--

Children	DrawingCollection
-----------------	-----------------------------------

(description)	The Drawing objects that are contained in this DrawingGroup.
---------------	--

ClipGeometry	Geometry
---------------------	--------------------------

(description)	The clip region of this DrawingGroup.
---------------	---------------------------------------

GuidelineSet	GuidelineSet
---------------------	------------------------------

(description)	The GuidelineSet to apply to this DrawingGroup.
---------------	---

Opacity	x:Double
----------------	--------------------------

(description)	The opacity of this DrawingGroup.
---------------	-----------------------------------

OpacityMask	Brush
--------------------	-----------------------

(description)	The brush used to alter the opacity of select regions of this DrawingGroup.
---------------	---

Transform	Transform
------------------	---------------------------

(description)	The Transform that is applied to this DrawingGroup.
---------------	---

1.48.18.2 GeometryDrawing

(usage)	<GeometryDrawing />
---------	---------------------

(description)	Draws a Geometry using the specified Brush and Pen.
---------------	---

[types assignable to]	GeometryDrawing Drawing DependencyObject x:Object
-----------------------	---

(properties)	
--------------	--

Brush	Brush
--------------	-----------------------

(description)	The Brush used to fill the interior of the shape described by this GeometryDrawing.
Geometry	Geometry
(description)	The Geometry that describes the shape of this GeometryDrawing.
Pen	Pen
(description)	The Pen used to stroke this GeometryDrawing.

1.48.18.3 GlyphRunDrawing

(usage)	<GlyphRunDrawing />
(description)	Represents a Drawing object that renders a GlyphRun.
[types assignable to]	GlyphRunDrawing Drawing DependencyObject x:Object
(properties)	
ForegroundBrush	Brush
(description)	The foreground brush of the GlyphRunDrawing.
GlyphRun	GlyphRun
(description)	The GlyphRun that describes the text to draw.

1.48.18.4 ImageDrawing

(usage)	<ImageDrawing />
(description)	Draws an image within a region defined by a Rect.
[types assignable to]	ImageDrawing Drawing DependencyObject x:Object
(properties)	
ImageSource	ImageSource
(description)	The source of the image
Rect	Rect
(description)	The region in which the image is drawn.

1.48.18.5 VideoDrawing

(usage)	<VideoDrawing />
(description)	Plays a media file. If the media is a video file, the VideoDrawing draws it to the specified rectangle.
[types assignable to]	VideoDrawing Drawing DependencyObject x:Object
(properties)	
Player	MediaPlayer
(description)	The media player associated with the drawing.
Rect	Rect
(description)	The rectangular area in which the video is drawn.

1.48.19 DrawingCollection

(usage)	<DrawingCollection> Drawing * </DrawingCollection>
(description)	Represents an ordered collection of Drawing objects.
[types assignable to]	DrawingCollection DependencyObject x:Object
(used by)	DrawingGroup
[is list]	True
[allowed types]	Drawing

1.48.20 GeneralTransform

(usage)	None.
(description)	Provides generalized transformation support for objects, such as points and rectangles.
[types assignable to]	GeneralTransform DependencyObject x:Object
(used by)	GeneralTransformCollection
[is default constructible]	False

1.48.20.1 GeneralTransformGroup

(usage)	<code><GeneralTransformGroup> GeneralTransform* </GeneralTransformGroup></code>
(description)	Represents a GeneralTransform that is a composite of the transforms in its GeneralTransformCollection.
[types assignable to]	GeneralTransformGroup GeneralTransform DependencyObject x:Object
[content property]	Children
(properties)	
Children	GeneralTransformCollection
(description)	The collection of GeneralTransformGroup objects that form this GeneralTransformGroup.

1.48.20.2 Transform

(usage)	<code><Transform> string </Transform></code>
(description)	A base type for transformations in a two-dimensional plane.
[types assignable to]	Transform GeneralTransform DependencyObject x:Object
(used by)	Brush ContainerVisual DrawingGroup FrameworkElement Geometry TextEffect Transform TransformCollection TransformedBitmap UIElement Viewport3DVisual
[is default constructible]	False
[text syntax]	TransformSyntax
(static properties)	
Identity	Transform
(description)	An identity transform.

1.48.20.2.1 MatrixTransform

(usage)	<code><MatrixTransform> string </MatrixTransform></code>
(description)	Creates an arbitrary affine matrix transformation that is used to manipulate objects or coordinate systems in a 2-D plane.

[types assignable to]	MatrixTransform Transform GeneralTransform DependencyObject x:Object
[text syntax]	TransformSyntax
(properties)	
Matrix	Matrix
(description)	The Matrix structure that defines this transformation.

1.48.20.2.2 RotateTransform

(usage)	<code><RotateTransform> string </RotateTransform></code>
(description)	Rotates an object clockwise about a specified point in a 2-D x-y coordinate system.
[types assignable to]	RotateTransform Transform GeneralTransform DependencyObject x:Object
[text syntax]	TransformSyntax
(properties)	
Angle	x:Double
(description)	The angle, in degrees, of clockwise rotation.
CenterX	x:Double
(description)	The x-coordinate of the rotation center point.
CenterY	x:Double
(description)	The y-coordinate of the rotation center point.

1.48.20.2.3 ScaleTransform

(usage)	<code><ScaleTransform> string </ScaleTransform></code>
(description)	Scales an object in the 2-D x-y coordinate system.
[types assignable to]	ScaleTransform Transform GeneralTransform DependencyObject x:Object
[text syntax]	TransformSyntax
(properties)	
CenterX	x:Double
(description)	The x-coordinate of the center point of this ScaleTransform.

CenterY	x:Double
(description)	The y-coordinate of the center point of this ScaleTransform.
ScaleX	x:Double
(description)	The x-axis scale factor.
ScaleY	x:Double
(description)	The y-axis scale factor.

1.48.20.2.4 SkewTransform

(usage)	<SkewTransform> string </SkewTransform>
(description)	Represents a 2-D skew.
[types assignable to]	SkewTransform Transform GeneralTransform DependencyObject x:Object
[text syntax]	TransformSyntax
(properties)	
AngleX	x:Double
(description)	The x-axis skew angle, which is measured in degrees counterclockwise from the y-axis.
AngleY	x:Double
(description)	The y-axis skew angle, which is measured in degrees counterclockwise from the x-axis.
CenterX	x:Double
(description)	The x-coordinate of the transform center.
CenterY	x:Double
(description)	The y-coordinate of the transform center.

1.48.20.2.5 TransformGroup

(usage)	<TransformGroup> string Transform * </TransformGroup>
(description)	Represents a composite Transform composed of other Transform objects.
[types assignable to]	TransformGroup Transform GeneralTransform DependencyObject x:Object
[text syntax]	TransformSyntax

[content property]	Children
(properties)	
Children	TransformCollection
(description)	The TransformCollection that defines this TransformGroup.

1.48.20.2.6 TranslateTransform

(usage)	<TranslateTransform> string </TranslateTransform>
(description)	Translates (moves) an object in the 2-D x-y coordinate system.
[types assignable to]	TranslateTransform Transform GeneralTransform DependencyObject x:Object
[text syntax]	TransformSyntax
(properties)	
X	x:Double
(description)	The distance to translate along the x-axis.
Y	x:Double
(description)	The distance to translate (move) an object along the y-axis.

1.48.21 GeneralTransform3D

(usage)	None.
(description)	Provides generalized transformation support for 3-D objects.
[types assignable to]	GeneralTransform3D DependencyObject x:Object
(used by)	GeneralTransform3DCollection
[is default constructible]	False

1.48.21.1 GeneralTransform3DGroup

(usage)	<GeneralTransform3DGroup> GeneralTransform3D* </GeneralTransform3DGroup>
---------	---

(description)	Represents a <code>GeneralTransform3D</code> that is a composite of the transforms in its <code>GeneralTransform3DCollection</code> .
[types assignable to]	GeneralTransform3DGroup GeneralTransform3D DependencyObject x:Object
[content property]	Children
(properties)	
Children	GeneralTransform3DCollection
(description)	The collection of <code>GeneralTransform3DGroup</code> objects that form this <code>GeneralTransform3DGroup</code> .

1.48.21.2 Transform3D

(usage)	{x:Static <code>Transform3D.StaticPropertyName</code> }
(description)	A base type for transformations in a three-dimensional plane.
[types assignable to]	Transform3D GeneralTransform3D DependencyObject x:Object
(used by)	Camera Model3D ModelVisual3D Transform3D Transform3DCollection Visual3D
[is default constructible]	False
(static properties)	
Identity	Transform3D
(description)	The identity transformation.

1.48.21.2.1 AffineTransform3D

(usage)	None.
(description)	Base type from which all concrete affine 3-D transforms—translations, rotations, and scale transformations—derive.
[types assignable to]	AffineTransform3D Transform3D GeneralTransform3D DependencyObject x:Object
[is default constructible]	False

1.48.21.2.1.1 RotateTransform3D

(usage)	<RotateTransform3D />
(description)	Specifies a rotation transformation.
[types assignable to]	RotateTransform3D AffineTransform3D Transform3D GeneralTransform3D DependencyObject x:Object
(properties)	
CenterX	x:Double
(description)	The X coordinate of the Point3D about which to rotate.
CenterY	x:Double
(description)	The Y coordinate of the Point3D about which to rotate.
CenterZ	x:Double
(description)	The Z coordinate of the Point3D about which to rotate.
Rotation	Rotation3D
(description)	A Rotation3D that specifies the rotation.

1.48.21.2.1.2 ScaleTransform3D

(usage)	<ScaleTransform3D />
(description)	Scales an object in the three-dimensional x-y-z plane, starting from a defined center point. Scale factors are defined in x-, y-, and z- directions from this center point.
[types assignable to]	ScaleTransform3D AffineTransform3D Transform3D GeneralTransform3D DependencyObject x:Object
(properties)	
CenterX	x:Double
(description)	The x-coordinate of the transform's center point.
CenterY	x:Double
(description)	The z-coordinate of the transform's center point.
CenterZ	x:Double
(description)	The z-coordinate of the transform's center point.
ScaleX	x:Double

(description)	The scale factor in the x-direction.
ScaleY	x:Double
(description)	The scale factor in the y-direction.
ScaleZ	x:Double
(description)	The scale factor in the z-direction.

1.48.21.2.1.3 TranslateTransform3D

(usage)	<TranslateTransform3D />
(description)	Translates an object in the three-dimensional x-y-z plane.
[types assignable to]	TranslateTransform3D AffineTransform3D Transform3D GeneralTransform3D DependencyObject x:Object
(properties)	
OffsetX	x:Double
(description)	The X-axis value of the translation's offset.
OffsetY	x:Double
(description)	The Y-axis value of the translation's offset.
OffsetZ	x:Double
(description)	The Z-axis value of the translation's offset.

1.48.21.2.2 MatrixTransform3D

(usage)	<MatrixTransform3D />
(description)	Creates a transformation specified by a Matrix3D, used to manipulate objects or coordinate systems in 3-D world space.
[types assignable to]	MatrixTransform3D Transform3D GeneralTransform3D DependencyObject x:Object
(properties)	
Matrix	Matrix3D
(description)	A Matrix3D that specifies one or more 3-D transformations.

1.48.21.2.3 Transform3DGroup

(usage)	<code><Transform3DGroup> Transform3D* </Transform3DGroup></code>
(description)	Represents a transformation that is a composite of the Transform3D children in its Transform3DCollection.
[types assignable to]	Transform3DGroup Transform3D GeneralTransform3D DependencyObject x:Object
[content property]	Children
(properties)	
Children	Transform3DCollection
(description)	A collection of Transform3D objects.

1.48.22 GeneralTransform3DCollection

(usage)	<code><GeneralTransform3DCollection> GeneralTransform3D* </GeneralTransform3DCollection></code>
(description)	Represents an ordered collection of GeneralTransform3D objects.
[types assignable to]	GeneralTransform3DCollection DependencyObject x:Object
(used by)	GeneralTransform3DGroup
[is list]	True
[allowed types]	GeneralTransform3D

1.48.23 GeneralTransformCollection

(usage)	<code><GeneralTransformCollection> GeneralTransform* </GeneralTransformCollection></code>
(description)	Represents an ordered collection of GeneralTransform objects.
[types assignable to]	GeneralTransformCollection DependencyObject x:Object
(used by)	GeneralTransformGroup
[is list]	True
[allowed types]	GeneralTransform

1.48.24 Geometry

(usage)	<Geometry> string </Geometry>
(description)	A base type for geometric shapes.
[types assignable to]	Geometry DependencyObject x:Object
(used by)	CombinedGeometry ContainerVisual DrawingGroup Geometry GeometryCollection GeometryDrawing Path TextEffect UIElement Viewport3DVisual
[is default constructible]	False
[text syntax]	GeometrySyntax
(properties)	
Transform	Transform
(description)	The Transform object applied to a Geometry.
(static properties)	
Empty	Geometry
(description)	An empty object.
StandardFlatteningTolerance	x:Double
(description)	The standard tolerance used for polygonal approximation.

1.48.24.1 CombinedGeometry

(usage)	<CombinedGeometry> string </CombinedGeometry>
(description)	Represents a 2-D geometric shape defined by the combination of two Geometry objects.
[types assignable to]	CombinedGeometry Geometry DependencyObject x:Object
[text syntax]	GeometrySyntax
(properties)	
Geometry1	Geometry
(description)	The first Geometry object of this CombinedGeometry object.
Geometry2	Geometry
(description)	The second Geometry object of this CombinedGeometry object.

GeometryCombineMode	GeometryCombineMode
(description)	The way by which the two geometries (specified by the Geometry1 and Geometry2 properties) are combined.

1.48.24.2 EllipseGeometry

(usage)	<EllipseGeometry> string </EllipseGeometry>
(description)	Represents the geometry of a circle or ellipse.
[types assignable to]	EllipseGeometry Geometry DependencyObject x:Object
[text syntax]	GeometrySyntax
(properties)	
Center	Point
(description)	The center point of the EllipseGeometry.
RadiusX	x:Double
(description)	The x-radius value of the EllipseGeometry.
RadiusY	x:Double
(description)	The y-radius value of the EllipseGeometry.

1.48.24.3 GeometryGroup

(usage)	<GeometryGroup> string Geometry * </GeometryGroup>
(description)	Represents a composite geometry, composed of other Geometry objects.
[types assignable to]	GeometryGroup Geometry DependencyObject x:Object
[text syntax]	GeometrySyntax
[content property]	Children
(properties)	
Children	GeometryCollection
(description)	The GeometryCollection that contains the objects that define this GeometryGroup.
FillRule	FillRule

(description)	How the intersecting areas of the objects contained in this GeometryGroup are combined.
---------------	---

1.48.24.4 LineGeometry

(usage) `<LineGeometry> string </LineGeometry>`

(description) Represents the geometry of a line.

[types assignable to] [LineGeometry](#) [Geometry](#) [DependencyObject](#) [x:Object](#)

[text syntax] [GeometrySyntax](#)

(properties)

EndPoint [Point](#)

(description) The end point of a line.

StartPoint [Point](#)

(description) The start point of the line.

1.48.24.5 PathGeometry

(usage) `<PathGeometry> string | PathFigure* </PathGeometry>`

(description) Represents a complex shape that may be composed of arcs, curves, ellipses, lines, and rectangles.

[types assignable to] [PathGeometry](#) [Geometry](#) [DependencyObject](#) [x:Object](#)

(used by) [DoubleAnimationUsingPath](#) [MatrixAnimationUsingPath](#)
[PointAnimationUsingPath](#)

[text syntax] [GeometrySyntax](#)

[content property] [Figures](#)

(properties)

Figures [PathFigureCollection](#)

(description) The collection of PathFigure objects that describe the path's contents.

FillRule [FillRule](#)

(description) A value that determines how the intersecting areas contained in this PathGeometry are combined.

1.48.24.6 RectangleGeometry

(usage)	<code><RectangleGeometry> string </RectangleGeometry></code>
(description)	Describes a two-dimensional rectangle.
[types assignable to]	RectangleGeometry Geometry DependencyObject x:Object
[text syntax]	GeometrySyntax
(properties)	
RadiusX	x:Double
(description)	The x-radius of the ellipse use to round the corners of the rectangle.
RadiusY	x:Double
(description)	The y-radius of the ellipse use to round the corners of the rectangle.
Rect	Rect
(description)	The dimensions of the rectangle.

1.48.24.7 StreamGeometry

(usage)	<code><StreamGeometry> string </StreamGeometry></code>
(description)	Defines a geometric shape, described using a StreamGeometryContext . This geometry is light-weight alternative to PathGeometry : it does not support data binding, animation, or modification.
[types assignable to]	StreamGeometry Geometry DependencyObject x:Object
[text syntax]	GeometrySyntax
(properties)	
FillRule	FillRule
(description)	A value that determines how the intersecting areas contained in this StreamGeometry are combined.

1.48.25 Geometry3D

(usage)	None.
(description)	A base type for three-dimensional geometric shapes.
[types assignable to]	Geometry3D DependencyObject x:Object
(used by)	GeometryModel3D Viewport2DVisual3D
[is default constructible]	False

1.48.25.1 MeshGeometry3D

(usage)	<MeshGeometry3D />
(description)	Triangle primitive for building a 3-D shape.
[types assignable to]	MeshGeometry3D Geometry3D DependencyObject x:Object
(properties)	
Normals	Vector3DCollection
(description)	A collection of normal vectors for the MeshGeometry3D.
Positions	Point3DCollection
(description)	A collection of vertex positions for a MeshGeometry3D.
TextureCoordinates	PointCollection
(description)	A collection of texture coordinates for the MeshGeometry3D.
TriangleIndices	Int32Collection
(description)	A collection of triangle indices for the MeshGeometry3D.

1.48.26 GeometryCollection

(usage)	<GeometryCollection> Geometry * </GeometryCollection>
(description)	Represents a collection of Geometry objects.
[types assignable to]	GeometryCollection DependencyObject x:Object
(used by)	GeometryGroup
[is list]	True
[allowed types]	Geometry

1.48.27 GradientStop

(usage)	<code><GradientStop /></code>
(description)	Describes the location and color of a transition point in a gradient.
[types assignable to]	GradientStop DependencyObject x:Object
(used by)	GradientStopCollection
(properties)	
Color	Color
(description)	The color of the gradient stop.
Offset	x:Double
(description)	The location of the gradient stop within the gradient vector.

1.48.28 GradientStopCollection

(usage)	<code><GradientStopCollection> GradientStop* </GradientStopCollection></code>
(description)	Represents a collection of GradientStop objects that can be individually accessed by index.
[types assignable to]	GradientStopCollection DependencyObject x:Object
(used by)	GradientBrush
[is list]	True
[allowed types]	GradientStop

1.48.29 GridViewColumn

(usage)	<code><GridViewColumn> x:Object </GridViewColumn></code>
(description)	Represents a column that displays data.
[types assignable to]	GridViewColumn DependencyObject x:Object
(used by)	GridViewColumnCollection
[content property]	Header
(properties)	

ActualWidth	x:Double
(description)	The actual width of a GridViewColumn.
CellTemplate	DataTemplate
(description)	The template to use to display the contents of a column cell.
CellTemplateSelector	DataTemplateSelector
(description)	A DataTemplateSelector that determines the template to use to display cells in a column.
DisplayMemberBinding	BindingBase
(description)	The data item to bind to for this column.
Header	x:Object
(description)	The content of the header of a GridViewColumn.
HeaderContainerStyle	Style
(description)	The style to use for the header of the GridViewColumn.
HeaderTemplate	DataTemplate
(description)	The template to use to display the content of the column header.
HeaderTemplateSelector	DataTemplateSelector
(description)	The DataTemplateSelector that provides logic to select the template to use to display the column header.
Width	x:Double
(description)	The width of the column.
[text syntax]	LengthSyntax

1.48.30 GuidelineSet

(usage)	<GuidelineSet />
(description)	Represents a collection of guide lines that can assist in adjusting rendered figures to a device pixel grid.
[types assignable to]	GuidelineSet DependencyObject x:Object
(used by)	DrawingGroup
(properties)	
GuidelinesX	DoubleCollection
(description)	A series of coordinate values that represent guide lines on the X-axis.

GuidelinesY	DoubleClickCollection
(description)	A series of coordinate values that represent guide lines on the Y-axis.

1.48.31 ImageSource

(usage)	<ImageSource> string </ImageSource>
(description)	Represents a object type that has a width, height, and ImageMetadata such as a BitmapSource and a DrawingImage .
[types assignable to]	ImageSource DependencyObject x:Object
(used by)	Image ImageBrush ImageDrawing Window
[is default constructible]	False
[text syntax]	x:Uri, from [MS-XAML]

1.48.31.1 BitmapSource

(usage)	<BitmapSource> string </BitmapSource>
(description)	Represents a single, constant set of pixels at a certain size and resolution.
[types assignable to]	BitmapSource ImageSource DependencyObject x:Object
(used by)	ColorConvertedBitmap CroppedBitmap FormatConvertedBitmap TransformedBitmap
[is default constructible]	False
[text syntax]	x:Uri, from [MS-XAML]
(events)	
DecodeFailed	Occurs when the image fails to load, due to a corrupt image header.
DownloadCompleted	Occurs when the bitmap content has been completely downloaded.
DownloadFailed	Occurs when the bitmap content failed to download.
DownloadProgress	Occurs when the download progress of the bitmap content has changed.

1.48.31.1.1 BitmapFrame

(usage)	<BitmapFrame> string </BitmapFrame>
(description)	Represents image data returned by a decoder and accepted by encoders.
[types assignable to]	BitmapFrame BitmapSource ImageSource DependencyObject x:Object
[is default constructible]	False
[text syntax]	x:Uri, from [MS-XAML]
(properties)	
BaseUri	x:Uri
(description)	A value that represents the base Uri of the current context.

1.48.31.1.2 BitmapImage

(usage)	<BitmapImage> string </BitmapImage>
(description)	Provides a specialized BitmapSource that is optimized for loading images using XAML.
[types assignable to]	BitmapImage BitmapSource ImageSource DependencyObject x:Object
[text syntax]	x:Uri, from [MS-XAML]
(properties)	
BaseUri	x:Uri
(description)	A value that represents the base Uri of the current BitmapImage context.
CacheOption	BitmapCacheOption
(description)	The BitmapCacheOption to use for this instance of BitmapImage.
CreateOptions	BitmapCreateOptions
(description)	The BitmapCreateOptions for a BitmapImage.
DecodePixelHeight	x:Int32
(description)	The height, in pixels, that the image is decoded to.
DecodePixelWidth	x:Int32
(description)	The width, in pixels, that the image is decoded to.
Rotation	Rotation
(description)	The angle that this BitmapImage is rotated to.
SourceRect	Int32Rect

(description)	The rectangle that is used as the source of the BitmapImage.
UriCachePolicy	RequestCachePolicy
(description)	A value that represents the caching policy for images that come from an HTTP source.
[text syntax]	RequestCachePolicySyntax
UriSource	x:Uri
(description)	The Uri source of the BitmapImage.

1.48.31.1.3 CachedBitmap

(usage)	<CachedBitmap> string </CachedBitmap>
(description)	Provides caching functionality for a BitmapSource.
[types assignable to]	CachedBitmap BitmapSource ImageSource DependencyObject x:Object
[is default constructible]	False
[text syntax]	x:Uri, from [MS-XAML]

1.48.31.1.4 ColorConvertedBitmap

(usage)	<ColorConvertedBitmap> string </ColorConvertedBitmap>
(description)	Changes the color space of a BitmapSource.
[types assignable to]	ColorConvertedBitmap BitmapSource ImageSource DependencyObject x:Object
[text syntax]	x:Uri, from [MS-XAML]
(properties)	
DestinationColorContext	ColorContext
(description)	A value that identifies the color profile, as defined by the ColorContext type, of the converted bitmap.
DestinationFormat	PixelFormat
(description)	A value that represents the PixelFormat of the converted bitmap.
Source	BitmapSource
(description)	A value that identifies the source bitmap that is converted.

SourceColorContext	ColorContext
(description)	A value that identifies the color profile of the source bitmap.

1.48.31.1.5 CroppedBitmap

(usage)	<CroppedBitmap> string </CroppedBitmap>
(description)	Crops a BitmapSource.
[types assignable to]	CroppedBitmap BitmapSource ImageSource DependencyObject x:Object
[text syntax]	x:Uri, from [MS-XAML]
(properties)	
Source	BitmapSource
(description)	The source for the bitmap.
SourceRect	Int32Rect
(description)	The rectangular area that the bitmap is cropped to.

1.48.31.1.6 FormatConvertedBitmap

(usage)	<FormatConvertedBitmap> string </FormatConvertedBitmap>
(description)	Provides pixel format conversion functionality for a BitmapSource.
[types assignable to]	FormatConvertedBitmap BitmapSource ImageSource DependencyObject x:Object
[text syntax]	x:Uri, from [MS-XAML]
(properties)	
AlphaThreshold	x:Double
(description)	The alpha channel threshold of a bitmap when converting to palletized formats that recognizes an alpha color.
DestinationFormat	PixelFormat
(description)	The pixel format to convert the bitmap to.
DestinationPalette	BitmapPalette
(description)	The palette to apply to the bitmap if the format is indexed.
Source	BitmapSource

(description)	The source for the bitmap.
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1.48.31.1.7 RenderTargetBitmap

(usage)	<RenderTargetBitmap> string </RenderTargetBitmap>
(description)	Converts a Visual object into a bitmap.
[types assignable to]	RenderTargetBitmap BitmapSource ImageSource DependencyObject x:Object
[is default constructible]	False
[text syntax]	x:Uri, from [MS-XAML]

1.48.31.1.8 TransformedBitmap

(usage)	<TransformedBitmap> string </TransformedBitmap>
(description)	Scales and rotates a BitmapSource .
[types assignable to]	TransformedBitmap BitmapSource ImageSource DependencyObject x:Object
[text syntax]	x:Uri, from [MS-XAML]
(properties)	
Source	BitmapSource
(description)	The source for the bitmap.
Transform	Transform
(description)	The Transform, which specifies the scale or rotation of the bitmap.

1.48.31.1.9 WriteableBitmap

(usage)	<WriteableBitmap> string </WriteableBitmap>
(description)	Provides a BitmapSource that can be written to and updated.
[types assignable to]	WriteableBitmap BitmapSource ImageSource DependencyObject x:Object
[is default constructible]	False

[text syntax]	x:Uri, from [MS-XAML]
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1.48.31.2 DrawingImage

(usage)	<DrawingImage> string </DrawingImage>
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(description)	An ImageSource that uses a Drawing for content.
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[types assignable to]	DrawingImage ImageSource DependencyObject x:Object
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[text syntax]	x:Uri, from [MS-XAML]
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(properties)	
--------------	--

Drawing	Drawing
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(description)	The drawing content for the DrawingImage.
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1.48.32 InputBinding

(usage)	None.
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(description)	Represents a binding between an InputGesture and a command. The command is potentially a RoutedCommand.
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[types assignable to]	InputBinding DependencyObject x:Object
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(used by)	InputBindingCollection
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[is default constructible]	False
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(properties)	
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Command	ICommand
---------	--------------------------

(description)	The ICommand associated with this input binding.
---------------	--

[text syntax]	CommandSyntax
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CommandParameter	x:Object
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(description)	The command-specific data for a particular command.
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CommandTarget	IInputElement
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(description)	The target element of the command.
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Gesture	InputGesture
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(description)	The InputGesture associated with this input binding.
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1.48.32.1 KeyBinding

(usage)	<code><KeyBinding /></code>
(description)	Binds a KeyGesture to a RoutedCommand (or another ICommand implementation).
[types assignable to]	KeyBinding InputBinding DependencyObject x:Object
(properties)	
Gesture	InputGesture
(description)	The gesture associated with this KeyBinding.
[text syntax]	KeyGestureSyntax
Key	Key
(description)	The Key of the KeyGesture associated with this KeyBinding.
Modifiers	ModifierKeys
(description)	The ModifierKeys of the KeyGesture associated with this KeyBinding.

1.48.32.2 MouseButton

(usage)	<code><MouseButton /></code>
(description)	Binds a MouseGesture to a RoutedCommand (or another ICommand implementation).
[types assignable to]	MouseButton InputBinding DependencyObject x:Object
(properties)	
Gesture	InputGesture
(description)	The gesture associated with this MouseButton.
[text syntax]	MouseButtonSyntax
MouseButtonAction	MouseButtonAction
(description)	The MouseButtonAction associated with this MouseButton.

1.48.33 Int16KeyFrame

(usage)	None.
(description)	A base type that defines an animation segment with its own target value and interpolation technique for a <code>Int16AnimationUsingKeyFrames</code> .
[types assignable to]	Int16KeyFrame DependencyObject x:Object
(used by)	Int16KeyFrameCollection
[is default constructible]	False
(properties)	
KeyTime	KeyTime
(description)	The time at which the key frame's target Value should be reached.
Value	x:Int16
(description)	The key frame's target value.

1.48.33.1 DiscreteInt16KeyFrame

(usage)	<code><DiscreteInt16KeyFrame /></code>
(description)	Animates from the <code>Int16</code> value of the previous key frame to its own <code>Value</code> using discrete interpolation.
[types assignable to]	DiscreteInt16KeyFrame Int16KeyFrame DependencyObject x:Object

1.48.33.2 LinearInt16KeyFrame

(usage)	<code><LinearInt16KeyFrame /></code>
(description)	Animates from the <code>Int16</code> value of the previous key frame to its own <code>Value</code> using linear interpolation.
[types assignable to]	LinearInt16KeyFrame Int16KeyFrame DependencyObject x:Object

1.48.33.3 SplineInt16KeyFrame

(usage)	<code><SplineInt16KeyFrame /></code>
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(description)	Animates from the Int16 value of the previous key frame to its own Value using splined interpolation.
[types assignable to]	SplineInt16KeyFrame Int16KeyFrame DependencyObject x:Object
(properties)	
KeySpline	KeySpline
(description)	The two control points that define animation progress for this key frame.

1.48.34 Int16KeyFrameCollection

(usage)	<Int16KeyFrameCollection> Int16KeyFrame * </Int16KeyFrameCollection>
(description)	Represents a collection of Int16KeyFrame objects.
[types assignable to]	Int16KeyFrameCollection DependencyObject x:Object
(used by)	Int16AnimationUsingKeyFrames Int16KeyFrameCollection
[is list]	True
[allowed types]	Int16KeyFrame
(static properties)	
Empty	Int16KeyFrameCollection
(description)	An empty Int16KeyFrameCollection.

1.48.35 Int32Collection

(usage)	<Int32Collection> string </Int32Collection>
(description)	Represents a collection of Int32 values.
[types assignable to]	Int32Collection DependencyObject x:Object
(used by)	MeshGeometry3D
[text syntax]	Int32CollectionSyntax
[is list]	True
[allowed types]	x:Int32

1.48.36 Int32KeyFrame

(usage)	None.
(description)	A base type that defines an animation segment with its own target value and interpolation technique for a <code>Int32AnimationUsingKeyFrames</code> .
[types assignable to]	Int32KeyFrame DependencyObject x:Object
(used by)	Int32KeyFrameCollection
[is default constructible]	False
(properties)	
KeyTime	KeyTime
(description)	The time at which the key frame's target Value should be reached.
Value	x:Int32
(description)	The key frame's target value.

1.48.36.1 DiscreteInt32KeyFrame

(usage)	<DiscreteInt32KeyFrame />
(description)	Animates from the <code>Int32</code> value of the previous key frame to its own <code>Value</code> using discrete interpolation.
[types assignable to]	DiscreteInt32KeyFrame Int32KeyFrame DependencyObject x:Object

1.48.36.2 LinearInt32KeyFrame

(usage)	<LinearInt32KeyFrame />
(description)	Animates from the <code>Int32</code> value of the previous key frame to its own <code>Value</code> using linear interpolation.
[types assignable to]	LinearInt32KeyFrame Int32KeyFrame DependencyObject x:Object

1.48.36.3 SplineInt32KeyFrame

(usage)	<SplineInt32KeyFrame />
---------	-------------------------

(description)	Animates from the Int32 value of the previous key frame to its own Value using splined interpolation.
[types assignable to]	SplineInt32KeyFrame Int32KeyFrame DependencyObject x:Object
(properties)	
KeySpline	KeySpline
(description)	The two control points that define animation progress for this key frame.

1.48.37 Int32KeyFrameCollection

(usage)	<Int32KeyFrameCollection> Int32KeyFrame * </Int32KeyFrameCollection>
(description)	Represents a collection of Int32KeyFrame objects.
[types assignable to]	Int32KeyFrameCollection DependencyObject x:Object
(used by)	Int32AnimationUsingKeyFrames Int32KeyFrameCollection
[is list]	True
[allowed types]	Int32KeyFrame
(static properties)	
Empty	Int32KeyFrameCollection
(description)	An empty Int32KeyFrameCollection.

1.48.38 Int64KeyFrame

(usage)	None.
(description)	A base type that defines an animation segment with its own target value and interpolation technique for a Int64AnimationUsingKeyFrames.
[types assignable to]	Int64KeyFrame DependencyObject x:Object
(used by)	Int64KeyFrameCollection
[is default constructible]	False
(properties)	
KeyTime	KeyTime
(description)	The time at which the key frame's target Value should be reached.

Value	x:Int64
(description)	The key frame's target value.

1.48.38.1 DiscreteInt64KeyFrame

(usage)	<DiscreteInt64KeyFrame />
(description)	Animates from the Int64 value of the previous key frame to its own Value using discrete interpolation.
[types assignable to]	DiscreteInt64KeyFrame Int64KeyFrame DependencyObject x:Object

1.48.38.2 LinearInt64KeyFrame

(usage)	<LinearInt64KeyFrame />
(description)	Animates from the Int64 value of the previous key frame to its own Value using linear interpolation.
[types assignable to]	LinearInt64KeyFrame Int64KeyFrame DependencyObject x:Object

1.48.38.3 SplineInt64KeyFrame

(usage)	<SplineInt64KeyFrame />
(description)	Animates from the Int64 value of the previous key frame to its own Value using splined interpolation.
[types assignable to]	SplineInt64KeyFrame Int64KeyFrame DependencyObject x:Object
(properties)	
KeySpline	KeySpline
(description)	The two control points that define animation progress for this key frame.

1.48.39 Int64KeyFrameCollection

(usage)	<Int64KeyFrameCollection> Int64KeyFrame * </Int64KeyFrameCollection>
---------	--

(description)	Represents a collection of Int64KeyFrame objects.
[types assignable to]	Int64KeyFrameCollection DependencyObject x:Object
(used by)	Int64AnimationUsingKeyFrames Int64KeyFrameCollection
[is list]	True
[allowed types]	Int64KeyFrame
(static properties)	
Empty	Int64KeyFrameCollection
(description)	An empty Int64KeyFrameCollection .

1.48.40 [JournalEntry](#)

(usage)	None.
(description)	Represents an entry in either back or forward navigation history.
[types assignable to]	JournalEntry DependencyObject x:Object
[is default constructible]	False
(properties)	
Name	x:String
(description)	The name of the journal entry.
Source	x:Uri
(description)	The URI of the content that was navigated to.
(attachable properties)	
JournalEntry.KeepAlive	x:Boolean
(description)	A value that indicates whether the content of a journal entry is either retained or re-created when navigated to in navigation history.
[target type]	DependencyObject
JournalEntry.Name	x:String
(description)	The name of the journal entry.
[target type]	DependencyObject

1.48.41 KeySpline

(usage)	<code><KeySpline> string </KeySpline></code>
(description)	This type is used by a spline key frame to define animation progress.
[types assignable to]	KeySpline DependencyObject x:Object
(used by)	SplineByteKeyFrame SplineColorKeyFrame SplineDecimalKeyFrame SplineDoubleKeyFrame SplineInt16KeyFrame SplineInt32KeyFrame SplineInt64KeyFrame SplinePoint3DKeyFrame SplinePointKeyFrame SplineQuaternionKeyFrame SplineRectKeyFrame SplineRotation3DKeyFrame SplineSingleKeyFrame SplineSizeKeyFrame SplineThicknessKeyFrame SplineVector3DKeyFrame SplineVectorKeyFrame
[text syntax]	KeySplineSyntax
(properties)	
ControlPoint1	Point
(description)	The first control point used to define a Bezier curve that describes a KeySpline.
ControlPoint2	Point
(description)	The second control point used to define a Bezier curve that describes a KeySpline.

1.48.42 Material

(usage)	None.
(description)	A base type for materials.
[types assignable to]	Material DependencyObject x:Object
(used by)	GeometryModel3D MaterialCollection Viewport2DVisual3D
[is default constructible]	False

1.48.42.1 DiffuseMaterial

(usage)	<code><DiffuseMaterial /></code>
(description)	Allows the application of a 2-D brush, like a SolidColorBrush or TileBrush, to a diffusely-lit 3-D model.
[types assignable to]	DiffuseMaterial Material DependencyObject x:Object

(properties)

AmbientColor	Color
(description)	A color that represents the ambient color emitted by the Material.
Brush	Brush
(description)	Brush to be applied as a Material to a 3-D model.
Color	Color
(description)	The color allowed to emit from the Material.

1.48.42.2 EmissiveMaterial

(usage)	<EmissiveMaterial />
(description)	Applies a Brush to a 3-D model so that it participates in lighting calculations as if the Material were emitting light equal to the color of the Brush.
[types assignable to]	EmissiveMaterial Material DependencyObject x:Object
(properties)	
Brush	Brush
(description)	The Brush applied by the EmissiveMaterial.
Color	Color
(description)	The color of the light that appears to be emitted from the EmissiveMaterial.

1.48.42.3 MaterialGroup

(usage)	<MaterialGroup> Material * </MaterialGroup>
(description)	Represents a Material that is a composite of the Materials in its collection.
[types assignable to]	MaterialGroup Material DependencyObject x:Object
[content property]	Children
(properties)	
Children	MaterialCollection
(description)	A collection of child Material objects.

1.48.42.4 SpecularMaterial

(usage)	<SpecularMaterial />
(description)	Allows a 2-D brush, like a SolidColorBrush or TileBrush, to be applied to a specularly-lit 3-D model.
[types assignable to]	SpecularMaterial Material DependencyObject x:Object
(properties)	
Brush	Brush
(description)	The 2-D brush to apply to a specularly-lit 3-D model.
Color	Color
(description)	A value that filters the color properties of the material applied to the model.
SpecularPower	x:Double
(description)	A value that specifies the degree to which a material applied to a 3-D model reflects the lighting model as shine.

1.48.43 MaterialCollection

(usage)	<MaterialCollection> Material * </MaterialCollection>
(description)	Collection of Material objects.
[types assignable to]	MaterialCollection DependencyObject x:Object
(used by)	MaterialGroup
[is list]	True
[allowed types]	Material

1.48.44 MatrixKeyFrame

(usage)	None.
(description)	A base type that defines an animation segment with its own target value and interpolation technique for a MatrixAnimationUsingKeyFrames.
[types assignable to]	MatrixKeyFrame DependencyObject x:Object
(used by)	MatrixKeyFrameCollection

[is default constructible]	False
(properties)	
KeyTime	KeyTime
(description)	The time at which the key frame's target Value should be reached.
Value	Matrix
(description)	The key frame's target value.

1.48.44.1 DiscreteMatrixKeyFrame

(usage)	<DiscreteMatrixKeyFrame />
(description)	Animates from the Matrix value of the previous key frame to its own Value using discrete interpolation.
[types assignable to]	DiscreteMatrixKeyFrame MatrixKeyFrame DependencyObject x:Object

1.48.45 MatrixKeyFrameCollection

(usage)	<MatrixKeyFrameCollection> MatrixKeyFrame * </MatrixKeyFrameCollection>
(description)	Represents a collection of MatrixKeyFrame objects.
[types assignable to]	MatrixKeyFrameCollection DependencyObject x:Object
(used by)	MatrixAnimationUsingKeyFrames MatrixKeyFrameCollection
[is list]	True
[allowed types]	MatrixKeyFrame
(static properties)	
Empty	MatrixKeyFrameCollection
(description)	An empty MatrixKeyFrameCollection.

1.48.46 MediaPlayer

(usage)	<MediaPlayer />
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(description)	Provides media playback for drawings.
[types assignable to]	MediaPlayer DependencyObject x:Object
(used by)	VideoDrawing
(properties)	
Balance	x:Double
(description)	The balance between the left and right speaker volumes.
Clock	MediaClock
(description)	The MediaClock associated with the MediaTimeline to be played.
IsMuted	x:Boolean
(description)	A value that indicates whether the media is muted.
Position	x:TimeSpan
(description)	The current position of the media.
ScrubbingEnabled	x:Boolean
(description)	A value that indicates whether scrubbing is enabled.
SpeedRatio	x:Double
(description)	The ratio of speed that media is played at.
Volume	x:Double
(description)	The media's volume.
(events)	
BufferingEnded	Occurs when buffering has finished.
BufferingStarted	Occurs when buffering has started.
MediaEnded	Occurs when the media has finished playback.
MediaFailed	Occurs when an error is encountered
MediaOpened	Occurs when the media is opened.
ScriptCommand	Occurs when a script command has been encountered within the media.

1.48.47 Model3D

(usage)	None.
(description)	A base type that provides functionality for 3-D models.
[types assignable to]	Model3D DependencyObject x:Object
(used by)	Model3DCollection ModelUIElement3D ModelVisual3D

[is default constructible]	False
(properties)	
Transform	Transform3D
(description)	The Transform3D set on the model.

1.48.47.1 GeometryModel3D

(usage)	<GeometryModel3D />
(description)	Creates a 3-D model comprised of a MeshGeometry3D and a Material.
[types assignable to]	GeometryModel3D Model3D DependencyObject x:Object
(properties)	
BackMaterial	Material
(description)	The Material to be applied to the back of a Model3D.
Geometry	Geometry3D
(description)	The geometry of a GeometryModel3D.
Material	Material
(description)	The Material of a GeometryModel3D

1.48.47.2 Light

(usage)	None.
(description)	Model3D object that represents lighting applied to a 3-D scene.
[types assignable to]	Light Model3D DependencyObject x:Object
[is default constructible]	False
(properties)	
Color	Color
(description)	The color of the light.

1.48.47.2.1 AmbientLight

(usage)	<AmbientLight />
(description)	Light object that applies light to objects uniformly, regardless of their shape.
[types assignable to]	AmbientLight Light Model3D DependencyObject x:Object

1.48.47.2.2 DirectionalLight

(usage)	<DirectionalLight />
(description)	Light object that projects its effect along a direction specified by a Vector3D.
[types assignable to]	DirectionalLight Light Model3D DependencyObject x:Object
(properties)	
Direction	Vector3D
(description)	Represents the vector along which the light's effect will be seen on models in a 3-D scene.

1.48.47.2.3 PointLightBase

(usage)	None.
(description)	A base type that represents a light object that has a position in space and projects its light in all directions.
[types assignable to]	PointLightBase Light Model3D DependencyObject x:Object
[is default constructible]	False
(properties)	
ConstantAttenuation	x:Double
(description)	A constant value by which the intensity of the light diminishes over distance.
LinearAttenuation	x:Double
(description)	A value that specifies the linear diminution of the light's intensity over distance.
Position	Point3D
(description)	A Point3D that specifies the light's position in world space.
QuadraticAttenuation	x:Double
(description)	A value that specifies the diminution of the light's effect over distance,

	calculated by a quadratic operation.
Range	x:Double
(description)	The distance beyond which the light has no effect.

1.48.47.2.3.1 PointLight

(usage)	<PointLight />
(description)	Represents a light source that has a specified position in space and projects its light in all directions.
[types assignable to]	PointLight PointLightBase Light Model3D DependencyObject x:Object

1.48.47.2.3.2 Spotlight

(usage)	<SpotLight />
(description)	Light object that projects its effect in a cone-shaped area along a specified direction.
[types assignable to]	SpotLight PointLightBase Light Model3D DependencyObject x:Object
(properties)	
Direction	Vector3D
(description)	A Vector3D that specifies the direction in which the SpotLight projects its light.
InnerConeAngle	x:Double
(description)	An angle that specifies the proportion of a SpotLight's cone-shaped projection in which the light fully illuminates objects in the scene.
OuterConeAngle	x:Double
(description)	An angle that specifies the proportion of a SpotLight's cone-shaped projection outside which the light does not illuminate objects in the scene.

1.48.47.3 Model3DGroup

(usage)	<Model3DGroup> Model3D * </Model3DGroup>
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(description)	Collection of 3-D models.
[types assignable to]	Model3DGroup Model3D DependencyObject x:Object
[content property]	Children
(properties)	
Children	Model3DCollection
(description)	A collection of Model3D objects.

1.48.48 Model3DCollection

(usage)	<Model3DCollection> Model3D * </Model3DCollection>
(description)	Represents an ordered collection of Model3D objects.
[types assignable to]	Model3DCollection DependencyObject x:Object
(used by)	Model3DGroup
[is list]	True
[allowed types]	Model3D

1.48.49 ObjectKeyFrame

(usage)	None.
(description)	A base type that defines an animation segment with its own target value and interpolation technique for a ObjectAnimationUsingKeyFrames .
[types assignable to]	ObjectKeyFrame DependencyObject x:Object
(used by)	ObjectKeyFrameCollection
[is default constructible]	False
(properties)	
KeyTime	KeyTime
(description)	The time at which the key frame's target Value should be reached.
Value	x:Object
(description)	The key frame's target value.

1.48.49.1 DiscreteObjectKeyFrame

(usage)	<code><DiscreteObjectKeyFrame /></code>
(description)	Animates from the Object value of the previous key frame to its own Value using discrete interpolation.
[types assignable to]	DiscreteObjectKeyFrame ObjectKeyFrame DependencyObject x:Object

1.48.50 ObjectKeyFrameCollection

(usage)	<code><ObjectKeyFrameCollection> ObjectKeyFrame* </ObjectKeyFrameCollection></code>
(description)	Represents a collection of ObjectKeyFrame objects.
[types assignable to]	ObjectKeyFrameCollection DependencyObject x:Object
(used by)	ObjectAnimationUsingKeyFrames ObjectKeyFrameCollection
[is list]	True
[allowed types]	ObjectKeyFrame
(static properties)	
Empty	ObjectKeyFrameCollection
(description)	An empty ObjectKeyFrameCollection.

1.48.51 PathFigure

(usage)	<code><PathFigure> PathSegment* </PathFigure></code>
(description)	Represents a subsection of a geometry, a single connected series of two-dimensional geometric segments.
[types assignable to]	PathFigure DependencyObject x:Object
(used by)	PathFigureCollection
[content property]	Segments
(properties)	
IsClosed	x:Boolean
(description)	A value that specifies whether this figures first and last segments are connected.

IsFilled (description)	x:Boolean Whether the contained area of this PathFigure is to be used for hit-testing, rendering, and clipping.
Segments (description)	PathSegmentCollection The collection of segments that define the shape of this PathFigure object.
StartPoint (description)	Point The Point where the PathFigure begins.

1.48.52 PathFigureCollection

(usage)	<code><PathFigureCollection> string </PathFigureCollection></code>
(description)	Represents a collection of PathFigure objects that collectively make up the geometry of a PathGeometry.
[types assignable to]	PathFigureCollection DependencyObject x:Object
(used by)	PathGeometry
[text syntax]	PathFigureCollectionSyntax
[is list]	True
[allowed types]	PathFigure

1.48.53 PathSegment

(usage)	None.
(description)	Represents a segment of a PathFigure object.
[types assignable to]	PathSegment DependencyObject x:Object
(used by)	PathSegmentCollection
[is default constructible]	False
(properties)	
IsSmoothJoin (description)	x:Boolean A value that indicates whether the join between this PathSegment and the previous PathSegment is treated as a corner when it is stroked with a Pen.
IsStroked (description)	x:Boolean A value that indicates whether the segment is stroked.

1.48.53.1 ArcSegment

(usage)	<ArcSegment />
(description)	Represents an elliptical arc between two points.
[types assignable to]	ArcSegment PathSegment DependencyObject x:Object
(properties)	
IsLargeArc	x:Boolean
(description)	A value that indicates whether the arc should be greater than 180 degrees.
Point	Point
(description)	The endpoint of the elliptical arc.
RotationAngle	x:Double
(description)	The amount (in degrees) by which the ellipse is rotated about the x-axis.
Size	Size
(description)	The x- and y-radius of the arc as a Size structure.
SweepDirection	SweepDirection
(description)	A value that specifies whether the arc is drawn in the Clockwise or Counterclockwise direction.

1.48.53.2 BezierSegment

(usage)	<BezierSegment />
(description)	Represents a cubic Bezier curve drawn between two points.
[types assignable to]	BezierSegment PathSegment DependencyObject x:Object
(properties)	
Point1	Point
(description)	The first control point of the curve.
Point2	Point
(description)	The second control point of the curve.
Point3	Point

(description)	The end point of the curve.
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1.48.53.3 LineSegment

(usage)	<LineSegment />
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(description)	Creates a line between two points in a PathFigure.
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[types assignable to]	LineSegment PathSegment DependencyObject x:Object
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(properties)	
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Point	Point
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(description)	The end point of the line segment.
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1.48.53.4 PolyBezierSegment

(usage)	<PolyBezierSegment />
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(description)	Represents one or more cubic Bezier curves.
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[types assignable to]	PolyBezierSegment PathSegment DependencyObject x:Object
-----------------------	---

(properties)	
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Points	PointCollection
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(description)	The PointCollection that define this PolyBezierSegment object.
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1.48.53.5 PolyLineSegment

(usage)	<PolyLineSegment />
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(description)	Represents a set of line segments defined by a PointCollection with each Point specifying the end point of a line segment.
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[types assignable to]	PolyLineSegment PathSegment DependencyObject x:Object
-----------------------	---

(properties)	
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Points	PointCollection
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(description)	The collection of Point structures that defines this PolyLineSegment object.
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1.48.53.6 PolyQuadraticBezierSegment

(usage)	<PolyQuadraticBezierSegment />
(description)	Represents a set of quadratic Bezier segments.
[types assignable to]	PolyQuadraticBezierSegment PathSegment DependencyObject x:Object
(properties)	
Points	PointCollection
(description)	The PointCollection that defines this PolyQuadraticBezierSegment object.

1.48.53.7 QuadraticBezierSegment

(usage)	<QuadraticBezierSegment />
(description)	Creates a quadratic Bezier curve between two points in a PathFigure.
[types assignable to]	QuadraticBezierSegment PathSegment DependencyObject x:Object
(properties)	
Point1	Point
(description)	The control Point of the curve.
Point2	Point
(description)	The end Point of this QuadraticBezierSegment.

1.48.54 PathSegmentCollection

(usage)	<PathSegmentCollection> PathSegment * </PathSegmentCollection>
(description)	Represents a collection of PathSegment objects that can be individually accessed by index.
[types assignable to]	PathSegmentCollection DependencyObject x:Object
(used by)	PathFigure
[is list]	True
[allowed types]	PathSegment

1.48.55 Pen

(usage)	<Pen />
(description)	Describes how a shape is outlined.
[types assignable to]	Pen DependencyObject x:Object
(used by)	GeometryDrawing TextDecoration
(properties)	
Brush	Brush
(description)	The fill the outline produced by this Pen.
DashCap	PenLineCap
(description)	A value that specifies how the ends of each dash are drawn.
DashStyle	DashStyle
(description)	A value that describes the pattern of dashes generated by this Pen.
EndLineCap	PenLineCap
(description)	The type of shape to use at the end of a stroke.
LineJoin	PenLineJoin
(description)	The type of joint used at the vertices of a shape's outline.
MiterLimit	x:Double
(description)	The limit on the ratio of the miter length to half this pen's Thickness.
StartLineCap	PenLineCap
(description)	The type of shape to use at the beginning of a stroke.
Thickness	x:Double
(description)	The thickness of the stroke produced by this Pen.

1.48.56 Point3DCollection

(usage)	<Point3DCollection> string </Point3DCollection>
(description)	Represents an ordered collection of Point3D objects.
[types assignable to]	Point3DCollection DependencyObject x:Object
(used by)	MeshGeometry3D

[text syntax]	Point3DCollectionSyntax
[is list]	True
[allowed types]	Point3D

1.48.57 Point3DKeyFrame

(usage)	None.
(description)	A base type that defines an animation segment with its own target value and interpolation technique for a Point3DAnimationUsingKeyFrames .
[types assignable to]	Point3DKeyFrame DependencyObject x:Object
(used by)	Point3DKeyFrameCollection
[is default constructible]	False
(properties)	
KeyTime	KeyTime
(description)	The time at which the key frame's target Value should be reached.
Value	Point3D
(description)	The key frame's target value.

1.48.57.1 DiscretePoint3DKeyFrame

(usage)	<DiscretePoint3DKeyFrame />
(description)	Animates from the Point3D value of the previous key frame to its own Value using discrete interpolation.
[types assignable to]	DiscretePoint3DKeyFrame Point3DKeyFrame DependencyObject x:Object

1.48.57.2 LinearPoint3DKeyFrame

(usage)	<LinearPoint3DKeyFrame />
(description)	Animates from the Point3D value of the previous key frame to its own Value

using linear interpolation.

[types assignable to] [LinearPoint3DKeyFrame](#) [Point3DKeyFrame](#) [DependencyObject](#) [x:Object](#)

1.48.57.3 SplinePoint3DKeyFrame

(usage) `<SplinePoint3DKeyFrame />`

(description) Animates from the Point3D value of the previous key frame to its own Value using splined interpolation.

[types assignable to] [SplinePoint3DKeyFrame](#) [Point3DKeyFrame](#) [DependencyObject](#) [x:Object](#)

(properties)

KeySpline [KeySpline](#)

(description) The two control points that define animation progress for this key frame.

1.48.58 Point3DKeyFrameCollection

(usage) `<Point3DKeyFrameCollection> Point3DKeyFrame*
</Point3DKeyFrameCollection>`

(description) Represents a collection of Point3DKeyFrame objects.

[types assignable to] [Point3DKeyFrameCollection](#) [DependencyObject](#) [x:Object](#)

(used by) [Point3DAnimationUsingKeyFrames](#) [Point3DKeyFrameCollection](#)

[is list] True

[allowed types] [Point3DKeyFrame](#)

(static properties)

Empty [Point3DKeyFrameCollection](#)

(description) An empty Point3DKeyFrameCollection.

1.48.59 PointCollection

(usage) `<PointCollection> string </PointCollection>`

(description) Represents a collection of Point values that can be individually accessed by index.

[types assignable to]	PointCollection DependencyObject x:Object IListOfPoint
(used by)	MeshGeometry3D PolyBezierSegment Polygon Polyline PolyLineSegment PolyQuadraticBezierSegment
[text syntax]	PointCollectionSyntax
[is list]	True
[allowed types]	Point

1.48.60 PointKeyFrame

(usage)	None.
(description)	Defines an animation segment with its own target value and interpolation technique for a PointAnimationUsingKeyFrames .
[types assignable to]	PointKeyFrame DependencyObject x:Object
(used by)	PointKeyFrameCollection
[is default constructible]	False
(properties)	
KeyTime	KeyTime
(description)	The time at which the key frame's target Value should be reached.
Value	Point
(description)	The key frame's target value.

1.48.60.1 DiscretePointKeyFrame

(usage)	< DiscretePointKeyFrame />
(description)	Animates from the Point value of the previous key frame to its own Value using discrete interpolation.
[types assignable to]	DiscretePointKeyFrame PointKeyFrame DependencyObject x:Object

1.48.60.2 LinearPointKeyFrame

(usage)	<LinearPointKeyFrame />
(description)	Animates from the Point value of the previous key frame to its own Value using linear interpolation.
[types assignable to]	LinearPointKeyFrame PointKeyFrame DependencyObject x:Object

1.48.60.3 SplinePointKeyFrame

(usage)	<SplinePointKeyFrame />
(description)	Animates from the Point value of the previous key frame to its own Value using splined interpolation.
[types assignable to]	SplinePointKeyFrame PointKeyFrame DependencyObject x:Object
(properties)	
KeySpline	KeySpline
(description)	The two control points that define animation progress for this key frame.

1.48.61 PointKeyFrameCollection

(usage)	<PointKeyFrameCollection> PointKeyFrame * </PointKeyFrameCollection>
(description)	Represents a collection of PointKeyFrame objects.
[types assignable to]	PointKeyFrameCollection DependencyObject x:Object
(used by)	PointAnimationUsingKeyFrames PointKeyFrameCollection
[is list]	True
[allowed types]	PointKeyFrame
(static properties)	
Empty	PointKeyFrameCollection
(description)	An empty PointKeyFrameCollection.

1.48.62 QuaternionKeyFrame

(usage)	None.
(description)	A base type that defines an animation segment with its own target value and interpolation technique for a QuaternionAnimationUsingKeyFrames.
[types assignable to]	QuaternionKeyFrame DependencyObject x:Object
(used by)	QuaternionKeyFrameCollection
[is default constructible]	False
(properties)	
KeyTime	KeyTime
(description)	The time at which the key frame's target Value should be reached.
Value	Quaternion
(description)	The key frame's target value.

1.48.62.1 DiscreteQuaternionKeyFrame

(usage)	<DiscreteQuaternionKeyFrame />
(description)	Animates from the Quaternion value of the previous key frame to its own Value using discrete interpolation.
[types assignable to]	DiscreteQuaternionKeyFrame QuaternionKeyFrame DependencyObject x:Object

1.48.62.2 LinearQuaternionKeyFrame

(usage)	<LinearQuaternionKeyFrame />
(description)	Animates from the Quaternion value of the previous key frame to its own Value using linear interpolation.
[types assignable to]	LinearQuaternionKeyFrame QuaternionKeyFrame DependencyObject x:Object
(properties)	
UseShortestPath	x:Boolean
(description)	A Boolean value that indicates whether the animation uses spherical linear interpolation to calculate the shortest arc between positions.

1.48.62.3 SplineQuaternionKeyFrame

(usage)	<SplineQuaternionKeyFrame />
(description)	Animates from the Quaternion value of the previous key frame to its own Value using splined interpolation.
[types assignable to]	SplineQuaternionKeyFrame QuaternionKeyFrame DependencyObject x:Object
(properties)	
KeySpline	KeySpline
(description)	The two control points that define animation progress for this key frame.
UseShortestPath	x:Boolean
(description)	A value that indicates whether the animation uses spherical linear interpolation to calculate the shortest arc between positions.

1.48.63 QuaternionKeyFrameCollection

(usage)	<QuaternionKeyFrameCollection> QuaternionKeyFrame * </QuaternionKeyFrameCollection>
(description)	Represents a collection of QuaternionKeyFrame objects.
[types assignable to]	QuaternionKeyFrameCollection DependencyObject x:Object
(used by)	QuaternionAnimationUsingKeyFrames QuaternionKeyFrameCollection
[is list]	True
[allowed types]	QuaternionKeyFrame
(static properties)	
Empty	QuaternionKeyFrameCollection
(description)	An empty QuaternionKeyFrameCollection.

1.48.64 RectKeyFrame

(usage)	None.
(description)	A base type that defines an animation segment with its own target value and interpolation technique for a RectAnimationUsingKeyFrames.

[types assignable to]	RectKeyFrame DependencyObject x:Object
(used by)	RectKeyFrameCollection
[is default constructible]	False
(properties)	
KeyTime	KeyTime
(description)	The time at which the key frame's target Value should be reached.
Value	Rect
(description)	The key frame's target value.

1.48.64.1 DiscreteRectKeyFrame

(usage)	<DiscreteRectKeyFrame />
(description)	Animates from the Rect value of the previous key frame to its own Value using discrete interpolation.
[types assignable to]	DiscreteRectKeyFrame RectKeyFrame DependencyObject x:Object

1.48.64.2 LinearRectKeyFrame

(usage)	<LinearRectKeyFrame />
(description)	Animates from the Rect value of the previous key frame to its own Value using linear interpolation.
[types assignable to]	LinearRectKeyFrame RectKeyFrame DependencyObject x:Object

1.48.64.3 SplineRectKeyFrame

(usage)	<SplineRectKeyFrame />
(description)	Animates from the Rect value of the previous key frame to its own Value using splined interpolation.
[types assignable to]	SplineRectKeyFrame RectKeyFrame DependencyObject x:Object

(properties)**KeySpline**[KeySpline](#)**(description)**

The two control points that define animation progress for this key frame.

1.48.65 RectKeyFrameCollection

(usage)<RectKeyFrameCollection> [RectKeyFrame](#)* </RectKeyFrameCollection>**(description)**

Represents a collection of RectKeyFrame objects.

[types assignable to][RectKeyFrameCollection](#) [DependencyObject](#) [x:Object](#)**(used by)**[RectAnimationUsingKeyFrames](#) [RectKeyFrameCollection](#)**[is list]**

True

[allowed types][RectKeyFrame](#)**(static properties)****Empty**[RectKeyFrameCollection](#)**(description)**

An empty RectKeyFrameCollection.

1.48.66 Rotation3D

(usage){x:Static [Rotation3D.StaticPropertyName](#)}**(description)**

Specifies the 3-D rotation to be used in a transformation.

[types assignable to][Rotation3D](#) [DependencyObject](#) [x:Object](#)**(used by)**[RotateTransform3D](#) [Rotation3D](#) [Rotation3DAnimation](#) [Rotation3DKeyFrame](#)**[is default constructible]**

False

(static properties)**Identity**[Rotation3D](#)**(description)**

Singleton identity Rotation3D.

1.48.66.1 AxisAngleRotation3D

(usage)

<AxisAngleRotation3D />

(description)	Represents a 3-D rotation of a specified angle about a specified axis.
[types assignable to]	AxisAngleRotation3D Rotation3D DependencyObject x:Object
(properties)	
Angle	x:Double
(description)	The angle of a 3-D rotation, in degrees.
Axis	Vector3D
(description)	The axis of a 3-D rotation.

1.48.66.2 QuaternionRotation3D

(usage)	<QuaternionRotation3D />
(description)	Represents a rotation transformation defined as a quaternion.
[types assignable to]	QuaternionRotation3D Rotation3D DependencyObject x:Object
(properties)	
Quaternion	Quaternion
(description)	The Quaternion that defines the destination rotation.

1.48.67 Rotation3DKeyFrame

(usage)	None.
(description)	A base type that defines an animation segment with its own target value and interpolation technique for a Rotation3DAnimationUsingKeyFrames .
[types assignable to]	Rotation3DKeyFrame DependencyObject x:Object
(used by)	Rotation3DKeyFrameCollection
[is default constructible]	False
(properties)	
KeyTime	KeyTime
(description)	The time at which the key frame's target Value should be reached.
Value	Rotation3D
(description)	The key frame's target value.

1.48.67.1 DiscreteRotation3DKeyFrame

(usage)	<DiscreteRotation3DKeyFrame />
(description)	Animates from the Rotation3D value of the previous key frame to its own Value using discrete interpolation.
[types assignable to]	DiscreteRotation3DKeyFrame Rotation3DKeyFrame DependencyObject x:Object

1.48.67.2 LinearRotation3DKeyFrame

(usage)	<LinearRotation3DKeyFrame />
(description)	Animates from the Rotation3D value of the previous key frame to its own Value using linear interpolation.
[types assignable to]	LinearRotation3DKeyFrame Rotation3DKeyFrame DependencyObject x:Object

1.48.67.3 SplineRotation3DKeyFrame

(usage)	<SplineRotation3DKeyFrame />
(description)	Animates from the Rotation3D value of the previous key frame to its own Value using splined interpolation.
[types assignable to]	SplineRotation3DKeyFrame Rotation3DKeyFrame DependencyObject x:Object
(properties)	
KeySpline	KeySpline
(description)	The two control points that define animation progress for this key frame.

1.48.68 Rotation3DKeyFrameCollection

(usage)	<Rotation3DKeyFrameCollection> Rotation3DKeyFrame * </Rotation3DKeyFrameCollection>
----------------	--

(description)	Represents a collection of Rotation3DKeyFrame objects.
[types assignable to]	Rotation3DKeyFrameCollection DependencyObject x:Object
(used by)	Rotation3DAnimationUsingKeyFrames Rotation3DKeyFrameCollection
[is list]	True
[allowed types]	Rotation3DKeyFrame
(static properties)	
Empty	Rotation3DKeyFrameCollection
(description)	An empty Rotation3DKeyFrameCollection .

1.48.69 SingleKeyFrame

(usage)	None.
(description)	A base type that defines an animation segment with its own target value and interpolation technique for a SingleAnimationUsingKeyFrames .
[types assignable to]	SingleKeyFrame DependencyObject x:Object
(used by)	SingleKeyFrameCollection
[is default constructible]	False
(properties)	
KeyTime	KeyTime
(description)	The time at which the key frame's target Value should be reached.
Value	x:Single
(description)	The key frame's target value.

1.48.69.1 DiscreteSingleKeyFrame

(usage)	< DiscreteSingleKeyFrame />
(description)	Animates from the Single value of the previous key frame to its own Value using discrete interpolation.
[types assignable to]	DiscreteSingleKeyFrame SingleKeyFrame DependencyObject x:Object

1.48.69.2 LinearSingleKeyFrame

(usage)	<LinearSingleKeyFrame />
(description)	Animates from the Single value of the previous key frame to its own Value using linear interpolation.
[types assignable to]	LinearSingleKeyFrame SingleKeyFrame DependencyObject x:Object

1.48.69.3 SplineSingleKeyFrame

(usage)	<SplineSingleKeyFrame />
(description)	Animates from the Single value of the previous key frame to its own Value using splined interpolation.
[types assignable to]	SplineSingleKeyFrame SingleKeyFrame DependencyObject x:Object
(properties)	
KeySpline	KeySpline
(description)	The two control points that define animation progress for this key frame.

1.48.70 SingleKeyFrameCollection

(usage)	<SingleKeyFrameCollection> SingleKeyFrame * </SingleKeyFrameCollection>
(description)	Represents a collection of SingleKeyFrame objects.
[types assignable to]	SingleKeyFrameCollection DependencyObject x:Object
(used by)	SingleAnimationUsingKeyFrames SingleKeyFrameCollection
[is list]	True
[allowed types]	SingleKeyFrame
(static properties)	
Empty	SingleKeyFrameCollection
(description)	An empty SingleKeyFrameCollection.

1.48.71 SizeKeyFrame

(usage)	None.
(description)	A base type that defines an animation segment with its own target value and interpolation technique for a SizeAnimationUsingKeyFrames .
[types assignable to]	SizeKeyFrame DependencyObject x:Object
(used by)	SizeKeyFrameCollection
[is default constructible]	False
(properties)	
KeyTime	KeyTime
(description)	The time at which the key frame's target Value should be reached.
Value	Size
(description)	The key frame's target value.

1.48.71.1 DiscreteSizeKeyFrame

(usage)	<DiscreteSizeKeyFrame />
(description)	Animates from the Size value of the previous key frame to its own Value using discrete interpolation.
[types assignable to]	DiscreteSizeKeyFrame SizeKeyFrame DependencyObject x:Object

1.48.71.2 LinearSizeKeyFrame

(usage)	<LinearSizeKeyFrame />
(description)	Animates from the Size value of the previous key frame to its own Value using linear interpolation.
[types assignable to]	LinearSizeKeyFrame SizeKeyFrame DependencyObject x:Object

1.48.71.3 SplineSizeKeyFrame

(usage)	<SplineSizeKeyFrame />
(description)	Animates from the Size value of the previous key frame to its own Value using splined interpolation.
[types assignable to]	SplineSizeKeyFrame SizeKeyFrame DependencyObject x:Object
(properties)	
KeySpline	KeySpline
(description)	The two control points that define animation progress for this key frame.

1.48.72 SizeKeyFrameCollection

(usage)	<SizeKeyFrameCollection> SizeKeyFrame * </SizeKeyFrameCollection>
(description)	Represents a collection of SizeKeyFrame objects.
[types assignable to]	SizeKeyFrameCollection DependencyObject x:Object
(used by)	SizeAnimationUsingKeyFrames SizeKeyFrameCollection
[is list]	True
[allowed types]	SizeKeyFrame
(static properties)	
Empty	SizeKeyFrameCollection
(description)	An empty SizeKeyFrameCollection.

1.48.73 StringKeyFrame

(usage)	None.
(description)	Defines an animation segment with its own target value and interpolation technique for a StringAnimationUsingKeyFrames.
[types assignable to]	StringKeyFrame DependencyObject x:Object
(used by)	StringKeyFrameCollection
[is default constructible]	False
(properties)	
KeyTime	KeyTime
(description)	The time at which the key frame's target Value should be reached.

Value	x:String
(description)	The key frame's target value.

1.48.73.1 DiscreteStringKeyFrame

(usage)	<DiscreteStringKeyFrame />
(description)	Animates from the String value of the previous key frame to its own Value using discrete interpolation.
[types assignable to]	DiscreteStringKeyFrame StringKeyFrame DependencyObject x:Object

1.48.74 StringKeyFrameCollection

(usage)	<StringKeyFrameCollection> StringKeyFrame * </StringKeyFrameCollection>
(description)	Represents a collection of StringKeyFrame objects.
[types assignable to]	StringKeyFrameCollection DependencyObject x:Object
(used by)	StringAnimationUsingKeyFrames StringKeyFrameCollection
[is list]	True
[allowed types]	StringKeyFrame
(static properties)	
Empty	StringKeyFrameCollection
(description)	An empty StringKeyFrameCollection.

1.48.75 TextDecoration

(usage)	<TextDecoration />
(description)	Represents a text decoration, which is a visual ornamentation that is added to text (such as an underline).
[types assignable to]	TextDecoration DependencyObject x:Object
(used by)	TextDecorationCollection

(properties)	
Location	TextDecorationLocation
(description)	The vertical location at which the text decoration is drawn.
Pen	Pen
(description)	The Pen used to draw the text decoration.
PenOffset	x:Double
(description)	The text decoration's offset from its Location.
PenOffsetUnit	TextDecorationUnit
(description)	The units in which the PenOffset value is expressed.
PenThicknessUnit	TextDecorationUnit
(description)	The units in which the Thickness of the text decoration's Pen is expressed.

1.48.76 TextDecorationCollection

(usage)	<code><TextDecorationCollection> string </TextDecorationCollection></code>
(description)	Represents a collection of TextDecoration instances.
[types assignable to]	TextDecorationCollection DependencyObject x:Object IEnumerableOfTextDecoration
(used by)	AccessText Inline Paragraph SystemFonts TextBlock TextBox TextDecorations
[text syntax]	TextDecorationCollectionSyntax
[is list]	True
[allowed types]	IEnumerableOfTextDecoration TextDecoration

1.48.77 TextEffect

(usage)	<code><TextEffect /></code>
(description)	Represents a text effect that can be applied to text objects.
[types assignable to]	TextEffect DependencyObject x:Object
(used by)	TextEffectCollection
(properties)	
Clip	Geometry

(description)	The clipping region of the TextEffect.
Foreground	Brush
(description)	The Brush to apply to the content of the TextEffect.
PositionCount	x:Int32
(description)	The position in the text that the TextEffect applies to.
PositionStart	x:Int32
(description)	The starting position in the text that the TextEffect applies to.
Transform	Transform
(description)	The Transform that is applied to the TextEffect.

1.48.78 TextEffectCollection

(usage)	<TextEffectCollection> TextEffect * </TextEffectCollection>
(description)	Provides collection support for a collection of TextEffect objects.
[types assignable to]	TextEffectCollection DependencyObject x:Object
(used by)	AccessText FlowDocument TextBlock TextElement
[is list]	True
[allowed types]	TextEffect

1.48.79 TextSearch

(usage)	None.
(description)	Enables a user to quickly access items in a set by typing prefixes of strings.
[types assignable to]	TextSearch DependencyObject x:Object
[is default constructible]	False
(attachable properties)	
TextSearch.Text	x:String
(description)	The string that identifies an item in a control's collection.
[target type]	DependencyObject

TextSearch.TextPath	x:String
(description)	The name of the items' property that identifies each item in a control's collection.
[target type]	DependencyObject

1.48.80 ThicknessKeyFrame

(usage)	None.
(description)	A base type that defines an animation segment with its own target value and interpolation technique for a ThicknessAnimationUsingKeyFrames.
[types assignable to]	ThicknessKeyFrame DependencyObject x:Object
(used by)	ThicknessKeyFrameCollection
[is default constructible]	False
(properties)	
KeyTime	KeyTime
(description)	The time at which the key frame's target Value should be reached.
Value	Thickness
(description)	The key frame's target value.

1.48.80.1 DiscreteThicknessKeyFrame

(usage)	<DiscreteThicknessKeyFrame />
(description)	Animates from the Thickness value of the previous key frame to its own Value using discrete interpolation.
[types assignable to]	DiscreteThicknessKeyFrame ThicknessKeyFrame DependencyObject x:Object

1.48.80.2 LinearThicknessKeyFrame

(usage)	<LinearThicknessKeyFrame />
(description)	Animates from the Thickness value of the previous key frame to its own Value using linear interpolation.

[types assignable to]	LinearThicknessKeyFrame ThicknessKeyFrame DependencyObject x:Object
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1.48.80.3 SplineThicknessKeyFrame

(usage)	<SplineThicknessKeyFrame />
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(description)	Animates from the Thickness value of the previous key frame to its own Value using splined interpolation.
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[types assignable to]	SplineThicknessKeyFrame ThicknessKeyFrame DependencyObject x:Object
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(properties)	
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KeySpline	KeySpline
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(description)	The two control points that define animation progress for this key frame.
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1.48.81 ThicknessKeyFrameCollection

(usage)	<ThicknessKeyFrameCollection> ThicknessKeyFrame * </ThicknessKeyFrameCollection>
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(description)	Represents a collection of ThicknessKeyFrame objects.
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[types assignable to]	ThicknessKeyFrameCollection DependencyObject x:Object
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(used by)	ThicknessAnimationUsingKeyFrames ThicknessKeyFrameCollection
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[is list]	True
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[allowed types]	ThicknessKeyFrame
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(static properties)	
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Empty	ThicknessKeyFrameCollection
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(description)	An empty ThicknessKeyFrameCollection.
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1.48.82 Timeline

(usage)	None.
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(description)	Defines a segment of time.
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[types assignable to]	Timeline DependencyObject x:Object
(used by)	Timeline TimelineCollection
[is default constructible]	False
[name property]	Name
(properties)	
AccelerationRatio	x:Double
(description)	A value specifying the percentage of the timeline's Duration spent accelerating the passage of time from zero to its maximum rate.
AutoReverse	x:Boolean
(description)	A value that indicates whether the timeline plays in reverse after it completes a forward iteration.
BeginTime	NullableOfTimeSpan
(description)	The time at which this Timeline should begin.
DecelerationRatio	x:Double
(description)	A value specifying the percentage of the timeline's Duration spent decelerating the passage of time from its maximum rate to zero.
Duration	Duration
(description)	The length of time for which this timeline plays, not counting repetitions.
FillBehavior	FillBehavior
(description)	A value that specifies how the Timeline behaves after it reaches the end of its active period.
Name	x:String
(description)	The name of this Timeline.
RepeatBehavior	RepeatBehavior
(description)	The repeating behavior of this timeline.
SpeedRatio	x:Double
(description)	The rate, relative to its parent, at which time progresses for this Timeline.
(attachable properties)	
Timeline.DesiredFrameRate	NullableOfInt32
(description)	The desired frame rate for this timeline and its child timelines.
[target type]	Timeline
(events)	
Completed	Occurs when this timeline has completely finished playing: it will no longer enter its active period.

CurrentGlobalSpeedInvalidated	Occurs when the rate at which time progresses for the timeline's clock changes.
CurrentStateInvalidated	Occurs when the CurrentState property of the timeline's Clock is updated.
CurrentTimeInvalidated	Occurs when the CurrentTime property of the timeline's Clock is updated.
RemoveRequested	Occurs when the clock created for this timeline or one of its parent timelines is removed.

1.48.82.1 AnimationTimeline

(usage)	None.
(description)	Defines a segment of time over which output values are produced. These values are used to animate a target property.
[types assignable to]	AnimationTimeline Timeline DependencyObject x:Object
[is default constructible]	False
[name property]	Name

1.48.82.1.1 BooleanAnimationBase

(usage)	None.
(description)	A base type that animates a Boolean value.
[types assignable to]	BooleanAnimationBase AnimationTimeline Timeline DependencyObject x:Object
[is default constructible]	False
[name property]	Name

1.48.82.1.1.1 BooleanAnimationUsingKeyFrames

(usage)	<BooleanAnimationUsingKeyFrames> BooleanKeyFrame * </BooleanAnimationUsingKeyFrames>
(description)	Animates the value of a property that takes a Boolean along a set of KeyFrames over a specified Duration.

[types assignable to]	BooleanAnimationUsingKeyFrames BooleanAnimationBase AnimationTimeline Timeline DependencyObject x:Object
[content property]	KeyFrames
[name property]	Name
(properties)	
KeyFrames	BooleanKeyFrameCollection
(description)	The collection of BooleanKeyFrame objects that define the animation.

1.48.82.1.2 ByteAnimationBase

(usage)	None.
(description)	A base type that animates a Byte value.
[types assignable to]	ByteAnimationBase AnimationTimeline Timeline DependencyObject x:Object
[is default constructible]	False
[name property]	Name

1.48.82.1.2.1 ByteAnimation

(usage)	<ByteAnimation />
(description)	Animates the value of a Byte property between two target values using linear interpolation over a specified Duration.
[types assignable to]	ByteAnimation ByteAnimationBase AnimationTimeline Timeline DependencyObject x:Object
[name property]	Name
(properties)	
By	NullableOfByte
(description)	The total amount by which the animation changes its starting value.
From	NullableOfByte
(description)	The animation's starting value.
IsAdditive	x:Boolean
(description)	A value that indicates whether the target property's current value should be added to this animation's starting value.

IsCumulative	x:Boolean
(description)	A value that specifies whether the animation's value accumulates when it repeats.
To	NullableOfByte
(description)	The animation's ending value.

1.48.82.1.2.2 ByteAnimationUsingKeyFrames

(usage)	<ByteAnimationUsingKeyFrames> ByteKeyFrame * </ByteAnimationUsingKeyFrames>
(description)	Animates the value of a Byte property along a set of KeyFrames.
[types assignable to]	ByteAnimationUsingKeyFrames ByteAnimationBase AnimationTimeline Timeline DependencyObject x:Object
[content property]	KeyFrames
[name property]	Name
(properties)	
IsAdditive	x:Boolean
(description)	A value that specifies whether the animation's output value is added to the base value of the property being animated.
IsCumulative	x:Boolean
(description)	A value that specifies whether the animation's value accumulates when it repeats.
KeyFrames	ByteKeyFrameCollection
(description)	The collection of ByteKeyFrame objects that define the animation.

1.48.82.1.3 CharAnimationBase

(usage)	None.
(description)	A base type that animates a Char value.
[types assignable to]	CharAnimationBase AnimationTimeline Timeline DependencyObject x:Object
[is default constructible]	False

[name property]	Name
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1.48.82.1.3.1 CharAnimationUsingKeyFrames

(usage)	<CharAnimationUsingKeyFrames> CharKeyFrame * </CharAnimationUsingKeyFrames>
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(description)	Animates the value of a Char property along a set of KeyFrames over a specified Duration.
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[types assignable to]	CharAnimationUsingKeyFrames CharAnimationBase AnimationTimeline Timeline DependencyObject x:Object
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[content property]	KeyFrames
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[name property]	Name
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(properties)

KeyFrames	CharKeyFrameCollection
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(description)	The collection of CharKeyFrame objects that define the animation.
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1.48.82.1.4 ColorAnimationBase

(usage)	None.
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(description)	A base type that animates a Color value.
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[types assignable to]	ColorAnimationBase AnimationTimeline Timeline DependencyObject x:Object
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[is default constructible]	False
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[name property]	Name
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1.48.82.1.4.1 ColorAnimation

(usage)	<ColorAnimation />
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(description)	Animates the value of a Color property between two target values using linear interpolation over a specified Duration.
---------------	--

[types assignable to]	ColorAnimation ColorAnimationBase AnimationTimeline Timeline DependencyObject x:Object
-----------------------	---

[name property]	Name
(properties)	
By	NullableOfColor
(description)	The total amount by which the animation changes its starting value.
From	NullableOfColor
(description)	The animation's starting value.
IsAdditive	x:Boolean
(description)	A value that indicates whether the target property's current value should be added to this animation's starting value.
IsCumulative	x:Boolean
(description)	A value that specifies whether the animation's value accumulates when it repeats.
To	NullableOfColor
(description)	The animation's ending value.

1.48.82.1.4.2 ColorAnimationUsingKeyFrames

(usage)	<ColorAnimationUsingKeyFrames> ColorKeyFrame * </ColorAnimationUsingKeyFrames>
(description)	Animates the value of a Color property along a set of KeyFrames over a specified Duration.
[types assignable to]	ColorAnimationUsingKeyFrames ColorAnimationBase AnimationTimeline Timeline DependencyObject x:Object
[content property]	KeyFrames
[name property]	Name
(properties)	
IsAdditive	x:Boolean
(description)	A value that specifies whether the animation's output value is added to the base value of the property being animated.
IsCumulative	x:Boolean
(description)	A value that specifies whether the animation's value accumulates when it repeats.

KeyFrames	ColorKeyFrameCollection
(description)	The collection of ColorKeyFrame objects that define the animation.

1.48.82.1.5 DecimalAnimationBase

(usage)	None.
(description)	A base type that animates a Decimal value.
[types assignable to]	DecimalAnimationBase AnimationTimeline Timeline DependencyObject x:Object
[is default constructible]	False
[name property]	Name

1.48.82.1.5.1 DecimalAnimation

(usage)	<DecimalAnimation />
(description)	Animates the value of a Decimal property between two target values using linear interpolation over a specified Duration.
[types assignable to]	DecimalAnimation DecimalAnimationBase AnimationTimeline Timeline DependencyObject x:Object
[name property]	Name
(properties)	
By	NullableOfDecimal
(description)	The total amount by which the animation changes its starting value.
From	NullableOfDecimal
(description)	The animation's starting value.
IsAdditive	x:Boolean
(description)	A value that indicates whether the target property's current value should be added to this animation's starting value.
IsCumulative	x:Boolean
(description)	A value that specifies whether the animation's value accumulates when it repeats.
To	NullableOfDecimal

(description)	The animation's ending value.
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1.48.82.1.5.2 DecimalAnimationUsingKeyFrames

(usage)	<DecimalAnimationUsingKeyFrames> DecimalKeyFrame * </DecimalAnimationUsingKeyFrames>
(description)	Animates the value of a Decimal property along a set of KeyFrames.
[types assignable to]	DecimalAnimationUsingKeyFrames DecimalAnimationBase AnimationTimeline Timeline DependencyObject x:Object
[content property]	KeyFrames
[name property]	Name
(properties)	
IsAdditive	x:Boolean
(description)	A value that specifies whether the animation's output value is added to the base value of the property being animated.
IsCumulative	x:Boolean
(description)	A value that specifies whether the animation's value accumulates when it repeats.
KeyFrames	DecimalKeyFrameCollection
(description)	The collection of DecimalKeyFrame objects that define the animation.

1.48.82.1.6 DoubleAnimationBase

(usage)	None.
(description)	A base type that animates a Double value.
[types assignable to]	DoubleAnimationBase AnimationTimeline Timeline DependencyObject x:Object
[is default constructible]	False
[name property]	Name

1.48.82.1.6.1 DoubleAnimation

(usage)	<code><DoubleAnimation /></code>
(description)	Animates the value of a <code>Double</code> property between two target values using linear interpolation over a specified <code>Duration</code> .
[types assignable to]	DoubleAnimation DoubleAnimationBase AnimationTimeline Timeline DependencyObject x:Object
[name property]	Name
(properties)	
By	NullableOfDouble
(description)	The total amount by which the animation changes its starting value.
From	NullableOfDouble
(description)	The animation's starting value.
IsAdditive	x:Boolean
(description)	A value that indicates whether the target property's current value should be added to this animation's starting value.
IsCumulative	x:Boolean
(description)	A value that specifies whether the animation's value accumulates when it repeats.
To	NullableOfDouble
(description)	The animation's ending value.

1.48.82.1.6.2 DoubleAnimationUsingKeyFrames

(usage)	<code><DoubleAnimationUsingKeyFrames></code> DoubleKeyFrame * <code></DoubleAnimationUsingKeyFrames></code>
(description)	Animates the value of a <code>Double</code> property along a set of <code>KeyFrames</code> .
[types assignable to]	DoubleAnimationUsingKeyFrames DoubleAnimationBase AnimationTimeline Timeline DependencyObject x:Object
[content property]	KeyFrames
[name property]	Name
(properties)	
IsAdditive	x:Boolean
(description)	A value that specifies whether the animation's output value is added to the

	base value of the property being animated.
IsCumulative (description)	x:Boolean A value that specifies whether the animation's value accumulates when it repeats.
KeyFrames (description)	DoubleKeyFrameCollection The collection of DoubleKeyFrame objects that define the animation.

1.48.82.1.6.3 DoubleAnimationUsingPath

(usage)	<DoubleAnimationUsingPath />
(description)	Animates the value of a Double property between two or more target values using a PathGeometry to specify those values. This animation can be used to move a visual object along a path.
[types assignable to]	DoubleAnimationUsingPath DoubleAnimationBase AnimationTimeline Timeline DependencyObject x:Object
[name property]	Name
(properties)	
IsAdditive (description)	x:Boolean A value that indicates whether the target property's current value should be added to this animation's starting value.
IsCumulative (description)	x:Boolean A value that specifies whether the animation's value accumulates when it repeats.
PathGeometry (description)	PathGeometry Specifies the geometry used to generate this animation's output values.
Source (description)	PathAnimationSource The aspect of this animation's PathGeometry that determines its output value.

1.48.82.1.7 Int16AnimationBase

(usage)	None.
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(description)	A base type that animates a Int16 value.
[types assignable to]	Int16AnimationBase AnimationTimeline Timeline DependencyObject x:Object
[is default constructible]	False
[name property]	Name

1.48.82.1.7.1 Int16Animation

(usage)	<Int16Animation />
(description)	Animates the value of a Int16 property between two target values using linear interpolation over a specified Duration.
[types assignable to]	Int16Animation Int16AnimationBase AnimationTimeline Timeline DependencyObject x:Object
[name property]	Name
(properties)	
By	NullableOfInt16
(description)	The total amount by which the animation changes its starting value.
From	NullableOfInt16
(description)	The animation's starting value.
IsAdditive	x:Boolean
(description)	A value that indicates whether the target property's current value should be added to this animation's starting value.
IsCumulative	x:Boolean
(description)	A value that specifies whether the animation's value accumulates when it repeats.
To	NullableOfInt16
(description)	The animation's ending value.

1.48.82.1.7.2 Int16AnimationUsingKeyFrames

(usage)	<Int16AnimationUsingKeyFrames> Int16KeyFrame* </Int16AnimationUsingKeyFrames>
(description)	Animates the value of a Int16 property along a set of KeyFrames.

[types assignable to]	Int16AnimationUsingKeyFrames Int16AnimationBase AnimationTimeline Timeline DependencyObject x:Object
[content property]	KeyFrames
[name property]	Name
(properties)	
IsAdditive	x:Boolean
(description)	A value that specifies whether the animation's output value is added to the base value of the property being animated.
IsCumulative	x:Boolean
(description)	A value that specifies whether the animation's value accumulates when it repeats.
KeyFrames	Int16KeyFrameCollection
(description)	The collection of Int16KeyFrame objects that define the animation.

1.48.82.1.8 Int32AnimationBase

(usage)	None.
(description)	A base type that animates a Int32 value.
[types assignable to]	Int32AnimationBase AnimationTimeline Timeline DependencyObject x:Object
[is default constructible]	False
[name property]	Name

1.48.82.1.8.1 Int32Animation

(usage)	<code><Int32Animation /></code>
(description)	Animates the value of an Int32 property between two target values using linear interpolation over a specified Duration .
[types assignable to]	Int32Animation Int32AnimationBase AnimationTimeline Timeline DependencyObject x:Object
[name property]	Name
(properties)	

By	NullableOfInt32
(description)	The total amount by which the animation changes its starting value.
From	NullableOfInt32
(description)	The animation's starting value.
IsAdditive	x:Boolean
(description)	A value that indicates whether the target property's current value should be added to this animation's starting value.
IsCumulative	x:Boolean
(description)	A value that specifies whether the animation's value accumulates when it repeats.
To	NullableOfInt32
(description)	The animation's ending value.

1.48.82.1.8.2 Int32AnimationUsingKeyFrames

(usage)	<Int32AnimationUsingKeyFrames> Int32KeyFrame * </Int32AnimationUsingKeyFrames>
(description)	Animates the value of a Int32 property along a set of KeyFrames.
[types assignable to]	Int32AnimationUsingKeyFrames Int32AnimationBase AnimationTimeline Timeline DependencyObject x:Object
[content property]	KeyFrames
[name property]	Name
(properties)	
IsAdditive	x:Boolean
(description)	A value that specifies whether the animation's output value is added to the base value of the property being animated.
IsCumulative	x:Boolean
(description)	A value that specifies whether the animation's value accumulates when it repeats.
KeyFrames	Int32KeyFrameCollection
(description)	The collection of Int32KeyFrame objects that define the animation.

1.48.82.1.9 Int64AnimationBase

(usage)	None.
(description)	A base type that animates a Int64 value.
[types assignable to]	Int64AnimationBase AnimationTimeline Timeline DependencyObject x:Object
[is default constructible]	False
[name property]	Name

1.48.82.1.9.1 Int64Animation

(usage)	<Int64Animation />
(description)	Animates the value of a Int64 property between two target values using linear interpolation over a specified Duration.
[types assignable to]	Int64Animation Int64AnimationBase AnimationTimeline Timeline DependencyObject x:Object
[name property]	Name
(properties)	
By	NullableOfInt64
(description)	The total amount by which the animation changes its starting value.
From	NullableOfInt64
(description)	The animation's starting value.
IsAdditive	x:Boolean
(description)	A value that indicates whether the target property's current value should be added to this animation's starting value.
IsCumulative	x:Boolean
(description)	A value that specifies whether the animation's value accumulates when it repeats.
To	NullableOfInt64
(description)	The animation's ending value.

1.48.82.1.9.2 Int64AnimationUsingKeyFrames

(usage)	<Int64AnimationUsingKeyFrames> Int64KeyFrame * </Int64AnimationUsingKeyFrames>
(description)	Animates the value of a Int64 property along a set of KeyFrames.
[types assignable to]	Int64AnimationUsingKeyFrames Int64AnimationBase AnimationTimeline Timeline DependencyObject x:Object
[content property]	KeyFrames
[name property]	Name
(properties)	
IsAdditive	x:Boolean
(description)	A value that specifies whether the animation's output value is added to the base value of the property being animated.
IsCumulative	x:Boolean
(description)	A value that specifies whether the animation's value accumulates when it repeats.
KeyFrames	Int64KeyFrameCollection
(description)	The collection of Int64KeyFrame objects that define the animation.

1.48.82.1.10 MatrixAnimationBase

(usage)	None.
(description)	A base type that animates a Matrix value.
[types assignable to]	MatrixAnimationBase AnimationTimeline Timeline DependencyObject x:Object
[is default constructible]	False
[name property]	Name

1.48.82.1.10.1 MatrixAnimationUsingKeyFrames

(usage)	<MatrixAnimationUsingKeyFrames> MatrixKeyFrame * </MatrixAnimationUsingKeyFrames>
(description)	Animates the value of a Matrix property along a set of KeyFrames.
[types assignable to]	MatrixAnimationUsingKeyFrames MatrixAnimationBase AnimationTimeline

	Timeline DependencyObject x:Object
[content property]	KeyFrames
[name property]	Name
(properties)	
KeyFrames	MatrixKeyFrameCollection
(description)	The collection of MatrixKeyFrame objects that define the animation.

1.48.82.1.10.2 MatrixAnimationUsingPath

(usage)	<MatrixAnimationUsingPath />
(description)	Animates the value of a Matrix property by using a PathGeometry to generate the animated values. This animation can be used to move a visual object along a path.
[types assignable to]	MatrixAnimationUsingPath MatrixAnimationBase AnimationTimeline Timeline DependencyObject x:Object
[name property]	Name
(properties)	
DoesRotateWithTangent	x:Boolean
(description)	A value indicating whether the object rotates along the tangent of the path.
IsAdditive	x:Boolean
(description)	A value that indicates whether the target property's current value should be added to this animation's starting value.
IsAngleCumulative	x:Boolean
(description)	A value that specifies whether the rotation angle of the animated matrix should accumulate over repetitions.
IsOffsetCumulative	x:Boolean
(description)	A value indicating whether the offset produced by the animated matrix will accumulate over repetitions.
PathGeometry	PathGeometry
(description)	The geometry used to generate this animation's output values.

1.48.82.1.11 ObjectAnimationBase

(usage)	None.
(description)	A base type that animates a Object value.
[types assignable to]	ObjectAnimationBase AnimationTimeline Timeline DependencyObject x:Object
[is default constructible]	False
[name property]	Name

1.48.82.1.11.1 ObjectAnimationUsingKeyFrames

(usage)	<ObjectAnimationUsingKeyFrames> ObjectKeyFrame * </ObjectAnimationUsingKeyFrames>
(description)	Animates the value of an Object property along a set of KeyFrames over a specified Duration.
[types assignable to]	ObjectAnimationUsingKeyFrames ObjectAnimationBase AnimationTimeline Timeline DependencyObject x:Object
[content property]	KeyFrames
[name property]	Name
(properties)	
KeyFrames	ObjectKeyFrameCollection
(description)	The collection of ObjectKeyFrame objects that define the animation.

1.48.82.1.12 Point3DAnimationBase

(usage)	None.
(description)	A base type that animates a Point3D value.
[types assignable to]	Point3DAnimationBase AnimationTimeline Timeline DependencyObject x:Object
[is default constructible]	False
[name property]	Name

1.48.82.1.12.1 Point3DAnimation

[usage]	<code><Point3DAnimation /></code>
[description]	Animates the value of a Point3D property using linear interpolation between two values.
[types assignable to]	Point3DAnimation Point3DAnimationBase AnimationTimeline Timeline DependencyObject x:Object
[name property]	Name
(properties)	
By	NullableOfPoint3D
(description)	The total amount by which the animation changes its starting value.
From	NullableOfPoint3D
(description)	The animation's starting value.
IsAdditive	x:Boolean
(description)	A value that indicates whether the target property's current value should be added to this animation's starting value.
IsCumulative	x:Boolean
(description)	A value that specifies whether the animation's value accumulates when it repeats.
To	NullableOfPoint3D
(description)	The animation's ending value.

1.48.82.1.12.2 Point3DAnimationUsingKeyFrames

[usage]	<code><Point3DAnimationUsingKeyFrames> Point3DKeyFrame* </Point3DAnimationUsingKeyFrames></code>
[description]	Animates the value of a Point3D property along a set of KeyFrames.
[types assignable to]	Point3DAnimationUsingKeyFrames Point3DAnimationBase AnimationTimeline Timeline DependencyObject x:Object
[content property]	KeyFrames
[name property]	Name
(properties)	

IsAdditive	x:Boolean
(description)	A value that specifies whether the animation's output value is added to the base value of the property being animated.
IsCumulative	x:Boolean
(description)	A value that specifies whether the animation's value accumulates when it repeats.
KeyFrames	Point3DKeyFrameCollection
(description)	The collection of Point3DKeyFrame objects that define the animation.

1.48.82.1.13 PointAnimationBase

(usage)	None.
(description)	A base type that animates a Point value.
[types assignable to]	PointAnimationBase AnimationTimeline Timeline DependencyObject x:Object
[is default constructible]	False
[name property]	Name

1.48.82.1.13.1 PointAnimation

(usage)	<PointAnimation />
(description)	Animates the value of a Point property between two target values using linear interpolation over a specified Duration.
[types assignable to]	PointAnimation PointAnimationBase AnimationTimeline Timeline DependencyObject x:Object
[name property]	Name
(properties)	
By	NullableOfPoint
(description)	The total amount by which the animation changes its starting value.
From	NullableOfPoint
(description)	The animation's starting value.
IsAdditive	x:Boolean
(description)	A value that indicates whether the target property's current value should be

	added to this animation's starting value.
IsCumulative (description)	x:Boolean A value that specifies whether the animation's value accumulates when it repeats.
To (description)	NullableOfPoint The animation's ending value.

1.48.82.1.13.2 PointAnimationUsingKeyFrames

(usage)	<code><PointAnimationUsingKeyFrames> PointKeyFrame* </PointAnimationUsingKeyFrames></code>
(description)	Animates the value of a Point property along a set of KeyFrames.
[types assignable to]	PointAnimationUsingKeyFrames PointAnimationBase AnimationTimeline Timeline DependencyObject x:Object
[content property]	KeyFrames
[name property]	Name
(properties)	
IsAdditive (description)	x:Boolean A value that specifies whether the animation's output value is added to the base value of the property being animated.
IsCumulative (description)	x:Boolean A value that specifies whether the animation's value accumulates when it repeats.
KeyFrames (description)	PointKeyFrameCollection The collection of PointKeyFrame objects that define the animation.

1.48.82.1.13.3 PointAnimationUsingPath

(usage)	<code><PointAnimationUsingPath /></code>
(description)	Animates the value of a Point property between two or more target values using a PathGeometry to specify those values. This animation can be used to

	move a visual object along a path.
[types assignable to]	PointAnimationUsingPath PointAnimationBase AnimationTimeline Timeline DependencyObject x:Object
[name property]	Name
(properties)	
IsAdditive	x:Boolean
(description)	A value that specifies whether the animation's output value is added to the base value of the property being animated.
IsCumulative	x:Boolean
(description)	A value that specifies whether the animation's value accumulates when it repeats.
PathGeometry	PathGeometry
(description)	Specifies the geometry used to generate this animation's output values.

1.48.82.1.14 QuaternionAnimationBase

(usage)	None.
(description)	A base type that animates a Quaternion value.
[types assignable to]	QuaternionAnimationBase AnimationTimeline Timeline DependencyObject x:Object
[is default constructible]	False
[name property]	Name

1.48.82.1.14.1 QuaternionAnimation

(usage)	<QuaternionAnimation />
(description)	Animates the value of a Quaternion property between two target values using linear interpolation over a specified Duration.
[types assignable to]	QuaternionAnimation QuaternionAnimationBase AnimationTimeline Timeline DependencyObject x:Object
[name property]	Name
(properties)	

By	NullableOfQuaternion
(description)	The total amount by which the animation changes its starting value.
From	NullableOfQuaternion
(description)	The animation's starting value.
IsAdditive	x:Boolean
(description)	A value that indicates whether the target property's current value should be added to this animation's starting value.
IsCumulative	x:Boolean
(description)	A value that specifies whether the animation's value accumulates when it repeats.
To	NullableOfQuaternion
(description)	The animation's ending value.
UseShortestPath	x:Boolean
(description)	A Boolean value that indicates whether the animation uses spherical linear interpolation to calculate the shortest arc between positions.

1.48.82.1.14.2 QuaternionAnimationUsingKeyFrames

(usage)	<QuaternionAnimationUsingKeyFrames> QuaternionKeyFrame * </QuaternionAnimationUsingKeyFrames>
(description)	Animates the value of a Quaternion property along a set of KeyFrames over a specified Duration.
[types assignable to]	QuaternionAnimationUsingKeyFrames QuaternionAnimationBase AnimationTimeline Timeline DependencyObject x:Object
[content property]	KeyFrames
[name property]	Name
(properties)	
IsAdditive	x:Boolean
(description)	A value that specifies whether the animation's output value is added to the base value of the property being animated.
IsCumulative	x:Boolean
(description)	A value that specifies whether the animation's value accumulates when it repeats.

KeyFrames	QuaternionKeyFrameCollection
(description)	The collection of QuaternionKeyFrame objects that define the animation.

1.48.82.1.15 RectAnimationBase

(usage)	None.
(description)	A base type that animates a Rect value.
[types assignable to]	RectAnimationBase AnimationTimeline Timeline DependencyObject x:Object
[is default constructible]	False
[name property]	Name

1.48.82.1.15.1 RectAnimation

(usage)	<RectAnimation />
(description)	Animates the value of a Rect property between two target values using linear interpolation.
[types assignable to]	RectAnimation RectAnimationBase AnimationTimeline Timeline DependencyObject x:Object
[name property]	Name
(properties)	
By	NullableOfRect
(description)	The total amount by which the animation changes its starting value.
From	NullableOfRect
(description)	The animation's starting value.
IsAdditive	x:Boolean
(description)	A value that indicates whether the target property's current value should be added to this animation's starting value.
IsCumulative	x:Boolean
(description)	A value that specifies whether the animation's value accumulates when it repeats.
To	NullableOfRect
(description)	The animation's ending value.

1.48.82.1.15.2 RectAnimationUsingKeyFrames

(usage)	<RectAnimationUsingKeyFrames> RectKeyFrame * </RectAnimationUsingKeyFrames>
(description)	Animates the value of a property that takes a Rect along a set of key frames.
[types assignable to]	RectAnimationUsingKeyFrames RectAnimationBase AnimationTimeline Timeline DependencyObject x:Object
[content property]	KeyFrames
[name property]	Name
(properties)	
IsAdditive (description)	x:Boolean A value that indicates whether the animation's output value is added to the base value of the property being animated.
IsCumulative (description)	x:Boolean A value that indicates whether the animation's value accumulates when it repeats.
KeyFrames (description)	RectKeyFrameCollection The collection of RectKeyFrame objects that define the animation.

1.48.82.1.16 Rotation3DAnimationBase

(usage)	None.
(description)	A base type that animates a Rotation3D value.
[types assignable to]	Rotation3DAnimationBase AnimationTimeline Timeline DependencyObject x:Object
[is default constructible]	False
[name property]	Name

1.48.82.1.16.1 Rotation3DAnimation

(usage)	<Rotation3DAnimation />
(description)	Animates the value of a Rotation3D property using linear interpolation between two values determined by the combination of From, To, or By properties that are set for the animation.
[types assignable to]	Rotation3DAnimation Rotation3DAnimationBase AnimationTimeline Timeline DependencyObject x:Object
[name property]	Name
(properties)	
By	Rotation3D
(description)	The total amount by which the animation changes its starting value.
From	Rotation3D
(description)	The animation's starting value.
IsAdditive	x:Boolean
(description)	A value that indicates whether the target property's current value should be added to this animation's starting value.
IsCumulative	x:Boolean
(description)	A value that specifies whether the animation's value accumulates when it repeats.
To	Rotation3D
(description)	The animation's ending value.

1.48.82.1.16.2 Rotation3DAnimationUsingKeyFrames

(usage)	<Rotation3DAnimationUsingKeyFrames> Rotation3DKeyFrame * </Rotation3DAnimationUsingKeyFrames>
(description)	Animates the value of a Rotation3D property along a set of KeyFrames.
[types assignable to]	Rotation3DAnimationUsingKeyFrames Rotation3DAnimationBase AnimationTimeline Timeline DependencyObject x:Object
[content property]	KeyFrames
[name property]	Name
(properties)	
IsAdditive	x:Boolean

(description)	A value that specifies whether the animation's output value is added to the base value of the property being animated.
IsCumulative	x:Boolean
(description)	A value that specifies whether the animation's value accumulates when it repeats.
KeyFrames	Rotation3DKeyFrameCollection
(description)	The collection of Rotation3DKeyFrame objects that define the animation.

1.48.82.1.17 SingleAnimationBase

(usage)	None.
(description)	A base type that animates a Single value.
[types assignable to]	SingleAnimationBase AnimationTimeline Timeline DependencyObject x:Object
[is default constructible]	False
[name property]	Name

1.48.82.1.17.1 SingleAnimation

(usage)	<SingleAnimation />
(description)	Animates the value of a Single property between two target values using linear interpolation over a specified Duration.
[types assignable to]	SingleAnimation SingleAnimationBase AnimationTimeline Timeline DependencyObject x:Object
[name property]	Name
(properties)	
By	NullableOfSingle
(description)	The total amount by which the animation changes its starting value.
From	NullableOfSingle
(description)	The animation's starting value.
IsAdditive	x:Boolean
(description)	A value that indicates whether the target property's current value should be

	added to this animation's starting value.
IsCumulative	x:Boolean
(description)	A value that specifies whether the animation's value accumulates when it repeats.
To	NullableOfSingle
(description)	The animation's ending value.

1.48.82.1.17.2 SingleAnimationUsingKeyFrames

(usage)	<SingleAnimationUsingKeyFrames> SingleKeyFrame * </SingleAnimationUsingKeyFrames>
(description)	Animates the value of a Single property along a set of KeyFrames.
[types assignable to]	SingleAnimationUsingKeyFrames SingleAnimationBase AnimationTimeline Timeline DependencyObject x:Object
[content property]	KeyFrames
[name property]	Name
(properties)	
IsAdditive	x:Boolean
(description)	A value that specifies whether the animation's output value is added to the base value of the property being animated.
IsCumulative	x:Boolean
(description)	A value that specifies whether the animation's value accumulates when it repeats.
KeyFrames	SingleKeyFrameCollection
(description)	The collection of SingleKeyFrame objects that define the animation.

1.48.82.1.18 SizeAnimationBase

(usage)	None.
(description)	A base type that animates a Size value.
[types assignable to]	SizeAnimationBase AnimationTimeline Timeline DependencyObject x:Object
[is default constructible]	False

[name property]	Name
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1.48.82.1.18.1 SizeAnimation

(usage)	<SizeAnimation />
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(description)	Animates the value of a Size property between two target values using linear interpolation over a specified Duration .
---------------	--

[types assignable to]	SizeAnimation SizeAnimationBase AnimationTimeline Timeline DependencyObject x:Object
-----------------------	---

[name property]	Name
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(properties)	
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By	NullableOfSize
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(description)	The total amount by which the animation changes its starting value.
----------------------	---

From	NullableOfSize
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(description)	The animation's starting value.
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IsAdditive	x:Boolean
-------------------	---------------------------

(description)	A value that indicates whether the target property's current value should be added to this animation's starting value.
----------------------	--

IsCumulative	x:Boolean
---------------------	---------------------------

(description)	A value that specifies whether the animation's value accumulates when it repeats.
----------------------	---

To	NullableOfSize
-----------	--------------------------------

(description)	The animation's ending value.
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1.48.82.1.18.2 SizeAnimationUsingKeyFrames

(usage)	<SizeAnimationUsingKeyFrames> SizeKeyFrame * </SizeAnimationUsingKeyFrames>
---------	--

(description)	Animates the value of a Size property along a set of KeyFrames .
---------------	--

[types assignable to]	SizeAnimationUsingKeyFrames SizeAnimationBase AnimationTimeline Timeline DependencyObject x:Object
-----------------------	---

[content property]	KeyFrames
[name property]	Name
(properties)	
IsAdditive	x:Boolean
(description)	A value that specifies whether the animation's output value is added to the base value of the property being animated.
IsCumulative	x:Boolean
(description)	A value that specifies whether the animation's value accumulates when it repeats.
KeyFrames	SizeKeyFrameCollection
(description)	The collection of SizeKeyFrame objects that define the animation.

1.48.82.1.19 StringAnimationBase

(usage)	None.
(description)	A base type that animates a String value.
[types assignable to]	StringAnimationBase AnimationTimeline Timeline DependencyObject x:Object
[is default constructible]	False
[name property]	Name

1.48.82.1.19.1 StringAnimationUsingKeyFrames

(usage)	<code><StringAnimationUsingKeyFrames> StringKeyFrame* </StringAnimationUsingKeyFrames></code>
(description)	Animates the value of a String property along a set of KeyFrames over a specified Duration.
[types assignable to]	StringAnimationUsingKeyFrames StringAnimationBase AnimationTimeline Timeline DependencyObject x:Object
[content property]	KeyFrames
[name property]	Name
(properties)	
KeyFrames	StringKeyFrameCollection

(description)

The collection of StringKeyFrame objects that define the animation.

1.48.82.1.20 ThicknessAnimationBase

(usage)

None.

(description)

A base type that animates a Thickness value.

[types assignable to][ThicknessAnimationBase](#) [AnimationTimeline](#) [Timeline](#) [DependencyObject](#)
[x:Object](#)**[is default constructible]**

False

[name property][Name](#)

1.48.82.1.20.1 ThicknessAnimation

(usage)

<ThicknessAnimation />

(description)

Animates the value of a Thickness property between two target values using linear interpolation over a specified Duration.

[types assignable to][ThicknessAnimation](#) [ThicknessAnimationBase](#) [AnimationTimeline](#) [Timeline](#)
[DependencyObject](#) [x:Object](#)**[name property]**[Name](#)**(properties)****By**[NullableOfThickness](#)**(description)**

The total amount by which the animation changes its starting value.

From[NullableOfThickness](#)**(description)**

The animation's starting value.

IsAdditive[x:Boolean](#)**(description)**

A value that indicates whether the target property's current value should be added to this animation's starting value.

IsCumulative[x:Boolean](#)**(description)**

A value that specifies whether the animation's value accumulates when it repeats.

To[NullableOfThickness](#)

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(description)	The animation's ending value.
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1.48.82.1.20.2 ThicknessAnimationUsingKeyFrames

(usage)	<ThicknessAnimationUsingKeyFrames> ThicknessKeyFrame * </ThicknessAnimationUsingKeyFrames>
(description)	Animates the value of a Thickness property along a set of KeyFrames.
[types assignable to]	ThicknessAnimationUsingKeyFrames ThicknessAnimationBase AnimationTimeline Timeline DependencyObject x:Object
[content property]	KeyFrames
[name property]	Name
(properties)	
IsAdditive	x:Boolean
(description)	A value that specifies whether the animation's output value is added to the base value of the property being animated.
IsCumulative	x:Boolean
(description)	A value that specifies whether the animation's value accumulates when it repeats.
KeyFrames	ThicknessKeyFrameCollection
(description)	The collection of ThicknessKeyFrame objects that define the animation.

1.48.82.1.21 Vector3DAnimationBase

(usage)	None.
(description)	A base type that represents an animated Vector3D value.
[types assignable to]	Vector3DAnimationBase AnimationTimeline Timeline DependencyObject x:Object
[is default constructible]	False
[name property]	Name

1.48.82.1.21.1 Vector3DAnimation

(usage)	<code><Vector3DAnimation /></code>
(description)	Animates the value of a Vector3D property using linear interpolation between two values.
[types assignable to]	Vector3DAnimation Vector3DAnimationBase AnimationTimeline Timeline DependencyObject x:Object
[name property]	Name
(properties)	
By	NullableOfVector3D
(description)	The total amount by which the animation changes its starting value.
From	NullableOfVector3D
(description)	The animation's starting value.
IsAdditive	x:Boolean
(description)	A value that indicates whether the target property's current value should be added to this animation's starting value.
IsCumulative	x:Boolean
(description)	A value that specifies whether the animation's value accumulates when it repeats.
To	NullableOfVector3D
(description)	The animation's ending value.

1.48.82.1.21.2 Vector3DAnimationUsingKeyFrames

(usage)	<code><Vector3DAnimationUsingKeyFrames> Vector3DKeyFrame* </Vector3DAnimationUsingKeyFrames></code>
(description)	Animates the value of a Vector3D property along a set of KeyFrames.
[types assignable to]	Vector3DAnimationUsingKeyFrames Vector3DAnimationBase AnimationTimeline Timeline DependencyObject x:Object
[content property]	KeyFrames
[name property]	Name
(properties)	

IsAdditive	x:Boolean
(description)	A value that specifies whether the animation's output value is added to the base value of the property being animated.
IsCumulative	x:Boolean
(description)	A value that specifies whether the animation's value accumulates when it repeats.
KeyFrames	Vector3DKeyFrameCollection
(description)	The collection of Vector3DKeyFrame objects that define the animation.

1.48.82.1.22 VectorAnimationBase

(usage)	None.
(description)	A base type that animates a Vector value.
[types assignable to]	VectorAnimationBase AnimationTimeline Timeline DependencyObject x:Object
[is default constructible]	False
[name property]	Name

1.48.82.1.22.1 VectorAnimation

(usage)	<VectorAnimation />
(description)	Animates the value of a Vector property between two target values using linear interpolation over a specified Duration.
[types assignable to]	VectorAnimation VectorAnimationBase AnimationTimeline Timeline DependencyObject x:Object
[name property]	Name
(properties)	
By	NullableOfVector
(description)	The total amount by which the animation changes its starting value.
From	NullableOfVector
(description)	The animation's starting value.
IsAdditive	x:Boolean
(description)	A value that indicates whether the target property's current value should be

	added to this animation's starting value.
IsCumulative (description)	x:Boolean A value that specifies whether the animation's value accumulates when it repeats.
To (description)	NullableOfVector The animation's ending value.

1.48.82.1.22.2 VectorAnimationUsingKeyFrames

[usage]	<code><VectorAnimationUsingKeyFrames></code> VectorKeyFrame * <code></VectorAnimationUsingKeyFrames></code>
(description)	Animates the value of a Vector property along a set of KeyFrames.
[types assignable to]	VectorAnimationUsingKeyFrames VectorAnimationBase AnimationTimeline Timeline DependencyObject x:Object
[content property]	KeyFrames
[name property]	Name
(properties)	
IsAdditive (description)	x:Boolean A value that specifies whether the animation's output value is added to the base value of the property being animated.
IsCumulative (description)	x:Boolean A value that specifies whether the animation's value accumulates when it repeats.
KeyFrames (description)	VectorKeyFrameCollection The collection of VectorKeyFrame objects that define the animation.

1.48.82.2 MediaTimeline

(usage)	<code><MediaTimeline /></code>
(description)	Provides a Timeline for media content.
[types assignable to]	MediaTimeline Timeline DependencyObject x:Object

[name property]	Name
(properties)	
Source	x:Uri
(description)	The media source associated with the timeline.

1.48.82.3 TimelineGroup

(usage)	None.
(description)	A base type that represents a Timeline that may contain a collection of child Timeline objects.
[types assignable to]	TimelineGroup Timeline DependencyObject x:Object
[is default constructible]	False
[content property]	Children
[name property]	Name
(properties)	
Children	TimelineCollection
(description)	The collection of direct child Timeline objects of the TimelineGroup.

1.48.82.3.1 ParallelTimeline

(usage)	<code><ParallelTimeline> Timeline* </ParallelTimeline></code>
(description)	Defines a segment of time that may contain child Timeline objects. These child timelines become active according to their respective BeginTime properties. Also, child timelines are able to overlap (run in parallel) with each other.
[types assignable to]	ParallelTimeline TimelineGroup Timeline DependencyObject x:Object
[content property]	Children
[name property]	Name
(properties)	
SlipBehavior	SlipBehavior
(description)	A value that specifies how this timeline will behave when one or more of its Timeline children slips.

1.48.82.3.1.1 Storyboard

[usage]	<Storyboard> Timeline * </Storyboard>
(description)	A container timeline that provides object and property targeting information for its child animations.
[types assignable to]	Storyboard ParallelTimeline TimelineGroup Timeline DependencyObject x:Object
(used by)	BeginStoryboard
[content property]	Children
[name property]	Name
(attachable properties)	
Storyboard.TargetName	x:String
(description)	The name of the object to animate. The object must be a DependencyObject.
[target type]	DependencyObject
Storyboard.TargetProperty	PropertyPath
(description)	The property that should be animated.
[target type]	DependencyObject

1.48.83 TimelineCollection

(usage)	<TimelineCollection> Timeline * </TimelineCollection>
(description)	Represents a collection of Timeline objects.
[types assignable to]	TimelineCollection DependencyObject x:Object
(used by)	TimelineGroup
[is list]	True
[allowed types]	Timeline

1.48.84 Transform3DCollection

(usage)	<Transform3DCollection> Transform3D * </Transform3DCollection>
(description)	Represents an ordered collection of Transform3D objects.
[types assignable to]	Transform3DCollection DependencyObject x:Object
(used by)	Transform3DGroup
[is list]	True
[allowed types]	Transform3D

1.48.85 TransformCollection

(usage)	<TransformCollection> Transform * </TransformCollection>
(description)	Represents a collection of Transform objects that can be individually accessed by index.
[types assignable to]	TransformCollection DependencyObject x:Object
(used by)	TransformGroup
[is list]	True
[allowed types]	Transform

1.48.86 TriggerAction

(usage)	None.
(description)	Describes an action to perform for a trigger.
[types assignable to]	TriggerAction DependencyObject x:Object
(used by)	TriggerActionCollection
[is default constructible]	False

1.48.86.1 BeginStoryboard

(usage)	<BeginStoryboard> Storyboard </BeginStoryboard>
(description)	A trigger action that begins a Storyboard and distributes its animations to their targeted objects and properties.

[types assignable to]	BeginInitStoryboard TriggerAction DependencyObject x:Object
[content property]	Storyboard
[name property]	Name
(properties)	
HandoffBehavior	HandoffBehavior
(description)	The proper hand-off behavior to start an animation clock in this storyboard
Name	x:String
(description)	The name of the BeginStoryboard object. By naming the BeginStoryboard object, the Storyboard can be controlled after it is started.
Storyboard	Storyboard
(description)	The Storyboard that this BeginStoryboard starts.

1.48.86.2 ControllableStoryboardAction

(usage)	None.
(description)	Manipulates a Storyboard that has been applied by a BeginStoryboard action.
[types assignable to]	ControllableStoryboardAction TriggerAction DependencyObject x:Object
[is default constructible]	False
(properties)	
BeginInitStoryboardName	x:String
(description)	The Name of the BeginStoryboard that began the Storyboard you want to interactively control.

1.48.86.2.1 PauseStoryboard

(usage)	<PauseStoryboard />
(description)	A trigger action that pauses a Storyboard.
[types assignable to]	PauseStoryboard ControllableStoryboardAction TriggerAction DependencyObject x:Object

1.48.86.2.2 RemoveStoryboard

(usage)	<RemoveStoryboard />
(description)	A trigger action that removes a Storyboard.
[types assignable to]	RemoveStoryboard ControllableStoryboardAction TriggerAction DependencyObject x:Object

1.48.86.2.3 ResumeStoryboard

(usage)	<ResumeStoryboard />
(description)	Supports a trigger action that resumes a paused Storyboard.
[types assignable to]	ResumeStoryboard ControllableStoryboardAction TriggerAction DependencyObject x:Object

1.48.86.2.4 SeekStoryboard

(usage)	<SeekStoryboard />
(description)	A trigger action that provides functionality for seeking (skipping) to a specified time within the active period of a Storyboard.
[types assignable to]	SeekStoryboard ControllableStoryboardAction TriggerAction DependencyObject x:Object
(properties)	
Offset	x:TimeSpan
(description)	The amount by which the storyboard should move forward or backward from the seek origin Origin.
Origin	TimeSeekOrigin
(description)	The position from which this seek operation's Offset is applied.

1.48.86.2.5 SetStoryboardSpeedRatio

(usage)	<SetStoryboardSpeedRatio />
(description)	A trigger action that changes the speed of a Storyboard.
[types assignable to]	SetStoryboardSpeedRatio ControllableStoryboardAction TriggerAction DependencyObject x:Object
(properties)	
SpeedRatio	x:Double
(description)	A new Storyboard animation speed as a ratio of the old animation speed.

1.48.86.2.6 SkipStoryboardToFill

(usage)	<SkipStoryboardToFill />
(description)	A trigger action that advances a Storyboard to the end of its fill period.
[types assignable to]	SkipStoryboardToFill ControllableStoryboardAction TriggerAction DependencyObject x:Object

1.48.86.2.7 StopStoryboard

(usage)	<StopStoryboard />
(description)	A trigger action that stops a Storyboard.
[types assignable to]	StopStoryboard ControllableStoryboardAction TriggerAction DependencyObject x:Object

1.48.86.3 SoundPlayerAction

(usage)	<SoundPlayerAction />
(description)	Represents a lightweight audio playback TriggerAction used to play .wav files.
[types assignable to]	SoundPlayerAction TriggerAction DependencyObject x:Object
(properties)	
Source	x:Uri

(description)	The audio source location.
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1.48.87 TriggerBase

(usage)	None.
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(description)	Represents the base type for specifying a conditional value within a Style object.
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[types assignable to]	TriggerBase DependencyObject x:Object
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(used by)	TriggerCollection
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[is default constructible]	False
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(properties)

EnterActions	TriggerActionCollection
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(description)	A collection of TriggerAction objects to apply when the trigger object becomes active. This property does not apply to the EventTrigger type.
---------------	---

[read only]	True
-------------	------

ExitActions	TriggerActionCollection
-------------	---

(description)	A collection of TriggerAction objects to apply when the trigger object becomes inactive. This property does not apply to the EventTrigger type.
---------------	---

[read only]	True
-------------	------

1.48.87.1 DataTrigger

(usage)	<code><DataTrigger></code> SetterBase * <code></DataTrigger></code>
---------	---

(description)	Represents a trigger that applies property values or performs actions when the bound data meets a specified condition.
---------------	--

[types assignable to]	DataTrigger TriggerBase DependencyObject x:Object
-----------------------	---

[content property]	Setters
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(properties)

Binding	BindingBase
---------	-----------------------------

(description)	The binding that produces the property value of the data object.
---------------	--

Setters	SetterBaseCollection
---------	--------------------------------------

(description)	A collection of Setter objects, which describe the property values to apply
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	when the data item meets the specified condition.
[read only]	True
Value	x:Object
(description)	The value to be compared with the property value of the data object.

1.48.87.2 OnTrigger

(usage)	<code><OnTrigger> TriggerAction* </OnTrigger></code>
(description)	Represents a trigger that applies a set of actions in response to an event.
[types assignable to]	OnTrigger TriggerBase DependencyObject x:Object
[content property]	Actions
(properties)	
Actions	TriggerActionCollection
(description)	The collection of actions to apply when the event occurs.
[read only]	True
RoutedEvent	RoutedEvent
(description)	The RoutedEvent that will activate this trigger.
SourceName	x:String
(description)	The name of the object with the event that activates this trigger. This is only used by element triggers or template triggers.

1.48.87.3 MultiDataTrigger

(usage)	<code><MultiDataTrigger> SetterBase* </MultiDataTrigger></code>
(description)	Represents a trigger that applies property values or performs actions when the bound data meet a set of conditions.
[types assignable to]	MultiDataTrigger TriggerBase DependencyObject x:Object
[content property]	Setters
(properties)	
Conditions	ConditionCollection

(description)	A collection of Condition objects. Changes to property values are applied when all the conditions in the collection are met.
[read only]	True
Setters	SetterBaseCollection
(description)	A collection of Setter objects that describe the property values to apply when all the conditions of the MultiDataTrigger are met.
[read only]	True

1.48.87.4 MultiTrigger

(usage)	<MultiTrigger> SetterBase * </MultiTrigger>
(description)	Represents a trigger that applies property values or performs actions when a set of conditions are satisfied.
[types assignable to]	MultiTrigger TriggerBase DependencyObject x:Object
[content property]	Setters
(properties)	
Conditions	ConditionCollection
(description)	A collection of Condition objects. Changes to property values are applied when all of the conditions in the collection are met.
[read only]	True
Setters	SetterBaseCollection
(description)	A collection of Setter objects, which describe the property values to apply when all of the conditions of the MultiTrigger are met.
[read only]	True

1.48.87.5 Trigger

(usage)	<Trigger> SetterBase * </Trigger>
(description)	Represents a trigger that applies property values or performs actions conditionally.
[types assignable to]	Trigger TriggerBase DependencyObject x:Object
[content property]	Setters

(properties)	
Property	DependencyProperty
(description)	The property that returns the value that is compared with the Value property of the trigger. The comparison is a reference equality check.
Setters	SetterBaseCollection
(description)	A collection of Setter objects, which describe the property values to apply when the specified condition has been met.
[read only]	True
SourceName	x:String
(description)	The name of the object with the property that causes the associated setters to be applied.
Value	x:Object
(description)	The value to be compared with the property value of the element. The comparison is a reference equality check.

1.48.88 Vector3DCollection

(usage)	<Vector3DCollection> string </Vector3DCollection>
(description)	Collection of Vector3D objects.
[types assignable to]	Vector3DCollection DependencyObject x:Object
(used by)	MeshGeometry3D
[text syntax]	Vector3DCollectionSyntax
[is list]	True
[allowed types]	Vector3D

1.48.89 Vector3DKeyFrame

(usage)	None.
(description)	A base type that defines an animation segment with its own target value and interpolation technique for a Vector3DAnimationUsingKeyFrames.
[types assignable to]	Vector3DKeyFrame DependencyObject x:Object

(used by)	Vector3DKeyFrameCollection
[is default constructible]	False
(properties)	
KeyTime	KeyTime
(description)	The time at which the key frame's target Value should be reached.
Value	Vector3D
(description)	The key frame's target value.

1.48.89.1 DiscreteVector3DKeyFrame

(usage)	<DiscreteVector3DKeyFrame />
(description)	Animates from the Vector3D value of the previous key frame to its own Value using discrete interpolation.
[types assignable to]	DiscreteVector3DKeyFrame Vector3DKeyFrame DependencyObject x:Object

1.48.89.2 LinearVector3DKeyFrame

(usage)	<LinearVector3DKeyFrame />
(description)	Animates from the Vector3D value of the previous key frame to its own Value using linear interpolation.
[types assignable to]	LinearVector3DKeyFrame Vector3DKeyFrame DependencyObject x:Object

1.48.89.3 SplineVector3DKeyFrame

(usage)	<SplineVector3DKeyFrame />
(description)	Animates from the Vector3D value of the previous key frame to its own Value using splined interpolation.
[types assignable to]	SplineVector3DKeyFrame Vector3DKeyFrame DependencyObject x:Object
(properties)	
KeySpline	KeySpline
(description)	The two control points that define animation progress for this key frame.

1.48.90 Vector3DKeyFrameCollection

(usage)	<Vector3DKeyFrameCollection> Vector3DKeyFrame * </Vector3DKeyFrameCollection>
(description)	Represents a collection of Vector3DKeyFrame objects.
[types assignable to]	Vector3DKeyFrameCollection DependencyObject x:Object
(used by)	Vector3DAnimationUsingKeyFrames Vector3DKeyFrameCollection
[is list]	True
[allowed types]	Vector3DKeyFrame
(static properties)	
Empty	Vector3DKeyFrameCollection
(description)	An empty Vector3DKeyFrameCollection.

1.48.91 VectorCollection

(usage)	<VectorCollection> string </VectorCollection>
(description)	Represents an ordered collection of Vector values.
[types assignable to]	VectorCollection DependencyObject x:Object
[text syntax]	VectorCollectionSyntax
[is list]	True
[allowed types]	Vector

1.48.92 VectorKeyFrame

(usage)	None.
(description)	A base type that defines an animation segment with its own target value and interpolation technique for a VectorAnimationUsingKeyFrames.
[types assignable to]	VectorKeyFrame DependencyObject x:Object

(used by)	VectorKeyFrameCollection
[is default constructible]	False
(properties)	
KeyTime	KeyTime
(description)	The time at which the key frame's target Value should be reached.
Value	Vector
(description)	The key frame's target value.

1.48.92.1 DiscreteVectorKeyFrame

(usage)	<DiscreteVectorKeyFrame />
(description)	Animates from the Vector value of the previous key frame to its own Value using discrete interpolation.
[types assignable to]	DiscreteVectorKeyFrame VectorKeyFrame DependencyObject x:Object

1.48.92.2 LinearVectorKeyFrame

(usage)	<LinearVectorKeyFrame />
(description)	Animates from the Vector value of the previous key frame to its own Value using linear interpolation.
[types assignable to]	LinearVectorKeyFrame VectorKeyFrame DependencyObject x:Object

1.48.92.3 SplineVectorKeyFrame

(usage)	<SplineVectorKeyFrame />
(description)	Animates from the Vector value of the previous key frame to its own Value using splined interpolation.
[types assignable to]	SplineVectorKeyFrame VectorKeyFrame DependencyObject x:Object
(properties)	
KeySpline	KeySpline
(description)	The two control points that define animation progress for this key frame.

1.48.93 VectorKeyFrameCollection

(usage)	<VectorKeyFrameCollection> VectorKeyFrame * </VectorKeyFrameCollection>
(description)	Represents a collection of VectorKeyFrame objects.
[types assignable to]	VectorKeyFrameCollection DependencyObject x:Object
(used by)	VectorAnimationUsingKeyFrames VectorKeyFrameCollection
[is list]	True
[allowed types]	VectorKeyFrame
(static properties)	
Empty	VectorKeyFrameCollection
(description)	An empty VectorKeyFrameCollection.

1.48.94 ViewBase

(usage)	None.
(description)	Represents the base type for views that define the appearance of data in a ListView control.
[types assignable to]	ViewBase DependencyObject x:Object
(used by)	ListView
[is default constructible]	False

1.48.94.1 GridView

(usage)	<GridView> GridViewColumn * </GridView>
(description)	Represents a view mode that displays data items in columns for a ListView control.
[types assignable to]	GridView ViewBase DependencyObject x:Object
[content property]	Columns

(properties)	
AllowsColumnReorder	x:Boolean
(description)	Whether columns in a GridView can be reordered by a drag-and-drop operation.
ColumnHeaderContainerStyle	Style
(description)	The style to apply to column headers.
ColumnHeaderContextMenu	ContextMenu
(description)	A ContextMenu for the GridView.
ColumnHeaderTemplate	DataTemplate
(description)	A template to use to display the column headers.
ColumnHeaderTemplateSelector	DataTemplateSelector
(description)	The selector object that provides logic for selecting a template to use for each column header.
ColumnHeaderToolTip	x:Object
(description)	The content of a tooltip that appears when the mouse pointer pauses over one of the column headers.
Columns	GridViewColumnCollection
(description)	The collection of GridViewColumn objects that is defined for this GridView.
[read only]	True
(attachable properties)	
GridView.ColumnCollection	GridViewColumnCollection
(description)	The attached property that contains the GridViewColumnCollection.
[target type]	DependencyObject
(static properties)	
GridViewItemContainerStyleKey	ResourceKey
(description)	The key that references the style that is defined for each ListViewItem in a GridView.
GridViewScrollViewerStyleKey	ResourceKey
(description)	The key that references the style that is defined for the ScrollViewer control that encloses the content that is displayed by a GridView.
GridViewStyleKey	ResourceKey
(description)	The key that references the style that is defined for the GridView.

1.48.95 Visual

(usage)	None.
(description)	Represents a visual object.
[types assignable to]	Visual DependencyObject x:Object
(used by)	Viewport2DVisual3D VisualBrush VisualCollection
[is default constructible]	False

1.48.95.1 ContainerVisual

(usage)	<ContainerVisual />
(description)	Manages a collection of Visual objects.
[types assignable to]	ContainerVisual Visual DependencyObject x:Object
(properties)	
Children	VisualCollection
(description)	The child collection of the ContainerVisual.
[read only]	True
Clip	Geometry
(description)	The clipping region of the ContainerVisual.
Offset	Vector
(description)	The offset value of the ContainerVisual from its reference point.
Opacity	x:Double
(description)	The opacity of the ContainerVisual, based on 0=transparent, 1=opaque.
OpacityMask	Brush
(description)	A brush that specifies a possible opacity mask for the ContainerVisual.
Transform	Transform
(description)	The transform that is applied to the ContainerVisual.
XSnappingGuidelines	DoubleCollection
(description)	The X (horizontal) guideline for the ContainerVisual.
YSnappingGuidelines	DoubleCollection
(description)	The Y (vertical) guideline for the ContainerVisual.

1.48.95.1.1 DrawingVisual

(usage)	<DrawingVisual />
(description)	DrawingVisual is a visual object that can be used to render vector graphics on the screen. The content is persisted by the system.
[types assignable to]	DrawingVisual ContainerVisual Visual DependencyObject x:Object

1.48.95.1.2 HostVisual

(usage)	<HostVisual />
(description)	Represents a Visual object that can be connected anywhere to a parent visual tree.
[types assignable to]	HostVisual ContainerVisual Visual DependencyObject x:Object

1.48.95.2 UIElement

(usage)	<UIElement />
(description)	A base type for core elements and basic presentation characteristics.
[types assignable to]	UIElement Visual DependencyObject x:Object InputElement
(used by)	AdornedElementPlaceholder AdornerDecorator AutomationProperties BlockUIContainer BulletDecorator Canvas ContextMenu ContextMenuService Decorator DockPanel FixedPage Grid InkCanvas InlineCollection InlineUIContainer Label Panel Popup ToolTip ToolTipService UIElementCollection Viewbox
(properties)	
AllowDrop	x:Boolean
(description)	A value indicating whether this element can be used as the target of a drag-and-drop operation.
Clip	Geometry
(description)	The geometry used to define the outline of the contents of an element.
ClipToBounds	x:Boolean

(description)	A value indicating whether to clip the content of this element (or content coming from the child elements of this element) to fit into the size of the containing element.
CommandBindings	CommandBindingCollection
(description)	A collection of CommandBinding objects associated with this element.
[read only]	True
Focusable	x:Boolean
(description)	A value that indicates whether the element can receive focus.
InputBindings	InputBindingCollection
(description)	The collection of input bindings associated with this element.
[read only]	True
IsEnabled	x:Boolean
(description)	A value indicating whether this element is enabled in the user interface (UI).
IsHitTestVisible	x:Boolean
(description)	A value that declares whether this element can possibly be returned as a hit test result from some portion of its rendered content.
Opacity	x:Double
(description)	The opacity factor applied to the entire UIElement when it is rendered in the user interface (UI).
OpacityMask	Brush
(description)	An opacity mask, as a Brush implementation that is applied to any alpha-channel masking for the rendered content of this element.
RenderSize	Size
(description)	The final render size of this element.
RenderTransform	Transform
(description)	Transform information that affects the rendering position of this element.
RenderTransformOrigin	Point
(description)	The center point of any possible render transform declared by RenderTransform, relative to the bounds of the element.
SnapsToDevicePixels	x:Boolean
(description)	A value that determines whether rendering for this element should use device-specific pixel settings during rendering.
Visibility	Visibility

(description)	The user interface (UI) visibility of this element.
(events)	
DragEnter	Occurs when the input system reports an underlying drag event with this element as the drag target.
DragLeave	Occurs when the input system reports an underlying drag event with this element as the drag origin.
DragOver	Occurs when the input system reports an underlying drag event with this element as the potential drop target.
Drop	Occurs when the input system reports an underlying drop event with this element as the drop target.
FocusableChanged	Occurs when the value of the Focusable property changes.
GiveFeedback	Occurs when the input system reports an underlying drag-and-drop event that involves this element.
GotFocus	Occurs when this element gets logical focus.
GotKeyboardFocus	Occurs when the keyboard is focused on this element.
GotMouseCapture	Occurs when this element captures the mouse.
GotStylusCapture	Occurs when this element captures the stylus.
IsEnabledChanged	Occurs when the value of the IsEnabled property on this element changes.
IsHitTestVisibleChanged	Occurs when the value of the IsHitTestVisible property changes on this element.
IsKeyboardFocusedChanged	Occurs when the value of the IsKeyboardFocused property changes on this element.
IsKeyboardFocusWithinChanged	Occurs when the value of the IsKeyboardFocusWithin property changes on this element.
IsMouseCapturedChanged	Occurs when the value of the IsMouseCaptured property changes on this element.
IsMouseCaptureWithinChanged	Occurs when the value of the IsMouseCaptureWithin property changes on this element.
IsMouseDirectlyOverChanged	Occurs when the value of the IsMouseDirectlyOver property changes on this element.
IsStylusCapturedChanged	Occurs when the value of the IsStylusCaptured property changes on this element.
IsStylusCaptureWithinChanged	Occurs when the value of the IsStylusCaptureWithin property changes on this element.
IsStylusDirectlyOverChanged	Occurs when the value of the IsStylusDirectlyOver property changes on this element.
IsVisibleChanged	Occurs when the value of the IsVisible property changes on this element.

KeyDown	Occurs when a key is pressed while focus is on this element.
KeyUp	Occurs when a key is released while focus is on this element.
LayoutUpdated	Occurs when the layout of the various visual elements associated with the current Dispatcher changes.
LostFocus	Occurs when this element loses logical focus.
LostKeyboardFocus	Occurs when the keyboard is no longer focused on this element,.
LostMouseCapture	Occurs when this element loses mouse capture.
LostStylusCapture	Occurs when this element loses stylus capture.
MouseDown	Occurs when any mouse button is pressed while the pointer is over this element.
MouseEnter	Occurs when the mouse pointer enters the bounds of this element.
MouseLeave	Occurs when the mouse pointer leaves the bounds of this element.
MouseLeftButtonDown	Occurs when the left mouse button is pressed while the mouse pointer is over this element.
MouseLeftButtonUp	Occurs when the left mouse button is released while the mouse pointer is over this element.
MouseMove	Occurs when the mouse pointer moves while over this element.
MouseRightButtonDown	Occurs when the right mouse button is pressed while the mouse pointer is over this element.
MouseRightButtonUp	Occurs when the right mouse button is released while the mouse pointer is over this element.
MouseUp	Occurs when any mouse button is released over this element.
MouseWheel	Occurs when the user rotates the mouse wheel while the mouse pointer is over this element.
PreviewDragEnter	Occurs when the input system reports an underlying drag event with this element as the drag target.
PreviewDragLeave	Occurs when the input system reports an underlying drag event with this element as the drag origin.
PreviewDragOver	Occurs when the input system reports an underlying drag event with this element as the potential drop target.
PreviewDrop	Occurs when the input system reports an underlying drop event with this element as the drop target.
PreviewGiveFeedback	Occurs when a drag-and-drop operation is started.
PreviewGotKeyboardFocus	Occurs when the keyboard is focused on this element.
PreviewKeyDown	Occurs when a key is pressed while focus is on this element.

PreviewKeyUp	Occurs when a key is released while focus is on this element.
PreviewLostKeyboardFocus	Occurs when the keyboard is no longer focused on this element.
PreviewMouseDown	Occurs when any mouse button is pressed while the pointer is over this element.
PreviewMouseLeftButtonDown	Occurs when the left mouse button is pressed while the mouse pointer is over this element.
PreviewMouseLeftButtonUp	Occurs when the left mouse button is released while the mouse pointer is over this element.
PreviewMouseMove	Occurs when the mouse pointer moves while the mouse pointer is over this element.
PreviewMouseRightButtonDown	Occurs when the right mouse button is pressed while the mouse pointer is over this element.
PreviewMouseRightButtonUp	Occurs when the right mouse button is released while the mouse pointer is over this element.
PreviewMouseUp	Occurs when any mouse button is released while the mouse pointer is over this element.
PreviewMouseWheel	Occurs when the user rotates the mouse wheel while the mouse pointer is over this element.
PreviewQueryContinueDrag	Occurs when there is a change in the keyboard or mouse button state during a drag-and-drop operation.
PreviewStylusButtonDown	Occurs when the stylus button is pressed while the pointer is over this element.
PreviewStylusButtonUp	Occurs when the stylus button is released while the pointer is over this element.
PreviewStylusDown	Occurs when the stylus touches the digitizer while it is over this element.
PreviewStylusInAirMove	Occurs when the stylus moves over an element without actually touching the digitizer.
PreviewStylusInRange	Occurs when the stylus is close enough to the digitizer to be detected, while over this element.
PreviewStylusMove	Occurs when the stylus moves while over the element. The stylus must move while being detected by the digitizer to raise this event, otherwise, PreviewStylusInAirMove is raised instead.
PreviewStylusOutOfRange	Occurs when the stylus is too far from the digitizer to be detected.
PreviewStylusSystemGesture	Occurs when a user performs one of several stylus gestures.
PreviewStylusUp	Occurs when the user raises the stylus off the digitizer while the stylus is over this element.
PreviewTextInput	Occurs when this element gets text in a device-independent manner.
QueryContinueDrag	Occurs when there is a change in the keyboard or mouse button state during a

	drag-and-drop operation.
QueryCursor	Occurs when the cursor is requested to display. This event is raised on an element each time that the mouse pointer moves to a new location, which means the cursor object might need to be changed based on its new position.
StylusButtonDown	Occurs when the stylus button is pressed while the pointer is over this element.
StylusButtonUp	Occurs when the stylus button is released while the pointer is over this element.
StylusDown	Occurs when the stylus touches the digitizer while the stylus is over this element.
StylusEnter	Occurs when the stylus enters the bounds of this element.
StylusInAirMove	Occurs when the stylus moves over an element without actually touching the digitizer.
StylusInRange	Occurs when the stylus is close enough to the digitizer to be detected, while over this element.
StylusLeave	Occurs when the stylus leaves the bounds of the element.
StylusMove	Occurs when the stylus moves over this element. The stylus must move while on the digitizer to raise this event. Otherwise, StylusInAirMove is raised instead.
StylusOutOfRange	Occurs when the stylus is too far from the digitizer to be detected, while over this element.
StylusSystemGesture	Occurs when a user performs one of several stylus gestures.
StylusUp	Occurs when the user raises the stylus off the digitizer while it is over this element.
TextInput	Occurs when this element gets text in a device-independent manner.

1.48.95.2.1 FrameworkElement

(usage)	<FrameworkElement />
(description)	A base type for elements that provides advanced features, such as styling and advanced layout.
[types assignable to]	FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[name property]	Name
[xml lang property]	Language

(properties)

ContextMenu	ContextMenu
(description)	The context menu element that should appear whenever the context menu is requested through user interface (UI) from within this element.
Cursor	Cursor
(description)	The cursor that displays when the mouse pointer is over this element.
DataContext	x:Object
(description)	The data context for an element when it participates in data binding.
FlowDirection	FlowDirection
(description)	The direction that text and other user interface (UI) elements flow within any parent element that controls their layout.
FocusVisualStyle	Style
(description)	A property that enables customization of appearance, effects, or other style characteristics that will apply to this element when it captures keyboard focus.
ForceCursor	x:Boolean
(description)	A value that indicates whether this FrameworkElement should force the user interface (UI) to render the cursor as declared by the Cursor property.
Height	x:Double
(description)	The suggested height of the element.
[text syntax]	LengthSyntax
HorizontalAlignment	HorizontalAlignment
(description)	The horizontal alignment characteristics applied to this element when it is composed within a parent element, such as a panel or items control.
InputScope	InputScope
(description)	The context for input used by this FrameworkElement.
Language	XmlLanguage
(description)	Localization/globalization language information that applies to an element.
LayoutTransform	Transform
(description)	A graphics transformation that should apply to this element when layout is performed.
Margin	Thickness
(description)	The outer margin of an element.
MaxHeight	x:Double
(description)	The maximum height constraint of the element.

[text syntax]	LengthSyntax
MaxWidth	x:Double
(description)	The maximum width constraint of the element.
[text syntax]	LengthSyntax
MinHeight	x:Double
(description)	The minimum height constraint of the element.
[text syntax]	LengthSyntax
MinWidth	x:Double
(description)	The minimum width constraint of the element.
[text syntax]	LengthSyntax
Name	x:String
(description)	The identifying name of the element. The name provides a reference so that the element can be referred to after it is constructed during XAML parsing.
OverridesDefaultStyle	x:Boolean
(description)	A value that indicates whether this element incorporates style properties from theme styles.
Resources	ResourceDictionary
(description)	The locally-defined resource dictionary.
Style	Style
(description)	The style used by this element when it is rendered.
Tag	x:Object
(description)	An arbitrary object value that can be used to store custom information about this element.
ToolTip	x:Object
(description)	The tool-tip object that is displayed for this element in the user interface (UI).
Triggers	TriggerCollection
(description)	The collection of triggers established directly on this element, or in child elements.
[read only]	True
VerticalAlignment	VerticalAlignment
(description)	The vertical alignment characteristics applied to this element when it is composed within a parent element such as a panel or items control.
Width	x:Double

(description)	The width of the element.
[text syntax]	LengthSyntax
(attachable properties)	
FrameworkElement. FlowDirection	FlowDirection
(description)	The direction that text and other user interface (UI) elements flow within any parent element that controls their layout.
[target type]	DependencyObject
(events)	
ContextMenuClosing	Occurs just before any context menu on the element is closed.
ContextMenuOpening	Occurs when any context menu on the element is opened.
DataContextChanged	Occurs when the data context for this element changes.
Initialized	Occurs when this FrameworkElement is initialized. This event coincides with cases where the value of the IsInitialized property changes from false (or undefined) to true.
Loaded	Occurs when the element is laid out, rendered, and ready for interaction.
RequestBringIntoView	Occurs when an attempt is made to bring the specified element region into view.
SizeChanged	Occurs when either the ActualHeight or the ActualWidth properties change value on this element.
SourceUpdated	Occurs when the source value changes for any existing property binding on this element.
TargetUpdated	Occurs when the target value changes for any property binding on this element.
ToolTipClosing	Occurs just before any tooltip on the element is closed.
ToolTipOpening	Occurs when any tooltip on the element is opened.
Unloaded	Occurs when the element is removed from within an element tree of loaded elements.

1.48.95.2.1.1 AccessText

(usage)	<AccessText> x:String </AccessText>
(description)	Specifies with an underscore the character that is used as the access key.
[types assignable to]	AccessText FrameworkElement UIElement Visual DependencyObject x:Object InputElement

[content property]	Text
[name property]	Name
[xml lang property]	Language
(properties)	
Background	Brush
(description)	The Brush that fills the content area.
BaselineOffset	x:Double
(description)	A value that adjusts the baseline offset position of text in an AccessText element.
FontFamily	FontFamily
(description)	The font family to use with the AccessText element.
FontSize	x:Double
(description)	The font size to use with the AccessText element.
[text syntax]	FontSizeSyntax
FontStretch	FontStretch
(description)	A FontStretch property that selects a normal, condensed, or expanded font from a FontFamily.
FontStyle	FontStyle
(description)	The font style to use with the AccessText element.
FontWeight	FontWeight
(description)	The font weight to use with the AccessText element.
Foreground	Brush
(description)	The Brush that draws the text content of the element.
LineHeight	x:Double
(description)	The height of each line box.
[text syntax]	LengthSyntax
LineStackingStrategy	LineStackingStrategy
(description)	How the LineHeight property is enforced.
Text	x:String
(description)	The text that is displayed by the AccessText element.
TextAlignment	TextAlignment
(description)	The horizontal alignment of the content.

TextDecorations	TextDecorationCollection
(description)	The decorations that are added to the text of an AccessText element.
TextEffects	TextEffectCollection
(description)	The effects that are added to the text of an AccessText element.
TextTrimming	TextTrimming
(description)	How the textual content of an AccessText element is clipped if it overflows the line box.
TextWrapping	TextWrapping
(description)	Whether the textual content of an AccessText element is wrapped if it overflows the line box.

1.48.95.2.1.2 AdornedElementPlaceholder

(usage)	<AdornedElementPlaceholder> UIElement </AdornedElementPlaceholder>
(description)	Represents the element used in a ControlTemplate to specify where a decorated control is placed relative to other elements in the ControlTemplate.
[types assignable to]	AdornedElementPlaceholder FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Child
[name property]	Name
[xml lang property]	Language
(properties)	
Child	UIElement
(description)	The single child object of this AdornedElementPlaceholder object.

1.48.95.2.1.3 ContentPresenter

(usage)	<ContentPresenter />
(description)	Displays the content of a ContentControl.
[types assignable to]	ContentPresenter FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[name property]	Name

[xml lang property]	Language
(properties)	
Content	x:Object
(description)	The data used to generate the child elements of a ContentPresenter.
ContentSource	x:String
(description)	The base name to use during automatic aliasing.
ContentTemplate	DataTemplate
(description)	The template used to display the content of the control.
ContentTemplateSelector	DataTemplateSelector
(description)	The DataTemplateSelector, which allows the application writer to provide custom logic for choosing the template that is used to display the content of the control.
RecognizesAccessKey	x:Boolean
(description)	A value that indicates whether the ContentPresenter should use AccessText in its style.

1.48.95.2.1.3.1 ScrollContentPresenter

(usage)	<ScrollContentPresenter />
(description)	Displays the content of a ScrollViewer control.
[types assignable to]	ScrollContentPresenter ContentPresenter FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[name property]	Name
[xml lang property]	Language
(properties)	
CanContentScroll	x:Boolean
(description)	Indicates whether the content, if it supports IScrollInfo, should be allowed to control scrolling.
CanHorizontallyScroll	x:Boolean
(description)	A value that indicates whether scrolling on the horizontal axis is possible.
CanVerticallyScroll	x:Boolean
(description)	A value that indicates whether scrolling on the vertical axis is possible.

ScrollOwner	ScrollViewer
(description)	A ScrollViewer element that controls scrolling behavior.

1.48.95.2.1.4 Control

(usage)	<Control />
(description)	Represents the base type for user interface (UI) elements that use a ControlTemplate to define their appearance.
[types assignable to]	Control FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[name property]	Name
[xml lang property]	Language
(properties)	
Background	Brush
(description)	A brush that describes the background of a control.
BorderBrush	Brush
(description)	A brush that describes the border background of a control.
BorderThickness	Thickness
(description)	The border thickness of a control.
FontFamily	FontFamily
(description)	The font family of the control.
FontSize	x:Double
(description)	The font size.
[text syntax]	FontSizeSyntax
FontStretch	FontStretch
(description)	The degree to which a font is condensed or expanded on the screen.
FontStyle	FontStyle
(description)	The font style.
FontWeight	FontWeight
(description)	The weight or thickness of the specified font.
Foreground	Brush
(description)	A brush that describes the foreground color.

HorizontalAlignment	HorizontalAlignment
(description)	The horizontal alignment of the control's content.
IsTabStop	x:Boolean
(description)	A value that indicates whether a control is included in tab navigation.
Padding	Thickness
(description)	The padding inside a control.
TabIndex	x:Int32
(description)	A value that determines the order in which elements receive focus when the user navigates through controls by using the TAB key.
Template	ControlTemplate
(description)	A control template.
VerticalContentAlignment	VerticalAlignment
(description)	The vertical alignment of the control's content.
(events)	
MouseDoubleClick	Occurs when a mouse button is clicked two or more times.
PreviewMouseDoubleClick	Occurs when a user clicks the mouse button two or more times.

1.48.95.2.1.4.1 ContentControl

(usage)	<ContentControl> x:Object </ContentControl>
(description)	Represents a control with a single piece of content.
[types assignable to]	ContentControl Control FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Content
[name property]	Name
[xml lang property]	Language
(properties)	
Content	x:Object
(description)	The content of a ContentControl.
ContentTemplate	DataTemplate
(description)	The data template used to display the content of the ContentControl.

ContentTemplateSelector	DataTemplateSelector
(description)	A template selector that enables an application writer to provide custom template-selection logic.

1.48.95.2.1.4.1.1 ButtonBase

(usage)	None.
(description)	Represents the base type for all Button controls.
[types assignable to]	ButtonBase ContentControl Control FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[is default constructible]	False
[content property]	Content
[name property]	Name
[xml lang property]	Language
(properties)	
ClickMode	ClickMode
(description)	When the Click event occurs.
Command	ICommand
(description)	The command to invoke when this button is pressed.
CommandParameter	x:Object
(description)	The parameter to pass to the Command property.
CommandTarget	InputElement
(description)	The element on which to raise the specified command.
IsPressed	x:Boolean
(description)	A value that indicates whether a ButtonBase is currently activated.
(events)	
Click	Occurs when a Button is clicked.

1.48.95.2.1.4.1.1.1 Button

(usage)	<Button> x:Object </Button>
---------	---

(description)	Represents a button control, which reacts to the Click event.
[types assignable to]	Button ButtonBase ContentControl Control FrameworkElement UIElement Visual DependencyObject x:Object IInputElement
[content property]	Content
[name property]	Name
[xml lang property]	Language
(properties)	
IsCancel	x:Boolean
(description)	A value that indicates whether a Button is a Cancel button. A user can activate the Cancel button by pressing the ESC key.
IsDefault	x:Boolean
(description)	A value that indicates whether a Button is the default button. A user invokes the default button by pressing the ENTER key.

1.48.95.2.1.4.1.1.2 GridViewColumnHeader

(usage)	<GridViewColumnHeader> x:Object </GridViewColumnHeader>
(description)	Represents a column header for a GridViewColumn.
[types assignable to]	GridViewColumnHeader ButtonBase ContentControl Control FrameworkElement UIElement Visual DependencyObject x:Object IInputElement
[content property]	Content
[name property]	Name
[xml lang property]	Language

1.48.95.2.1.4.1.1.3 RepeatButton

(usage)	<RepeatButton> x:Object </RepeatButton>
(description)	Represents a control that raises its Click event repeatedly from the time it is pressed until it is released.
[types assignable to]	RepeatButton ButtonBase ContentControl Control FrameworkElement

	UIElement Visual DependencyObject x:Object InputElement
(used by)	Track
[content property]	Content
[name property]	Name
[xml lang property]	Language
(properties)	
Delay	x:Int32
(description)	The amount of time, in milliseconds, the RepeatButton waits while it is pressed before it starts repeating. The value must be non-negative.
Interval	x:Int32
(description)	The amount of time, in milliseconds, between repeats once repeating starts. The value must be non-negative.

1.48.95.2.1.4.1.1.4 ToggleButton

(usage)	<ToggleButton> x:Object </ToggleButton>
(description)	Base type for controls that can switch states, such as CheckBox.
[types assignable to]	ToggleButton ButtonBase ContentControl Control FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Content
[name property]	Name
[xml lang property]	Language
(properties)	
IsChecked	NullableOfBoolean
(description)	Whether the ToggleButton is checked.
[text syntax]	NullableBoolSyntax
IsThreeState	x:Boolean
(description)	Determines whether the control supports two or three states.
(events)	
Checked	Occurs when a ToggleButton is checked.
Indeterminate	Occurs when the state of a ToggleButton is neither on nor off.
Unchecked	Occurs when a ToggleButton is unchecked.

1.48.95.2.1.4.1.1.4.1 CheckBox

(usage)	<code><CheckBox> x:Object </CheckBox></code>
(description)	Represents a control that a user can select and clear.
[types assignable to]	CheckBox ToggleButton ButtonBase ContentControl Control FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Content
[name property]	Name
[xml lang property]	Language

1.48.95.2.1.4.1.1.4.2 RadioButton

(usage)	<code><RadioButton> x:Object </RadioButton></code>
(description)	Represents a button that can be selected, but not cleared, by a user. The <code>IsChecked</code> property of a <code>RadioButton</code> can be set by clicking it, but it can only be cleared programmatically.
[types assignable to]	RadioButton ToggleButton ButtonBase ContentControl Control FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Content
[name property]	Name
[xml lang property]	Language
(properties)	
GroupName	x:String
(description)	The name that specifies which <code>RadioButton</code> controls are mutually exclusive.

1.48.95.2.1.4.1.2 Frame

(usage)	<code><Frame /></code>
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(description)	Frame is a content control that supports navigation.
[types assignable to]	Frame ContentControl Control FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[name property]	Name
[xml lang property]	Language
(properties)	
JournalOwnership	JournalOwnership
(description)	Whether a Frame is responsible for managing its own navigation history, or yields navigation history management to a parent navigator (NavigationWindow, Frame).
NavigationUIVisibility	NavigationUIVisibility
(description)	When the Frame can show its navigation UI.
SandboxExternalContent	x:Boolean
(description)	Whether a Frame isolates external XAML content within a partial trust security sandbox (with the default Internet permission set).
Source	x:Uri
(description)	The uniform resource identifier (URI) of the current content, or the URI of new content that is currently being navigated to.
(events)	
ContentRendered	Occurs after Frame content has been rendered.
FragmentNavigation	Occurs when navigation to a content fragment begins, which occurs immediately, if the desired fragment is in the current content, or after the source XAML content has been loaded, if the desired fragment is in different content.
LoadCompleted	Occurs when content that was navigated to has been loaded, parsed, and has begun rendering.
Navigated	Occurs when the content that is being navigated to has been found, and is available from the Content property, although it may not have completed loading.
Navigating	Occurs when a new navigation is requested.
NavigationFailed	Occurs when an error is raised while navigating to the requested content.
NavigationProgress	Occurs periodically during a download to provide navigation progress information.
NavigationStopped	Occurs when the StopLoading method is called, or when a new navigation is requested while a current navigation is in progress.

1.48.95.2.1.4.1.3 GroupItem

(usage)	<GroupItem> x:Object </GroupItem>
(description)	Appears as the root of the visual subtree generated for a group.
[types assignable to]	GroupItem ContentControl Control FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Content
[name property]	Name
[xml lang property]	Language

1.48.95.2.1.4.1.4 HeaderedContentControl

(usage)	<HeaderedContentControl> x:Object </HeaderedContentControl>
(description)	Provides the base implementation for all controls that contain single content and have a header.
[types assignable to]	HeaderedContentControl ContentControl Control FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Content
[name property]	Name
[xml lang property]	Language
(properties)	
Header	x:Object
(description)	The data used for the header of each control.
HeaderTemplate	DataTemplate
(description)	The template used to display the content of the control's header.
HeaderTemplateSelector	DataTemplateSelector
(description)	A data template selector that provides custom logic for choosing the template used to display the header.

1.48.95.2.1.4.1.4.1 Expander

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(usage)	<Expander> x:Object </Expander>
(description)	Represents the control that displays a header that has a collapsible window that displays content.
[types assignable to]	Expander HeaderedContentControl ContentControl Control FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Content
[name property]	Name
[xml lang property]	Language
(properties)	
ExpandDirection	ExpandDirection
(description)	The direction in which the Expander content window opens.
IsExpanded	x:Boolean
(description)	Whether the Expander content window is visible.
(events)	
Collapsed	Occurs when the content window of an Expander control closes and only the Header is visible.
Expanded	Occurs when the content window of an Expander control opens to display both its header and content.

1.48.95.2.1.4.1.4.2 GroupBox

(usage)	<GroupBox> x:Object </GroupBox>
(description)	Represents a control that creates a container that has a border and a header for user interface (UI) content.
[types assignable to]	GroupBox HeaderedContentControl ContentControl Control FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Content
[name property]	Name
[xml lang property]	Language

1.48.95.2.1.4.1.4.3 TabItem

(usage)	<TabItem> x:Object </TabItem>
(description)	Represents a selectable item inside a TabControl.
[types assignable to]	TabItem HeaderedContentControl ContentControl Control FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Content
[name property]	Name
[xml lang property]	Language
(properties)	
IsSelected	x:Boolean
(description)	A value that indicates whether the TabItem is selected.

1.48.95.2.1.4.1.5 Label

(usage)	<Label> x:Object </Label>
(description)	Represents the text label for a control and provides support for access keys.
[types assignable to]	Label ContentControl Control FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Content
[name property]	Name
[xml lang property]	Language
(properties)	
Target	UIElement
(description)	The element that receives focus when the user presses the label's access key.

1.48.95.2.1.4.1.6 ListBoxItem

(usage)	<ListBoxItem> x:Object </ListBoxItem>
(description)	Represents a selectable item in a ListBox.
[types assignable to]	ListBoxItem ContentControl Control FrameworkElement UIElement Visual DependencyObject x:Object InputElement

[content property]	Content
[name property]	Name
[xml lang property]	Language
(properties)	
IsSelected	x:Boolean
(description)	A value that indicates whether a ListBoxItem is selected.
(events)	
Selected	Occurs when a ListBoxItem is selected.
Unselected	Occurs when a ListBoxItem is unselected.

1.48.95.2.1.4.1.6.1 ComboBoxItem

(usage)	<ComboBoxItem> x:Object </ComboBoxItem>
(description)	Implements a selectable item inside a ComboBox.
[types assignable to]	ComboBoxItem ListBoxItem ContentControl Control FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Content
[name property]	Name
[xml lang property]	Language
(properties)	
IsHighlighted	x:Boolean
(description)	A value that indicates whether the item is highlighted.

1.48.95.2.1.4.1.6.2 ListViewItem

(usage)	<ListViewItem> x:Object </ListViewItem>
(description)	Represents an item in a ListView control.
[types assignable to]	ListViewItem ListBoxItem ContentControl Control FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Content
[name property]	Name

[xml lang property]	Language
---------------------	--------------------------

1.48.95.2.1.4.1.7 ScrollViewer

(usage)	<ScrollViewer> x:Object </ScrollViewer>
---------	---

(description)	Represents a scrollable area that can contain other visible elements.
---------------	---

[types assignable to]	ScrollViewer ContentControl Control FrameworkElement UIElement Visual DependencyObject x:Object InputElement
-----------------------	--

(used by)	ScrollContentPresenter StackPanel VirtualizingStackPanel
-----------	--

[content property]	Content
--------------------	-------------------------

[name property]	Name
-----------------	----------------------

[xml lang property]	Language
---------------------	--------------------------

(properties)

CanContentScroll	x:Boolean
-------------------------	---------------------------

(description)	A value that indicates whether elements that support the IScrollInfo interface are allowed to scroll.
---------------	---

HorizontalOffset	x:Double
-------------------------	--------------------------

(description)	A value that contains the horizontal offset of the scrolled content.
---------------	--

HorizontalScrollBarVisibility	ScrollBarVisibility
--------------------------------------	-------------------------------------

(description)	A value that indicates whether a horizontal ScrollBar should be displayed.
---------------	--

VerticalOffset	x:Double
-----------------------	--------------------------

(description)	A value that contains the vertical offset of the scrolled content.
---------------	--

VerticalScrollBarVisibility	ScrollBarVisibility
------------------------------------	-------------------------------------

(description)	A value that indicates whether a vertical ScrollBar should be displayed.
---------------	--

(attachable properties)

ScrollViewer.CanContentScroll	x:Boolean
--------------------------------------	---------------------------

(description)	A value that indicates whether elements that support the IScrollInfo interface are allowed to scroll.
---------------	---

[target type]	DependencyObject
---------------	----------------------------------

ScrollViewer.HorizontalScrollBarVisibility	ScrollBarVisibility
---	-------------------------------------

(description)	A value that indicates whether a horizontal ScrollBar should be displayed.
[target type]	DependencyObject
ScrollViewer. VerticalScrollBarVisibility	ScrollBarVisibility
(description)	A value that indicates whether a vertical ScrollBar should be displayed.
[target type]	DependencyObject
(events)	
ScrollChanged	Occurs when changes are detected to the scroll position, extent, or viewport size.

1.48.95.2.1.4.1.8 StatusBarItem

(usage)	<StatusBarItem> x:Object </StatusBarItem>
(description)	Represents an item of a StatusBar control.
[types assignable to]	StatusBarItem ContentControl Control FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Content
[name property]	Name
[xml lang property]	Language

1.48.95.2.1.4.1.9 ToolTip

(usage)	<ToolTip> x:Object </ToolTip>
(description)	Represents a control that creates a pop-up window that displays information for an element in the interface.
[types assignable to]	ToolTip ContentControl Control FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Content
[name property]	Name
[xml lang property]	Language
(properties)	
HasDropShadow	x:Boolean

(description)	A value that indicates whether the control has a drop shadow.
HorizontalOffset	x:Double
(description)	Get or sets the horizontal distance between the target origin and the popup alignment point.
[text syntax]	LengthSyntax
IsOpen	x:Boolean
(description)	A value that indicates whether a ToolTip is visible.
Placement	PlacementMode
(description)	The orientation of the ToolTip control when it opens, and specifies how the ToolTip control behaves when it overlaps screen boundaries.
PlacementRectangle	Rect
(description)	The rectangular area relative to which the ToolTip control is positioned when it opens.
PlacementTarget	UIElement
(description)	The UIElement relative to which the ToolTip is positioned when it opens.
StaysOpen	x:Boolean
(description)	A value that indicates whether an open ToolTip remains open until the user clicks the mouse when the mouse is not over the ToolTip.
VerticalOffset	x:Double
(description)	Get or sets the vertical distance between the target origin and the popup alignment point.
[text syntax]	LengthSyntax
(events)	
Closed	Occurs when a ToolTip is closed and is no longer visible.
Opened	Occurs when a ToolTip becomes visible.

1.48.95.2.1.4.1.10 UserControl

(usage)	<code><UserControl> x:Object </UserControl></code>
(description)	Provides a simple way to create a control.
[types assignable to]	UserControl ContentControl Control FrameworkElement UIElement Visual DependencyObject x:Object InputElement

[content property]	Content
[name property]	Name
[xml lang property]	Language

1.48.95.2.1.4.1.11 Window

(usage)	<Window> x:Object </Window>
(description)	Provides the ability to create, configure, show, and manage the lifetime of windows and dialog boxes.
[types assignable to]	Window ContentControl Control FrameworkElement UIElement Visual DependencyObject x:Object InputElement
(used by)	Application Window
[content property]	Content
[name property]	Name
[xml lang property]	Language
(properties)	
AllowsTransparency	x:Boolean
(description)	A value that indicates whether a window's client area supports transparency.
DialogResult	NullableOfBoolean
(description)	The dialog result value, which is the value that is returned from the ShowDialog method.
[text syntax]	DialogResultSyntax
Icon	ImageSource
(description)	A window's icon.
Left	x:Double
(description)	The position of the window's left edge, in relation to the desktop.
[text syntax]	LengthSyntax
Owner	Window
(description)	The Window that owns this Window.
ResizeMode	ResizeMode
(description)	The resize mode.
ShowInTaskbar	x:Boolean

(description)	A value that indicates whether the window has a task bar button.
SizeToContent	SizeToContent
(description)	A value that indicates whether a window will automatically size itself to fit the size of its content.
Title	x:String
(description)	A window's title.
Top	x:Double
(description)	The position of the window's top edge, in relation to the desktop.
[text syntax]	LengthSyntax
Topmost	x:Boolean
(description)	A value that indicates whether a window appears in the topmost z-order.
WindowStartupLocation	WindowStartupLocation
(description)	The position of the window when first shown.
WindowState	WindowState
(description)	A value that indicates whether a window is restored, minimized, or maximized.
WindowStyle	WindowStyle
(description)	A window's border style.
(events)	
Activated	Occurs when a window becomes the foreground window.
Closed	Occurs when the window is about to close.
Closing	Occurs directly after Close is called, and can be handled to cancel window closure.
ContentRendered	Occurs after a window's content has been rendered.
Deactivated	Occurs when a window becomes a background window.
LocationChanged	Occurs when the window's location changes.
SourceInitialized	This event is raised to support interoperation.
StateChanged	Occurs when the window's WindowState property changes.

1.48.95.2.1.4.1.11.1 NavigationWindow

(usage) `<NavigationWindow />`

(description)	Represents a window that supports content navigation.
[types assignable to]	NavigationWindow Window ContentControl Control FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[name property]	Name
[xml lang property]	Language
(properties)	
SandboxExternalContent	x:Boolean
(description)	A value that indicates whether a NavigationWindow isolates external XAML content within a partial trust security sandbox (with default Internet zone permission set).
ShowsNavigationUI	x:Boolean
(description)	A value that indicates whether a NavigationWindow shows its navigation UI.
Source	x:Uri
(description)	The uniform resource identifier (URI) of the current content, or the URI of new content that is currently being navigated to.
(events)	
FragmentNavigation	Occurs when navigation to a content fragment begins, which occurs immediately, if the desired fragment is in the current content, or after the source XAML content has been loaded, if the desired fragment is in different content.
LoadCompleted	Occurs when content that was navigated to has been loaded, parsed, and has begun rendering.
Navigated	Occurs when the content that is being navigated to has been found, and is available from the Content property, although it may not have completed loading.
Navigating	Occurs when a new navigation is requested.
NavigationFailed	Occurs when an error is raised while navigating to the requested content.
NavigationProgress	Occurs periodically during a download to provide navigation progress information.
NavigationStopped	Occurs when the StopLoading method is called, or when a new navigation is requested while a current navigation is in progress.

1.48.95.2.1.4.2 DocumentViewerBase

(usage)	None.
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(description)	Provides a base type for viewers that are intended to display fixed or flow content (represented by a FixedDocument or FlowDocument, respectively).
[types assignable to]	DocumentViewerBase Control FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[is default constructible]	False
[content property]	Document
[name property]	Name
[xml lang property]	Language
(properties)	
Document	IDocumentPaginatorSource
(description)	A IDocumentPaginatorSource to be paginated and displayed by the viewer.
(attachable properties)	
DocumentViewerBase.IsMasterPage	x:Boolean
(description)	A value that indicates whether or not a child element in the viewer should be used as a master page.
[target type]	DependencyObject
(events)	
PageViewsChanged	Occurs when the collection of DocumentPageView items associated with this viewer (represented by the PageViews property) changes.

1.48.95.2.1.4.2.1 DocumentViewer

(usage)	<DocumentViewer> IDocumentPaginatorSource </DocumentViewer>
(description)	Represents a document viewing control that can host paginated FixedDocument content such as an XpsDocument.
[types assignable to]	DocumentViewer DocumentViewerBase Control FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Document
[name property]	Name
[xml lang property]	Language
(properties)	

HorizontalOffset	x:Double
(description)	The horizontal scroll position.
HorizontalPageSpacing	x:Double
(description)	The horizontal space between pages.
MaxPagesAcross	x:Int32
(description)	A value defining the maximum number of page columns to display.
ShowPageBorders	x:Boolean
(description)	A value that indicates whether drop-shadow page borders are displayed.
VerticalOffset	x:Double
(description)	The vertical scroll position.
VerticalPageSpacing	x:Double
(description)	The vertical spacing between displayed pages.
Zoom	x:Double
(description)	The document zoom percentage.
(static properties)	
FitToHeightCommand	RoutedUICommand
(description)	The RoutedUICommand that performs the FitToHeight operation.
FitToMaxPagesAcrossCommand	RoutedUICommand
(description)	The RoutedUICommand that performs the MaxPagesAcross operation.
FitToWidthCommand	RoutedUICommand
(description)	The RoutedUICommand that performs the FitToWidth operation.
ViewThumbnailsCommand	RoutedUICommand
(description)	The RoutedUICommand that performs the ViewThumbnails operation.

1.48.95.2.1.4.2.2 FlowDocumentPageViewer

(usage)	<code><FlowDocumentPageViewer></code> IDocumentPaginatorSource <code></FlowDocumentPageViewer></code>
(description)	Represents a control for viewing flow content in a fixed viewing mode that shows content one page at a time.
[types assignable to]	FlowDocumentPageViewer DocumentViewerBase Control FrameworkElement UIElement Visual DependencyObject x:Object InputElement

[content property]	Document
[name property]	Name
[xml lang property]	Language
(properties)	
MaxZoom	x:Double
(description)	The maximum allowable Zoom level for the FlowDocumentPageViewer.
MinZoom	x:Double
(description)	The minimum allowable Zoom level for the FlowDocumentPageViewer.
Zoom	x:Double
(description)	The current zoom level for the FlowDocumentPageViewer.
ZoomIncrement	x:Double
(description)	The zoom increment.

1.48.95.2.1.4.3 FlowDocumentReader

(usage)	<FlowDocumentReader> FlowDocument </FlowDocumentReader>
(description)	Provides a control for viewing flow content, with built-in support for multiple viewing modes.
[types assignable to]	FlowDocumentReader Control FrameworkElement UIElement Visual DependencyObject x:Object IInputElement
[content property]	Document
[name property]	Name
[xml lang property]	Language
(properties)	
Document	FlowDocument
(description)	A FlowDocument that hosts the content to be displayed by the FlowDocumentReader.
IsFindEnabled	x:Boolean
(description)	A value that indicates whether the Find routed command is enabled.
IsPageViewEnabled	x:Boolean
(description)	A value that indicates whether Page is available as a viewing mode.

IsPrintEnabled	x:Boolean
(description)	A value that indicates whether the Print routed command is enabled.
IsScrollViewEnabled	x:Boolean
(description)	A value that indicates whether Scroll is available as a viewing mode.
IsTwoPageViewEnabled	x:Boolean
(description)	A value that indicates whether TwoPage is available as a viewing mode.
MaxZoom	x:Double
(description)	The maximum allowable Zoom level for the FlowDocumentReader.
MinZoom	x:Double
(description)	The minimum allowable Zoom level for the FlowDocumentReader.
ViewingMode	FlowDocumentReaderViewingMode
(description)	The viewing mode for the FlowDocumentReader.
Zoom	x:Double
(description)	The current zoom level.
ZoomIncrement	x:Double
(description)	The zoom increment.

1.48.95.2.1.4.4 FlowDocumentScrollViewer

(usage)	<FlowDocumentScrollViewer> FlowDocument </FlowDocumentScrollViewer>
(description)	Provides a control for viewing flow content in a continuous scrolling mode.
[types assignable to]	FlowDocumentScrollViewer Control FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Document
[name property]	Name
[xml lang property]	Language
(properties)	
Document	FlowDocument
(description)	A FlowDocument that hosts the content to be displayed by the FlowDocumentScrollViewer.
HorizontalScrollBarVisibility	ScrollBarVisibility
(description)	A value that indicates whether a horizontal scroll bar is shown.

IsSelectionEnabled	x:Boolean
(description)	A value that indicates whether selection of content within the FlowDocumentScrollViewer is enabled.
IsToolBarVisible	x:Boolean
(description)	A value that indicates whether the FlowDocumentScrollViewer toolbar is visible.
MaxZoom	x:Double
(description)	The maximum allowable Zoom level for the FlowDocumentScrollViewer.
MinZoom	x:Double
(description)	The minimum allowable Zoom level for the FlowDocumentScrollViewer.
VerticalScrollBarVisibility	ScrollBarVisibility
(description)	A value that indicates whether a vertical scroll bar is shown.
Zoom	x:Double
(description)	The current zoom level.
ZoomIncrement	x:Double
(description)	The zoom increment.

1.48.95.2.1.4.5 ItemsControl

(usage)	<ItemsControl> x:Object * </ItemsControl>
(description)	Represents a control that can be used to present a collection of items.
[types assignable to]	ItemsControl Control FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Items
[name property]	Name
[xml lang property]	Language
(properties)	
DisplayMemberPath	x:String
(description)	A path to a value on the source object to serve as the visual representation of the object.
GroupStyle	ObservableCollectionOfGroupStyle

(description)	A collection of GroupStyle objects that define the appearance of each level of groups.
[read only]	True
IsTextSearchEnabled	x:Boolean
(description)	A value that indicates whether TextSearch is enabled on the ItemsControl instance.
ItemContainerStyle	Style
(description)	The Style that is applied to the container element generated for each item.
ItemContainerStyleSelector	StyleSelector
(description)	Custom style-selection logic for a style that can be applied to each generated container element.
Items	ItemCollection
(description)	The collection used to generate the content of the ItemsControl.
[read only]	True
ItemsPanel	ItemsPanelTemplate
(description)	The template that defines the panel that controls the layout of items.
ItemsSource	IEnumerable
(description)	A collection used to generate the content of the ItemsControl.
ItemTemplate	DataTemplate
(description)	The DataTemplate used to display each item.
ItemTemplateSelector	DataTemplateSelector
(description)	The custom logic for choosing a template used to display each item.

1.48.95.2.1.4.5.1 HeaderedItemsControl

(usage)	<HeaderedItemsControl> x:Object * </HeaderedItemsControl>
(description)	Represents a control that contains multiple items and has a header.
[types assignable to]	HeaderedItemsControl ItemsControl Control FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Items
[name property]	Name
[xml lang property]	Language
(properties)	

Header	x:Object
(description)	The item that labels the control.
HeaderTemplate	DataTemplate
(description)	The template used to display the contents of the control's header.
HeaderTemplateSelector	DataTemplateSelector
(description)	The object that provides custom selection logic for a template used to display the header of each item.

1.48.95.2.1.4.5.1.1 MenuItem

(usage)	<MenuItem> x:Object * </MenuItem>
(description)	Represents a selectable item inside a Menu.
[types assignable to]	MenuItem HeaderedItemsControl ItemsControl Control FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Items
[name property]	Name
[xml lang property]	Language
(properties)	
Command	ICommand
(description)	The command associated with the menu item.
CommandParameter	x:Object
(description)	The parameter to pass to the Command property of a MenuItem.
CommandTarget	InputElement
(description)	The target element on which to raise the specified command.
Icon	x:Object
(description)	The icon that appears in a MenuItem.
InputGestureText	x:String
(description)	The text describing an input gesture that will call the command tied to the specified item.
IsCheckable	x:Boolean
(description)	A value that indicates whether a MenuItem can be checked.

IsChecked	x:Boolean
(description)	A value that indicates whether the MenuItem is checked.
IsHighlighted	x:Boolean
(description)	A value that indicates whether a MenuItem is highlighted.
IsPressed	x:Boolean
(description)	A value that indicates whether a MenuItem is pressed.
IsSubMenuOpen	x:Boolean
(description)	A value that indicates whether the submenu of the MenuItem is open.
IsSuspendingPopupAnimation	x:Boolean
(description)	Whether a menu suspends animations on its Popup control.
StaysOpenOnClick	x:Boolean
(description)	A value that indicates that the submenu in which this MenuItem is located should not close when this item is clicked.
(static properties)	
SeparatorStyleKey	ResourceKey
(description)	The resource key for a style applied to a MenuItem when the MenuItem is a Separator.
SubMenuHeaderTemplateKey	ResourceKey
(description)	The resource key for a style applied to a MenuItem when the MenuItem is a header of a submenu.
SubmenuItemTemplateKey	ResourceKey
(description)	The resource key for a style applied to a MenuItem when the MenuItem is a submenu.
TopLevelHeaderTemplateKey	ResourceKey
(description)	The resource key for a style applied to a MenuItem when the MenuItem is a header of a top-level menu.
TopLevelItemTemplateKey	ResourceKey
(description)	The resource key for a style applied to a MenuItem when it is a top-level MenuItem that can invoke commands.
(events)	
Checked	Occurs when a menu item is checked.
Click	Occurs when a MenuItem is clicked.
SubMenuClosed	Occurs when the state of the IsSubMenuOpen property changes to false.
SubMenuOpened	Occurs when the state of the IsSubMenuOpen property changes to true.

Unchecked

Occurs when a MenuItem is unchecked.

1.48.95.2.1.4.5.1.2 ToolBar

(usage)	<ToolBar> x:Object * </ToolBar>
(description)	Provides a container for a group of commands or controls.
[types assignable to]	ToolBar HeaderedItemsControl ItemsControl Control FrameworkElement UIElement Visual DependencyObject x:Object InputElement
(used by)	CollectionOfToolBar
[content property]	Items
[name property]	Name
[xml lang property]	Language
(properties)	
Band	x:Int32
(description)	A value that indicates where the toolbar should be located in the ToolBarTray.
BandIndex	x:Int32
(description)	The band index number that indicates the position of the toolbar on the band.
IsOverflowOpen	x:Boolean
(description)	A value that indicates whether the ToolBar overflow area is currently visible.
(attachable properties)	
ToolBar.OverflowMode	OverflowMode
(description)	A value that indicates when an item should be placed in the overflow panel instead of in the main panel.
[target type]	DependencyObject
(static properties)	
ButtonStyleKey	ResourceKey
(description)	The Style applied to buttons on a toolbar.
CheckBoxStyleKey	ResourceKey
(description)	The Style applied to check boxes on a ToolBar.
ComboBoxStyleKey	ResourceKey
(description)	The Style applied to combo boxes on a ToolBar.

MenuStyleKey	ResourceKey
(description)	The Style applied to menus on a ToolBar.
RadioButtonStyleKey	ResourceKey
(description)	The Style applied to radio buttons on a toolbar.
SeparatorStyleKey	ResourceKey
(description)	The Style applied to separators on a ToolBar.
TextBoxStyleKey	ResourceKey
(description)	The Style applied to text boxes on a ToolBar.
ToggleButtonStyleKey	ResourceKey
(description)	The Style applied to ToggleButton controls on a ToolBar.

1.48.95.2.1.4.5.1.3 TreeViewItem

(usage)	<TreeViewItem> x:Object * </TreeViewItem>
(description)	Implements a selectable item in a TreeView control.
[types assignable to]	TreeViewItem HeaderedItemsControl ItemsControl Control FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Items
[name property]	Name
[xml lang property]	Language
(properties)	
IsExpanded	x:Boolean
(description)	Whether the nested items in a TreeViewItem are expanded or collapsed.
IsSelected	x:Boolean
(description)	Whether a TreeViewItem control is selected.
(events)	
Collapsed	Occurs when the IsExpanded property changes from true to false.
Expanded	Occurs when the IsExpanded property changes from false to true.
Selected	Occurs when the IsSelected property of a TreeViewItem changes from false to true.
Unselected	Occurs when the IsSelected property of a TreeViewItem changes from true to false.

1.48.95.2.1.4.5.2 MenuBase

[usage]	None.
[description]	Represents a control that defines choices for users to select.
[types assignable to]	MenuBase ItemsControl Control FrameworkElement UIElement Visual DependencyObject x:Object IInputElement
[is default constructible]	False
[content property]	Items
[name property]	Name
[xml lang property]	Language

1.48.95.2.1.4.5.2.1 ContextMenu

[usage]	<ContextMenu> x:Object * </ContextMenu>
[description]	Represents a pop-up menu that enables a control to expose functionality that is specific to the context of the control.
[types assignable to]	ContextMenu MenuBase ItemsControl Control FrameworkElement UIElement Visual DependencyObject x:Object IInputElement
[used by]	ContextMenuService FrameworkContentElement FrameworkElement GridView GridViewHeaderRowPresenter
[content property]	Items
[name property]	Name
[xml lang property]	Language
(properties)	
HasDropShadow	x:Boolean
(description)	A value that indicates whether the context menu appears with a dropped shadow.
HorizontalOffset	x:Double
(description)	Get or sets the horizontal distance between the target origin and the popup alignment point.
[text syntax]	LengthSyntax

IsOpen	x:Boolean
(description)	A value that indicates whether the ContextMenu is visible.
Placement	PlacementMode
(description)	The Placement property of a ContextMenu.
PlacementRectangle	Rect
(description)	The area relative to which the context menu is positioned when it opens.
PlacementTarget	UIElement
(description)	The UIElement relative to which the ContextMenu is positioned when it opens.
StaysOpen	x:Boolean
(description)	A value that indicates whether the ContextMenu should close automatically.
VerticalOffset	x:Double
(description)	Get or sets the vertical distance between the target origin and the popup alignment point.
[text syntax]	LengthSyntax
(events)	
Closed	Occurs when a particular instance of a ContextMenu closes.
Opened	Occurs when a particular instance of a context menu opens.

1.48.95.2.1.4.5.2.2 Menu

(usage)	<Menu> x:Object * </Menu>
(description)	Represents a menu control that enables you to hierarchically organize elements associated with commands and event handlers.
[types assignable to]	Menu MenuBase ItemsControl Control FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Items
[name property]	Name
[xml lang property]	Language
(properties)	
IsMainMenu	x:Boolean
(description)	A value that indicates whether this Menu receives a main menu activation notification.

1.48.95.2.1.4.5.3 Selector

(usage)	None.
(description)	Represents a control that allows a user to select items from among its child elements.
[types assignable to]	Selector ItemsControl Control FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[is default constructible]	False
[content property]	Items
[name property]	Name
[xml lang property]	Language
(properties)	
IsSynchronizedWithCurrentItem	NullableOfBoolean
(description)	A value that indicates whether a Selector should keep the SelectedItem synchronized with the current item in the Items property.
[text syntax]	NullableBoolSyntax
SelectedIndex	x:Int32
(description)	The index of the first item in the current selection or returns negative one (-1) if the selection is empty.
SelectedItem	x:Object
(description)	The first item in the current selection or returns null if the selection is empty
SelectedValue	x:Object
(description)	The value of the SelectedItem, obtained by using SelectedValuePath.
SelectedValuePath	x:String
(description)	The path that is used to get the SelectedValue from the SelectedItem.
(attachable properties)	
Selector.IsSelected	x:Boolean
(description)	A value that indicates whether an item is selected.
[target type]	DependencyObject
(events)	
SelectionChanged	Occurs when the selection of a Selector changes.

1.48.95.2.1.4.5.3.1 ComboBox

(usage)	<ComboBox> x:Object * </ComboBox>
(description)	Represents a selection control with a drop-down list that can be shown or hidden by clicking the arrow on the control.
[types assignable to]	ComboBox Selector ItemsControl Control FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Items
[name property]	Name
[xml lang property]	Language
(properties)	
IsDropDownOpen	x:Boolean
(description)	A value that indicates whether the drop-down for a combo box is currently open.
IsEditable	x:Boolean
(description)	A value that enables or disables editing of the text in text box of the ComboBox.
IsReadOnly	x:Boolean
(description)	A value that enables selection-only mode, in which the contents of the combo box are selectable but not editable.
MaxDropDownHeight	x:Double
(description)	The maximum height for a combo box drop-down.
[text syntax]	LengthSyntax
SelectedItem	x:Object
(description)	The item that is displayed in the selection box.
SelectedItemTemplate	DataTemplate
(description)	The item template of the selection box content.
StaysOpenOnEdit	x:Boolean
(description)	Whether a ComboBox that is open and displays a drop-down control will remain open when a user clicks the TextBox.
Text	x:String
(description)	The text of the currently selected item.
(events)	
DropDownClosed	Occurs when the drop-down list of the combo box closes.

DropDownOpened

Occurs when the drop-down list of the combo box opens.

1.48.95.2.1.4.5.3.2 ListBox

(usage)	<code><ListBox> x:Object* </ListBox></code>
(description)	Contains a list of selectable items.
[types assignable to]	ListBox Selector ItemsControl Control FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Items
[name property]	Name
[xml lang property]	Language
(properties)	
SelectedItems	IList
(description)	The currently selected items.
[read only]	True
SelectionMode	SelectionMode
(description)	The selection behavior for a ListBox.

1.48.95.2.1.4.5.3.2.1 ListView

(usage)	<code><ListView> x:Object* </ListView></code>
(description)	Represents a control that displays a list of data items.
[types assignable to]	ListView ListBox Selector ItemsControl Control FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Items
[name property]	Name
[xml lang property]	Language
(properties)	
View	ViewBase
(description)	An object that defines how the data is styled and organized in a ListView

control.

1.48.95.2.1.4.5.3.3 TabControl

(usage)	<code><TabControl> x:Object* </TabControl></code>
(description)	Represents a control that contains multiple items that share the same space on the screen.
[types assignable to]	TabControl Selector ItemsControl Control FrameworkElement UIElement Visual DependencyObject x:Object IInputElement
[content property]	Items
[name property]	Name
[xml lang property]	Language
(properties)	
ContentTemplate	DataTemplate
(description)	The DataTemplate to apply to any TabItem that does not have a ContentTemplate or ContentTemplateSelector property defined.
ContentTemplateSelector	DataTemplateSelector
(description)	A DataTemplateSelector that provides custom logic for choosing the template that is used to display the content of the control.
SelectedContent	x:Object
(description)	The content of the currently selected TabItem.
SelectedContentTemplate	DataTemplate
(description)	The DataTemplate of the currently selected item.
SelectedContentTemplateSelector	DataTemplateSelector
(description)	The DataTemplateSelector of the currently selected item.
TabStripPlacement	Dock
(description)	How tab headers align relative to the tab content.

1.48.95.2.1.4.5.4 StatusBar

(usage)	<code><StatusBar> x:Object* </StatusBar></code>
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(description)	Represents a control that displays items and information in a horizontal bar in an application window.
[types assignable to]	StatusBar ItemsControl Control FrameworkElement UIElement Visual DependencyObject x:Object IInputElement
[content property]	Items
[name property]	Name
[xml lang property]	Language
(static properties)	
SeparatorStyleKey	ResourceKey
(description)	The key that represents the style to use for Separator objects in the StatusBar.

1.48.95.2.1.4.5.5 TreeView

(usage)	<code><TreeView> x:Object* </TreeView></code>
(description)	Represents a control that displays hierarchical data in a tree structure that has items that can expand and collapse.
[types assignable to]	TreeView ItemsControl Control FrameworkElement UIElement Visual DependencyObject x:Object IInputElement
[content property]	Items
[name property]	Name
[xml lang property]	Language
(properties)	
SelectedValuePath	x:String
(description)	The path that is used to get the SelectedValue of the SelectedItem in a TreeView.
(events)	
SelectedItemChanged	Occurs when the SelectedItem changes.

1.48.95.2.1.4.6 PasswordBox

(usage)	<code><PasswordBox /></code>
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(description)	Represents a control designed for entering and handling passwords.
[types assignable to]	PasswordBox Control FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[name property]	Name
[xml lang property]	Language
(properties)	
MaxLength	x:Int32
(description)	The maximum length for passwords to be handled by this PasswordBox.
Password	x:String
(description)	The password currently held by the PasswordBox.
PasswordChar	x:Char
(description)	The masking character for the PasswordBox.
(events)	
PasswordChanged	Occurs when the value of the Password property changes.

1.48.95.2.1.4.7 RangeBase

(usage)	None.
(description)	Represents an element that has a value within a specific range.
[types assignable to]	RangeBase Control FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[is default constructible]	False
[name property]	Name
[xml lang property]	Language
(properties)	
LargeChange	x:Double
(description)	A value to be added to or subtracted from the Value of a RangeBase control.
Maximum	x:Double
(description)	The highest possible Value of the range element.
Minimum	x:Double
(description)	The Minimum possible Value of the range element.
SmallChange	x:Double

(description)	A Value to be added to or subtracted from the Value of a RangeBase control.
Value	x:Double
(description)	The current magnitude of the range control.
(events)	
ValueChanged	Occurs when the range value changes.

1.48.95.2.1.4.7.1 ProgressBar

(usage)	<ProgressBar />
(description)	Indicates the progress of an operation.
[types assignable to]	ProgressBar RangeBase Control FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[name property]	Name
[xml lang property]	Language
(properties)	
IsIndeterminate	x:Boolean
(description)	Whether the ProgressBar shows actual values or generic, continuous progress feedback.
Orientation	Orientation
(description)	The orientation of a ProgressBar: horizontal or vertical.

1.48.95.2.1.4.7.2 ScrollBar

(usage)	<ScrollBar />
(description)	Represents a control that provides a scroll bar that has a sliding Thumb whose position corresponds to a value.
[types assignable to]	ScrollBar RangeBase Control FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[name property]	Name
[xml lang property]	Language
(properties)	

Orientation	Orientation
(description)	Whether the ScrollBar is displayed horizontally or vertically.
ViewportSize	x:Double
(description)	The amount of the scrollable content that is currently visible.
(events)	
Scroll	Occurs one or more times as content scrolls in a ScrollBar when the user moves the Thumb by using the mouse.

1.48.95.2.1.4.7.3 Slider

(usage)	<Slider />
(description)	Represents a control that lets the user select from a range of values by moving a Thumb control along a Track.
[types assignable to]	Slider RangeBase Control FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[name property]	Name
[xml lang property]	Language
(properties)	
AutoToolTipPlacement	AutoToolTipPlacement
(description)	Whether a tooltip that contains the current value of the Slider displays when the Thumb is pressed. If a tooltip is displayed, this property also specifies the placement of the tooltip.
AutoToolTipPrecision	x:Int32
(description)	The number of digits that are displayed to the right side of the decimal point for the Value of the Slider in a tooltip.
Delay	x:Int32
(description)	The amount of time in milliseconds that a RepeatButton waits, while it is pressed, before a command to move the Thumb executes, such as a DecreaseLarge command.
Interval	x:Int32
(description)	The amount of time in milliseconds between increase or decrease commands when a user clicks the RepeatButton of a Slider.
IsDirectionReversed	x:Boolean
(description)	The direction of increasing value.

IsMoveToPointEnabled	x:Boolean
(description)	A value that indicates whether the Thumb of a Slider moves immediately to the location of the mouse click that occurs while the mouse pointer pauses on the Slider track.
IsSelectionRangeEnabled	x:Boolean
(description)	A value that indicates whether the Slider displays a selection range along the Slider.
IsSnapToTickEnabled	x:Boolean
(description)	A value that indicates whether the Slider automatically moves the Thumb to the closest tick mark.
Orientation	Orientation
(description)	The orientation of a Slider.
SelectionEnd	x:Double
(description)	The largest value of a specified selection for a Slider.
SelectionStart	x:Double
(description)	The smallest value of a specified selection for a Slider.
TickFrequency	x:Double
(description)	The interval between tick marks.
TickPlacement	TickPlacement
(description)	The position of tick marks with respect to the Track of the Slider.
Ticks	DoubleCollection
(description)	The positions of the tick marks to display for a Slider.
(static properties)	
DecreaseLarge	RoutedCommand
(description)	A command that decreases the value of the Slider by the same amount as the LargeChange property.
DecreaseSmall	RoutedCommand
(description)	A command that decreases the value of the Slider by the same amount as the SmallChange property.
IncreaseLarge	RoutedCommand
(description)	A command that increases the value of the slider by the same amount as the LargeChange property.
IncreaseSmall	RoutedCommand

(description)	A command that increases the value of the slider by the same amount as the SmallChange property.
MaximizeValue	RoutedCommand
(description)	A command that sets the Slider Value to the Maximum value.
MinimizeValue	RoutedCommand
(description)	A command that sets the Slider Value to the Minimum value.

1.48.95.2.1.4.8 ResizeGrip

(usage)	<ResizeGrip />
(description)	Represents an implementation of a Thumb control that enables a Window to change its size.
[types assignable to]	ResizeGrip Control FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[name property]	Name
[xml lang property]	Language

1.48.95.2.1.4.9 Separator

(usage)	<Separator />
(description)	Control that is used to separate items in items controls.
[types assignable to]	Separator Control FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[name property]	Name
[xml lang property]	Language

1.48.95.2.1.4.10 TextBoxBase

(usage)	None.
(description)	A base type that provides functionality for text editing controls.
[types assignable to]	TextBoxBase Control FrameworkElement UIElement Visual DependencyObject

	x:Object InputElement
[is default constructible]	False
[name property]	Name
[xml lang property]	Language
(properties)	
AcceptsReturn	x:Boolean
(description)	A value that indicates how the text editing control responds when the user presses the ENTER key.
AcceptsTab	x:Boolean
(description)	A value that indicates how the text editing control responds when the user presses the TAB key.
AutoWordSelection	x:Boolean
(description)	A value that determines whether when a user selects part of a word by dragging across it with the mouse, the rest of the word is selected.
HorizontalScrollBarVisibility	ScrollBarVisibility
(description)	A value that indicates whether a horizontal scroll bar is shown.
IsReadOnly	x:Boolean
(description)	A value that indicates whether the text editing control is read-only to a user interacting with the control.
IsUndoEnabled	x:Boolean
(description)	A value that indicates whether undo support is enabled for the text-editing control.
UndoLimit	x:Int32
(description)	The number of actions stored in the undo queue.
VerticalScrollBarVisibility	ScrollBarVisibility
(description)	A value that indicates whether a vertical scroll bar is shown.
(events)	
SelectionChanged	Occurs when the text selection has changed.
TextChanged	Occurs when content changes in the text element.

1.48.95.2.1.4.10.1 RichTextBox

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(usage)	<RichTextBox> FlowDocument </RichTextBox>
(description)	Represents a rich editing control which operates on FlowDocument objects.
[types assignable to]	RichTextBox TextBoxBase Control FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Document
[name property]	Name
[xml lang property]	Language
(properties)	
CaretPosition	TextPointer
(description)	The position of the input caret.
Document	FlowDocument
(description)	The FlowDocument that represents the contents of the RichTextBox.
IsDocumentEnabled	x:Boolean
(description)	A value that indicates whether the user can interact with UIElement and ContentElement objects within the RichTextBox.

1.48.95.2.1.4.10.2 TextBox

(usage)	<TextBox> x:String </TextBox>
(description)	Represents a control that can be used to display or edit unformatted text.
[types assignable to]	TextBox TextBoxBase Control FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Text
[name property]	Name
[xml lang property]	Language
(properties)	
CaretIndex	x:Int32
(description)	The insertion position index of the caret.
CharacterCasing	CharacterCasing
(description)	How characters are cased when they are manually entered into the text box.
MaxLength	x:Int32
(description)	The maximum number of characters that can be manually entered into the text box.

MaxLines	x:Int32
(description)	The maximum number of visible lines.
MinLines	x:Int32
(description)	The minimum number of visible lines.
SelectedText	x:String
(description)	The content of the current selection in the text box.
SelectionLength	x:Int32
(description)	A value indicating the number of characters in the current selection in the text box.
SelectionStart	x:Int32
(description)	A character index for the beginning of the current selection.
Text	x:String
(description)	The text contents of the text box.
TextAlignment	TextAlignment
(description)	The horizontal alignment of the contents of the text box.
TextDecorations	TextDecorationCollection
(description)	The text decorations to apply to the text box.
TextWrapping	TextWrapping
(description)	How the text box should wrap text.

1.48.95.2.1.4.11 Thumb

(usage)	<Thumb />
(description)	Represents a control that can be dragged by the user.
[types assignable to]	Thumb Control FrameworkElement UIElement Visual DependencyObject x:Object InputElement
(used by)	Track
[name property]	Name
[xml lang property]	Language
(properties)	
IsDragging	x:Boolean

(description)	Whether the Thumb control has logical focus and mouse capture and the left mouse button is pressed.
(events)	
DragCompleted	Occurs when the Thumb control loses mouse capture.
DragDelta	Occurs one or more times as the mouse changes position when a Thumb control has logical focus and mouse capture.
DragStarted	Occurs when a Thumb control receives logical focus and mouse capture.

1.48.95.2.1.4.11.1 GridSplitter

(usage)	<GridSplitter />
(description)	Represents the control that redistributes space between columns or rows of a Grid control.
[types assignable to]	GridSplitter Thumb Control FrameworkElement UIElement Visual DependencyObject x:Object IInputElement
[name property]	Name
[xml lang property]	Language
(properties)	
DragIncrement	x:Double
(description)	The minimum distance that a user must drag a mouse to resize rows or columns with a GridSplitter control.
KeyboardIncrement	x:Double
(description)	The distance that each press of an arrow key moves a GridSplitter control.
PreviewStyle	Style
(description)	The style that customizes the appearance, effects, or other style characteristics for the GridSplitter control preview indicator that is displayed when the ShowsPreview property is set to true.
ResizeBehavior	GridResizeBehavior
(description)	Which columns or rows are resized relative to the column or row for which the GridSplitter control is defined.
ResizeDirection	GridResizeDirection
(description)	A value that indicates whether the GridSplitter control resizes rows or columns.
ShowsPreview	x:Boolean
(description)	A value that indicates whether the GridSplitter control updates the column or

row size as the user drags the control.

1.48.95.2.1.5 Decorator

(usage)	<Decorator> UIElement </Decorator>
(description)	Provides a base type for elements that apply effects onto or around a single child element, such as Border or Viewbox.
[types assignable to]	Decorator FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Child
[name property]	Name
[xml lang property]	Language
(properties)	
Child	UIElement
(description)	The single child element of a Decorator.

1.48.95.2.1.5.1 AdornerDecorator

(usage)	<AdornerDecorator> UIElement </AdornerDecorator>
(description)	Provides an adorner layer for elements beneath it in the visual tree.
[types assignable to]	AdornerDecorator Decorator FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Child
[name property]	Name
[xml lang property]	Language
(properties)	
Child	UIElement
(description)	The single child of an AdornerDecorator.

1.48.95.2.1.5.2 Border

(usage)	<Border> UIElement </Border>
(description)	Draws a border, background, or both around another element.
[types assignable to]	Border Decorator FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Child
[name property]	Name
[xml lang property]	Language
(properties)	
Background	Brush
(description)	The Brush that fills the area between the bounds of a Border.
BorderBrush	Brush
(description)	The Brush that draws the outer border color.
BorderThickness	Thickness
(description)	The relative Thickness of a Border.
CornerRadius	CornerRadius
(description)	A value that represents the degree to which the corners of a Border are rounded.
Padding	Thickness
(description)	A Thickness value that describes the amount of space between a Border and its child element.

1.48.95.2.1.5.3 BulletDecorator

(usage)	<BulletDecorator> UIElement </BulletDecorator>
(description)	Represents a layout control that aligns a bullet and another visual object.
[types assignable to]	BulletDecorator Decorator FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Child
[name property]	Name
[xml lang property]	Language
(properties)	

Background	Brush
(description)	The background color for a BulletDecorator control.
Bullet	UIElement
(description)	The object to use as the bullet in a BulletDecorator.

1.48.95.2.1.5.4 InkPresenter

(usage)	<InkPresenter> UIElement </InkPresenter>
(description)	Renders ink on a surface.
[types assignable to]	InkPresenter Decorator FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Child
[name property]	Name
[xml lang property]	Language
(properties)	
Strokes	StrokeCollection
(description)	The strokes that the InkPresenter displays.

1.48.95.2.1.5.5 Viewbox

(usage)	<Viewbox> UIElement </Viewbox>
(description)	Defines a content decorator that can stretch and scale a single child to fill the available space.
[types assignable to]	Viewbox Decorator FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Child
[name property]	Name
[xml lang property]	Language
(properties)	
Child	UIElement

(description)	The single child of a Viewbox element.
Stretch	Stretch
(description)	The Viewbox Stretch mode, which determines how content fits into the available space.
StretchDirection	StretchDirection
(description)	The StretchDirection, which determines how scaling is applied to the contents of a Viewbox.

1.48.95.2.1.6 DocumentPageView

(usage)	<DocumentPageView />
(description)	Represents a viewport for a paginated DocumentPage.
[types assignable to]	DocumentPageView FrameworkElement UIElement Visual DependencyObject x:Object IInputElement
[name property]	Name
[xml lang property]	Language
(properties)	
DocumentPaginator	DocumentPaginator
(description)	The DocumentPaginator used to retrieve content pages for this view.
PageNumber	x:Int32
(description)	The page number of the current page displayed.
Stretch	Stretch
(description)	A Stretch enumeration that specifies how content should be stretched to fill the display page.
StretchDirection	StretchDirection
(description)	A StretchDirection enumeration that specifies in what scaling directions Stretch should be applied.
(events)	
PageConnected	Occurs when a Visual element of the DocumentPage is connected.
PageDisconnected	Occurs when a Visual element of the DocumentPage is disconnected.

1.48.95.2.1.7 DocumentReference

(usage)	<DocumentReference />
(description)	Provides access to reference a FixedDocument.
[types assignable to]	DocumentReference FrameworkElement UIElement Visual DependencyObject x:Object InputElement
(used by)	DocumentReferenceCollection
[name property]	Name
[xml lang property]	Language
(properties)	
Source	x:Uri
(description)	The uniform resource identifier (URI) for this document reference.

1.48.95.2.1.8 FixedPage

(usage)	<FixedPage> UIElement * </FixedPage>
(description)	Provides the content for a high fidelity, fixed-format page.
[types assignable to]	FixedPage FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Children
[name property]	Name
[xml lang property]	Language
(properties)	
Background	Brush
(description)	The Brush used for the page background.
BleedBox	Rect
(description)	A rectangle defining the overflow area for bleeds, registration marks, and crop marks.
Children	UIElementCollection
(description)	A collection of the FixedPage child elements.
[read only]	True
ContentBox	Rect

(description)	The bounding rectangle of the content area; that is, the area of the page within the margins, if any.
PrintTicket	x:Object
(description)	The PrintTicket that is associated with the page.
(attachable properties)	
FixedPage.Bottom	x:Double
(description)	The distance between the bottom of the page and the bottom of the parent Canvas.
[target type]	UIElement
[text syntax]	LengthSyntax
FixedPage.Left	x:Double
(description)	The distance between the left edge of the page and the left edge of the parent Canvas.
[target type]	UIElement
[text syntax]	LengthSyntax
FixedPage.NavigateUri	x:Uri
(description)	The URI associated with the page.
[target type]	UIElement
FixedPage.Right	x:Double
(description)	The distance between the right edge of the page and the right edge of the parent Canvas.
[target type]	UIElement
[text syntax]	LengthSyntax
FixedPage.Top	x:Double
(description)	The distance between the top of the page and the top of the parent Canvas.
[target type]	UIElement
[text syntax]	LengthSyntax

1.48.95.2.1.9 Glyphs

(usage)	<Glyphs />
(description)	Represents the set of glyphs that are used for rendering fixed text.
[types assignable to]	Glyphs FrameworkElement UIElement Visual DependencyObject x:Object

	InputElement
[name property]	Name
[xml lang property]	Language
(properties)	
BidiLevel	x:Int32
(description)	The bidirectional nesting level of Glyphs.
CaretStops	x:String
(description)	The caret stops that correspond to the code points in the Unicode string representing the Glyphs.
DeviceFontName	x:String
(description)	The specific device font for which the Glyphs object has been optimized.
Fill	Brush
(description)	The sets the Brush that is used for the fill of the Glyphs type.
FontRenderingEmSize	x:Double
(description)	The em size used for rendering the Glyphs type.
[text syntax]	FontSizeSyntax
FontUri	x:Uri
(description)	The Uri that represents the location of the font used for rendering the Glyphs type.
Indices	x:String
(description)	The glyph indices that represent the Glyphs object.
IsSideways	x:Boolean
(description)	Determines whether to rotate the Glyphs object.
OriginX	x:Double
(description)	The value of the x origin for the Glyphs object.
[text syntax]	LengthSyntax
OriginY	x:Double
(description)	The value of the x origin for the Glyphs object.
[text syntax]	LengthSyntax
StyleSimulations	StyleSimulations
(description)	The StyleSimulations for the Glyphs type.
UnicodeString	x:String

(description)	The String that represents the Unicode string for the Glyphs object.
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1.48.95.2.1.10 GridViewRowPresenterBase

(usage)	None.
(description)	Represents the base type for types that define the layout for a row of data where different data items are displayed in different columns.
[types assignable to]	GridViewRowPresenterBase FrameworkElement UIElement Visual DependencyObject x:Object IInputElement
[is default constructible]	False
[name property]	Name
[xml lang property]	Language
(properties)	
Columns	GridViewColumnCollection
(description)	A GridViewColumnCollection.

1.48.95.2.1.10.1 GridViewHeaderRowPresenter

(usage)	<GridViewHeaderRowPresenter />
(description)	Represents an object that is used to define the layout of a row of column headers.
[types assignable to]	GridViewHeaderRowPresenter GridViewRowPresenterBase FrameworkElement UIElement Visual DependencyObject x:Object IInputElement
[name property]	Name
[xml lang property]	Language
(properties)	
AllowsColumnReorder	x:Boolean
(description)	A value that indicates whether columns can change positions.
ColumnHeaderContainerStyle	Style
(description)	The Style to use for the column headers.
ColumnHeaderContextMenu	ContextMenu
(description)	A ContextMenu for the column headers.

ColumnHeaderTemplate	DataTemplate
(description)	The template to use to display the column headers.
ColumnHeaderTemplateSelector	DataTemplateSelector
(description)	A DataTemplateSelector that provides logic that selects the data template to use to display a column header.
ColumnHeaderToolTip	x:Object
(description)	The content for a tooltip for the column header row.

1.48.95.2.1.10.2 GridViewRowPresenter

(usage)	<code><GridViewRowPresenter /></code>
(description)	Represents an object that specifies the layout of a row of data.
[types assignable to]	GridViewRowPresenter GridViewRowPresenterBase FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[name property]	Name
[xml lang property]	Language
(properties)	
Content	x:Object
(description)	The data content to display in a row.

1.48.95.2.1.11 Image

(usage)	<code><Image /></code>
(description)	Represents a control that displays an image.
[types assignable to]	Image FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[name property]	Name
[xml lang property]	Language
(properties)	
Source	ImageSource

(description)	The ImageSource for the image.
Stretch	Stretch
(description)	A value that describes how an Image should be stretched to fill the destination rectangle.
StretchDirection	StretchDirection
(description)	A value that indicates how the image is scaled.
(events)	
ImageFailed	Occurs when there is a failure in the image.

1.48.95.2.1.12 InkCanvas

(usage)	<InkCanvas> UIElement * </InkCanvas>
(description)	Defines an area that receives and displays ink strokes.
[types assignable to]	InkCanvas FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Children
[name property]	Name
[xml lang property]	Language
(properties)	
Background	Brush
(description)	A Brush. The brush is used to fill the border area surrounding a InkCanvas.
Children	UIElementCollection
(description)	Retrieves child elements of the InkCanvas.
[read only]	True
DefaultDrawingAttributes	DrawingAttributes
(description)	The drawing attributes that are applied to new ink strokes made on the InkCanvas.
DefaultStylusPointDescription	StylusPointDescription
(description)	The stylus point description for an InkCanvas.
EditingMode	InkCanvasEditingMode
(description)	The user editing mode used by an active pointing device.
EditingModeInverted	InkCanvasEditingMode

(description)	The user editing mode if the stylus is inverted when it interacts with the InkCanvas.
EraserShape	StylusShape
(description)	The StylusShape used to point-erase ink from an InkCanvas.
MoveEnabled	x:Boolean
(description)	A Boolean value which indicates whether the user is enabled to move selected ink strokes and/or elements on the InkCanvas.
PreferredPasteFormats	IEnumerableOfInkCanvasClipboardFormat
(description)	Formats that can be pasted onto the InkCanvas.
ResizeEnabled	x:Boolean
(description)	A Boolean value that indicates whether the user can resize selected ink strokes and/or elements on the InkCanvas.
Strokes	StrokeCollection
(description)	The collection of ink Stroke objects collected by the InkCanvas.
UseCustomCursor	x:Boolean
(description)	A Boolean value that indicates whether to override standard InkCanvas cursor functionality to support a custom cursor.
(attachable properties)	
InkCanvas.Bottom	x:Double
(description)	The distance between the bottom of an element and the bottom of its parent InkCanvas.
[target type]	UIElement
[text syntax]	LengthSyntax
InkCanvas.Left	x:Double
(description)	The distance between the left side of an element and the left side of its parent InkCanvas.
[target type]	UIElement
[text syntax]	LengthSyntax
InkCanvas.Right	x:Double
(description)	The distance between the right side of an element and the right side of its parent InkCanvas.
[target type]	UIElement
[text syntax]	LengthSyntax

InkCanvas.Top	x:Double
(description)	The distance between the top of an element and the top of its parent InkCanvas.
[target type]	UIElement
[text syntax]	LengthSyntax
(events)	
ActiveEditingModeChanged	Occurs when the current editing mode changes.
DefaultDrawingAttributesReplaced	Occurs when the DefaultDrawingAttributes property is replaced.
EditingModeChanged	Occurs when the EditingMode property of an InkCanvas object has been changed.
EditingModelInvertedChanged	Occurs when the EditingModelInverted property of an InkCanvas object has been changed.
Gesture	Occurs when the InkCanvas detects a gesture.
SelectionChanged	Occurs when the selection on the InkCanvas changes.
SelectionChanging	Occurs when a new set of ink strokes and/or elements is being selected.
SelectionMoved	Occurs after the user moves a selection of strokes and/or elements.
SelectionMoving	Occurs before selected strokes and elements are moved.
SelectionResized	Occurs when a selection of strokes and/or elements has been resized by the user.
SelectionResizing	Occurs before selected strokes and elements are resized.
StrokeCollected	Occurs when a stroke drawn by the user is added to the Strokes property.
StrokeErased	Occurs when user erases a stroke.
StrokeErasing	Occurs just before a user erases a stroke.
StrokesReplaced	Occurs when the Strokes property is replaced.

1.48.95.2.1.13 ItemsPresenter

(usage)	<ItemsPresenter />
(description)	Used within the template of an item control to specify the place in the control's visual tree where the ItemsPanel defined by the ItemsControl is to be added.
[types assignable to]	ItemsPresenter FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[name property]	Name

[xml lang property]	Language
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1.48.95.2.1.14 MediaElement

(usage)	<MediaElement />
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(description)	Represents a control that contains audio and/or video.
---------------	--

[types assignable to]	MediaElement FrameworkElement UIElement Visual DependencyObject x:Object InputElement
-----------------------	--

[name property]	Name
-----------------	----------------------

[xml lang property]	Language
---------------------	--------------------------

(properties)

Balance	x:Double
----------------	--------------------------

(description)	A ratio of volume across speakers.
---------------	------------------------------------

Clock	MediaClock
--------------	----------------------------

(description)	The clock associated with the MediaTimeline that controls media playback.
---------------	---

IsMuted	x:Boolean
----------------	---------------------------

(description)	A value indicating whether the audio is muted.
---------------	--

LoadedBehavior	MediaState
-----------------------	----------------------------

(description)	The load behavior MediaState for the media.
---------------	---

Position	x:TimeSpan
-----------------	----------------------------

(description)	The current position of progress through the media's playback time.
---------------	---

ScrubbingEnabled	x:Boolean
-------------------------	---------------------------

(description)	A value that indicates whether the MediaElement will update frames for seek operations while paused.
---------------	--

Source	x:Uri
---------------	-----------------------

(description)	A media source on the MediaElement.
---------------	-------------------------------------

SpeedRatio	x:Double
-------------------	--------------------------

(description)	The speed ratio of the media.
---------------	-------------------------------

Stretch	Stretch
----------------	-------------------------

(description)	A Stretch value that describes how a MediaElement fills the destination rectangle.
---------------	--

StretchDirection	StretchDirection
(description)	A value that determines the restrictions on scaling that are applied to the image.
UnloadedBehavior	MediaState
(description)	The unload behavior MediaState for the media.
Volume	x:Double
(description)	The media's volume.
(events)	
BufferingEnded	Occurs when media buffering has ended.
BufferingStarted	Occurs when media buffering has begun.
MediaEnded	Occurs when the media has ended.
MediaFailed	Occurs when an error is encountered.
MediaOpened	Occurs when media loading has finished.
ScriptCommand	Occurs when a script command is encountered in the media.

1.48.95.2.1.15 Page

(usage)	<Page> x:Object </Page>
(description)	Represents a navigatable unit.
[types assignable to]	Page FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Content
[name property]	Name
[xml lang property]	Language
(properties)	
Background	Brush
(description)	The background for a Page.
Content	x:Object
(description)	The content of a Page.
FontFamily	FontFamily
(description)	The name of the specified font family.
FontSize	x:Double

(description)	The font size.
[text syntax]	FontSizeSyntax
Foreground	Brush
(description)	The foreground for a Page.
KeepAlive	x:Boolean
(description)	A value that indicates whether the Page instance is retained in navigation history.
ShowsNavigationUI	x:Boolean
(description)	Whether the navigation UI of a NavigationWindow is visible.
Template	ControlTemplate
(description)	The control template for a Page.
Title	x:String
(description)	The title of the Page.
WindowHeight	x:Double
(description)	The height of the host Window or NavigationWindow of a Page.
WindowTitle	x:String
(description)	The title of the host Window or NavigationWindow of a Page.
WindowWidth	x:Double
(description)	The width of the host Window or NavigationWindow of a Page.

1.48.95.2.1.16 PageContent

(usage)	<PageContent> FixedPage </PageContent>
(description)	Provides information about the FixedPage elements within a FixedDocument.
[types assignable to]	PageContent FrameworkElement UIElement Visual DependencyObject x:Object IInputElement
(used by)	PageContentCollection
[content property]	Child
[name property]	Name
[xml lang property]	Language
(properties)	

LinkTargets	LinkTargetCollection
(description)	A collection of LinkTarget elements that identify the hyperlink-addressable locations on the page.
[read only]	True
Source	x:Uri
(description)	The uniform resource identifier (URI) to the FixedPage content data stream.
(events)	
GetPageRootCompleted	Occurs when the asynchronous load of a fixed-format page has completed.

1.48.95.2.1.17 Panel

(usage)	None.
(description)	A base type for all panel elements and used to position and arrange child objects.
[types assignable to]	Panel FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[is default constructible]	False
[content property]	Children
[name property]	Name
[xml lang property]	Language
(properties)	
Background	Brush
(description)	A Brush that is used to fill the area between the borders of a Panel.
Children	UIElementCollection
(description)	A UIElementCollection of child elements of this Panel.
[read only]	True
IsItemsHost	x:Boolean
(description)	A value that indicates that this Panel is a container for user interface (UI) items that are generated by an ItemsControl.
(attachable properties)	
Panel.ZIndex	x:Int32
(description)	A value that represents the order on the z-plane in which an element appears.
[target type]	UIElement

1.48.95.2.1.17.1 Canvas

(usage)	<code><Canvas> UIElement* </Canvas></code>
(description)	Defines an area within which you can explicitly position child elements by using coordinates that are relative to the Canvas area.
[types assignable to]	Canvas Panel FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Children
[name property]	Name
[xml lang property]	Language
(attachable properties)	
Canvas.Bottom	x:Double
(description)	A value that represents the distance between the bottom of an element and the bottom of its parent Canvas.
[target type]	UIElement
[text syntax]	LengthSyntax
Canvas.Left	x:Double
(description)	A value that represents the distance between the left side of an element and the left side of its parent Canvas.
[target type]	UIElement
[text syntax]	LengthSyntax
Canvas.Right	x:Double
(description)	A value that represents the distance between the right side of an element and the right side of its parent Canvas.
[target type]	UIElement
[text syntax]	LengthSyntax
Canvas.Top	x:Double
(description)	A value that represents the distance between the top of an element and the top of its parent Canvas.
[target type]	UIElement
[text syntax]	LengthSyntax

1.48.95.2.1.17.2 DockPanel

(usage)	<code><DockPanel> UIElement* </DockPanel></code>
(description)	Defines an area where you can arrange child elements either horizontally or vertically, relative to each other.
[types assignable to]	DockPanel Panel FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Children
[name property]	Name
[xml lang property]	Language
(properties)	
LastChildFill	x:Boolean
(description)	A value that indicates whether the last child element within a DockPanel stretches to fill the remaining available space.
(attachable properties)	
DockPanel.Dock	Dock
(description)	A value that indicates the position of a child element within a parent DockPanel.
[target type]	UIElement

1.48.95.2.1.17.3 Grid

(usage)	<code><Grid> UIElement* </Grid></code>
(description)	Defines a flexible grid area that consists of columns and rows.
[types assignable to]	Grid Panel FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Children
[name property]	Name
[xml lang property]	Language
(properties)	
ColumnDefinitions	ColumnDefinitionCollection

(description)	A ColumnDefinitionCollection defined on this instance of Grid.
[read only]	True
RowDefinitions	RowDefinitionCollection
(description)	A RowDefinitionCollection defined on this instance of Grid.
[read only]	True
ShowGridLines	x:Boolean
(description)	A value that indicates whether grid lines are visible within this Grid.
(attachable properties)	
Grid.Column	x:Int32
(description)	A value that indicates which column child content within a Grid should appear in.
[target type]	UIElement
Grid.ColumnSpan	x:Int32
(description)	A value that indicates the total number of columns that child content spans within a Grid.
[target type]	UIElement
Grid.IsSharedSizeScope	x:Boolean
(description)	A value that indicates that multiple Grid elements are sharing size information.
[target type]	UIElement
Grid.Row	x:Int32
(description)	A value that indicates which row child content within a Grid should appear in.
[target type]	UIElement
Grid.RowSpan	x:Int32
(description)	A value that indicates the total number of rows that child content spans within a Grid.
[target type]	UIElement

1.48.95.2.1.17.4 StackPanel

(usage)	<StackPanel> UIElement * </StackPanel>
(description)	Arranges child elements into a single line that can be oriented horizontally or

	vertically.
[types assignable to]	StackPanel Panel FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Children
[name property]	Name
[xml lang property]	Language
(properties)	
CanHorizontallyScroll	x:Boolean
(description)	A value that indicates whether a StackPanel can scroll in the horizontal dimension.
CanVerticallyScroll	x:Boolean
(description)	A value that indicates whether content can scroll in the vertical dimension.
Orientation	Orientation
(description)	A value that indicates the dimension by which child elements are stacked.
ScrollOwner	ScrollViewer
(description)	A value that identifies the container that controls scrolling behavior in this StackPanel.

1.48.95.2.1.17.4.1 **ToolBarPanel**

(usage)	<ToolBarPanel> UIElement * </ToolBarPanel>
(description)	Arranges ToolBar items inside a ToolBar.
[types assignable to]	ToolBarPanel StackPanel Panel FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Children
[name property]	Name
[xml lang property]	Language

1.48.95.2.1.17.5 **TabPanel**

(usage)	<TabPanel> UIElement * </TabPanel>
(description)	Handles the layout of the TabItem objects on a TabControl.

[types assignable to]	TabPanel Panel FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Children
[name property]	Name
[xml lang property]	Language

1.48.95.2.1.17.6 **ToolBarOverflowPanel**

(usage)	<ToolBarOverflowPanel> UIElement * </ToolBarOverflowPanel>
(description)	Used to arrange overflow ToolBar items.
[types assignable to]	ToolBarOverflowPanel Panel FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Children
[name property]	Name
[xml lang property]	Language
(properties)	
WrapWidth	x:Double
(description)	The recommended width for an overflow ToolBar before items flow to the next line.

1.48.95.2.1.17.7 **UniformGrid**

(usage)	<UniformGrid> UIElement * </UniformGrid>
(description)	Provides a way to arrange content in a grid where all the cells in the grid have the same size.
[types assignable to]	UniformGrid Panel FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Children
[name property]	Name
[xml lang property]	Language
(properties)	

Columns	x:Int32
(description)	The number of columns that are in the grid.
FirstColumn	x:Int32
(description)	The number of leading blank cells in the first row of the grid.
Rows	x:Int32
(description)	The number of rows that are in the grid.

1.48.95.2.1.17.8 VirtualizingPanel

(usage)	None.
(description)	A base type for panels that virtualize their child data collection.
[types assignable to]	VirtualizingPanel Panel FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[is default constructible]	False
[content property]	Children
[name property]	Name
[xml lang property]	Language

1.48.95.2.1.17.8.1 VirtualizingStackPanel

(usage)	<code><VirtualizingStackPanel> UIElement* </VirtualizingStackPanel></code>
(description)	Arranges and virtualizes content on a single line that is oriented either horizontally or vertically.
[types assignable to]	VirtualizingStackPanel VirtualizingPanel Panel FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Children
[name property]	Name
[xml lang property]	Language
(properties)	
CanHorizontallyScroll	x:Boolean
(description)	A value that indicates whether a VirtualizingStackPanel can scroll in the horizontal dimension.

CanVerticallyScroll	x:Boolean
(description)	A value that indicates whether content can scroll in the vertical dimension.
Orientation	Orientation
(description)	A value that describes the horizontal or vertical orientation of stacked content.
ScrollOwner	ScrollViewer
(description)	A value that identifies the container that controls scrolling behavior in this VirtualizingStackPanel .
(attachable properties)	
VirtualizingStackPanel.IsVirtualizing	x:Boolean
(description)	A value that indicates that this VirtualizingStackPanel is virtualizing its child collection.
[target type]	DependencyObject

1.48.95.2.1.17.9 WrapPanel

(usage)	<code><WrapPanel> UIElement* </WrapPanel></code>
(description)	Positions child elements in sequential position from left to right, breaking content to the next line at the edge of the containing box. Subsequent ordering happens sequentially from top to bottom or from right to left, depending on the value of the Orientation property.
[types assignable to]	WrapPanel Panel FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Children
[name property]	Name
[xml lang property]	Language
(properties)	
ItemHeight	x:Double
(description)	A value that specifies the height of all items that are contained within a WrapPanel .
[text syntax]	LengthSyntax
ItemWidth	x:Double
(description)	A value that specifies the width of all items that are contained within a

	WrapPanel.
[text syntax]	LengthSyntax
Orientation	Orientation
(description)	A value that specifies the dimension in which child content is arranged.

1.48.95.2.1.18 Popup

(usage)	<Popup> UIElement </Popup>
(description)	Represents a pop-up window that has content.
[types assignable to]	Popup FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Child
[name property]	Name
[xml lang property]	Language
(properties)	
AllowsTransparency	x:Boolean
(description)	A value that indicates whether a Popup control can contain transparent content.
Child	UIElement
(description)	The content of the Popup control.
HorizontalOffset	x:Double
(description)	Get or sets the horizontal distance between the target origin and the popup alignment point.
[text syntax]	LengthSyntax
IsOpen	x:Boolean
(description)	A value that indicates whether the Popup is visible.
Placement	PlacementMode
(description)	The orientation of the Popup control when the control opens, and specifies the behavior of the Popup control when it overlaps screen boundaries.
PlacementRectangle	Rect
(description)	The rectangle relative to which the Popup control is positioned when it opens.
PlacementTarget	UIElement
(description)	The element relative to which the Popup is positioned when it opens.

PopupAnimation	PopupAnimation
(description)	An animation for the opening and closing of a Popup control.
StaysOpen	x:Boolean
(description)	A value that indicates whether the Popup control closes when the control is no longer in focus.
VerticalOffset	x:Double
(description)	The vertical distance between the target origin and the popup alignment point.
[text syntax]	LengthSyntax
(events)	
Closed	Occurs when the IsOpen property changes to false.
Opened	Occurs when the IsOpen property changes to true.

1.48.95.2.1.19 Shape

(usage)	None.
(description)	A base type for vector shapes.
[types assignable to]	Shape FrameworkElement UIElement Visual DependencyObject x:Object IInputElement
[is default constructible]	False
[name property]	Name
[xml lang property]	Language
(properties)	
Fill	Brush
(description)	The Brush that specifies how the shape's interior is painted.
Stretch	Stretch
(description)	A Stretch enumeration value that describes how the shape fills its allocated space.
Stroke	Brush
(description)	The Brush that specifies how the Shape outline is painted.
StrokeDashArray	DoubleCollection
(description)	A collection of Double values that indicate the pattern of dashes and gaps that

	is used to outline shapes.
StrokeDashCap	PenLineCap
(description)	A PenLineCap enumeration value that specifies how the ends of a dash are drawn.
StrokeDashOffset	x:Double
(description)	A Double that specifies the distance within the dash pattern where a dash begins.
StrokeEndLineCap	PenLineCap
(description)	A PenLineCap enumeration value that describes the Shape at the end of a line.
StrokeLineJoin	PenLineJoin
(description)	A PenLineJoin enumeration value that specifies the type of join that is used at the vertices of a Shape.
StrokeMiterLimit	x:Double
(description)	A limit on the ratio of the miter length to half the StrokeThickness of a Shape element.
StrokeStartLineCap	PenLineCap
(description)	A PenLineCap enumeration value that describes the Shape at the start of a Stroke.
StrokeThickness	x:Double
(description)	The width of the Shape outline.
[text syntax]	LengthSyntax

1.48.95.2.1.19.1 Ellipse

(usage)	<Ellipse />
(description)	Draws an ellipse.
[types assignable to]	Ellipse Shape FrameworkElement UIElement Visual DependencyObject x:Object IInputElement
[name property]	Name
[xml lang property]	Language

1.48.95.2.1.19.2 Line

(usage)	<Line />
(description)	Draws a straight line between two points.
[types assignable to]	Line Shape FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[name property]	Name
[xml lang property]	Language
(properties)	
X1	x:Double
(description)	The x-coordinate of the Line start point.
[text syntax]	LengthSyntax
X2	x:Double
(description)	The x-coordinate of the Line end point.
[text syntax]	LengthSyntax
Y1	x:Double
(description)	The y-coordinate of the Line start point.
[text syntax]	LengthSyntax
Y2	x:Double
(description)	The y-coordinate of the Line end point.
[text syntax]	LengthSyntax

1.48.95.2.1.19.3 Path

(usage)	<Path />
(description)	Draws a series of connected lines and curves.
[types assignable to]	Path Shape FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[name property]	Name
[xml lang property]	Language
(properties)	
Data	Geometry
(description)	A Geometry that specifies the shape to be drawn.

1.48.95.2.1.19.4 Polygon

(usage)	<Polygon />
(description)	Draws a polygon, which is a connected series of lines that form a closed shape.
[types assignable to]	Polygon Shape FrameworkElement UIElement Visual DependencyObject x:Object IInputElement
[name property]	Name
[xml lang property]	Language
(properties)	
FillRule	FillRule
(description)	A FillRule enumeration that specifies how the interior fill of the shape is determined.
Points	PointCollection
(description)	A collection that contains the vertex points of the polygon.

1.48.95.2.1.19.5 Polyline

(usage)	<Polyline />
(description)	Draws a series of connected straight lines.
[types assignable to]	Polyline Shape FrameworkElement UIElement Visual DependencyObject x:Object IInputElement
[name property]	Name
[xml lang property]	Language
(properties)	
FillRule	FillRule
(description)	A FillRule enumeration that specifies how the interior fill of the shape is determined.
Points	PointCollection
(description)	A collection that contains the vertex points of the Polyline.

1.48.95.2.1.19.6 Rectangle

(usage)	<code><Rectangle /></code>
(description)	Draws a rectangle.
[types assignable to]	Rectangle Shape FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[name property]	Name
[xml lang property]	Language
(properties)	
RadiusX	x:Double
(description)	The x-axis radius of the ellipse that is used to round the corners of the rectangle.
[text syntax]	LengthSyntax
RadiusY	x:Double
(description)	The y-axis radius of the ellipse that is used to round the corners of the rectangle.
[text syntax]	LengthSyntax

1.48.95.2.1.20 TextBlock

(usage)	<code><TextBlock> [x:String UIElement Inline]* </TextBlock></code>
(description)	Provides a lightweight control for displaying small amounts of flow content.
[types assignable to]	TextBlock FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Inlines
[name property]	Name
[xml lang property]	Language
(properties)	
Background	Brush
(description)	The Brush used to fill the background of content area.
BaselineOffset	x:Double
(description)	The amount by which each line of text is offset from the baseline.

FontFamily	FontFamily
(description)	The preferred top-level font family for the TextBlock.
FontSize	x:Double
(description)	The top-level font size for the TextBlock.
[text syntax]	FontSizeSyntax
FontStretch	FontStretch
(description)	The top-level font-stretching characteristics for the TextBlock.
FontStyle	FontStyle
(description)	The top-level font style for the TextBlock.
FontWeight	FontWeight
(description)	The top-level font weight for the TextBlock.
Foreground	Brush
(description)	The Brush to apply to the text contents of the TextBlock.
Inlines	InlineCollection
(description)	An InlineCollection containing the top-level Inline elements that comprise the contents of the TextBlock.
[read only]	True
IsHyphenationEnabled	x:Boolean
(description)	A value that indicates whether automatic hyphenation of words is enabled or disabled.
LineHeight	x:Double
(description)	The height of each line of content.
[text syntax]	LengthSyntax
LineStackingStrategy	LineStackingStrategy
(description)	The mechanism by which a line box is determined for each line of text within the TextBlock.
Padding	Thickness
(description)	A value that indicates the thickness of padding space between the boundaries of the content area, and the content displayed by a TextBlock.
Text	x:String
(description)	The text contents of a TextBlock.
TextAlignment	TextAlignment
(description)	A value that indicates the horizontal alignment of text content.
TextDecorations	TextDecorationCollection

(description)	A TextDecorationCollection that contains the effects to apply to the text of a TextBlock.
TextEffects	TextEffectCollection
(description)	The effects to apply to the text content in this element.
TextTrimming	TextTrimming
(description)	The text trimming behavior to employ when content overflows the content area.
TextWrapping	TextWrapping
(description)	How the TextBlock should wrap text.
(attachable properties)	
TextBlock.BaselineOffset	x:Double
(description)	The amount by which each line of text is offset from the baseline.
[target type]	DependencyObject
TextBlock.FontFamily	FontFamily
(description)	The preferred top-level font family for the TextBlock.
[target type]	DependencyObject
TextBlock.FontSize	x:Double
(description)	The top-level font size for the TextBlock.
[target type]	DependencyObject
[text syntax]	FontSizeSyntax
TextBlock.FontStretch	FontStretch
(description)	The top-level font-stretching characteristics for the TextBlock.
[target type]	DependencyObject
TextBlock.FontStyle	FontStyle
(description)	The top-level font style for the TextBlock.
[target type]	DependencyObject
TextBlock.FontWeight	FontWeight
(description)	The top-level font weight for the TextBlock.
[target type]	DependencyObject
TextBlock.Foreground	Brush
(description)	The Brush to apply to the text contents of the TextBlock.
[target type]	DependencyObject

TextBlock.LineHeight	x:Double
(description)	The height of each line of content.
[target type]	DependencyObject
[text syntax]	LengthSyntax
TextBlock.LineStackingStrategy	LineStackingStrategy
(description)	The mechanism by which a line box is determined for each line of text within the TextBlock.
[target type]	DependencyObject
TextBlock.TextAlignment	TextAlignment
(description)	A value that indicates the horizontal alignment of text content.
[target type]	DependencyObject

1.48.95.2.1.21 TickBar

(usage)	<code><TickBar /></code>
(description)	Represents a control that draws a set of tick marks for a Slider control.
[types assignable to]	TickBar FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[name property]	Name
[xml lang property]	Language
(properties)	
Fill	Brush
(description)	The Brush that is used to draw the tick marks.
IsDirectionReversed	x:Boolean
(description)	The direction of increasing value of the tick marks.
IsSelectionRangeEnabled	x:Boolean
(description)	Whether the TickBar displays a selection range.
Maximum	x:Double
(description)	The maximum value that is possible for a tick mark.
Minimum	x:Double
(description)	The minimum value that is possible for a tick mark.
Placement	TickBarPlacement

(description)	Where tick marks appear relative to a Track of a Slider control.
ReservedSpace	x:Double
(description)	A space buffer for the area that contains the tick marks that are specified for a TickBar.
SelectionEnd	x:Double
(description)	The end point of a selection.
SelectionStart	x:Double
(description)	The start point of a selection.
TickFrequency	x:Double
(description)	The interval between tick marks.
Ticks	DoubleCollection
(description)	The positions of the tick marks.

1.48.95.2.1.22 ToolBarTray

(usage)	<ToolBarTray> ToolBar* </ToolBarTray>
(description)	Represents the container that handles the layout of a ToolBar.
[types assignable to]	ToolBarTray FrameworkElement UIElement Visual DependencyObject x:Object IInputElement
[content property]	ToolBars
[name property]	Name
[xml lang property]	Language
(properties)	
Background	Brush
(description)	A brush to use for the background color of the ToolBarTray.
IsLocked	x:Boolean
(description)	A value that indicates whether a ToolBar can be moved inside a ToolBarTray.
Orientation	Orientation
(description)	Specifies the orientation of a ToolBarTray.
ToolBars	CollectionOfToolBar
(description)	The collection of ToolBar elements in the ToolBarTray.

[read only]	True
(attachable properties)	
ToolBarTray.IsLocked	x:Boolean
(description)	A value that indicates whether a ToolBar can be moved inside a ToolBarTray.
[target type]	DependencyObject

1.48.95.2.1.23 Track

(usage)	<Track />
(description)	Represents a control primitive that handles the positioning and sizing of a Thumb control and two RepeatButton controls that are used to set a Value.
[types assignable to]	Track FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[name property]	Name
[xml lang property]	Language
(properties)	
DecreaseRepeatButton	RepeatButton
(description)	The RepeatButton that decreases the Value property of the Track.
IncreaseRepeatButton	RepeatButton
(description)	The RepeatButton that increases the Value property of the Track type.
IsDirectionReversed	x:Boolean
(description)	Whether the direction of increasing Value is reversed from the default direction.
Maximum	x:Double
(description)	The maximum possible Value of the Track.
Minimum	x:Double
(description)	The minimum possible Value of the Track.
Orientation	Orientation
(description)	A value that indicates whether the Track is displayed horizontally or vertically.
Thumb	Thumb
(description)	The Thumb control that is used to change the Value of a Track.
Value	x:Double

(description)	The current value of the Track as determined by the position of the Thumb control.
ViewportSize	x:Double
(description)	The size of the part of the scrollable content that is visible.

1.48.95.2.1.24 Viewport3D

(usage)	<Viewport3D> Visual3D * </Viewport3D>
(description)	Provides a rendering surface for 3-D visual content.
[types assignable to]	Viewport3D FrameworkElement UIElement Visual DependencyObject x:Object InputElement
[content property]	Children
[name property]	Name
[xml lang property]	Language
(properties)	
Camera	Camera
(description)	A camera object that projects the 3-D contents of the Viewport3D to the 2-D surface of the Viewport3D.
Children	Visual3DCollection
(description)	A collection of the Visual3D children of the Viewport3D.
[read only]	True

1.48.95.3 Viewport3DVisual

(usage)	<Viewport3DVisual> Visual3D * </Viewport3DVisual>
(description)	Renders the Visual3D children within the specified 2D viewport bounds.
[types assignable to]	Viewport3DVisual Visual DependencyObject x:Object
[content property]	Children
(properties)	
Camera	Camera

(description)	The Camera used by the Viewport3DVisual.
Children	Visual3DCollection
(description)	A collection of Visual3D objects contained by Viewport3DVisual.
[read only]	True
Clip	Geometry
(description)	The clipping region of the Viewport3DVisual.
Offset	Vector
(description)	The offset value of the Viewport3DVisual.
Opacity	x:Double
(description)	The opacity of the Viewport3DVisual.
OpacityMask	Brush
(description)	The opacity mask value of the Viewport3DVisual.
Transform	Transform
(description)	The transform value of the Viewport3DVisual.
Viewport	Rect
(description)	The rectangle in which the Viewport3DVisual will be rendered.

1.48.96 Visual3D

(usage)	None.
(description)	Provides services and properties common to visual 3-D objects, including hit-testing, coordinate transformation, and bounding box calculations.
[types assignable to]	Visual3D DependencyObject x:Object
(used by)	Visual3DCollection
[is default constructible]	False
(properties)	
Transform	Transform3D
(description)	The transformation that is applied to the 3-D object.

1.48.96.1 ModelVisual3D

(usage)	<ModelVisual3D> Visual3D * </ModelVisual3D>
(description)	Visual that contains 3-D models.
[types assignable to]	ModelVisual3D Visual3D DependencyObject x:Object
[content property]	Children
(properties)	
Children	Visual3DCollection
(description)	A collection of child Visual3D objects.
[read only]	True
Content	Model3D
(description)	The model that comprises the content of the ModelVisual3D.
Transform	Transform3D
(description)	The transform set on the ModelVisual3D.

1.48.96.2 UIElement3D

(usage)	None.
(description)	UIElement3D is a base type for core level implementations building on elements and basic presentation characteristics.
[types assignable to]	UIElement3D Visual3D DependencyObject x:Object InputElement
[is default constructible]	False
(properties)	
AllowDrop	x:Boolean
(description)	A value indicating whether this element can be used as the target of a drag-and-drop operation.
CommandBindings	CommandBindingCollection
(description)	A collection of CommandBinding objects associated with this element.
[read only]	True
Focusable	x:Boolean
(description)	A value that indicates whether the element can receive focus.
InputBindings	InputBindingCollection
(description)	The collection of input bindings associated with this element.

[read only]	True
IsEnabled	x:Boolean
(description)	A value indicating whether this element is enabled in the user interface (UI).
IsHitTestVisible	x:Boolean
(description)	A value that declares whether this element can possibly be returned as a hit test result from some portion of its rendered content.
Visibility	Visibility
(description)	The user interface (UI) visibility of this element.
(events)	
DragEnter	Occurs when the input system reports an underlying drag event with this element as the drag target.
DragLeave	Occurs when the input system reports an underlying drag event with this element as the drag origin.
DragOver	Occurs when the input system reports an underlying drag event with this element as the potential drop target.
Drop	Occurs when the input system reports an underlying drop event with this element as the drop target.
FocusableChanged	Occurs when the value of the Focusable property changes.
GiveFeedback	Occurs when the input system reports an underlying drag-and-drop event that involves this element.
GotFocus	Occurs when this element gets logical focus.
GotKeyboardFocus	Occurs when the keyboard is focused on this element.
GotMouseCapture	Occurs when this element captures the mouse.
GotStylusCapture	Occurs when this element captures the stylus.
IsEnabledChanged	Occurs when the value of the IsEnabled property on this element changes.
IsHitTestVisibleChanged	Occurs when the value of the IsHitTestVisible property changes on this element.
IsKeyboardFocusedChanged	Occurs when the value of the IsKeyboardFocused property changes on this element.
IsKeyboardFocusWithinChanged	Occurs when the value of the IsKeyboardFocusWithin property changes on this element.
IsMouseCapturedChanged	Occurs when the value of the IsMouseCaptured property changes on this element.
IsMouseCaptureWithinChanged	Occurs when the value of the IsMouseCaptureWithin property changes on this element.
IsMouseDirectlyOverChanged	Occurs when the value of the IsMouseDirectlyOver property changes on this

	element.
IsStylusCapturedChanged	Occurs when the value of the <code>IsStylusCaptured</code> property changes on this element.
IsStylusCaptureWithinChanged	Occurs when the value of the <code>IsStylusCaptureWithin</code> property changes on this element.
IsStylusDirectlyOverChanged	Occurs when the value of the <code>IsStylusDirectlyOver</code> property changes on this element.
IsVisibleChanged	Occurs when the value of the <code>IsVisible</code> property changes on this element.
KeyDown	Occurs when a key is pressed while the keyboard is focused on this element.
KeyUp	Occurs when a key is released while the keyboard is focused on this element.
LostFocus	Occurs when this element loses logical focus.
LostKeyboardFocus	Occurs when the keyboard is no longer focused on this element.
LostMouseCapture	Occurs when this element loses mouse capture.
LostStylusCapture	Occurs when this element loses stylus capture.
MouseDown	Occurs when any mouse button is pressed while the pointer is over this element.
MouseEnter	Occurs when the mouse pointer enters the bounds of this element.
MouseLeave	Occurs when the mouse pointer leaves the bounds of this element.
MouseLeftButtonDown	Occurs when the left mouse button is pressed while the mouse pointer is over this element.
MouseLeftButtonUp	Occurs when the left mouse button is released while the mouse pointer is over this element.
MouseMove	Occurs when the mouse pointer moves while over this element.
MouseRightButtonDown	Occurs when the right mouse button is pressed while the mouse pointer is over this element.
MouseRightButtonUp	Occurs when the right mouse button is released while the mouse pointer is over this element.
MouseUp	Occurs when any mouse button is released over this element.
MouseWheel	Occurs when the user rotates the mouse wheel while the mouse pointer is over this element.
PreviewDragEnter	Occurs when the input system reports an underlying drag event with this element as the drag target.
PreviewDragLeave	Occurs when the input system reports an underlying drag event with this element as the drag origin.
PreviewDragOver	Occurs when the input system reports an underlying drag event with this

	element as the potential drop target.
PreviewDrop	Occurs when the input system reports an underlying drop event with this element as the drop target.
PreviewGiveFeedback	Occurs when a drag-and-drop operation is started.
PreviewGotKeyboardFocus	Occurs when the keyboard is focused on this element.
PreviewKeyDown	Occurs when a key is pressed while the keyboard is focused on this element.
PreviewKeyUp	Occurs when a key is released while the keyboard is focused on this element.
PreviewLostKeyboardFocus	Occurs when the keyboard is no longer focused on this element.
PreviewMouseDown	Occurs when any mouse button is pressed while the pointer is over this element.
PreviewMouseLeftButtonDown	Occurs when the left mouse button is pressed while the mouse pointer is over this element.
PreviewMouseLeftButtonUp	Occurs when the left mouse button is released while the mouse pointer is over this element.
PreviewMouseMove	Occurs when the mouse pointer moves while the mouse pointer is over this element.
PreviewMouseRightButtonDown	Occurs when the right mouse button is pressed while the mouse pointer is over this element.
PreviewMouseRightButtonUp	Occurs when the right mouse button is released while the mouse pointer is over this element.
PreviewMouseUp	Occurs when any mouse button is released while the mouse pointer is over this element.
PreviewMouseWheel	Occurs when the user rotates the mouse wheel while the mouse pointer is over this element.
PreviewQueryContinueDrag	Occurs when there is a change in the keyboard or mouse button state during a drag-and-drop operation.
PreviewStylusButtonDown	Occurs when the stylus button is pressed while the pointer is over this element.
PreviewStylusButtonUp	Occurs when the stylus button is released while the pointer is over this element.
PreviewStylusDown	Occurs when the stylus touches the digitizer while it is over this element.
PreviewStylusInAirMove	Occurs when the stylus moves over an element without actually touching the digitizer.
PreviewStylusInRange	Occurs when the stylus is close enough to the digitizer to be detected, while over this element.
PreviewStylusMove	Occurs when the stylus moves while over the element. The stylus must move while being detected by the digitizer to raise this event, otherwise, <code>PreviewStylusInAirMove</code> is raised instead.

PreviewStylusOutOfRange	Occurs when the stylus is too far from the digitizer to be detected.
PreviewStylusSystemGesture	Occurs when a user performs one of several stylus gestures.
PreviewStylusUp	Occurs when the user raises the stylus off the digitizer while the stylus is over this element.
PreviewTextInput	Occurs when this element gets text in a device-independent manner.
QueryContinueDrag	Occurs when there is a change in the keyboard or mouse button state during a drag-and-drop operation.
QueryCursor	Occurs when the cursor is requested to display. This event is raised on an element each time that the mouse pointer moves to a new location, which means the cursor object might need to be changed based on its new position.
StylusButtonDown	Occurs when the stylus button is pressed while the pointer is over this element.
StylusButtonUp	Occurs when the stylus button is released while the pointer is over this element.
StylusDown	Occurs when the stylus touches the digitizer while the stylus is over this element.
StylusEnter	Occurs when the stylus enters the bounds of this element.
StylusInAirMove	Occurs when the stylus moves over an element without actually touching the digitizer.
StylusInRange	Occurs when the stylus is close enough to the digitizer to be detected, while over this element.
StylusLeave	Occurs when the stylus leaves the bounds of the element.
StylusMove	Occurs when the stylus moves over this element. The stylus must move while on the digitizer to raise this event. Otherwise, StylusInAirMove is raised instead.
StylusOutOfRange	Occurs when the stylus is too far from the digitizer to be detected, while over this element.
StylusSystemGesture	Occurs when a user performs one of several stylus gestures.
StylusUp	Occurs when the user raises the stylus off the digitizer while it is over this element.
TextInput	Occurs when this element gets text in a device-independent manner.

1.48.96.2.1 ContainerUIElement3D

(usage)

<ContainerUIElement3D> [Visual3D](#)* </ContainerUIElement3D>

[MS-WPFXV] – v1.0

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(description)	Represents a container for Visual3D objects.
[types assignable to]	ContainerUIElement3D UIElement3D Visual3D DependencyObject x:Object InputElement
[content property]	Children
(properties)	
Children	Visual3DCollection
(description)	A Visual3DCollection of child elements of this ContainerUIElement3D object.
[read only]	True

1.48.96.2.2 ModelUIElement3D

(usage)	<ModelUIElement3D> Model3D </ModelUIElement3D>
(description)	Renders a 3-D model that supports input, focus, and events.
[types assignable to]	ModelUIElement3D UIElement3D Visual3D DependencyObject x:Object InputElement
[content property]	Model
(properties)	
Model	Model3D
(description)	The Model3D to render.

1.48.96.3 Viewport2DVisual3D

(usage)	<Viewport2DVisual3D> Visual </Viewport2DVisual3D>
(description)	Renders the 2-D children within the specified 3-D viewport bounds.
[types assignable to]	Viewport2DVisual3D Visual3D DependencyObject x:Object
[content property]	Visual
(properties)	
Geometry	Geometry3D
(description)	The 3-D geometry for this Viewport2DVisual3D.
Material	Material
(description)	The material that describes the appearance of the 3-D object.

Visual	Visual
(description)	The 2-D visual to be placed on the 3-D object.
(attachable properties)	
Viewport2DVisual3D. IsVisualHostMaterial	x:Boolean
(description)	A value that specifies whether a material should be interactive.
[target type]	Material

1.49 DependencyProperty

(usage)	<DependencyProperty> string </DependencyProperty>
(description)	Represents a property that can depend on other values.
[types assignable to]	DependencyProperty x:Object
(used by)	Condition Setter TemplateBindingExtension Trigger
[is default constructible]	False
[text syntax]	DependencyPropertySyntax

1.50 Dock

(usage)	Left Top Right Bottom
(description)	Specifies the Dock position of a child element that is inside a DockPanel.
[types assignable to]	Dock x:Object
(used by)	DockPanel TabControl
[is default constructible]	False
[is nullable]	False
[text syntax]	DockSyntax

1.51 DocumentReferenceCollection

(usage)	None.
(description)	Defines an ordered list of DocumentReference elements.
[types assignable to]	DocumentReferenceCollection x:Object
(used by)	FixedDocumentSequence
[is default constructible]	False
[allowed types]	DocumentReference
(events)	
CollectionChanged	Occurs when an element is added or removed.

1.52 x:Double

link to externally defined type [x:Double](#), from [\[MS-XAML\]](#)

1.53 DrawingAttributes

(usage)	<DrawingAttributes />
(description)	Specifies the appearance of a Stroke
[types assignable to]	DrawingAttributes x:Object
(used by)	InkCanvas Stroke
(properties)	
Color	Color
(description)	The color of a Stroke.
FitToCurve	x:Boolean
(description)	A value that indicates whether Bezier smoothing is used to render the Stroke.
Height	x:Double
(description)	The height of the stylus used to draw the Stroke.
IgnorePressure	x:Boolean
(description)	A value that indicates whether the thickness of a Stroke changes according to the amount of pressure applied.
IsHighlighter	x:Boolean
(description)	A value that indicates whether the Stroke looks like a highlighter.

StylusTip	StylusTip
(description)	The shape of the stylus used to draw the Stroke.
StylusTipTransform	Matrix
(description)	The Matrix that specifies the transformation to perform on the stylus' tip.
Width	x:Double
(description)	The width of the stylus used to draw the Stroke.
(events)	
AttributeChanged	Occurs when a property in the DrawingAttributes object changes.
PropertyDataChanged	Occurs when property data is added or removed from the StrokeCollection.

1.54 Duration

(usage)	<Duration> string </Duration>
(description)	Represents the duration of time that a Timeline is active.
[types assignable to]	Duration x:Object
(used by)	Duration Timeline
[is nullable]	False
[text syntax]	DurationSyntax
(static properties)	
Automatic	Duration
(description)	A Duration value that is automatically determined.
Forever	Duration
(description)	A Duration value that represents an infinite interval.

1.55 EdgeMode

(usage)	Unspecified Aliased
(description)	Determines how the edges of non-text drawing primitives are rendered.
[types assignable to]	EdgeMode x:Object

(used by)	RenderOptions
[is default constructible]	False
[is nullable]	False
[text syntax]	EdgeModeSyntax

1.56 EditingCommands

(usage)	{x:Static EditingCommands.StaticPropertyName}
(description)	Provides a standard set of editing related commands.
[types assignable to]	EditingCommands x:Object
[is default constructible]	False
(static properties)	
AlignCenter	RoutedUICommand
(description)	Represents the AlignCenter command, which requests that the current paragraph or a selection of paragraphs be centered.
AlignJustify	RoutedUICommand
(description)	Represents the AlignJustify command, which requests that the current paragraph or a selection of paragraphs be justified.
AlignLeft	RoutedUICommand
(description)	Represents the AlignLeft command, which requests that a selection of content be aligned left.
AlignRight	RoutedUICommand
(description)	Represents the AlignRight command, which requests that a selection of content be aligned right.
Backspace	RoutedUICommand
(description)	Represents the Backspace command, which requests that a backspace be entered at the current position or over the current selection.
CorrectSpellingError	RoutedUICommand
(description)	Represents the CorrectSpellingError command, which requests that any misspelled word at the current position be corrected.
DecreaseFontSize	RoutedUICommand
(description)	Represents the DecreaseFontSize command, which requests that the font size for the current selection be decreased by 1 point.
DecreaseIndentation	RoutedUICommand

(description)	Represents the DecreaseIndentation command, which requests that indentation for the current paragraph be decreased by one tab stop.
Delete	RoutedUICommand
(description)	Represents the Delete command, which requests that the current selection be deleted.
DeleteNextWord	RoutedUICommand
(description)	Represents the DeleteNextWord command, which requests that the next word (relative to a current position) be deleted.
DeletePreviousWord	RoutedUICommand
(description)	Represents the DeletePreviousWord command, which requests that the previous word (relative to a current position) be deleted.
EnterLineBreak	RoutedUICommand
(description)	Represents the EnterLineBreak command, which requests that a line break be inserted at the current position or over the current selection.
EnterParagraphBreak	RoutedUICommand
(description)	Represents the EnterParagraphBreak command, which requests that a paragraph break be inserted at the current position or over the current selection.
IgnoreSpellingError	RoutedUICommand
(description)	Represents the IgnoreSpellingError command, which requests that any instances of misspelled words at the current position or in the current selection be ignored.
IncreaseFontSize	RoutedUICommand
(description)	Represents the IncreaseFontSize command, which requests that the font size for the current selection be increased by 1 point.
IncreaseIndentation	RoutedUICommand
(description)	Represents the IncreaseIndentation command, which requests that indentation for the current paragraph be increased by one tab stop.
MoveDownByLine	RoutedUICommand
(description)	Represents the MoveDownByLine command, which requests that the caret move down by one line.
MoveDownByPage	RoutedUICommand
(description)	Represents the MoveDownByPage command, which requests that the caret move down by one page.
MoveDownByParagraph	RoutedUICommand

(description)	Represents the MoveDownByParagraph command, which requests that the caret move down by one paragraph.
MoveLeftByCharacter	RoutedUICommand
(description)	Represents the MoveLeftByCharacter command, which requests that the caret move one character left.
MoveLeftByWord	RoutedUICommand
(description)	Represents the MoveLeftByWord command, which requests that the caret move one word left.
MoveRightByCharacter	RoutedUICommand
(description)	Represents the MoveRightByCharacter command, which requests that the caret move one character right.
MoveRightByWord	RoutedUICommand
(description)	Represents the MoveRightByWord command, which requests that the caret move right by one word.
MoveToDocumentEnd	RoutedUICommand
(description)	Represents the MoveToDocumentEnd command, which requests that the caret move to the very end of content.
MoveToDocumentStart	RoutedUICommand
(description)	Represents the MoveToDocumentStart command, which requests that the caret move to the very beginning of content.
MoveToLineEnd	RoutedUICommand
(description)	Represents the MoveToLineEnd command, which requests that the caret move to the end of the current line.
MoveToLineStart	RoutedUICommand
(description)	Represents the MoveToLineStart command, which requests that the caret move to the beginning of the current line.
MoveUpByLine	RoutedUICommand
(description)	Represents the MoveUpByLine command, which requests that the caret move up by one line.
MoveUpByPage	RoutedUICommand
(description)	Represents the MoveUpByPage command, which requests that the caret move up by one page.
MoveUpByParagraph	RoutedUICommand
(description)	Represents the MoveUpByParagraph command, which requests that the caret move up by one paragraph.
SelectDownByLine	RoutedUICommand

(description)	Represents the SelectDownByLine command, which requests that the current selection be expanded down by one line.
SelectDownByPage	RoutedUICommand
(description)	Represents the SelectDownByPage command, which requests that the current selection be expanded down by one page.
SelectDownByParagraph	RoutedUICommand
(description)	Represents the SelectDownByParagraph command, which requests that the current selection be expanded down by one paragraph.
SelectLeftByCharacter	RoutedUICommand
(description)	Represents the SelectLeftByCharacter command, which requests that the current selection be expanded left by one character.
SelectLeftByWord	RoutedUICommand
(description)	Represents the SelectLeftByWord command, which requests that the current selection be expanded left by one word.
SelectRightByCharacter	RoutedUICommand
(description)	Represents the SelectRightByCharacter command, which requests that the current selection be expanded right by one character.
SelectRightByWord	RoutedUICommand
(description)	Represents the SelectRightByWord command, which requests that the current selection be expanded right by one word.
SelectToDocumentEnd	RoutedUICommand
(description)	Represents the SelectToDocumentEnd command, which requests that the current selection be expanded to the very end of content.
SelectToDocumentStart	RoutedUICommand
(description)	Represents the SelectToDocumentStart command, which requests that the current selection be expanded to the very beginning of content.
SelectToLineEnd	RoutedUICommand
(description)	Represents the SelectToLineEnd command, which requests that the current selection be expanded to the end of the current line.
SelectToLineStart	RoutedUICommand
(description)	Represents the SelectToLineStart command, which requests that the current selection be expanded to the beginning of the current line.
SelectUpByLine	RoutedUICommand
(description)	Represents the SelectUpByLine command, which requests that the current selection be expanded up by one line.

SelectUpByPage	RoutedUICommand
(description)	Represents the SelectUpByPage command, which requests that the current selection be expanded up by one page.
SelectUpByParagraph	RoutedUICommand
(description)	Represents the SelectUpByParagraph command, which requests that the current selection be expanded up by one paragraph.
TabBackward	RoutedUICommand
(description)	Represents the TabBackward command.
TabForward	RoutedUICommand
(description)	Represents the TabForward command.
ToggleBold	RoutedUICommand
(description)	Represents the ToggleBold command, which requests that Bold formatting be toggled on the current selection.
ToggleBullets	RoutedUICommand
(description)	Represents the ToggleBullets command, which requests that unordered list (also referred to as bulleted list) formatting be toggled on the current selection.
ToggleInsert	RoutedUICommand
(description)	Represents the ToggleInsert command, which toggles the typing mode between Insert and Overtyping.
ToggleItalic	RoutedUICommand
(description)	Represents the ToggleItalic command, which requests that Italic formatting be toggled on the current selection.
ToggleNumbering	RoutedUICommand
(description)	Represents the ToggleNumbering command, which requests that ordered list (also referred to as numbered list) formatting be toggled on the current selection.
ToggleSubscript	RoutedUICommand
(description)	Represents the ToggleSubscript command, which requests that subscript formatting be toggled on the current selection.
ToggleSuperscript	RoutedUICommand
(description)	Represents the ToggleSuperscript command, which requests that superscript formatting be toggled on the current selection.
ToggleUnderline	RoutedUICommand
(description)	Represents the ToggleUnderline command, which requests that Underline formatting be toggled on the current selection.

1.57 ExpandDirection

(usage)	Down Up Left Right
(description)	Specifies the direction in which an Expander control opens.
[types assignable to]	ExpandDirection x:Object
(used by)	Expander
[is default constructible]	False
[is nullable]	False
[text syntax]	ExpandDirectionSyntax

1.58 FamilyTypeface

(usage)	<FamilyTypeface />
(description)	Specifies the details of a single typeface supported by a FontFamily.
[types assignable to]	FamilyTypeface x:Object
(used by)	FamilyTypefaceCollection
(properties)	
CapsHeight	x:Double
(description)	The distance from baseline to top of an English capital, relative to em size.
DeviceFontCharacterMetrics	CharacterMetricsDictionary
(description)	The collection of character metrics for a device font family typeface.
[read only]	True
DeviceFontName	x:String
(description)	The name or unique identifier for a device font family typeface.
Stretch	FontStretch
(description)	The designed stretch of the font family typeface.
StrikethroughPosition	x:Double
(description)	The position of the strikethrough value relative to the baseline. The value is also relative to em size.
StrikethroughThickness	x:Double

(description)	The thickness of the strikethrough relative to em size.
Style	FontStyle
(description)	The style of the font family typeface design.
UnderlinePosition	x:Double
(description)	The position of underline value relative to the baseline. The value is also relative to em size.
UnderlineThickness	x:Double
(description)	The thickness of underline relative to em size.
Weight	FontWeight
(description)	The designed weight of this font family typeface.
XHeight	x:Double
(description)	The Western x-height relative to em size.

1.59 FamilyTypefaceCollection

(usage)	None.
(description)	Represents a collection of FamilyTypeface instances.
[types assignable to]	FamilyTypefaceCollection x:Object
(used by)	FontFamily
[is default constructible]	False
[is list]	True
[allowed types]	FamilyTypeface

1.60 FigureHorizontalAnchor

(usage)	PageLeft PageCenter PageRight ContentLeft ContentCenter ContentRight ColumnLeft ColumnCenter ColumnRight ...
(description)	Describes a position reference for a figure in a horizontal direction.
[types assignable to]	FigureHorizontalAnchor x:Object
(used by)	Figure
[is default constructible]	False

[is nullable]	False
[text syntax]	FigureHorizontalAnchorSyntax

1.61 FigureLength

(usage)	<FigureLength> string </FigureLength>
(description)	Describes the height or width of a Figure.
[types assignable to]	FigureLength x:Object
(used by)	Figure
[is nullable]	False
[text syntax]	FigureLengthSyntax

1.62 FigureVerticalAnchor

(usage)	PageTop PageCenter PageBottom ContentTop ContentCenter ContentBottom ParagraphTop
(description)	Describes the point of reference of a figure in the vertical direction.
[types assignable to]	FigureVerticalAnchor x:Object
(used by)	Figure
[is default constructible]	False
[is nullable]	False
[text syntax]	FigureVerticalAnchorSyntax

1.63 FillBehavior

(usage)	HoldEnd Stop
(description)	Specifies how a Timeline behaves when it is outside its active period but its parent is inside its active or hold period.
[types assignable to]	FillBehavior x:Object

(used by)	Timeline
[is default constructible]	False
[is nullable]	False
[text syntax]	FillBehaviorSyntax

1.64 FillRule

(usage)	EvenOdd Nonzero
(description)	Specifies how the intersecting areas of PathFigure objects contained in a Geometry are combined to form the area of the Geometry.
[types assignable to]	FillRule x:Object
(used by)	GeometryGroup PathGeometry Polygon Polyline StreamGeometry
[is default constructible]	False
[is nullable]	False
[text syntax]	FillRuleSyntax

1.65 FlowDirection

(usage)	LeftToRight RightToLeft
(description)	Defines constants that specify the content flow direction for text and user interface (UI) elements.
[types assignable to]	FlowDirection x:Object
(used by)	Block FlowDocument FrameworkElement Inline ListItem TableCell
[is default constructible]	False
[is nullable]	False
[text syntax]	FlowDirectionSyntax

1.66 FlowDocumentReaderViewingMode

(usage)	Page TwoPage Scroll
---------	---

(description)	Names viewing modes for the FlowDocumentReader control.
[types assignable to]	FlowDocumentReaderViewingMode x:Object
(used by)	FlowDocumentReader
[is default constructible]	False
[is nullable]	False
[text syntax]	FlowDocumentReaderViewingModeSyntax

1.67 FocusManager

(usage)	None.
(description)	Provides ways for determining and setting focus scopes and for setting the focused element within the scope.
[types assignable to]	FocusManager x:Object
[is default constructible]	False
(attachable properties)	
FocusManager.FocusedElement	InputElement
(description)	Determines whether the element this property is attached to has logical focus.
[target type]	DependencyObject
FocusManager.IsFocusScope	x:Boolean
(description)	Determines whether the element this property is attached to is a focus scope.
[target type]	DependencyObject

1.68 FontCapitals

(usage)	Normal AllSmallCaps SmallCaps AllPetiteCaps PetiteCaps Unicase Titling
(description)	Describes the capital letter style for a Typography object.
[types assignable to]	FontCapitals x:Object
(used by)	Typography
[is default constructible]	False

[is nullable]	False
[text syntax]	FontCapitalsSyntax

1.69 FontEastAsianLanguage

(usage)	Normal Jis78 Jis83 Jis90 Jis04 HojoKanji Nlckanji Simplified Traditional ...
(description)	Provides a mechanism for the user to select font-specific versions of glyphs for a specified East Asian writing system or language.
[types assignable to]	FontEastAsianLanguage x:Object
(used by)	Typography
[is default constructible]	False
[is nullable]	False
[text syntax]	FontEastAsianLanguageSyntax

1.70 FontEastAsianWidths

(usage)	Normal Proportional Full Half Third Quarter
(description)	Provides a mechanism for the user to select glyphs of different width styles.
[types assignable to]	FontEastAsianWidths x:Object
(used by)	Typography
[is default constructible]	False
[is nullable]	False
[text syntax]	FontEastAsianWidthsSyntax

1.71 FontFamily

(usage)	<FontFamily> string </FontFamily>
(description)	Represents a family of related fonts.
[types assignable to]	FontFamily x:Object

(used by)	AccessText Control FlowDocument ICollectionOfFontFamily Page SystemFonts TextBlock TextElement
[text syntax]	FontFamilySyntax
(properties)	
Baseline	x:Double
(description)	The distance between the baseline and the character cell top.
FamilyMaps	FontFamilyMapCollection
(description)	The collection of FontFamilyMap objects.
[read only]	True
FamilyNames	LanguageSpecificStringDictionary
(description)	A collection of strings and CultureInfo values that represent the font family names of the FontFamily object.
[read only]	True
FamilyTypefaces	FamilyTypefaceCollection
(description)	A collection of typefaces for the FontFamily object.
[read only]	True
LineSpacing	x:Double
(description)	The line spacing value for the FontFamily object. The line spacing is the recommended baseline-to-baseline distance for the text in this font relative to the em size.

1.72 FontFamilyMap

(usage)	<FontFamilyMap />
(description)	Defines which FontFamily to use for a specified set of Unicode code points and a culture-specific language.
[types assignable to]	FontFamilyMap x:Object
(used by)	FontFamilyMapCollection
(properties)	
Language	XmlLanguage
(description)	The culture-specific language for the FontFamilyMap.
Scale	x:Double

(description)	The font scale factor for the target FontFamily.
Target	x:String
(description)	The target font family name for which the Unicode range applies to.
Unicode	x:String
(description)	A string value representing one or more Unicode code point ranges.

1.73 FontFamilyMapCollection

(usage)	None.
(description)	Represents an ordered collection of FontFamilyMap objects.
[types assignable to]	FontFamilyMapCollection x:Object
(used by)	FontFamily
[is default constructible]	False
[is list]	True
[allowed types]	FontFamilyMap

1.74 FontFraction

(usage)	Normal Slashed Stacked
(description)	Describes the fraction style for a Typography object.
[types assignable to]	FontFraction x:Object
(used by)	Typography
[is default constructible]	False
[is nullable]	False
[text syntax]	FontFractionSyntax

1.75 FontNumeralAlignment

(usage)	Normal Proportional Tabular
(description)	Describes the numeral alignment for a Typography object.

[types assignable to]	FontNumeralAlignment x:Object
(used by)	Typography
[is default constructible]	False
[is nullable]	False
[text syntax]	FontNumeralAlignmentSyntax

1.76 FontNumeralStyle

(usage)	Normal Lining OldStyle
(description)	Describes the numeral style for a Typography object.
[types assignable to]	FontNumeralStyle x:Object
(used by)	Typography
[is default constructible]	False
[is nullable]	False
[text syntax]	FontNumeralStyleSyntax

1.77 Fonts

(usage)	{x:Static Fonts.StaticPropertyName }
(description)	Provides enumeration support for FontFamily and Typeface objects.
[types assignable to]	Fonts x:Object
[is default constructible]	False
(static properties)	
SystemFontFamilies	ICollectionOfFontFamily
(description)	The collection of FontFamily objects from the default system font location.
SystemTypefaces	ICollectionOfTypeface
(description)	The collection of Typeface objects from the default system font location.

1.78 FontStretch

[usage]	UltraCondensed ExtraCondensed Condensed SemiCondensed Normal Medium SemiExpanded Expanded ExtraExpanded ...
[description]	Describes the degree to which a font has been stretched compared to the normal aspect ratio of that font.
[types assignable to]	FontStretch x:Object
[used by]	AccessText Control FamilyTypeface FlowDocument FontStretches TextBlock TextElement
[is nullable]	False
[text syntax]	FontStretchSyntax

1.79 FontStretches

[usage]	{x:Static FontStretches.StaticPropertyName }
[description]	Provides a set of static predefined FontStretch values.
[types assignable to]	FontStretches x:Object
[is default constructible]	False
(static properties)	
Condensed	FontStretch
(description)	Specifies a condensed FontStretch .
Expanded	FontStretch
(description)	Specifies an expanded FontStretch .
ExtraCondensed	FontStretch
(description)	Specifies an extra-condensed FontStretch .
ExtraExpanded	FontStretch
(description)	Specifies an extra-expanded FontStretch .
Medium	FontStretch
(description)	Specifies a medium FontStretch .
Normal	FontStretch
(description)	Specifies a normal FontStretch .
SemiCondensed	FontStretch
(description)	Specifies a semi-condensed FontStretch .

SemiExpanded	FontStretch
(description)	Specifies a semi-expanded FontStretch.
UltraCondensed	FontStretch
(description)	Specifies an ultra-condensed FontStretch.
UltraExpanded	FontStretch
(description)	Specifies an ultra-expanded FontStretch.

1.80 FontStyle

(usage)	Normal Oblique Italic
(description)	Defines a structure that represents the style of a font face as normal, italic, or oblique.
[types assignable to]	FontStyle x:Object
(used by)	AccessText Control FamilyTypeface FlowDocument FontStyles SystemFonts TextBlock TextElement
[is nullable]	False
[text syntax]	FontStyleSyntax

1.81 FontStyles

(usage)	{x:Static FontStyles.StaticPropertyName }
(description)	Provides a set of static predefined FontStyle values.
[types assignable to]	FontStyles x:Object
[is default constructible]	False
(static properties)	
Italic	FontStyle
(description)	Specifies an italic FontStyle.
Normal	FontStyle
(description)	Specifies a normal FontStyle.
Oblique	FontStyle

(description)	Specifies an oblique FontStyle.
---------------	---------------------------------

1.82 FontVariants

(usage)	Normal Superscript Subscript Ordinal Inferior Ruby
---------	--

(description)	Renders variant typographic glyph forms.
---------------	--

[types assignable to]	FontVariants x:Object
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(used by)	Typography
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[is default constructible]	False
----------------------------	-------

[is nullable]	False
---------------	-------

[text syntax]	FontVariantsSyntax
---------------	------------------------------------

1.83 FontWeight

(usage)	Thin ExtraLight UltraLight Light Normal Regular Medium DemiBold SemiBold ...
---------	--

(description)	Refers to the density of a typeface, in terms of the lightness or heaviness of the strokes.
---------------	---

[types assignable to]	FontWeight x:Object
-----------------------	-------------------------------------

(used by)	AccessText Control FamilyTypeface FlowDocument FontWeights SystemFonts TextBlock TextElement
-----------	--

[is nullable]	False
---------------	-------

[text syntax]	FontWeightSyntax
---------------	----------------------------------

1.84 FontWeights

(usage)	{x:Static FontWeights.StaticPropertyName }
---------	--

(description)	Provides a set of static predefined FontWeight values.
---------------	--

[types assignable to]	FontWeights x:Object
-----------------------	--------------------------------------

[is default constructible]	False
----------------------------	-------

(static properties)	
---------------------	--

Black	FontWeight
(description)	Specifies a "Black" font weight.
Bold	FontWeight
(description)	Specifies a "Bold" font weight.
DemiBold	FontWeight
(description)	Specifies a "Demi-bold" font weight.
ExtraBlack	FontWeight
(description)	Specifies an "Extra-black" font weight.
ExtraBold	FontWeight
(description)	Specifies an "Extra-bold" font weight.
ExtraLight	FontWeight
(description)	Specifies an "Extra-light" font weight.
Heavy	FontWeight
(description)	Specifies a "Heavy" font weight.
Light	FontWeight
(description)	Specifies a "Light" font weight.
Medium	FontWeight
(description)	Specifies a "Medium" font weight.
Normal	FontWeight
(description)	Specifies a "Normal" font weight.
Regular	FontWeight
(description)	Specifies a "Regular" font weight.
SemiBold	FontWeight
(description)	Specifies a "Semi-bold" font weight.
Thin	FontWeight
(description)	Specifies a "Thin" font weight.
UltraBlack	FontWeight
(description)	Specifies an "Ultra-black" font weight.
UltraBold	FontWeight
(description)	Specifies an "Ultra-bold" font weight.
UltraLight	FontWeight

(description)	Specifies an "Ultra-light" font weight.
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1.85 FrameworkTemplate

(usage)	None.
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(description)	A base type that defines a tree of elements that comprise the template.
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[types assignable to]	FrameworkTemplate x:Object
-----------------------	--

[is default constructible]	False
----------------------------	-------

[content property]	VisualTree
--------------------	----------------------------

[is name scope]	True
-----------------	------

(properties)	
--------------	--

Resources	ResourceDictionary
-----------	------------------------------------

(description)	The collection of resources that can be used within the scope of this template.
---------------	---

VisualTree	FrameworkElement
------------	----------------------------------

(description)	The root node of the template.
---------------	--------------------------------

1.85.1 ControlTemplate

(usage)	<ControlTemplate> FrameworkElement </ControlTemplate>
---------	---

(description)	Specifies the visual structure and behavioral aspects of a Control that can be shared across multiple instances of the control.
---------------	---

[types assignable to]	ControlTemplate FrameworkTemplate x:Object
-----------------------	--

(used by)	Control Page Validation
-----------	---

[content property]	VisualTree
--------------------	----------------------------

[dictionary key property]	TargetType
---------------------------	----------------------------

[is name scope]	True
-----------------	------

(properties)	
--------------	--

TargetType	x:XamlType
------------	----------------------------

(description)	The type for which this ControlTemplate is intended.
---------------	--

Triggers	TriggerCollection
----------	-----------------------------------

(description)	A collection of TriggerBase objects that apply property changes or perform
---------------	--

actions based on specified conditions.

[read only]

True

1.85.2 DataTemplate

(usage) <DataTemplate> [FrameworkElement](#) </DataTemplate>

(description) Describes the visual structure of a data object.

[types assignable to] [DataTemplate](#) [FrameworkTemplate](#) [x:Object](#)

(used by) [ComboBox](#) [ContentControl](#) [ContentPresenter](#) [GridView](#) [GridViewColumn](#) [GridViewHeaderRowPresenter](#) [GroupStyle](#) [HeaderedContentControl](#) [HeaderedItemsControl](#) [HierarchicalDataTemplate](#) [ItemsControl](#) [TabControl](#)

[content property] [VisualTree](#)

[dictionary key property] [DataTemplateKey](#)

[is name scope] True

(properties)

DataTemplateKey [x:Object](#)

(description) The value that will be used as a key for this DataTemplate if no key is explicitly specified.

[read only] True

DataType [x:Object](#)

(description) The type for which this DataTemplate is intended.

Triggers [TriggerCollection](#)

(description) A collection of triggers that apply property values or perform actions based on one or more conditions.

[read only] True

1.85.2.1 HierarchicalDataTemplate

(usage) <HierarchicalDataTemplate> [FrameworkElement](#) </HierarchicalDataTemplate>

(description) Represents a DataTemplate that supports HeaderedItemsControl, such as TreeViewItem or MenuItem.

[types assignable to]	HierarchicalDataTemplate DataTemplate FrameworkTemplate x:Object
[content property]	VisualTree
[dictionary key property]	DataTemplateKey
[is name scope]	True
(properties)	
DataTemplateKey	x:Object
(description)	The value that will be used as a key for this DataTemplate if no key is explicitly specified.
[read only]	True
ItemsSource	BindingBase
(description)	The binding for this data template, which indicates where to find the collection that represents the next level in the data hierarchy.
ItemTemplate	DataTemplate
(description)	The DataTemplate to apply to the ItemTemplate property on a generated HeaderedItemsControl (such as a MenuItem or a TreeViewItem), to indicate how to display items from the next level in the data hierarchy.
ItemTemplateSelector	DataTemplateSelector
(description)	The DataTemplateSelector to apply to the ItemTemplateSelector property on a generated HeaderedItemsControl (such as a MenuItem or a TreeViewItem), to indicate how to select a template to display items from the next level in the data hierarchy.

1.85.3 ItemsPanelTemplate

(usage)	<ItemsPanelTemplate> FrameworkElement </ItemsPanelTemplate>
(description)	Specifies the panel that the ItemsPresenter creates for the layout of the items of an ItemsControl.
[types assignable to]	ItemsPanelTemplate FrameworkTemplate x:Object
(used by)	GroupStyle ItemsControl
[content property]	VisualTree
[is name scope]	True

1.86 GeometryCombineMode

(usage)	Union Intersect Xor Exclude
(description)	Specifies the different ways by which two geometries can be combined.
[types assignable to]	GeometryCombineMode x:Object
(used by)	CombinedGeometry
[is default constructible]	False
[is nullable]	False
[text syntax]	GeometryCombineModeSyntax

1.87 GlyphRun

(usage)	<GlyphRun />
(description)	Represents a sequence of glyphs from a single face of a single font at a single size, and with a single rendering style.
[types assignable to]	GlyphRun x:Object
(used by)	GlyphRunDrawing
(properties)	
AdvanceWidths	IListOfDouble
(description)	The list of Double values that represent the advance widths corresponding to the glyph indices.
[text syntax]	DoubleIListSyntax
BaselineOrigin	Point
(description)	The baseline origin of the GlyphRun.
BidiLevel	x:Int32
(description)	The bidirectional nesting level of the GlyphRun.
CaretStops	IListOfBoolean
(description)	The list of Boolean values that determine whether there are caret stops for every UTF16 code point in the Unicode representing the GlyphRun.
[text syntax]	BoollIListSyntax
Characters	IListOfChar
(description)	The list of UTF16 code points that represent the Unicode content of the

	GlyphRun.
[text syntax]	CharListSyntax
ClusterMap	IListOfUInt16
(description)	The list of UInt16 values that maps characters in the GlyphRun to glyph indices.
[text syntax]	UShortListSyntax
DeviceFontName	x:String
(description)	The specific device font for which the GlyphRun has been optimized.
FontRenderingEmSize	x:Double
(description)	The em size used for rendering the GlyphRun.
GlyphIndices	IListOfUInt16
(description)	An array of UInt16 values that represent the glyph indices in the rendering physical font.
[text syntax]	UShortListSyntax
GlyphOffsets	IListOfPoint
(description)	An array of Point values representing the offsets of the glyphs in the GlyphRun.
[text syntax]	PointListSyntax
GlyphTypeface	GlyphTypeface
(description)	The GlyphTypeface for the GlyphRun.
IsSideways	x:Boolean
(description)	A value indicating whether to rotate glyphs.
Language	XmlLanguage
(description)	The XmlLanguage for the GlyphRun.

1.88 GlyphTypeface

(usage)	<GlyphTypeface />
(description)	Specifies a physical font face that corresponds to a font file on the disk.
[types assignable to]	GlyphTypeface x:Object
(used by)	GlyphRun
(properties)	
FontUri	x:Uri
(description)	The URI for the GlyphTypeface object.

StyleSimulations	StyleSimulations
(description)	The StyleSimulations for the GlyphTypeface object.

1.89 GradientSpreadMethod

(usage)	Pad Reflect Repeat
(description)	Specifies how to draw the gradient outside a gradient brush's gradient vector or space.
[types assignable to]	GradientSpreadMethod x:Object
(used by)	GradientBrush
[is default constructible]	False
[is nullable]	False
[text syntax]	GradientSpreadMethodSyntax

1.90 GridLength

(usage)	<GridLength> string </GridLength>
(description)	Represents the length of elements that explicitly support Star unit types.
[types assignable to]	GridLength x:Object
(used by)	ColumnDefinition GridLength RowDefinition TableColumn
[is nullable]	False
[text syntax]	GridLengthSyntax
(static properties)	
Auto	GridLength
(description)	An instance of GridLength that holds a value whose size is determined by the size properties of the content object.

1.91 GridResizeBehavior

(usage)	BasedOnAlignment CurrentAndNext PreviousAndCurrent PreviousAndNext
(description)	Specifies the rows or columns that are resized by a GridSplitter control.
[types assignable to]	GridResizeBehavior x:Object
(used by)	GridSplitter
[is default constructible]	False
[is nullable]	False
[text syntax]	GridResizeBehaviorSyntax

1.92 GridResizeDirection

(usage)	Auto Columns Rows
(description)	Specifies whether a GridSplitter control redistributes space between rows or between columns.
[types assignable to]	GridResizeDirection x:Object
(used by)	GridSplitter
[is default constructible]	False
[is nullable]	False
[text syntax]	GridResizeDirectionSyntax

1.93 GridViewColumnCollection

(usage)	<GridViewColumnCollection> GridViewColumn * </GridViewColumnCollection>
(description)	Represents a collection of GridViewColumn objects.
[types assignable to]	GridViewColumnCollection x:Object
(used by)	GridView GridViewRowPresenterBase
[is list]	True
[allowed types]	GridViewColumn

1.94 GroupStyle

(usage)	<code><GroupStyle /></code>
(description)	Defines how you want the group to look at each level.
[types assignable to]	GroupStyle x:Object
(used by)	GroupStyle ObservableCollectionOfGroupStyle
(properties)	
ContainerStyle	Style
(description)	The style that is applied to the <code>GroupItem</code> generated for each item.
ContainerStyleSelector	StyleSelector
(description)	Enables the application writer to provide custom selection logic for a style to apply to each generated <code>GroupItem</code> .
HeaderTemplate	DataTemplate
(description)	The template that is used to display the group header.
HeaderTemplateSelector	DataTemplateSelector
(description)	Enables the application writer to provide custom selection logic for a template that is used to display the group header.
HidesIfEmpty	x:Boolean
(description)	Whether items corresponding to empty groups should be displayed.
Panel	ItemsPanelTemplate
(description)	A template that creates the panel used to layout the items.
(static properties)	
Default	GroupStyle
(description)	The default style of the group.

1.95 HandoffBehavior

(usage)	SnapshotAndReplace Compose
(description)	Specifies how new animations interact with any existing ones that are already applied to a property.
[types assignable to]	HandoffBehavior x:Object
(used by)	BeginStoryboard

[is default constructible]	False
[is nullable]	False
[text syntax]	HandoffBehaviorSyntax

1.97 HorizontalAlignment

(usage)	Left Center Right Stretch
(description)	Indicates where an element should be displayed on the horizontal axis relative to the allocated layout slot of the parent element.
[types assignable to]	HorizontalAlignment x:Object
(used by)	Control Floater FrameworkElement
[is default constructible]	False
[is nullable]	False
[text syntax]	HorizontalAlignmentSyntax

1.98 ImeConversionModeValues

(usage)	Native [Katakana FullShape Roman CharCode NoConversion Eudc Symbol Fixed ...]*
(description)	Describes a mode of input conversion to be performed by an input method.
[types assignable to]	ImeConversionModeValues x:Object
(used by)	InputMethod
[is default constructible]	False
[is nullable]	False
[text syntax]	ImeConversionModeValuesSyntax

1.99 ImeSentenceModeValues

(usage)	None [PluralClause SingleConversion Automatic PhrasePrediction Conversation DoNotCare]*
(description)	Specifies the mode of sentence conversion performed by an input method.

[types assignable to]	ImeSentenceModeValues x:Object
(used by)	InputMethod
[is default constructible]	False
[is nullable]	False
[text syntax]	ImeSentenceModeValuesSyntax

1.100 InkCanvasEditingMode

(usage)	None Ink GestureOnly InkAndGesture Select EraseByPoint EraseByStroke
(description)	Specifies the editing mode for the InkCanvas
[types assignable to]	InkCanvasEditingMode x:Object
(used by)	InkCanvas
[is default constructible]	False
[is nullable]	False
[text syntax]	InkCanvasEditingModeSyntax

1.101 InlineCollection

(usage)	None.
(description)	Represents a collection of Inline elements. InlineCollection defines the allowable child content of the Paragraph, Span, and TextBlock elements.
[types assignable to]	InlineCollection x:Object
(used by)	Inline Paragraph Span TextBlock
[is default constructible]	False
[whitespace significant collection]	True
[is list]	True
[allowed types]	x:String UIElement Inline

1.102 InputBindingCollection

(usage)	<InputBindingCollection> InputBinding * </InputBindingCollection>
(description)	Represents an ordered collection of InputBinding objects.
[types assignable to]	InputBindingCollection x:Object
(used by)	ContentElement UIElement UIElement3D
[is list]	True
[allowed types]	InputBinding

1.103 InputDevice

(usage)	None.
(description)	A base type that describes an input devices.
[types assignable to]	InputDevice x:Object
(used by)	InputManager
[is default constructible]	False

1.103.1 KeyboardDevice

(usage)	None.
(description)	A base type that represents a keyboard device.
[types assignable to]	KeyboardDevice InputDevice x:Object
(used by)	Keyboard
[is default constructible]	False

1.103.2 MouseDevice

(usage)	None.
(description)	Represents a mouse device.
[types assignable to]	MouseDevice InputDevice x:Object

(used by)	Mouse
[is default constructible]	False
(properties)	
OverrideCursor	Cursor
(description)	The cursor for the entire application.

1.103.3 StylusDevice

(usage)	None.
(description)	Represents a tablet pen used with a Tablet PC.
[types assignable to]	StylusDevice InputDevice x:Object
(used by)	Stylus
[is default constructible]	False

1.103.4 TabletDevice

(usage)	None.
(description)	Represents the digitizer device of a Tablet PC.
[types assignable to]	TabletDevice InputDevice x:Object
(used by)	Tablet
[is default constructible]	False

1.104 InputGesture

(usage)	None.
(description)	A base type that describes input device gestures.
[types assignable to]	InputGesture x:Object
(used by)	InputBinding InputGestureCollection KeyBinding MouseBinding

[is default constructible]	False
----------------------------	-------

1.104.1 KeyGesture

(usage)	<KeyGesture> string </KeyGesture>
---------	-----------------------------------

(description)	Defines a keyboard combination that can be used to invoke a command.
---------------	--

[types assignable to]	KeyGesture InputGesture x:Object
-----------------------	--

[is default constructible]	False
----------------------------	-------

[text syntax]	KeyGestureSyntax
---------------	----------------------------------

1.104.2 MouseGesture

(usage)	<MouseGesture> string </MouseGesture>
---------	---------------------------------------

(description)	Defines a mouse input gesture that can be used to invoke a command.
---------------	---

[types assignable to]	MouseGesture InputGesture x:Object
-----------------------	--

[text syntax]	MouseGestureSyntax
---------------	------------------------------------

(properties)	
--------------	--

Modifiers	ModifierKeys
-----------	------------------------------

(description)	The modifier keys associated with this MouseGesture.
---------------	--

MouseAction	MouseAction
-------------	-----------------------------

(description)	The MouseAction associated with this gesture.
---------------	---

1.105 InputGestureCollection

(usage)	<InputGestureCollection> InputGesture * </InputGestureCollection>
---------	---

(description)	Represents an ordered collection of InputGesture objects.
---------------	---

[types assignable to]	InputGestureCollection x:Object
-----------------------	---

(used by)	RoutedCommand
-----------	-------------------------------

[is list]	True
-----------	------

[allowed types]	InputGesture
-----------------	------------------------------

1.106 InputLanguageManager

(usage)	{x:Static InputLanguageManager.StaticPropertyName}
(description)	Provides facilities for managing input languages in.
[types assignable to]	InputLanguageManager x:Object
(used by)	InputLanguageManager
[is default constructible]	False
(properties)	
CurrentInputLanguage	CultureInfo
(description)	The current input language.
[text syntax]	CultureInfoletfLanguageTagSyntax
(attachable properties)	
InputLanguageManager. InputLanguage	CultureInfo
(description)	The preferred input language for the associated dependency object.
[target type]	DependencyObject
[text syntax]	CultureInfoletfLanguageTagSyntax
InputLanguageManager. RestoreInputLanguage	x:Boolean
(description)	A value that indicates whether or not the previously active input language should be restored when the associated dependency object loses the input focus.
[target type]	DependencyObject
(static properties)	
Current	InputLanguageManager
(description)	The input language manager associated with the current context.
(events)	
InputLanguageChanged	Occurs when a change of input language is completed.
InputLanguageChanging	Occurs when a change of input language is initiated.

1.107 InputManager

(usage)	{x:Static InputManager. <i>StaticPropertyName</i> }
(description)	Manages all the input systems in.
[types assignable to]	InputManager x:Object
(used by)	InputManager
[is default constructible]	False
(properties)	
MostRecentInputDevice	InputDevice
(description)	A value that represents the input device associated with the most recent input event.
(static properties)	
Current	InputManager
(description)	The InputManager associated with the current thread.
(events)	
HitTestInvalidatedAsync	Occurs when the result of a hit-test may have changed.
PostNotifyInput	Occurs after the PreNotifyInput handlers have finished processing the input and the corresponding events have been raised.
PostProcessInput	Occurs after the PreNotifyInput handlers have finished processing the input.
PreNotifyInput	Occurs when the PreProcessInput handlers have finished processing the input, if the input was not canceled.
PreProcessInput	Occurs when the InputManager starts to process the input item.

1.108 InputMethod

(usage)	{x:Static InputMethod. <i>StaticPropertyName</i> }
(description)	Provides facilities for managing and interacting with the Text Services Framework, which provides support for alternate text input methods such as speech and handwriting.
[types assignable to]	InputMethod x:Object
(used by)	InputMethod
[is default constructible]	False
(properties)	

HandwritingState	InputMethodState
(description)	The current state of handwriting input for this input method.
ImeConversionMode	ImeConversionModeValues
(description)	The current conversion mode for the input method editor associated with this input method.
ImeSentenceMode	ImeSentenceModeValues
(description)	The current sentence mode for the input method editor associated with this input method.
ImeState	InputMethodState
(description)	The current state of the input method editor associated with this input method.
MicrophoneState	InputMethodState
(description)	The current state of microphone input for this input method.
SpeechMode	SpeechMode
(description)	The speech mode for this input method.
(attachable properties)	
InputMethod.InputScope	InputScope
(description)	The input scope for a specified dependency object.
[target type]	DependencyObject
InputMethod. IsInputMethodEnabled	x:Boolean
(description)	A value that indicates whether this input method is enabled.
[target type]	DependencyObject
InputMethod. IsInputMethodSuspended	x:Boolean
(description)	A value that indicates whether this input method is suspended.
[target type]	DependencyObject
InputMethod. PreferredImeConversionMode	ImeConversionModeValues
(description)	A preferred ImeConversionModeValues value for a specified dependency object.
[target type]	DependencyObject
InputMethod.	ImeSentenceModeValues

PreferredImeSentenceMode

(description)	A preferred ImeSentenceModeValues value for a specified dependency object.
[target type]	DependencyObject
InputMethod.PreferredImeState	InputMethodState
(description)	A preferred input method state for a specified dependency object.
[target type]	DependencyObject
(static properties)	
Current	InputMethod
(description)	A reference to any currently active input method associated with the current context.
(events)	
StateChanged	Occurs when the input method state (represented by the ImeState property) changes.

1.109 InputMethodState

(usage)	Off On DoNotCare
(description)	Describes the state of an InputMethod.
[types assignable to]	InputMethodState x:Object
(used by)	InputMethod
[is default constructible]	False
[is nullable]	False
[text syntax]	InputMethodStateSyntax

1.110 InputScope

(usage)	<InputScope> string </InputScope>
(description)	Represents information related to the scope of data provided by an input method.
[types assignable to]	InputScope x:Object
(used by)	FrameworkContentElement FrameworkElement InputMethod
[text syntax]	InputScopeSyntax

(properties)

Names	IList
(description)	The input scope name.
[read only]	True
PhraseList	IList
(description)	A collection of phrases to be used as suggested input patterns by input processors.
[read only]	True
RegularExpression	x:String
(description)	A regular expression to be used as a suggested text input pattern by input processors.
SrgsMarkup	x:String
(description)	A string that specifies any Speech Recognition Grammar Specification (SRGS) markup to be used as a suggested input pattern by input processors.

1.111 x:Int16

link to externally defined type [x:Int16](#), from [\[MS-XAML\]](#)

1.112 x:Int32

link to externally defined type [x:Int32](#), from [\[MS-XAML\]](#)

1.113 Int32Rect

(usage) `<Int32Rect> string </Int32Rect>`

(description) Describes the width, height, and location of an integer rectangle.

[types assignable to] [Int32Rect](#) [x:Object](#)

(used by) [BitmapImage](#) [CroppedBitmap](#) [Int32Rect](#)

[is nullable]	False
[text syntax]	Int32RectSyntax
(properties)	
Height	x:Int32
(description)	The height of the rectangle.
Width	x:Int32
(description)	The width of the rectangle.
X	x:Int32
(description)	The x-coordinate of the top-left corner of the rectangle.
Y	x:Int32
(description)	The y-coordinate of the top-left corner of the rectangle.
(static properties)	
Empty	Int32Rect
(description)	The empty rectangle, a special value that represents a rectangle with no position or area.

1.114 x:Int64

link to externally defined type [x:Int64](#), from [\[MS-XAML\]](#)

1.115 JournalEntryPosition

(usage)	Back Current Forward
(description)	Specifies the position in navigation history of a piece of content with respect to current content. <code>JournalEntryPosition</code> is used by <code>JournalEntryUnifiedViewConverter</code> .
[types assignable to]	JournalEntryPosition x:Object
(used by)	JournalEntryUnifiedViewConverter
[is default constructible]	False
[is nullable]	False
[text syntax]	JournalEntryPositionSyntax

1.116 JournalEntryUnifiedViewConverter

(usage)	<JournalEntryUnifiedViewConverter />
(description)	Merges navigation back history and navigation forward history (as exposed by Frame or NavigationWindow) into a single navigation menu.
[types assignable to]	JournalEntryUnifiedViewConverter x:Object IMultiValueConverter
(attachable properties)	
JournalEntryUnifiedViewConverter. JournalEntryPosition	JournalEntryPosition
(description)	A value that specifies whether an entry is in back navigation history, forward navigation history, or is the current content of a navigator.
[target type]	DependencyObject

1.117 JournalOwnership

(usage)	Automatic OwnsJournal UsesParentJournal
(description)	Specifies whether a Frame uses its own journal. JournalOwnership is used by the JournalOwnership property.
[types assignable to]	JournalOwnership x:Object
(used by)	Frame
[is default constructible]	False
[is nullable]	False
[text syntax]	JournalOwnershipSyntax

1.118 Key

(usage)	None Cancel Back Tab LineFeed Clear Return Enter Pause ...
(description)	Specifies the possible key values on a keyboard.
[types assignable to]	Key x:Object
(used by)	KeyBinding

[is default constructible]	False
[is nullable]	False
[text syntax]	KeySyntax

1.119 Keyboard

(usage)	{x:Static Keyboard.StaticPropertyName}
(description)	Represents the keyboard device.
[types assignable to]	Keyboard x:Object
[is default constructible]	False
(static properties)	
FocusedElement	InputElement
(description)	The element that has keyboard focus.
Modifiers	ModifierKeys
(description)	The set of ModifierKeys that are currently pressed.
PrimaryDevice	KeyboardDevice
(description)	The primary keyboard input device.

1.120 KeyboardNavigation

(usage)	None.
(description)	Provides logical and directional navigation between focusable objects.
[types assignable to]	KeyboardNavigation x:Object
[is default constructible]	False
(attachable properties)	
KeyboardNavigation. AcceptsReturn	x:Boolean
(description)	A value indicating whether the Return character is accepted by a control.
[target type]	DependencyObject
KeyboardNavigation. ControlTabNavigation	KeyboardNavigationMode

(description)	The logical control tab navigation behavior for the children of the element that this property is set on.
[target type]	DependencyObject
KeyboardNavigation. DirectionalNavigation	KeyboardNavigationMode
(description)	The directional navigation behavior for the children of the element that this property is set on.
[target type]	DependencyObject
KeyboardNavigation.IsTabStop	x:Boolean
(description)	A value indicating whether the element that this property is set on is a tab stop.
[target type]	DependencyObject
KeyboardNavigation.TabIndex	x:Int32
(description)	The tab index for the element that this property is set on.
[target type]	DependencyObject
KeyboardNavigation. TabNavigation	KeyboardNavigationMode
(description)	The logical tab navigation behavior for the children of the element that this property is set on.
[target type]	DependencyObject

1.121 KeyboardNavigationMode

(usage)	Continue Once Cycle None Contained Local
(description)	Specifies the possible values for changes in focus when logical and directional navigation occurs.
[types assignable to]	KeyboardNavigationMode x:Object
(used by)	KeyboardNavigation
[is default constructible]	False
[is nullable]	False
[text syntax]	KeyboardNavigationModeSyntax

1.122 KeyTime

(usage)	<KeyTime> string </KeyTime>
(description)	During the relative course of an animation, a KeyTime instance specifies the precise timing when a particular key frame should take place.
[types assignable to]	KeyTime x:Object
(used by)	BooleanKeyFrame ByteKeyFrame CharKeyFrame ColorKeyFrame DecimalKeyFrame DoubleKeyFrame Int16KeyFrame Int32KeyFrame Int64KeyFrame KeyTime MatrixKeyFrame ObjectKeyFrame Point3DKeyFrame PointKeyFrame QuaternionKeyFrame RectKeyFrame Rotation3DKeyFrame SingleKeyFrame SizeKeyFrame StringKeyFrame ThicknessKeyFrame Vector3DKeyFrame VectorKeyFrame
[is nullable]	False
[text syntax]	KeyTimeSyntax
(static properties)	
Paced	KeyTime
(description)	The Paced value which creates timing behavior resulting in an animation that interpolates at a constant rate.
Uniform	KeyTime
(description)	The Uniform value which divides the allotted time of the animation evenly between key frames.

1.123 LanguageSpecificStringDictionary

(usage)	None.
(description)	Represents a dictionary of strings that are used to represent the name of an object in different languages.
[types assignable to]	LanguageSpecificStringDictionary x:Object
(used by)	FontFamily
[is default constructible]	False
[is dictionary]	True
[allowed types]	x:String
[allowed key types]	XmlLanguage

1.124 LineStackingStrategy

(usage)	BlockLineHeight MaxHeight
(description)	Describes a mechanism by which a line box is determined for each line.
[types assignable to]	LineStackingStrategy x:Object
(used by)	AccessText AnchoredBlock Block FlowDocument ListItem TableCell TextBlock
[is default constructible]	False
[is nullable]	False
[text syntax]	LineStackingStrategySyntax

1.125 LinkTarget

(usage)	<code><LinkTarget /></code>
(description)	Represents an element on a page that can be linked to from other documents or other places in the same document.
[types assignable to]	LinkTarget x:Object
(used by)	LinkTargetCollection
(properties)	
Name	x:String
(description)	The name of the element that this LinkTarget identifies as a linkable element.

1.126 LinkTargetCollection

(usage)	<code><LinkTargetCollection> LinkTarget* </LinkTargetCollection></code>
(description)	Provides a collection of all of the LinkTarget elements in a Package.
[types assignable to]	LinkTargetCollection x:Object
(used by)	PageContent
[is list]	True
[allowed types]	LinkTarget

1.127 ListItemCollection

(usage)	None.
(description)	Represents a collection of ListItem elements. ListItemCollection defines the allowable child content of a List element.
[types assignable to]	ListItemCollection x:Object
(used by)	List ListItem
[is default constructible]	False
[is list]	True
[allowed types]	ListItem

1.128 Localization

(usage)	None.
(description)	The Localization type defines attached properties for localization attributes and comments.
[types assignable to]	Localization x:Object
[is default constructible]	False
(attachable properties)	
Localization.Attributes	x:String
(description)	Which resources, such as FontFamily, are to be localized.
[target type]	x:Object
Localization.Comments	x:String
(description)	Comments, which are free-form text that the markup author includes.
[target type]	x:Object

1.129 x:MarkupExtension

link to externally defined type	x:MarkupExtension , from [MS-XAML]
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1.129.1 BindingBase

(usage)	None.
(description)	A base type for binding types.
[types assignable to]	BindingBase x:MarkupExtension x:Object
(used by)	CollectionOfBindingBase Condition DataTrigger GridViewColumn HierarchicalDataTemplate
[is default constructible]	False
[return value type]	x:Object
(properties)	
FallbackValue	x:Object
(description)	The value to use when the binding is unable to return a value.

1.129.1.1 Binding

(usage)	{Binding } <Binding />
(description)	Provides high-level access to the definition of a binding, which connects the properties of binding target objects, and any data source (for example, a database, an XML file, or any object that contains data).
[types assignable to]	Binding BindingBase x:MarkupExtension x:Object
[return value type]	x:Object
[constructors]	
(1 parameter)	
path	x:String
(description)	The initial Path for the binding.
(properties)	
BindsDirectlyToSource	x:Boolean
(description)	A value that indicates whether to evaluate the Path relative to the data item or the DataSourceProvider object.
Converter	IValueConverter
(description)	The converter to use.
ConverterCulture	CultureInfo

(description)	The culture in which to evaluate the converter.
[text syntax]	CultureInfoletflanguageTagSyntax
ConverterParameter	x:Object
(description)	The parameter to pass to the Converter.
ElementName	x:String
(description)	The name of the element to use as the binding source object.
IsAsync	x:Boolean
(description)	A value that indicates whether the Binding should get and set values asynchronously.
Mode	BindingMode
(description)	A value that indicates the direction of the data flow in the binding.
NotifyOnSourceUpdated	x:Boolean
(description)	A value that indicates whether to raise the SourceUpdated event when a value is transferred from the binding target to the binding source.
NotifyOnTargetUpdated	x:Boolean
(description)	A value that indicates whether to raise the TargetUpdated event when a value is transferred from the binding source to the binding target.
NotifyOnValidationError	x:Boolean
(description)	A value that indicates whether to raise the Error attached event on the bound object.
Path	PropertyPath
(description)	The path to the binding source property.
RelativeSource	RelativeSource
(description)	The binding source by specifying its location relative to the position of the binding target.
Source	x:Object
(description)	The object to use as the binding source.
UpdateSourceTrigger	UpdateSourceTrigger
(description)	A value that determines the timing of binding source updates.
ValidatesOnDataErrors	x:Boolean
(description)	A value that indicates whether to include the DataErrorValidationRule.
ValidatesOnExceptions	x:Boolean
(description)	A value that indicates whether to include the ExceptionValidationRule.
ValidationRules	CollectionOfValidationRule

(description)	A collection of rules that check the validity of the user input.
[read only]	True
XPath	x:String
(description)	An XPath query that returns the value on the XML binding source to use.
(attachable properties)	
Binding.XmlNamespaceManager	XmlNamespaceManager
(description)	The XmlNamespaceManager used to perform namespace-aware XPath queries in XML bindings.
[target type]	DependencyObject

1.129.1.2 MultiBinding

(usage)	<MultiBinding> BindingBase * </MultiBinding>
(description)	Describes a collection of Binding objects attached to a single binding target property.
[types assignable to]	MultiBinding BindingBase x:MarkupExtension x:Object
[content property]	Bindings
[return value type]	x:Object
(properties)	
Bindings	CollectionOfBindingBase
(description)	The collection of Binding objects within this MultiBinding instance.
[read only]	True
Converter	IMultiValueConverter
(description)	The converter to use to convert the source values to or from the target value.
ConverterCulture	CultureInfo
(description)	The CultureInfo object that applies to any converter assigned to bindings wrapped by the MultiBinding or on the MultiBinding itself.
[text syntax]	CultureInfoletfLanguageTagSyntax
ConverterParameter	x:Object
(description)	An optional parameter to pass to a converter as additional information.
Mode	BindingMode

(description)	A value that indicates the direction of the data flow of this binding.
NotifyOnSourceUpdated	x:Boolean
(description)	A value that indicates whether to raise the SourceUpdated event when a value is transferred from the binding target to the binding source.
NotifyOnTargetUpdated	x:Boolean
(description)	A value that indicates whether to raise the TargetUpdated event when a value is transferred from the binding source to the binding target.
NotifyOnValidationError	x:Boolean
(description)	A value that indicates whether to raise the Error attached event on the bound element.
UpdateSourceTrigger	UpdateSourceTrigger
(description)	A value that determines the timing of binding source updates.
ValidatesOnDataErrors	x:Boolean
(description)	A value that indicates whether to include the DataErrorValidationRule.
ValidatesOnExceptions	x:Boolean
(description)	A value that indicates whether to include the ExceptionValidationRule.
ValidationRules	CollectionOfValidationRule
(description)	The collection of ValidationRule objects for this instance of MultiBinding.
[read only]	True

1.129.1.3 PriorityBinding

(usage)	<PriorityBinding> BindingBase * </PriorityBinding>
(description)	Describes a collection of Binding objects that is attached to a single binding target property, which receives its value from the first binding in the collection that produces a value successfully.
[types assignable to]	PriorityBinding BindingBase x:MarkupExtension x:Object
[content property]	Bindings
[return value type]	x:Object
(properties)	
Bindings	CollectionOfBindingBase
(description)	The collection of Binding objects that is established for this instance of PriorityBinding.

[read only]

True

1.129.2 ColorConvertedBitmapExtension

[usage] {ColorConvertedBitmap } | <ColorConvertedBitmap />

(description) Implements a markup extension that enables ColorConvertedBitmap creation. A ColorConvertedBitmap does not have an embedded profile, the profile instead being based on source and destination values.

[types assignable to] [ColorConvertedBitmapExtension](#) [x:MarkupExtension](#) [x:Object](#)

[return value type] [ColorConvertedBitmap](#)

[constructors]

(1 parameter)

image [x:Object](#)

(description) A string that is parsed to determine three URIs: image source, source color context, and destination color context.

1.129.3 DynamicResourceExtension

[usage] {DynamicResource } | <DynamicResource />

(description) Implements a markup extension that supports dynamic resource references made from XAML.

[types assignable to] [DynamicResourceExtension](#) [x:MarkupExtension](#) [x:Object](#)

[return value type] [x:Object](#)

[constructors]

(1 parameter)

resourceKey [x:Object](#)

(description) The key of the resource that this markup extension references.

(properties)

ResourceKey [x:Object](#)

(description) The key specified by this dynamic resource reference. The key is used to lookup a resource in resource dictionaries, by means of an intermediate expression.

1.129.4 RelativeSource

(usage)	{RelativeSource } <RelativeSource />
(description)	Implements a markup extension that describes the location of the binding source relative to the position of the binding target.
[types assignable to]	RelativeSource x:MarkupExtension x:Object
(used by)	Binding RelativeSource
[return value type]	RelativeSource
[constructors]	
(1 parameter)	
mode	RelativeSourceMode
(description)	One of the RelativeSourceMode values.
(3 parameters)	
mode	RelativeSourceMode
(description)	One of the RelativeSourceMode values. For this signature to be relevant, this should be FindAncestor.
ancestorType	Type
(description)	The Type of ancestor to look for.
ancestorLevel	x:Int32
(description)	The ordinal position of the desired ancestor among all ancestors of the given type.
(properties)	
AncestorLevel	x:Int32
(description)	The level of ancestor to look for, in FindAncestor mode. Use 1 to indicate the one nearest to the binding target element.
AncestorType	x:XamlType
(description)	The type of ancestor to look for.
Mode	RelativeSourceMode
(description)	A RelativeSourceMode value that describes the location of the binding source relative to the position of the binding target.
(static properties)	
PreviousData	RelativeSource

(description)	A static value that is used to return a RelativeSource constructed for the PreviousData mode.
Self	RelativeSource
(description)	A static value that is used to return a RelativeSource constructed for the Self mode.
TemplatedParent	RelativeSource
(description)	A static value that is used to return a RelativeSource constructed for the TemplatedParent mode.

1.129.5 ResourceKey

(usage)	None.
(description)	A base type for various resource keys.
[types assignable to]	ResourceKey x:MarkupExtension x:Object
(used by)	GridView MenuItem StatusBar SystemColors SystemFonts SystemParameters ToolBar
[is default constructible]	False
[return value type]	ResourceKey

1.129.5.1 ComponentResourceKey

(usage)	{ComponentResourceKey } <ComponentResourceKey />
(description)	Defines or references resource keys based on type names in external assemblies, as well as an additional identifier.
[types assignable to]	ComponentResourceKey ResourceKey x:MarkupExtension x:Object
[return value type]	ResourceKey
[constructors]	
(2 parameters)	
typeInTargetAssembly	Type
(description)	Specifies the type that defines the resource key.
resourceId	x:Object

(description)	Specifies a unique ID to differentiate this key from others associated with this type.
(properties)	
ResourceId	x:Object
(description)	A unique identifier (ID) to differentiate this key from others associated with this type.
TypeInTargetAssembly	x:XamlType
(description)	The Type that defines the resource key.

1.129.5.2 TemplateKey

(usage)	None.
(description)	When used as a resource key for a data template, allows the data template to participate in the lookup process.
[types assignable to]	TemplateKey ResourceKey x:MarkupExtension x:Object
[is default constructible]	False
[return value type]	ResourceKey
(properties)	
DataType	x:Object
(description)	The type for which the template is designed.

1.129.5.2.1 DataTemplateKey

(usage)	{DataTemplateKey } <DataTemplateKey />
(description)	Represents the resource key for the DataTemplate type.
[types assignable to]	DataTemplateKey TemplateKey ResourceKey x:MarkupExtension x:Object
[return value type]	ResourceKey
[constructors]	
(1 parameter)	
dataType	x:Object
(description)	The type for which this template is designed. This is either a Type (to indicate that the DataTemplate is used to display items of the given type), or a string (to

indicate that the DataTemplate is used to display XmlNode elements with the given tag name).

1.129.6 StaticResourceExtension

[usage]	{StaticResource } <StaticResource />
[description]	Implements a markup extension that supports static (load time) resource references made from XAML.
[types assignable to]	StaticResourceExtension x:MarkupExtension x:Object
[return value type]	x:Object
[constructors]	
(1 parameter)	
resourceKey	x:Object
(description)	The key of the resource that this markup extension references.
[properties]	
ResourceKey	x:Object
(description)	The key value passed by this static resource reference. They key is used to return the object matching that key in resource dictionaries.

1.129.7 TemplateBindingExtension

[usage]	{TemplateBinding } <TemplateBinding />
[description]	Implements a markup extension that supports the binding between the value of a property in a template and the value of some other exposed property on the templated control.
[types assignable to]	TemplateBindingExtension x:MarkupExtension x:Object
[return value type]	x:Object
[constructors]	
(1 parameter)	
property	DependencyProperty
(description)	The identifier of the property being bound.

(properties)	
Converter	IValueConverter
(description)	The converter that interprets between source and target of a binding.
ConverterParameter	x:Object
(description)	The parameter to pass to the converter.
Property	DependencyProperty
(description)	The property being bound to.

1.129.8 ThemeDictionaryExtension

(usage)	{ThemeDictionary } <ThemeDictionary />
(description)	Implements a markup extension that enables application authors to customize control styles based on the current system theme.
[types assignable to]	ThemeDictionaryExtension x:MarkupExtension x:Object
[return value type]	x:Uri
[constructors]	
(1 parameter)	
assemblyName	x:String
(description)	The assembly name string.
(properties)	
AssemblyName	x:String
(description)	A particular naming convention to identify which dictionary applies for a particular theme.

1.130 Matrix

(usage)	<Matrix> string </Matrix>
(description)	Represents a 3x3 affine transformation matrix used for transformations in 2-D space.
[types assignable to]	Matrix x:Object
(used by)	DrawingAttributes Matrix MatrixKeyFrame MatrixTransform
[is nullable]	False

[text syntax]	MatrixSyntax
(properties)	
M11	x:Double
(description)	The value of the first row and first column of this Matrix structure.
M12	x:Double
(description)	The value of the first row and second column of this Matrix structure.
M21	x:Double
(description)	The value of the second row and first column of this Matrix structure.
M22	x:Double
(description)	The value of the second row and second column of this Matrix structure.
OffsetX	x:Double
(description)	The value of the third row and first column of this Matrix structure.
OffsetY	x:Double
(description)	The value of the third row and second column of this Matrix structure.
(static properties)	
Identity	Matrix
(description)	An identity Matrix.

1.131 Matrix3D

(usage)	<Matrix3D> string </Matrix3D>
(description)	Represents a 4 x 4 matrix used for transformations in 3-D space.
[types assignable to]	Matrix3D x:Object
(used by)	Matrix3D MatrixCamera MatrixTransform3D
[is nullable]	False
[text syntax]	Matrix3DSyntax
(properties)	
M11	x:Double
(description)	The value of the first row and first column of this Matrix3D structure.
M12	x:Double

(description)	The value of the first row and second column of this Matrix3D structure.
M13	x:Double
(description)	The value of the first row and third column of this Matrix3D structure.
M14	x:Double
(description)	The value of the first row and fourth column of this Matrix3D structure.
M21	x:Double
(description)	The value of the second row and first column of this Matrix3D structure.
M22	x:Double
(description)	The value of the second row and second column of this Matrix3D structure.
M23	x:Double
(description)	The value of the second row and third column of this Matrix3D structure.
M24	x:Double
(description)	The value of the second row and fourth column of this Matrix3D structure.
M31	x:Double
(description)	The value of the third row and first column of this Matrix3D structure.
M32	x:Double
(description)	The value of the third row and second column of this Matrix3D structure.
M33	x:Double
(description)	The value of the third row and third column of this Matrix3D structure.
M34	x:Double
(description)	The value of the third row and fourth column of this Matrix3D structure.
M44	x:Double
(description)	The value of the fourth row and fourth column of this Matrix3D structure.
OffsetX	x:Double
(description)	The value of the fourth row and first column of this Matrix3D structure.
OffsetY	x:Double
(description)	The value of the fourth row and second column of this Matrix3D structure.
OffsetZ	x:Double
(description)	The value of the fourth row and third column of this Matrix3D structure.
(static properties)	
Identity	Matrix3D
(description)	Changes a Matrix3D structure into an identity Matrix3D.

1.132 MediaCommands

(usage)	{x:Static MediaCommands.StaticPropertyName}
(description)	Provides a standard set of media related commands.
[types assignable to]	MediaCommands x:Object
[is default constructible]	False
(static properties)	
BoostBass	RoutedUICommand
(description)	The value that represents the Boost Base command.
ChannelDown	RoutedUICommand
(description)	The value that represents the Channel Down command.
ChannelUp	RoutedUICommand
(description)	The value that represents the Channel Up command.
DecreaseBass	RoutedUICommand
(description)	The value that represents the Decrease Bass command.
DecreaseMicrophoneVolume	RoutedUICommand
(description)	The value that represents the Decrease Microphone Volume command.
DecreaseTreble	RoutedUICommand
(description)	The value that represents the Decrease Treble command.
DecreaseVolume	RoutedUICommand
(description)	The value that represents the Decrease Volume command.
FastForward	RoutedUICommand
(description)	The value that represents the Fast Forward command.
IncreaseBass	RoutedUICommand
(description)	The value that represents the Increase Bass command.
IncreaseMicrophoneVolume	RoutedUICommand
(description)	The value that represents the Increase Microphone Volume command.
IncreaseTreble	RoutedUICommand
(description)	The value that represents the Increase Treble command.
IncreaseVolume	RoutedUICommand

(description)	The value that represents the Increase Volume command.
MuteMicrophoneVolume	RoutedUICommand
(description)	The value that represents the Mute Microphone Volume command.
MuteVolume	RoutedUICommand
(description)	The value that represents the Mute Volume command.
NextTrack	RoutedUICommand
(description)	The value that represents the Next Track command.
Pause	RoutedUICommand
(description)	The value that represents the Pause command.
Play	RoutedUICommand
(description)	The value that represents the Play command.
PreviousTrack	RoutedUICommand
(description)	The value that represents the Previous Track command.
Record	RoutedUICommand
(description)	The value that represents the Record command.
Rewind	RoutedUICommand
(description)	The value that represents the Rewind command.
Select	RoutedUICommand
(description)	The value that represents the Select command.
Stop	RoutedUICommand
(description)	The value that represents the Stop command.
ToggleMicrophoneOnOff	RoutedUICommand
(description)	The value that represents the Toggle Microphone On Off command.
TogglePlayPause	RoutedUICommand
(description)	The value that represents the Toggle Play Pause command.

1.133 MediaState

(usage)	Manual Play Close Pause Stop
(description)	Specifies the states that can be applied to a MediaElement for the LoadedBehavior and UnloadedBehavior properties.
[types assignable to]	MediaState x:Object

(used by)	MediaElement
[is default constructible]	False
[is nullable]	False
[text syntax]	MediaStateSyntax

1.134 ModifierKeys

(usage)	None [Alt Control Shift Windows]*
(description)	Specifies the set of modifier keys.
[types assignable to]	ModifierKeys x:Object
(used by)	KeyBinding Keyboard MouseGesture
[is default constructible]	False
[is nullable]	False
[text syntax]	ModifierKeysSyntax

1.135 Mouse

(usage)	{x:Static <i>Mouse.StaticPropertyName</i> }
(description)	Represents the mouse device to a specific thread.
[types assignable to]	Mouse x:Object
[is default constructible]	False
(static properties)	
Captured	IInputElement
(bdescription)	The element that has captured the mouse.
DirectlyOver	IInputElement
(bdescription)	The element the mouse pointer is directly over.
LeftButton	MouseButtonState
(bdescription)	The state of the left button of the mouse.
MiddleButton	MouseButtonState

(description)	The state of the middle button of the mouse.
OverrideCursor	Cursor
(description)	The cursor for the entire application.
PrimaryDevice	MouseDevice
(description)	The primary mouse device.
RightButton	MouseButtonState
(description)	The state of the right button.
XButton1	MouseButtonState
(description)	The state of the first extended button.
XButton2	MouseButtonState
(description)	The state of the second extended button.

1.136 MouseAction

(usage)	None LeftClick RightClick MiddleClick WheelClick LeftDoubleClick RightDoubleClick MiddleDoubleClick
(description)	Specifies constants that define actions performed by the mouse.
[types assignable to]	MouseAction x:Object
(used by)	MouseBinding MouseGesture
[is default constructible]	False
[is nullable]	False
[text syntax]	MouseActionSyntax

1.137 MouseButtonState

(usage)	Released Pressed
(description)	Specifies the possible states of a mouse button.
[types assignable to]	MouseButtonState x:Object
(used by)	Mouse
[is default constructible]	False
[is nullable]	False

[text syntax]	MouseButtonStateSyntax
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1.138 NavigationCommands

(usage)	{x:Static <i>NavigationCommands.StaticPropertyName</i> }
(description)	Provides a standard set of navigation-related commands.
[types assignable to]	NavigationCommands x:Object
[is default constructible]	False
(static properties)	
BrowseBack	RoutedUICommand
(description)	The value that represents the Browse Back command.
BrowseForward	RoutedUICommand
(description)	The value that represents the Browse Forward command.
BrowseHome	RoutedUICommand
(description)	The value that represents the Browse Home command.
BrowseStop	RoutedUICommand
(description)	The value that represents the Browse Stop command.
DecreaseZoom	RoutedUICommand
(description)	The value that represents the Decrease Zoom command.
Favorites	RoutedUICommand
(description)	The value that represents the Favorites command.
FirstPage	RoutedUICommand
(description)	The value that represents the First Page command.
GoToPage	RoutedUICommand
(description)	The value that represents the Go To Page command.
IncreaseZoom	RoutedUICommand
(description)	The value that represents the Increase Zoom command.
LastPage	RoutedUICommand
(description)	The value that represents the Last Page command.
NavigateJournal	RoutedUICommand

(description)	The value that represents the Navigate Journal command.
NextPage	RoutedUICommand
(description)	The value that represents the Next Page command.
PreviousPage	RoutedUICommand
(description)	The value that represents the Previous Page command.
Refresh	RoutedUICommand
(description)	The value that represents the Refresh command.
Search	RoutedUICommand
(description)	The value that represents the Search command.
Zoom	RoutedUICommand
(description)	The value that represents the Zoom command.

1.139 NavigationUIVisibility

(usage)	Automatic Visible Hidden
(description)	Specifies whether a Frame displays its navigation chrome. NavigationUIVisibility is used by the NavigationUIVisibility property.
[types assignable to]	NavigationUIVisibility x:Object
(used by)	Frame
[is default constructible]	False
[is nullable]	False
[text syntax]	NavigationUIVisibilitySyntax

1.140 NumberCultureSource

(usage)	Text User Override
(description)	Specifies how the culture for numbers in a text run is determined.
[types assignable to]	NumberCultureSource x:Object
(used by)	NumberSubstitution
[is default constructible]	False
[is nullable]	False

[text syntax]	NumberCultureSourceSyntax
---------------	---

1.141 NumberSubstitution

(usage)	<NumberSubstitution />
---------	------------------------

(description)	Specifies how numbers in text are displayed in different cultures.
---------------	--

[types assignable to]	NumberSubstitution x:Object
-----------------------	---

(properties)	
--------------	--

CultureOverride	CultureInfo
------------------------	-----------------------------

(description)	A value which identifies which culture to use when the value of the CultureSource property is set to Override.
---------------	--

[text syntax]	CultureInfoletfLanguageTagSyntax
---------------	--

CultureSource	NumberCultureSource
----------------------	-------------------------------------

(description)	A value which identifies the source of the culture value that is used to determine number substitution.
---------------	---

Substitution	NumberSubstitutionMethod
---------------------	--

(description)	A value which identifies the substitution method that is used to determine number substitution.
---------------	---

(attachable properties)	
-------------------------	--

NumberSubstitution. CultureOverride	CultureInfo
--	-----------------------------

(description)	A value which identifies which culture to use when the value of the CultureSource property is set to Override.
---------------	--

[target type]	DependencyObject
---------------	----------------------------------

[text syntax]	CultureInfoletfLanguageTagSyntax
---------------	--

NumberSubstitution. CultureSource	NumberCultureSource
--	-------------------------------------

(description)	A value which identifies the source of the culture value that is used to determine number substitution.
---------------	---

[target type]	DependencyObject
---------------	----------------------------------

NumberSubstitution. Substitution	NumberSubstitutionMethod
---	--

(description)	A value which identifies the substitution method that is used to determine
---------------	--

	number substitution.
[target type]	DependencyObject

1.142 NumberSubstitutionMethod

(usage)	AsCulture Context European NativeNational Traditional
(description)	Defines an enumerator type that specifies the type of number substitution to perform on numbers in a text run.
[types assignable to]	NumberSubstitutionMethod x:Object
(used by)	NumberSubstitution
[is default constructible]	False
[is nullable]	False
[text syntax]	NumberSubstitutionMethodSyntax

1.143 ObjectDataProvider

(usage)	<ObjectDataProvider />
(description)	Wraps and creates an object that you can use as a binding source.
[types assignable to]	ObjectDataProvider x:Object
(properties)	
ConstructorParameters	IList
(description)	The list of parameters to pass to the constructor.
[read only]	True
IsAsynchronous	x:Boolean
(description)	A value that indicates whether to perform object creation in a worker thread or in the active context.
MethodName	x:String
(description)	The name of the method to call.
MethodParameters	IList
(description)	The list of parameters to pass to the method.
[read only]	True

ObjectInstance	x:Object
(description)	The object used as the binding source.
ObjectType	x:XamlType
(description)	The type of object to create an instance of.

1.145 Orientation

(usage)	Horizontal Vertical
(description)	Defines the different orientations that a control or layout can have.
[types assignable to]	Orientation x:Object
(used by)	ProgressBar ScrollBar Slider StackPanel ToolBarTray Track VirtualizingStackPanel WrapPanel
[is default constructible]	False
[is nullable]	False
[text syntax]	OrientationSyntax

1.146 OverflowMode

(usage)	AsNeeded Always Never
(description)	Specifies how ToolBar items are placed in the main toolbar panel and in the overflow panel.
[types assignable to]	OverflowMode x:Object
(used by)	ToolBar
[is default constructible]	False
[is nullable]	False
[text syntax]	OverflowModeSyntax

1.147 PageContentCollection

(usage)	None.
(description)	Provides collection support for a collection of document pages.
[types assignable to]	PageContentCollection x:Object
(used by)	FixedDocument
[is default constructible]	False
[allowed types]	PageContent

1.148 PageRange

(usage)	<PageRange />
(description)	Specifies a range of pages.
[types assignable to]	PageRange x:Object
[is nullable]	False
(properties)	
PageFrom	x:Int32
(description)	The page number of the first page in the range.
PageTo	x:Int32
(description)	The page number of the last page in the range.

1.149 PageRangeSelection

(usage)	AllPages UserPages
(description)	Specifies whether all the pages or only a limited range will be processed by an operation, usually printing.
[types assignable to]	PageRangeSelection x:Object
[is default constructible]	False
[is nullable]	False
[text syntax]	PageRangeSelectionSyntax

1.150 PathAnimationSource

(usage)	X Y Angle
(description)	Specifies the output property value of the path that is used to drive the animation.
[types assignable to]	PathAnimationSource x:Object
(used by)	DoubleAnimationUsingPath
[is default constructible]	False
[is nullable]	False
[text syntax]	PathAnimationSourceSyntax

1.151 PenLineCap

(usage)	Flat Square Round Triangle
(description)	Describes the shape at the end of a line or segment.
[types assignable to]	PenLineCap x:Object
(used by)	Pen Shape
[is default constructible]	False
[is nullable]	False
[text syntax]	PenLineCapSyntax

1.152 PenLineJoin

(usage)	Miter Bevel Round
(description)	Describes the shape that joins two lines or segments.
[types assignable to]	PenLineJoin x:Object
(used by)	Pen Shape
[is default constructible]	False
[is nullable]	False
[text syntax]	PenLineJoinSyntax

1.153 PixelFormat

(usage)	Default Indexed1 Indexed2 Indexed4 Indexed8 BlackWhite Gray2 Gray4 Gray8 ...
(description)	Defines a pixel format for images and pixel-based surfaces.
[types assignable to]	PixelFormat x:Object
(used by)	ColorConvertedBitmap FormatConvertedBitmap PixelFormats
[is nullable]	False
[text syntax]	PixelFormatSyntax

1.154 PixelFormats

(usage)	{x:Static PixelFormats.StaticPropertyName }
(description)	Represents the collection of supported pixel formats.
[types assignable to]	PixelFormats x:Object
[is default constructible]	False
(static properties)	
Bgr101010	PixelFormat
(description)	The Bgr101010 pixel format. Bgr101010 is a sRGB format with 32 bits per pixel (BPP). Each color channel (blue, green, and red) is allocated 10 bits per pixel (BPP).
Bgr24	PixelFormat
(description)	The Bgr24 pixel format. Bgr24 is a sRGB format with 24 bits per pixel (BPP). Each color channel (blue, green, and red) is allocated 8 bits per pixel (BPP).
Bgr32	PixelFormat
(description)	The Bgr32 pixel format. Bgr32 is a sRGB format with 32 bits per pixel (BPP). Each color channel (blue, green, and red) is allocated 8 bits per pixel (BPP).
Bgr555	PixelFormat
(description)	The Bgr555 pixel format. Bgr555 is a sRGB format with 16 bits per pixel (BPP). Each color channel (blue, green, and red) is allocated 5 bits per pixel (BPP).
Bgr565	PixelFormat
(description)	The Bgr565 pixel format. Bgr565 is a sRGB format with 16 bits per pixel (BPP).

	Each color channel (blue, green, and red) is allocated 5, 6, and 5 bits per pixel (BPP) respectively.
Bgra32	PixelFormat
(description)	The Bgra32 pixel format. Bgra32 is a sRGB format with 32 bits per pixel (BPP). Each channel (blue, green, red, and alpha) is allocated 8 bits per pixel (BPP).
BlackWhite	PixelFormat
(description)	The black and white pixel format which displays one bit of data per pixel as either black or white.
Cmyk32	PixelFormat
(description)	The Cmyk32 pixel format which displays 32 bits per pixel (BPP) with each color channel (cyan, magenta, yellow, and black) allocated 8 bits per pixel (BPP).
Default	PixelFormat
(description)	The pixel format that is best suited for the particular operation.
Gray16	PixelFormat
(description)	The Gray16 pixel format which displays a 16 bits-per-pixel grayscale channel, allowing 65536 shades of gray. This format has a gamma of 1.0.
Gray2	PixelFormat
(description)	The Gray2 pixel format which displays a 2 bits-per-pixel grayscale channel, allowing 4 shades of gray.
Gray32Float	PixelFormat
(description)	The Gray32Float pixel format. Gray32Float displays a 32 bits per pixel (BPP) grayscale channel, allowing over 4 billion shades of gray. This format has a gamma of 1.0.
Gray4	PixelFormat
(description)	The Gray4 pixel format which displays a 4 bits-per-pixel grayscale channel, allowing 16 shades of gray.
Gray8	PixelFormat
(description)	The Gray8 pixel format which displays an 8 bits-per-pixel grayscale channel, allowing 256 shades of gray.
Indexed1	PixelFormat
(description)	The pixel format specifying a paletted bitmap with 2 colors.
Indexed2	PixelFormat
(description)	The pixel format specifying a paletted bitmap with 4 colors.
Indexed4	PixelFormat

(description)	The pixel format specifying a paletted bitmap with 16 colors.
Indexed8	PixelFormat
(description)	The pixel format specifying a paletted bitmap with 256 colors.
Pbgra32	PixelFormat
(description)	The Pbgra32 pixel format. Pbgra32 is a sRGB format with 32 bits per pixel (BPP). Each channel (blue, green, red, and alpha) is allocated 8 bits per pixel (BPP). Each color channel is pre-multiplied by the alpha value.
Prgba128Float	PixelFormat
(description)	The Prgba128Float pixel format. Prgba128Float is a ScRGB format with 128 bits per pixel (BPP). Each channel (red, green, blue, and alpha) is allocated 32 bits per pixel (BPP). Each color channel is pre-multiplied by the alpha value. This format has a gamma of 1.0.
Prgba64	PixelFormat
(description)	The Prgba64 pixel format. Prgba64 is a sRGB format with 64 bits per pixel (BPP). Each channel (blue, green, red, and alpha) is allocated 32 bits per pixel (BPP). Each color channel is pre-multiplied by the alpha value. This format has a gamma of 1.0.
Rgb128Float	PixelFormat
(description)	The Rgb128Float pixel format. Rgb128Float is a ScRGB format with 128 bits per pixel (BPP). Each color channel is allocated 32 BPP. This format has a gamma of 1.0.
Rgb24	PixelFormat
(description)	The Rgb24 pixel format. Rgb24 is a sRGB format with 24 bits per pixel (BPP). Each color channel (red, green, and blue) is allocated 8 bits per pixel (BPP).
Rgb48	PixelFormat
(description)	The Rgb48 pixel format. Rgb48 is a sRGB format with 48 bits per pixel (BPP). Each color channel (red, green, and blue) is allocated 16 bits per pixel (BPP). This format has a gamma of 1.0.
Rgba128Float	PixelFormat
(description)	The Rgba128Float pixel format. Rgba128Float is a ScRGB format with 128 bits per pixel (BPP). Each color channel is allocated 32 bits per pixel (BPP). This format has a gamma of 1.0.
Rgba64	PixelFormat
(description)	The Rgba64 pixel format. Rgba64 is an sRGB format with 64 bits per pixel (BPP). Each channel (red, green, blue, and alpha) is allocated 16 bits per pixel (BPP). This format has a gamma of 1.0.

1.155 PlacementMode

(usage)	Absolute Relative Bottom Center Right AbsolutePoint RelativePoint Mouse MousePoint ...
(description)	Describes the placement of where a Popup control appears on the screen.
[types assignable to]	PlacementMode x:Object
(used by)	ContextMenu ContextMenuService Popup ToolTip ToolTipService
[is default constructible]	False
[is nullable]	False
[text syntax]	PlacementModeSyntax

1.156 Point

(usage)	<Point> string </Point>
(description)	Represents an x- and y-coordinate pair in two-dimensional space.
[types assignable to]	Point x:Object
(used by)	ArcSegment BezierSegment EllipseGeometry GlyphRun ICollectionOfPoint KeySpline LinearGradientBrush LineGeometry LineSegment PathFigure PointCollection PointKeyFrame QuadraticBezierSegment RadialGradientBrush Rect UIElement
[is nullable]	False
[text syntax]	PointSyntax
(properties)	
X	x:Double
(description)	The X-coordinate value of this Point structure.
Y	x:Double
(description)	The Y-coordinate value of this Point.

1.157 Point3D

(usage)	<Point3D> string </Point3D>
----------------	-----------------------------

(description)	Defines an x-, y-, and z-coordinate in 3-D space.
[types assignable to]	Point3D x:Object
(used by)	ICollectionOfPoint3D Point3DCollection Point3DKeyFrame PointLightBase ProjectionCamera Rect3D
[is nullable]	False
[text syntax]	Point3DSyntax
(properties)	
X	x:Double
(description)	The x-coordinate of this Point3D structure.
Y	x:Double
(description)	The y-coordinate of this Point3D structure.
Z	x:Double
(description)	The z-coordinate of this Point3D structure.

1.158 PopupAnimation

(usage)	None Fade Slide Scroll
(description)	Describes how a Popup control animates when it opens.
[types assignable to]	PopupAnimation x:Object
(used by)	Popup SystemParameters
[is default constructible]	False
[is nullable]	False
[text syntax]	PopupAnimationSyntax

1.159 PowerLineStatus

(usage)	Offline Online Unknown
(description)	Indicates whether the system power is online, or that the system power status is unknown.
[types assignable to]	PowerLineStatus x:Object
(used by)	SystemParameters

[is default constructible]	False
[is nullable]	False
[text syntax]	PowerLineStyleSyntax

1.161 PropertyPath

(usage)	<PropertyPath> string </PropertyPath>
(description)	Implements a data structure for describing a property as a path below another property, or below an owning type. Property paths are used in data binding to objects, and in storyboards and timelines for animations.
[types assignable to]	PropertyPath x:Object
(used by)	Binding Storyboard
[is default constructible]	False
[text syntax]	PropertyPathSyntax
(properties)	
Path	x:String
(description)	The string that describes the path.
PathParameters	CollectionOfObject
(description)	The list of parameters to use when the path refers to indexed parameters.
[read only]	True

1.162 Quaternion

(usage)	<Quaternion> string </Quaternion>
(description)	Structure that represents a rotation in three dimensions.
[types assignable to]	Quaternion x:Object
(used by)	Quaternion QuaternionKeyFrame QuaternionRotation3D
[is nullable]	False
[text syntax]	QuaternionSyntax
(properties)	

W	x:Double
(description)	The W component of the Quaternion.
X	x:Double
(description)	The X component of the Quaternion.
Y	x:Double
(description)	The Y component of the Quaternion.
Z	x:Double
(description)	The Z component of the Quaternion.
(static properties)	
Identity	Quaternion
(description)	The identity Quaternion

1.163 Rect

(usage)	<Rect> string </Rect>
(description)	Describes the width, height, and location of a rectangle.
[types assignable to]	Rect x:Object
(used by)	ContextMenu ContextMenuService FixedPage ImageDrawing Popup Rect RectangleGeometry RectKeyFrame SystemParameters TileBrush ToolTip ToolTipService VideoDrawing Viewport3DVisual
[is nullable]	False
[text syntax]	RectSyntax
(properties)	
Height	x:Double
(description)	The height of the rectangle.
Location	Point
(description)	The position of the top-left corner of the rectangle.
Size	Size
(description)	The width and height of the rectangle.
Width	x:Double
(description)	The width of the rectangle.
X	x:Double

(description)	The x-axis value of the left side of the rectangle.
Y	x:Double
(description)	The y-axis value of the top side of the rectangle.
(static properties)	
Empty	Rect
(description)	A special value that represents a rectangle with no position or area.

1.164 Rect3D

(usage)	<Rect3D> string </Rect3D>
(description)	Represents a 3-D rectangle: for example, a cube.
[types assignable to]	Rect3D x:Object
(used by)	Rect3D
[is nullable]	False
[text syntax]	Rect3DSyntax
(properties)	
Location	Point3D
(description)	A Point3D that represents the origin of the Rect3D.
Size	Size3D
(description)	The area of the Rect3D.
SizeX	x:Double
(description)	The size of the Rect3D in the X dimension.
SizeY	x:Double
(description)	The size of the Rect3D in the Y dimension.
SizeZ	x:Double
(description)	The size of the Rect3D in the Z dimension.
X	x:Double
(description)	The value of the X coordinate of the rectangle.
Y	x:Double
(description)	The value of the Y coordinate of the rectangle.

Z	x:Double
(description)	The value of the Z coordinate of the rectangle.
(static properties)	
Empty	Rect3D
(description)	An empty Rect3D.

1.165 RelativeSourceMode

(usage)	PreviousData TemplatedParent Self FindAncestor
(description)	Describes the location of the binding source relative to the position of the binding target.
[types assignable to]	RelativeSourceMode x:Object
(used by)	RelativeSource
[is default constructible]	False
[is nullable]	False
[text syntax]	RelativeSourceModeSyntax

1.166 RenderCapability

(usage)	{x:Static RenderCapability.StaticPropertyName }
(description)	Enables applications to query for the current rendering tier for their associated Dispatcher object and to register for notification of changes.
[types assignable to]	RenderCapability x:Object
[is default constructible]	False
(static properties)	
Tier	x:Int32
(description)	A value that indicates the rendering tier for the current thread.

1.167 RenderOptions

(usage)	None.
(description)	Provides options for controlling the rendering behavior of objects.
[types assignable to]	RenderOptions x:Object
[is default constructible]	False
(attachable properties)	
RenderOptions. BitmapScalingMode	BitmapScalingMode
(description)	The BitmapScalingMode for a given DependencyObject.
[target type]	DependencyObject
RenderOptions. CacheInvalidationThreshold Maximum	x:Double
(description)	The cache invalidation threshold maximum value for a given DependencyObject.
[target type]	DependencyObject
RenderOptions. CacheInvalidationThreshold Minimum	x:Double
(description)	The cache invalidation threshold minimum value for a given DependencyObject.
[target type]	DependencyObject
RenderOptions.CachingHint	CachingHint
(description)	A value that indicates that rendered content should be cached when possible.
[target type]	DependencyObject
RenderOptions.EdgeMode	EdgeMode
(description)	The EdgeMode enumeration value for a non-text primitive that determines how its edges are rendered.
[target type]	DependencyObject

1.168 RepeatBehavior

(usage)	<RepeatBehavior> string </RepeatBehavior>
(description)	Describes how a Timeline repeats its simple duration.

[types assignable to]	RepeatBehavior x:Object
(used by)	RepeatBehavior Timeline
[is nullable]	False
[text syntax]	RepeatBehaviorSyntax
(static properties)	
Forever	RepeatBehavior
(description)	A RepeatBehavior that specifies an infinite number of repetitions.

1.169 ResizeMode

(usage)	NoResize CanMinimize CanResize CanResizeWithGrip
(description)	Specifies whether a window can be resized and, if so, how it can be resized. Used by the ResizeMode property.
[types assignable to]	ResizeMode x:Object
(used by)	Window
[is default constructible]	False
[is nullable]	False
[text syntax]	ResizeModeSyntax

1.170 ResourceDictionary

(usage)	<ResourceDictionary> x:Object * </ResourceDictionary>
(description)	Provides a hash table / dictionary implementation that contains resources used by components and other elements of an application.
[types assignable to]	ResourceDictionary x:Object
(used by)	Application CollectionOfResourceDictionary FrameworkContentElement FrameworkElement FrameworkTemplate Style
[is dictionary]	True
[allowed types]	x:Object
[allowed key types]	x:Object
[is name scope]	True
(properties)	

IsReadOnly	x:Boolean
(description)	Whether this ResourceDictionary is read-only.
MergedDictionaries	CollectionOfResourceDictionary
(description)	A collection of the ResourceDictionary dictionaries that constitute the various resource dictionaries in the merged dictionaries.
[read only]	True
Source	x:Uri
(description)	The uniform resource identifier (URI) to load resources from.

1.171 Rotation

(usage)	Rotate0 Rotate90 Rotate180 Rotate270
(description)	Specifies the rotation to apply to a bitmap image.
[types assignable to]	Rotation x:Object
(used by)	BitmapImage
[is default constructible]	False
[is nullable]	False
[text syntax]	RotationSyntax

1.172 RoutedCommand

(usage)	<RoutedCommand> string </RoutedCommand>
(description)	Defines a command that implements ICommand and is routed through the element tree.
[types assignable to]	RoutedCommand x:Object ICommand
(used by)	Slider
[text syntax]	CommandSyntax
(properties)	
InputGestures	InputGestureCollection
(description)	The collection of InputGesture objects that are associated with this command.

[read only]	True
(events)	
CanExecuteChanged	Occurs when changes to the command source are detected by the command manager. These changes often affect whether the command should execute on the current command target.

1.172.1 RoutedUICommand

(usage)	<RoutedUICommand> string </RoutedUICommand>
(description)	Defines an ICommand that is routed through the element tree and contains a text property.
[types assignable to]	RoutedUICommand RoutedCommand x:Object ICommand
(used by)	ApplicationCommands ComponentCommands DocumentViewer EditingCommands MediaCommands NavigationCommands
[text syntax]	CommandSyntax
(properties)	
Text	x:String
(description)	The text that describes this command.

1.173 RoutedEvent

(usage)	<RoutedEvent> string </RoutedEvent>
(description)	Represents and identifies a routed event and declares its characteristics.
[types assignable to]	RoutedEvent x:Object
(used by)	EventSetter EventTrigger
[is default constructible]	False
[text syntax]	RoutedEventSyntax

1.174 RowDefinitionCollection

(usage)	None.
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(description)	Provides access to an ordered, strongly typed collection of RowDefinition objects.
[types assignable to]	RowDefinitionCollection x:Object
(used by)	Grid
[is default constructible]	False
[is list]	True
[allowed types]	RowDefinition

1.175 ScrollBarVisibility

(usage)	Disabled Auto Hidden Visible
(description)	Specifies the visibility of a ScrollBar for scrollable content.
[types assignable to]	ScrollBarVisibility x:Object
(used by)	FlowDocumentScrollViewer ScrollViewer TextBoxBase
[is default constructible]	False
[is nullable]	False
[text syntax]	ScrollBarVisibilitySyntax

1.176 SelectionMode

(usage)	x:Single Multiple Extended
(description)	Defines the selection behavior for a ListBox.
[types assignable to]	SelectionMode x:Object
(used by)	ListBox
[is default constructible]	False
[is nullable]	False
[text syntax]	SelectionModeSyntax

1.177 SetterBase

(usage)	None.
(description)	Represents the base type for value setters.
[types assignable to]	SetterBase x:Object
(used by)	SetterBaseCollection
[is default constructible]	False

1.177.1 EventSetter

(usage)	<EventSetter />
(description)	Represents an event setter in a style. Event setters invoke the specified event handlers in response to events.
[types assignable to]	EventSetter SetterBase x:Object
(properties)	
Event	RoutedEvent
(description)	The particular routed event that this EventSetter responds to.
HandledEventsToo	x:Boolean
(description)	A value that determines whether the handler assigned to the setter should still be invoked, even if the event is marked handled in its event data.

1.177.2 Setter

(usage)	<Setter />
(description)	Represents a setter that applies a property value.
[types assignable to]	Setter SetterBase x:Object
(properties)	
Property	DependencyProperty
(description)	The property to which the Value will be applied.
TargetName	x:String
(description)	The name of the object this Setter is intended for.
Value	x:Object

(description)

The value to apply to the property that is specified by this Setter.

1.178 SetterBaseCollection

(usage) `<SetterBaseCollection> SetterBase* </SetterBaseCollection>`**(description)** Represents a collection of SetterBase objects.**[types assignable to]** [SetterBaseCollection](#) [x:Object](#)**(used by)** [DataTrigger](#) [MultiDataTrigger](#) [MultiTrigger](#) [Style](#) [Trigger](#)**[is list]** True**[allowed types]** [SetterBase](#)

1.179 ShutdownMode

(usage) [OnLastWindowClose](#) | [OnMainWindowClose](#) | [OnExplicitShutdown](#)**(description)** Specifies how an application will shutdown. Used by the ShutdownMode property.**[types assignable to]** [ShutdownMode](#) [x:Object](#)**(used by)** [Application](#)**[is default constructible]** False**[is nullable]** False**[text syntax]** [ShutdownModeSyntax](#)

1.180 x:Single

link to externally defined type `x:Single`, from [\[MS-XAML\]](#)

1.181 Size

[MS-WPFXV] – v1.0

WPF Xaml Vocabulary Specification 2006

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Release: June 2008

(usage)	<code><Size> string </Size></code>
(description)	Implements a structure that is used to describe the Size of an object.
[types assignable to]	Size x:Object
(used by)	ArcSegment DocumentPaginator Rect Size SizeKeyFrame UIElement
[is nullable]	False
[text syntax]	SizeSyntax
(properties)	
Height	x:Double
(description)	The Height of this instance of Size.
Width	x:Double
(description)	The Width of this instance of Size.
(static properties)	
Empty	Size
(description)	A value that represents a static empty Size.

1.182 Size3D

(usage)	<code><Size3D> string </Size3D></code>
(description)	Data structure used to describe the size of a three-dimensional object.
[types assignable to]	Size3D x:Object
(used by)	Rect3D Size3D
[is nullable]	False
[text syntax]	Size3DSyntax
(properties)	
X	x:Double
(description)	The X value of this Size3D structure.
Y	x:Double
(description)	The Y value of this Size3D structure.
Z	x:Double
(description)	The Z value of this Size3D structure.
(static properties)	
Empty	Size3D

(description)

A value that represents an empty Size3D structure.

1.183 SizeToContent

(usage)

[Manual](#) | [Width](#) | [Height](#) | [WidthAndHeight](#)

(description)

Specifies how a window will automatically size itself to fit the size of its content. Used by the SizeToContent property.

[types assignable to]

[SizeToContent x:Object](#)

(used by)

[Window](#)

[is default constructible]

False

[is nullable]

False

[text syntax]

[SizeToContentSyntax](#)

1.184 SlipBehavior

(usage)

[Grow](#) | [Slip](#)

(description)

Indicates how a ParallelTimeline will behave when one or more of its Timeline children slips.

[types assignable to]

[SlipBehavior x:Object](#)

(used by)

[ParallelTimeline](#)

[is default constructible]

False

[is nullable]

False

[text syntax]

[SlipBehaviorSyntax](#)

1.185 SpeechMode

(usage)

[Dictation](#) | [Command](#) | [Indeterminate](#)

(description)

Specifies the mode of interpretation for speech input.

[types assignable to]

[SpeechMode x:Object](#)

(used by)	InputMethod
[is default constructible]	False
[is nullable]	False
[text syntax]	SpeechModeSyntax

1.186 Stretch

(usage)	None Fill Uniform UniformToFill
(description)	Describes how content is resized to fill its allocated space.
[types assignable to]	Stretch x:Object
(used by)	DocumentPageView Image MediaElement Shape TileBrush Viewbox
[is default constructible]	False
[is nullable]	False
[text syntax]	StretchSyntax

1.187 StretchDirection

(usage)	UpOnly DownOnly Both
(description)	Describes how scaling applies to content and restricts scaling to named axis types.
[types assignable to]	StretchDirection x:Object
(used by)	DocumentPageView Image MediaElement Viewbox
[is default constructible]	False
[is nullable]	False
[text syntax]	StretchDirectionSyntax

1.188 x:String

link to externally defined type	x:String , from [MS-XAML]
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1.189 Stroke

(usage)	None.
(description)	Represents a single ink stroke.
[types assignable to]	Stroke x:Object
(used by)	StrokeCollection
[is default constructible]	False
(properties)	
DrawingAttributes	DrawingAttributes
(description)	The DrawingAttributes for the Stroke object.
StylusPoints	StylusPointCollection
(description)	Returns the stylus points of the Stroke.
(events)	
DrawingAttributesChanged	Occurs when the DrawingAttributes associated with the Stroke object change.
DrawingAttributesReplaced	Occurs when the drawing attributes of a Stroke object are replaced.
Invalidated	Occurs when the appearance of the Stroke changes.
PropertyDataChanged	Occurs when the custom properties on a Stroke object changes.
StylusPointsChanged	Occurs when the StylusPoints property changes.
StylusPointsReplaced	Occurs when the StylusPoints property is assigned a new StylusPointCollection.

1.190 StrokeCollection

(usage)	<StrokeCollection> string </StrokeCollection>
(description)	Represents a collection of Stroke objects.
[types assignable to]	StrokeCollection x:Object
(used by)	InkCanvas InkPresenter StrokeCollection
[text syntax]	StrokeCollectionSyntax
[is list]	True
[allowed types]	StrokeCollection Stroke

(events)

PropertyDataChanged	Occurs when custom property is added or removed from the StrokeCollection.
StrokesChanged	Occurs when a Stroke in the collection changes.

1.191 Style

(usage) `<Style> SetterBase* </Style>`

(description) Enables the sharing of properties, resources, and event handlers between instances of a type.

[types assignable to] [Style](#) [x:Object](#)

(used by) [FrameworkContentElement](#) [FrameworkElement](#) [GridSplitter](#) [GridView](#) [GridViewColumn](#) [GridViewHeaderRowPresenter](#) [GroupStyle](#) [ItemsControl](#) [Style](#)

[content property] [Setters](#)

[dictionary key property] [TargetType](#)

[is name scope] True

(properties)

BasedOn [Style](#)

(description) A defined style that is the basis of the current style.

Resources [ResourceDictionary](#)

(description) The collection of resources that can be used within the scope of this style.

Setters [SetterBaseCollection](#)

(description) A collection of Setter and EventSetter objects.

[read only] True

TargetType [x:XamlType](#)

(description) The type for which this style is intended.

Triggers [TriggerCollection](#)

(description) A collection of TriggerBase objects that apply property values based on specified conditions.

[read only] True

1.192 StyleSelector

(usage)	<StyleSelector />
(description)	Provides a way to apply styles based on custom logic.
[types assignable to]	StyleSelector x:Object
(used by)	GroupStyle ItemsControl

1.193 StyleSimulations

(usage)	None [BoldSimulation ItalicSimulation BoldItalicSimulation]*
(description)	Defines an enumerator type that describes the simulation style of a font.
[types assignable to]	StyleSimulations x:Object
(used by)	Glyphs GlyphTypeface
[is default constructible]	False
[is nullable]	False
[text syntax]	StyleSimulationsSyntax

1.194 Stylus

(usage)	{ x:Static Stylus.StaticPropertyName }
(description)	Provides access to general information about a tablet pen.
[types assignable to]	Stylus x:Object
[is default constructible]	False
(attachable properties)	
Stylus.IsFlicksEnabled	x:Boolean
(description)	A value indicating whether flicks are enabled.
[target type]	DependencyObject
Stylus.IsPressAndHoldEnabled	x:Boolean
(description)	A values indicating whether press and hold is enabled.
[target type]	DependencyObject
Stylus.IsTapFeedbackEnabled	x:Boolean

(description)	Whether a value indicating whether tap feedback is enabled.
[target type]	DependencyObject
Stylus.IsTouchFeedbackEnabled	x:Boolean
(description)	Whether a value indicating whether touch feedback is enabled.
[target type]	DependencyObject
(static properties)	
Captured	InputElement
(description)	The element to which the stylus is bound.
CurrentStylusDevice	StylusDevice
(description)	The stylus that represents the stylus currently in use.
DirectlyOver	InputElement
(description)	The element that is directly beneath the stylus.

1.195 StylusButtonCollection

(usage)	None.
(description)	Contains a collection of StylusButton objects.
[types assignable to]	StylusButtonCollection x:Object
[is default constructible]	False
[is list]	True

1.196 StylusDeviceCollection

(usage)	None.
(description)	Contains the StylusDevice objects that represent a Tablet PC's stylus devices.
[types assignable to]	StylusDeviceCollection x:Object
[is default constructible]	False
[is list]	True

1.197 StylusPoint

(usage)	<code><StylusPoint /></code>
(description)	Represents a single data point collected from the digitizer and stylus.
[types assignable to]	StylusPoint x:Object
(used by)	StylusPointCollection
[is nullable]	False
(properties)	
Description	StylusPointDescription
(description)	The StylusPointDescription that specifies the properties stored in the StylusPoint.
PressureFactor	x:Single
(description)	A value between 0 and 1 that reflects the amount of pressure the stylus applies to the digitizer's surface when the StylusPoint is created.
X	x:Double
(description)	The value for the x-coordinate of the StylusPoint.
Y	x:Double
(description)	The y-coordinate of the StylusPoint.

1.198 StylusPointCollection

(usage)	<code><StylusPointCollection> [StylusPointCollection StylusPoint]*</code> <code></StylusPointCollection></code>
(description)	Contains a collection of StylusPoint objects.
[types assignable to]	StylusPointCollection x:Object
(used by)	Stroke StylusPointCollection
[is list]	True
[allowed types]	StylusPointCollection StylusPoint
(events)	
Changed	Occurs when the StylusPointCollection changes.

1.199 StylusPointDescription

(usage)	<code><StylusPointDescription /></code>
(description)	Specifies the properties that are in a StylusPoint.
[types assignable to]	StylusPointDescription x:Object
(used by)	InkCanvas StylusPoint

1.200 StylusShape

(usage)	None.
(description)	Represents the tip of a stylus.
[types assignable to]	StylusShape x:Object
(used by)	InkCanvas
[is default constructible]	False

1.201 StylusTip

(usage)	Rectangle Ellipse
(description)	Specifies the tip to be used to draw a Stroke.
[types assignable to]	StylusTip x:Object
(used by)	DrawingAttributes
[is default constructible]	False
[is nullable]	False
[text syntax]	StylusTipSyntax

1.202 SweepDirection

(usage)	Counterclockwise Clockwise
(description)	Defines the direction an elliptical arc is drawn.
[types assignable to]	SweepDirection x:Object

(used by)	ArcSegment
[is default constructible]	False
[is nullable]	False
[text syntax]	SweepDirectionSyntax

1.203 SystemColors

(usage)	{x:Static SystemColors. <i>StaticPropertyName</i> }
(description)	Contains system colors, system brushes, and system resource keys that correspond to system display elements.
[types assignable to]	SystemColors x:Object
[is default constructible]	False
(static properties)	
ActiveBorderBrush	SolidColorBrush
(description)	A SolidColorBrush that is the color of the active window's border.
ActiveBorderBrushKey	ResourceKey
(description)	The ResourceKey for the SolidColorBrush used to paint the active window's border.
ActiveBorderColor	Color
(description)	A Color structure that is the color of the active window's border.
ActiveBorderColorKey	ResourceKey
(description)	The ResourceKey for the Color of the active window's border.
ActiveCaptionBrush	SolidColorBrush
(description)	A SolidColorBrush that is the color of the background of the active window's title bar.
ActiveCaptionBrushKey	ResourceKey
(description)	The ResourceKey for the SolidColorBrush used to paint the background of the active window's title bar.
ActiveCaptionColor	Color
(description)	A Color structure that is the background color of the active window's title bar.
ActiveCaptionColorKey	ResourceKey

(description)	The ResourceKey for the background Color of the active window's title bar.
ActiveCaptionTextBrush	SolidColorBrush
(description)	A SolidColorBrush that is the color of the text in the active window's title bar.
ActiveCaptionTextBrushKey	ResourceKey
(description)	The ResourceKey for the SolidColorBrush that paints the text in the active window's title bar.
ActiveCaptionTextColor	Color
(description)	A Color structure that is the color of the text in the active window's title bar.
ActiveCaptionTextColorKey	ResourceKey
(description)	The ResourceKey for the Color of the text in the active window's title bar.
AppWorkspaceBrush	SolidColorBrush
(description)	A SolidColorBrush that is the color of the application workspace.
AppWorkspaceBrushKey	ResourceKey
(description)	The ResourceKey for the SolidColorBrush that paints the application workspace.
AppWorkspaceColor	Color
(description)	A Color structure that is the color of the application workspace.
AppWorkspaceColorKey	ResourceKey
(description)	The ResourceKey for the Color of the application workspace.
ControlBrush	SolidColorBrush
(description)	A SolidColorBrush that is the face color of a three-dimensional display element.
ControlBrushKey	ResourceKey
(description)	The ResourceKey for the SolidColorBrush that paints the face of a three-dimensional display element.
ControlColor	Color
(description)	A Color structure that is the face color of a three-dimensional display element.
ControlColorKey	ResourceKey
(description)	The ResourceKey for the face Color of a three-dimensional display element.
ControlDarkBrush	SolidColorBrush
(description)	A SolidColorBrush that is the shadow color of a three-dimensional display element.
ControlDarkBrushKey	ResourceKey
(description)	The ResourceKey for the SolidColorBrush that paints the shadow of a three-dimensional display element.

ControlDarkColor	Color
(description)	A Color structure that is the shadow color of a three-dimensional display element.
ControlDarkColorKey	ResourceKey
(description)	The ResourceKey for the shadow Color of a three-dimensional display element.
ControlDarkDarkBrush	SolidColorBrush
(description)	A SolidColorBrush that is the dark shadow color of a three-dimensional display element.
ControlDarkDarkBrushKey	ResourceKey
(description)	The ResourceKey for the SolidColorBrush that paints the dark shadow of a three-dimensional display element.
ControlDarkDarkColor	Color
(description)	A Color structure that is the dark shadow color of a three-dimensional display element.
ControlDarkDarkColorKey	ResourceKey
(description)	The ResourceKey for the dark shadow Color of the highlight color of a three-dimensional display element.
ControlLightBrush	SolidColorBrush
(description)	A SolidColorBrush that is the light color of a three-dimensional display element.
ControlLightBrushKey	ResourceKey
(description)	The ResourceKey for the SolidColorBrush that paints the light area of a three-dimensional display element.
ControlLightColor	Color
(description)	A Color structure that is the light color of a three-dimensional display element.
ControlLightColorKey	ResourceKey
(description)	The ResourceKey for the highlight Color of a three-dimensional display element.
ControlLightLightBrush	SolidColorBrush
(description)	A SolidColorBrush that is the highlight color of a three-dimensional display element.
ControlLightLightBrushKey	ResourceKey
(description)	The ResourceKey for the SolidColorBrush that paints the highlight of a three-dimensional display element.
ControlLightLightColor	Color

(description)	A Color structure that is the highlight color of a three-dimensional display element.
ControlLightLightColorKey	ResourceKey
(description)	The ResourceKey for the highlight Color of a three-dimensional display element.
ControlTextBrush	SolidColorBrush
(description)	A SolidColorBrush that is the color of text in a three-dimensional display element.
ControlTextBrushKey	ResourceKey
(description)	The ResourceKey for the SolidColorBrush that paints text in a three-dimensional display element.
ControlTextColor	Color
(description)	A Color structure that is the color of text in a three-dimensional display element.
ControlTextColorKey	ResourceKey
(description)	The ResourceKey for the Color of text in a three-dimensional display element.
DesktopBrush	SolidColorBrush
(description)	A SolidColorBrush that is the color of the desktop.
DesktopBrushKey	ResourceKey
(description)	The ResourceKey for the SolidColorBrush that paints the desktop.
DesktopColor	Color
(description)	A Color structure that is the color of the desktop.
DesktopColorKey	ResourceKey
(description)	The ResourceKey for the Color of the desktop.
GradientActiveCaptionBrush	SolidColorBrush
(description)	A SolidColorBrush that is the right side color in the gradient of an active window's title bar.
GradientActiveCaptionBrushKey	ResourceKey
(description)	The ResourceKey for the SolidColorBrush that is the color of the right side of the gradient of an active window's title bar.
GradientActiveCaptionColor	Color
(description)	A Color structure that is the right side color in the gradient of an active window's title bar.
GradientActiveCaptionColorKey	ResourceKey
(description)	The ResourceKey for the right-side Color in the gradient of an active window's

	title bar.
GradientInactiveCaptionBrush	SolidColorBrush
(description)	A SolidColorBrush that is the right side color in the gradient of an inactive window's title bar.
GradientInactiveCaptionBrushKey	ResourceKey
(description)	The ResourceKey for the SolidColorBrush that is the color of the right side of the gradient of an inactive window's title bar.
GradientInactiveCaptionColor	Color
(description)	A Color structure that is the right side color in the gradient of an inactive window's title bar.
GradientInactiveCaptionColorKey	ResourceKey
(description)	The ResourceKey for the right-side Color in the gradient of an inactive window's title bar.
GrayTextBrush	SolidColorBrush
(description)	A SolidColorBrush that is the color of disabled text.
GrayTextBrushKey	ResourceKey
(description)	The ResourceKey for the SolidColorBrush that paints disabled text.
GrayTextColor	Color
(description)	A Color structure that is the color of disabled text.
GrayTextColorKey	ResourceKey
(description)	The ResourceKey for the Color of disabled text.
HighlightBrush	SolidColorBrush
(description)	A SolidColorBrush that paints the background of selected items.
HighlightBrushKey	ResourceKey
(description)	The ResourceKey for the SolidColorBrush that paints the background of selected items.
HighlightColor	Color
(description)	A Color structure that is the background color of selected items.
HighlightColorKey	ResourceKey
(description)	The ResourceKey for the background Color of selected items.
HighlightTextBrush	SolidColorBrush

(description)	A SolidColorBrush that is the color of the text of selected items.
HighlightTextBrushKey	ResourceKey
(description)	The ResourceKey for the SolidColorBrush that paints the text of selected items.
HighlightTextColor	Color
(description)	A Color structure that is the color of the text of selected items.
HighlightTextColorKey	ResourceKey
(description)	The ResourceKey for the Color of a selected item's text.
HotTrackBrush	SolidColorBrush
(description)	A SolidColorBrush that is the color used to designate a hot-tracked item.
HotTrackBrushKey	ResourceKey
(description)	The ResourceKey for the SolidColorBrush that paints hot-tracked items.
HotTrackColor	Color
(description)	A Color structure that is the color used to designate a hot-tracked item.
HotTrackColorKey	ResourceKey
(description)	The ResourceKey for the Color that designates a hot-tracked item.
InactiveBorderBrush	SolidColorBrush
(description)	A SolidColorBrush that is the color of an inactive window's border.
InactiveBorderBrushKey	ResourceKey
(description)	The ResourceKey for the SolidColorBrush that paints the border of an inactive window.
InactiveBorderColor	Color
(description)	A Color structure that is the color of an inactive window's border.
InactiveBorderColorKey	ResourceKey
(description)	The ResourceKey for the Color of an inactive window's border.
InactiveCaptionBrush	SolidColorBrush
(description)	A SolidColorBrush that is the background color of an inactive window's title bar.
InactiveCaptionBrushKey	ResourceKey
(description)	The ResourceKey for the SolidColorBrush that paints the background of an inactive window's title bar.
InactiveCaptionColor	Color
(description)	A Color structure that is the background color of an inactive window's title bar.
InactiveCaptionColorKey	ResourceKey
(description)	The ResourceKey for the background Color of an inactive window's title bar.

InactiveCaptionTextBrush	SolidColorBrush
(description)	A SolidColorBrush that is the color of the text of an inactive window's title bar.
InactiveCaptionTextBrushKey	ResourceKey
(description)	The ResourceKey for the SolidColorBrush that paints the text of an inactive window's title bar.
InactiveCaptionTextColor	Color
(description)	A Color structure that is the color of the text of an inactive window's title bar.
InactiveCaptionTextColorKey	ResourceKey
(description)	The ResourceKey for the Color of the text of an inactive window's title bar.
InfoBrush	SolidColorBrush
(description)	A SolidColorBrush that is the background color for the ToolTip control.
InfoBrushKey	ResourceKey
(description)	The ResourceKey for the SolidColorBrush that paints the background of the ToolTip control.
InfoColor	Color
(description)	A Color structure that is the background color for the ToolTip control.
InfoColorKey	ResourceKey
(description)	The ResourceKey for the background Color of the ToolTip control.
InfoTextBrush	SolidColorBrush
(description)	A SolidColorBrush that is the text color for the ToolTip control.
InfoTextBrushKey	ResourceKey
(description)	The ResourceKey for the SolidColorBrush that paints the text in a ToolTip control.
InfoTextColor	Color
(description)	A Color structure that is the text color for the ToolTip control.
InfoTextColorKey	ResourceKey
(description)	The ResourceKey for the Color of the text in a ToolTip control.
MenuBarBrush	SolidColorBrush
(description)	A SolidColorBrush that is the background color for a menu bar.
MenuBarBrushKey	ResourceKey
(description)	The ResourceKey for the SolidColorBrush that paints the background of a menu bar.

MenuBarColor	Color
(description)	A Color structure that is the background color for a menu bar.
MenuBarColorKey	ResourceKey
(description)	The ResourceKey for the background Color of a menu bar.
MenuBrush	SolidColorBrush
(description)	A SolidColorBrush that is the color of a menu's background.
MenuBrushKey	ResourceKey
(description)	The ResourceKey for the SolidColorBrush that paints the background of a menu.
MenuColor	Color
(description)	A Color structure that is the color of a menu's background.
MenuColorKey	ResourceKey
(description)	The ResourceKey for the background Color of a menu.
MenuHighlightBrush	SolidColorBrush
(description)	A SolidColorBrush that is the color used to highlight a menu item.
MenuHighlightBrushKey	ResourceKey
(description)	The ResourceKey for the SolidColorBrush that paints a highlighted menu item.
MenuHighlightColor	Color
(description)	A Color structure that is the color used to highlight a menu item.
MenuHighlightColorKey	ResourceKey
(description)	The ResourceKey for the background Color of a highlighted menu item.
MenuTextBrush	SolidColorBrush
(description)	A SolidColorBrush that is the color of a menu's text.
MenuTextBrushKey	ResourceKey
(description)	The ResourceKey for the SolidColorBrush that paints a menu's text.
MenuTextColor	Color
(description)	A Color structure that is the color of a menu's text.
MenuTextColorKey	ResourceKey
(description)	The ResourceKey for the Color of a menu's text.
ScrollBarBrush	SolidColorBrush
(description)	A SolidColorBrush that is the background color of a scroll bar.
ScrollBarBrushKey	ResourceKey
(description)	The ResourceKey for the SolidColorBrush that paints the background of a scroll

	bar.
ScrollBarColor	Color
(description)	A Color structure that is the background color of a scroll bar.
ScrollBarColorKey	ResourceKey
(description)	The ResourceKey for the background Color of a scroll bar.
WindowBrush	SolidColorBrush
(description)	A SolidColorBrush that is the background color in the client area of a window.
WindowBrushKey	ResourceKey
(description)	The ResourceKey for the SolidColorBrush that paints the background of a window's client area.
WindowColor	Color
(description)	A Color structure that is the background color in the client area of a window.
WindowColorKey	ResourceKey
(description)	The ResourceKey for the background Color of a window's client area.
WindowFrameBrush	SolidColorBrush
(description)	A SolidColorBrush that is the color of a window frame.
WindowFrameBrushKey	ResourceKey
(description)	The ResourceKey for the SolidColorBrush that paints a window frame.
WindowFrameColor	Color
(description)	A Color structure that is the color of a window frame.
WindowFrameColorKey	ResourceKey
(description)	The ResourceKey for the Color of a window frame.
WindowTextBrush	SolidColorBrush
(description)	A SolidColorBrush that is the color of the text in the client area of a window.
WindowTextBrushKey	ResourceKey
(description)	The ResourceKey for the SolidColorBrush that paints the text in the client area of a window.
WindowTextColor	Color
(description)	A Color structure that is the color of the text in the client area of a window.
WindowTextColorKey	ResourceKey
(description)	The ResourceKey for the Color of text in a window's client area.

1.204 SystemFonts

(usage)	{x:Static SystemFonts.StaticPropertyName}
(description)	Contains properties that expose the system resources that concern fonts.
[types assignable to]	SystemFonts x:Object
[is default constructible]	False
(static properties)	
CaptionFontFamily	FontFamily
(description)	The metric that determines the font family of the caption of the nonclient area of a nonminimized window.
CaptionFontFamilyKey	ResourceKey
(description)	The ResourceKey for the CaptionFontFamily property.
CaptionFontSize	x:Double
(description)	The metric that determines the caption font-size for the nonclient area of a nonminimized window.
CaptionFontSizeKey	ResourceKey
(description)	The ResourceKey for the CaptionFontSize property.
CaptionFontStyle	FontStyle
(description)	The metric that determines the caption font-style for the nonclient area of a nonminimized window.
CaptionFontStyleKey	ResourceKey
(description)	The ResourceKey for the CaptionFontStyle property.
CaptionFontTextDecorations	TextDecorationCollection
(description)	The metric that determines the caption text-decorations for the nonclient area of a nonminimized window.
CaptionFontTextDecorationsKey	ResourceKey
(description)	The ResourceKey for the CaptionFontTextDecorations property.
CaptionFontWeight	FontWeight
(description)	The metric that determines the caption font-weight for the nonclient area of a nonminimized window.
CaptionFontWeightKey	ResourceKey
(description)	The ResourceKey for the CaptionFontWeight property.
IconFontFamily	FontFamily

(description)	The font family from the logical font information for the current icon-title font.
IconFontFamilyKey	ResourceKey
(description)	The ResourceKey for the IconFontFamily property.
IconFontSize	x:Double
(description)	The font size from the logical font information for the current icon-title font.
IconFontSizeKey	ResourceKey
(description)	The ResourceKey for the IconFontSize property.
IconFontStyle	FontStyle
(description)	The font style from the logical font information for the current icon-title font.
IconFontStyleKey	ResourceKey
(description)	The ResourceKey for the IconFontStyle property.
IconFontTextDecorations	TextDecorationCollection
(description)	The text decorations from the logical font information for the current icon-title font.
IconFontTextDecorationsKey	ResourceKey
(description)	The ResourceKey for the IconFontTextDecorations property.
IconFontWeight	FontWeight
(description)	The font weight from the logical font information for the current icon-title font.
IconFontWeightKey	ResourceKey
(description)	The ResourceKey for the IconFontWeight property.
MenuFontFamily	FontFamily
(description)	The metric that determines the font family for menu text.
MenuFontFamilyKey	ResourceKey
(description)	The ResourceKey for the MenuFontFamily property.
MenuFontSize	x:Double
(description)	The metric that determines the font size of menu text.
MenuFontSizeKey	ResourceKey
(description)	The ResourceKey for the MenuFontSize property.
MenuFontStyle	FontStyle
(description)	The metric that determines the font style for menu text.
MenuFontStyleKey	ResourceKey

(description)	The ResourceKey for the MenuFontStyle property.
MenuFontTextDecorations	TextDecorationCollection
(description)	The metric that determines the text decorations for menu text.
MenuFontTextDecorationsKey	ResourceKey
(description)	The ResourceKey for the MenuFontTextDecorations property.
MenuFontWeight	FontWeight
(description)	The metric that determines the font weight for menu text.
MenuFontWeightKey	ResourceKey
(description)	The ResourceKey for the MenuFontWeight property.
MessageFontFamily	FontFamily
(description)	The metric that determines the font family for message box text.
MessageFontFamilyKey	ResourceKey
(description)	The ResourceKey for the MessageFontFamily property.
MessageFontSize	x:Double
(description)	The metric that determines the font size of message box text.
MessageFontSizeKey	ResourceKey
(description)	The ResourceKey for the MessageFontSize property.
MessageFontStyle	FontStyle
(description)	The metric that determines the font style for message box text.
MessageFontStyleKey	ResourceKey
(description)	The ResourceKey for the MessageFontStyle property.
MessageFontTextDecorations	TextDecorationCollection
(description)	The metric that determines the decorations for message box text.
MessageFontTextDecorationsKey	ResourceKey
(description)	The ResourceKey for the MessageFontTextDecorations property.
MessageFontWeight	FontWeight
(description)	The metric that determines the font weight for message box text.
MessageFontWeightKey	ResourceKey
(description)	The ResourceKey for the MessageFontWeight property.
SmallCaptionFontFamily	FontFamily
(description)	The metric that determines the font family of the small-caption text for the nonclient area of a nonminimized window.
SmallCaptionFontFamilyKey	ResourceKey

(description)	The ResourceKey for the SmallCaptionFontFamily property.
SmallCaptionFontSize	x:Double
(description)	The metric that determines the font size of the small-caption text for the nonclient area of a nonminimized window.
SmallCaptionFontSizeKey	ResourceKey
(description)	The ResourceKey for the SmallCaptionFontSize property.
SmallCaptionFontStyle	FontStyle
(description)	The metric that determines the font style of the small-caption text for the nonclient area of a nonminimized window.
SmallCaptionFontStyleKey	ResourceKey
(description)	The ResourceKey for the SmallCaptionFontStyle property.
SmallCaptionFontTextDecorations	TextDecorationCollection
(description)	The metric that determines the decorations of the small-caption text for the nonclient area of a nonminimized window.
SmallCaptionFontTextDecorationsKey	ResourceKey
(description)	The ResourceKey for the SmallCaptionFontTextDecorations property.
SmallCaptionFontWeight	FontWeight
(description)	The metric that determines the font weight of the small-caption text for the nonclient area of a nonminimized window.
SmallCaptionFontWeightKey	ResourceKey
(description)	The ResourceKey for the SmallCaptionFontWeight property.
StatusFontFamily	FontFamily
(description)	The metric that determines the font family of the text used in status bars and ToolTips for the nonclient area of a nonminimized window.
StatusFontFamilyKey	ResourceKey
(description)	The ResourceKey for the StatusFontFamily property.
StatusFontSize	x:Double
(description)	The metric that determines the font size of the text used in status bars and ToolTips for the nonclient area of a nonminimized window.
StatusFontSizeKey	ResourceKey
(description)	The ResourceKey for the StatusFontSize property.
StatusFontStyle	FontStyle

(description)	The metric that determines the font style of the text used in status bars and ToolTips for the nonclient area of a nonminimized window.
StatusFontStyleKey	ResourceKey
(description)	The ResourceKey for the StatusFontStyle property.
StatusFontTextDecorations	TextDecorationCollection
(description)	The metric that determines the decorations of the text used in status bars and ToolTips for the nonclient area of a nonminimized window.
StatusFontTextDecorationsKey	ResourceKey
(description)	The ResourceKey for the StatusFontTextDecorations property.
StatusFontWeight	FontWeight
(description)	The metric that determines the font weight of the text used in status bars and ToolTips for the nonclient area of a nonminimized window.
StatusFontWeightKey	ResourceKey
(description)	The ResourceKey for the StatusFontWeight property.

1.205 SystemParameters

(usage)	{x:Static SystemParameters. <i>StaticPropertyName</i> }
(description)	Contains properties that you can use to query system settings.
[types assignable to]	SystemParameters x:Object
[is default constructible]	False
(static properties)	
Border	x:Int32
(description)	The border multiplier factor that determines the width of a window's sizing border.
BorderKey	ResourceKey
(description)	The ResourceKey for the Border property.
BorderWidth	x:Double
(description)	The metric that determines the border width of the nonclient area of a nonminimized window.
BorderWidthKey	ResourceKey
(description)	The ResourceKey for the BorderWidth property.
CaptionHeight	x:Double

(description)	The metric that determines the caption height for the nonclient area of a nonminimized window.
CaptionHeightKey	ResourceKey
(description)	The ResourceKey for the CaptionHeight property.
CaptionWidth	x:Double
(description)	The metric that determines the caption width for the nonclient area of a nonminimized window.
CaptionWidthKey	ResourceKey
(description)	The ResourceKey for the CaptionWidth property.
CaretWidth	x:Double
(description)	The caret width, in pixels, for edit controls.
CaretWidthKey	ResourceKey
(description)	The ResourceKey for the CaretWidth property.
ClientAreaAnimation	x:Boolean
(description)	A value indicating whether the client area animation feature is enabled.
ClientAreaAnimationKey	ResourceKey
(description)	A ResourceKey for the ClientAreaAnimation property.
ComboBoxAnimation	x:Boolean
(description)	A value indicating whether the slide-open effect for combo boxes is enabled.
ComboBoxAnimationKey	ResourceKey
(description)	The ResourceKey for the ComboBoxAnimation property.
ComboBoxPopupAnimation	PopupAnimation
(description)	The system value of the PopupAnimation property for combo boxes.
ComboBoxPopupAnimationKey	ResourceKey
(description)	The ResourceKey for the ComboBoxPopupAnimation property.
CursorHeight	x:Double
(description)	The height, in pixels, of a cursor.
CursorHeightKey	ResourceKey
(description)	The ResourceKey for the CursorHeight property.
CursorShadow	x:Boolean
(description)	A value indicating whether the cursor has a shadow around it.
CursorShadowKey	ResourceKey

(description)	The ResourceKey for the CursorShadow property.
CursorWidth	x:Double
(description)	The width, in pixels, of a cursor.
CursorWidthKey	ResourceKey
(description)	The ResourceKey for the CursorWidth property.
DragFullWindows	x:Boolean
(description)	A value indicating whether dragging of full windows is enabled.
DragFullWindowsKey	ResourceKey
(description)	The ResourceKey for the DragFullWindows property.
DropShadow	x:Boolean
(description)	A value indicating whether the drop shadow effect is enabled.
DropShadowKey	ResourceKey
(description)	The ResourceKey for the DropShadow property.
FixedFrameHorizontalBorderHeight	x:Double
(description)	The height of the horizontal border of the frame around a window.
FixedFrameHorizontalBorderHeightKey	ResourceKey
(description)	The ResourceKey for the FixedFrameHorizontalBorderHeight property.
FixedFrameVerticalBorderWidth	x:Double
(description)	The width of the vertical border of the frame around a window.
FixedFrameVerticalBorderWidthKey	ResourceKey
(description)	The ResourceKey for the FixedFrameVerticalBorderWidth property.
FlatMenu	x:Boolean
(description)	A value indicating whether native menus appear as a flat menu.
FlatMenuKey	ResourceKey
(description)	The ResourceKey for the FlatMenu property.
FocusBorderHeight	x:Double
(description)	The height, in pixels, of the upper and lower edges of the focus rectangle.
FocusBorderHeightKey	ResourceKey
(description)	The ResourceKey for the FocusBorderHeight property.
FocusBorderWidth	x:Double

(description)	The width, in pixels, of the left and right edges of the focus rectangle.
FocusBorderWidthKey	ResourceKey
(description)	The ResourceKey for the FocusBorderWidth property.
FocusHorizontalBorderHeight	x:Double
(description)	The height of the upper and lower edges of the focus rectangle.
FocusHorizontalBorderHeightKey	ResourceKey
(description)	The ResourceKey for the FocusHorizontalBorderHeight property.
FocusVerticalBorderWidth	x:Double
(description)	The width of the left and right edges of the focus rectangle.
FocusVerticalBorderWidthKey	ResourceKey
(description)	The ResourceKey for the FocusVerticalBorderWidth property.
FocusVisualStyleKey	ResourceKey
(description)	The ResourceKey for the FocusVisualStyle property.
ForegroundFlashCount	x:Int32
(description)	The number of times the Set Foreground Window flashes the taskbar button when rejecting a foreground switch request.
ForegroundFlashCountKey	ResourceKey
(description)	The ResourceKey for the ForegroundFlashCount property.
FullPrimaryScreenHeight	x:Double
(description)	The height, in pixels, of the client area for a full-screen window on the primary display monitor.
FullPrimaryScreenHeightKey	ResourceKey
(description)	The ResourceKey for the FullPrimaryScreenHeight property.
FullPrimaryScreenWidth	x:Double
(description)	The width, in pixels, of the client area for a full-screen window on the primary display monitor.
FullPrimaryScreenWidthKey	ResourceKey
(description)	The ResourceKey for the FullPrimaryScreenWidth property.
GradientCaptions	x:Boolean
(description)	A value indicating whether the gradient effect for window title bars is enabled.
GradientCaptionsKey	ResourceKey
(description)	The ResourceKey for the GradientCaptions property.

HighContrast	x:Boolean
(description)	Information about the High Contrast accessibility feature.
HighContrastKey	ResourceKey
(description)	The ResourceKey for the HighContrast property.
HorizontalScrollBarButtonWidth	x:Double
(description)	The width, in pixels, of the arrow bitmap on a horizontal scroll bar.
HorizontalScrollBarButtonWidthKey	ResourceKey
(description)	The ResourceKey for the HorizontalScrollBarButtonWidth property.
HorizontalScrollBarHeight	x:Double
(description)	The height of a horizontal scroll bar, in pixels.
HorizontalScrollBarHeightKey	ResourceKey
(description)	The ResourceKey for the HorizontalScrollBarHeight property.
HorizontalScrollBarThumbWidth	x:Double
(description)	The width, in pixels, of the Thumb in a horizontal scroll bar.
HorizontalScrollBarThumbWidthKey	ResourceKey
(description)	The ResourceKey for the HorizontalScrollBarThumbWidth property.
HotTracking	x:Boolean
(description)	A value indicating whether hot tracking of user-interface elements, such as menu names on menu bars, is enabled.
HotTrackingKey	ResourceKey
(description)	The ResourceKey for the HotTracking property.
IconGridHeight	x:Double
(description)	The height of a grid in which a large icon will fit.
IconGridHeightKey	ResourceKey
(description)	The ResourceKey for the IconGridHeight property.
IconGridWidth	x:Double
(description)	The width of a grid that a large icon will fit into.
IconGridWidthKey	ResourceKey
(description)	The ResourceKey for the IconGridWidth property.
IconHeight	x:Double
(description)	The default height of an icon.

IconHeightKey	ResourceKey
(description)	The ResourceKey for the IconHeight property.
IconHorizontalSpacing	x:Double
(description)	The width, in pixels, of an icon cell. The system uses this rectangle to arrange icons in large icon view.
IconHorizontalSpacingKey	ResourceKey
(description)	The ResourceKey for the IconHorizontalSpacing property.
IconTitleWrap	x:Boolean
(description)	A value indicating whether icon-title wrapping is enabled.
IconTitleWrapKey	ResourceKey
(description)	The ResourceKey for the IconTitleWrap property.
IconVerticalSpacing	x:Double
(description)	The height, in pixels, of an icon cell. The system uses this rectangle to arrange icons in large icon view.
IconVerticalSpacingKey	ResourceKey
(description)	The ResourceKey for the IconVerticalSpacing property.
IconWidth	x:Double
(description)	The default width of an icon.
IconWidthKey	ResourceKey
(description)	The ResourceKey for the IconWidth property.
IsImmEnabled	x:Boolean
(description)	A value that indicates whether the system is ready to use a Unicode-based Input Method Editor (IME) on a Unicode application.
IsImmEnabledKey	ResourceKey
(description)	The ResourceKey for the IsImmEnabled property.
IsMediaCenter	x:Boolean
(description)	A value that indicates whether the current system is a media center.
IsMediaCenterKey	ResourceKey
(description)	The ResourceKey for the IsMediaCenter property.
IsMenuDropRightAligned	x:Boolean
(description)	A value that indicates whether drop-down menus are right-aligned with the corresponding menu item.

IsMenuDropRightAlignedKey	ResourceKey
(description)	The ResourceKey for the IsMenuDropRightAligned property.
IsMiddleEastEnabled	x:Boolean
(description)	A value that indicates whether the system is enabled for Hebrew and Arabic languages.
IsMiddleEastEnabledKey	ResourceKey
(description)	The ResourceKey for the IsMiddleEastEnabled property.
IsMousePresent	x:Boolean
(description)	A value that indicates whether a mouse is installed.
IsMousePresentKey	ResourceKey
(description)	The ResourceKey for the IsMousePresent property.
IsMouseWheelPresent	x:Boolean
(description)	A value that indicates whether the installed mouse has a vertical scroll wheel.
IsMouseWheelPresentKey	ResourceKey
(description)	The ResourceKey for the IsMouseWheelPresent property.
IsPenWindows	x:Boolean
(description)	A value that indicates whether a pen system is installed.
IsPenWindowsKey	ResourceKey
(description)	The ResourceKey for the IsPenWindows property.
IsRemotelyControlled	x:Boolean
(description)	A value that indicates whether the current session is remotely controlled.
IsRemotelyControlledKey	ResourceKey
(description)	The ResourceKey for the IsRemotelyControlled property.
IsRemoteSession	x:Boolean
(description)	A value that indicates whether the calling process is associated with a Terminal Services client session.
IsRemoteSessionKey	ResourceKey
(description)	The ResourceKey for the IsRemoteSession property.
IsSlowMachine	x:Boolean
(description)	A value that indicates whether the computer has a low-end (slow) processor.
IsSlowMachineKey	ResourceKey
(description)	The ResourceKey for the IsSlowMachine property.
IsTabletPC	x:Boolean

(description)	A value that indicates whether the current system is a tablet.
IsTabletPCKey	ResourceKey
(description)	The ResourceKey for the IsTabletPC property.
KanjiWindowHeight	x:Double
(description)	A value that indicates the height, in pixels, of the kanji window at the bottom of the screen for systems that use double-byte characters.
KanjiWindowHeightKey	ResourceKey
(description)	The ResourceKey for the KanjiWindowHeight property.
KeyboardCues	x:Boolean
(description)	A value indicating whether menu access keys are always underlined.
KeyboardCuesKey	ResourceKey
(description)	The ResourceKey for the KeyboardCues property.
KeyboardDelay	x:Int32
(description)	The keyboard repeat-delay setting, which is a value in the range from 0 (approximately 250 milliseconds delay) through 3 (approximately 1 second delay).
KeyboardDelayKey	ResourceKey
(description)	The ResourceKey for the KeyboardDelay property.
KeyboardPreference	x:Boolean
(description)	A value indicating whether the user relies on the keyboard instead of the mouse, and whether the user wants applications to display keyboard interfaces that are typically hidden.
KeyboardPreferenceKey	ResourceKey
(description)	The ResourceKey for the KeyboardPreference property.
KeyboardSpeed	x:Int32
(description)	The keyboard repeat-speed setting, which is a value in the range from 0 (approximately 2.5 repetitions per second) through 31 (approximately 30 repetitions per second).
KeyboardSpeedKey	ResourceKey
(description)	The ResourceKey for the KeyboardSpeed property.
ListBoxSmoothScrolling	x:Boolean
(description)	A value indicating whether the smooth-scrolling effect for list boxes is enabled.
ListBoxSmoothScrollingKey	ResourceKey

(description)	The ResourceKey for the ListBoxSmoothScrolling property.
MaximizedPrimaryScreenHeight	x:Double
(description)	A value that indicates the height, in pixels, of a maximized top-level window on the primary display monitor.
MaximizedPrimaryScreenHeightKey	ResourceKey
(description)	The ResourceKey for the MaximizedPrimaryScreenHeight property.
MaximizedPrimaryScreenWidth	x:Double
(description)	A value that indicates the width, in pixels, of a maximized top-level window on the primary display monitor.
MaximizedPrimaryScreenWidthKey	ResourceKey
(description)	The ResourceKey for the MaximizedPrimaryScreenWidth property.
MaximumWindowTrackHeight	x:Double
(description)	A value that indicates the maximum height, in pixels, of a window that has a caption and sizing borders.
MaximumWindowTrackHeightKey	ResourceKey
(description)	The ResourceKey for the MaximumWindowTrackHeight property.
MaximumWindowTrackWidth	x:Double
(description)	A value that indicates the maximum width, in pixels, of a window that has a caption and sizing borders.
MaximumWindowTrackWidthKey	ResourceKey
(description)	The ResourceKey for the MaximumWindowTrackWidth property.
MenuAnimation	x:Boolean
(description)	A value indicating whether the menu animation feature is enabled.
MenuAnimationKey	ResourceKey
(description)	The ResourceKey for the MenuAnimation property.
MenuBarHeight	x:Double
(description)	A value that indicates the height, in pixels, of a single-line menu bar.
MenuBarHeightKey	ResourceKey
(description)	The ResourceKey for the MenuBarHeight property.
MenuButtonHeight	x:Double
(description)	A value that indicates the height, in pixels, of a menu bar button.

MenuButtonHeightKey	ResourceKey
(description)	The ResourceKey for the MenuButtonHeight property.
MenuButtonWidth	x:Double
(description)	A value that indicates the width, in pixels, of a menu bar button.
MenuButtonWidthKey	ResourceKey
(description)	The ResourceKey for the MenuButtonWidth property.
MenuCheckmarkHeight	x:Double
(description)	A value that indicates the height, in pixels, of the default menu check-mark bitmap.
MenuCheckmarkHeightKey	ResourceKey
(description)	The ResourceKey for the MenuCheckmarkHeight property.
MenuCheckmarkWidth	x:Double
(description)	A value that indicates the width, in pixels, of the default menu check-mark bitmap.
MenuCheckmarkWidthKey	ResourceKey
(description)	The ResourceKey for the MenuCheckmarkWidth property.
MenuDropAlignment	x:Boolean
(description)	A value indicating whether pop-up menus are left-aligned or right-aligned, relative to the corresponding menu item.
MenuDropAlignmentKey	ResourceKey
(description)	The ResourceKey for the MenuDropAlignment property.
MenuFade	x:Boolean
(description)	A value indicating whether menu fade animation is enabled.
MenuFadeKey	ResourceKey
(description)	The ResourceKey for the MenuFade property.
MenuHeight	x:Double
(description)	The metric that determines the height of the menu.
MenuHeightKey	ResourceKey
(description)	The ResourceKey for the MenuHeight property.
MenuPopupAnimation	PopupAnimation
(description)	The system value of the PopupAnimation property for menus.
MenuPopupAnimationKey	ResourceKey

(description)	The ResourceKey for the MenuPopupAnimation property.
MenuShowDelay	x:Int32
(description)	The time, in milliseconds, that the system waits before displaying a shortcut menu when the mouse cursor is over a submenu item.
MenuShowDelayKey	ResourceKey
(description)	The ResourceKey for the MenuShowDelay property.
MenuWidth	x:Double
(description)	The metric that determines the width of the menu.
MenuWidthKey	ResourceKey
(description)	The ResourceKey for the MenuWidth property.
MinimizeAnimation	x:Boolean
(description)	The animation effects associated with user actions.
MinimizeAnimationKey	ResourceKey
(description)	The ResourceKey for the MinimizeAnimation property.
MinimizedGridHeight	x:Double
(description)	A value that indicates the height, in pixels, of a grid cell for a minimized window.
MinimizedGridHeightKey	ResourceKey
(description)	The ResourceKey for the MinimizedGridHeight property.
MinimizedGridWidth	x:Double
(description)	A value that indicates the width, in pixels, of a grid cell for a minimized window.
MinimizedGridWidthKey	ResourceKey
(description)	The ResourceKey for the MinimizedGridWidth property.
MinimizedWindowHeight	x:Double
(description)	A value that indicates the height, in pixels, of a minimized window.
MinimizedWindowHeightKey	ResourceKey
(description)	The ResourceKey for the MinimizedWindowHeight property.
MinimizedWindowWidth	x:Double
(description)	A value that indicates the width, in pixels, of a minimized window.
MinimizedWindowWidthKey	ResourceKey
(description)	The ResourceKey for the MinimizedWindowWidth property.
MinimumHorizontalDragDistance	x:Double

(description)	The width of a rectangle centered on a drag point to allow for limited movement of the mouse pointer before a drag operation begins.
MinimumVerticalDragDistance	x:Double
(description)	The height of a rectangle centered on a drag point to allow for limited movement of the mouse pointer before a drag operation begins.
MinimumWindowHeight	x:Double
(description)	A value that indicates the minimum height, in pixels, of a window.
MinimumWindowHeightKey	ResourceKey
(description)	The ResourceKey for the MinimumWindowHeight property.
MinimumWindowTrackHeight	x:Double
(description)	A value that indicates the minimum tracking height of a window, in pixels.
MinimumWindowTrackHeightKey	ResourceKey
(description)	The ResourceKey for the MinimumWindowTrackHeight property.
MinimumWindowTrackWidth	x:Double
(description)	A value that indicates the minimum tracking width of a window, in pixels.
MinimumWindowTrackWidthKey	ResourceKey
(description)	The ResourceKey for the MinimumWindowTrackWidth property.
MinimumWindowWidth	x:Double
(description)	A value that indicates the minimum width, in pixels, of a window.
MinimumWindowWidthKey	ResourceKey
(description)	The ResourceKey for the MinimumWindowWidth property.
MouseHoverHeight	x:Double
(description)	The height, in pixels, of the rectangle within which the mouse pointer has to stay to generate a mouse-hover event.
MouseHoverHeightKey	ResourceKey
(description)	The ResourceKey for the MouseHoverHeight property.
MouseHoverTime	x:TimeSpan
(description)	The time, in milliseconds, that the mouse pointer must remain in the hover rectangle to generate a mouse-hover event.
MouseHoverTimeKey	ResourceKey
(description)	The ResourceKey for the MouseHoverTime property.

MouseHoverWidth	x:Double
(description)	The width, in pixels, of the rectangle within which the mouse pointer has to stay to generate a mouse-hover event.
MouseHoverWidthKey	ResourceKey
(description)	The ResourceKey for the MouseHoverWidth property.
NavigationChromeDownLevelStyleKey	ResourceKey
(description)	The ResourceKey for the NavigationChromeDownLevelStyleKey property.
NavigationChromeStyleKey	ResourceKey
(description)	The ResourceKey for the NavigationChromeStyleKey property.
PowerLineStatus	PowerLineStatus
(description)	A value indicating whether the system power is online, or that the system power status is unknown.
PowerLineStatusKey	ResourceKey
(description)	A ResourceKey for the PowerLineStatus property.
PrimaryScreenHeight	x:Double
(description)	A value that indicates the screen height, in pixels, of the primary display monitor.
PrimaryScreenHeightKey	ResourceKey
(description)	The ResourceKey for the PrimaryScreenHeight property.
PrimaryScreenWidth	x:Double
(description)	A value that indicates the screen width, in pixels, of the primary display monitor.
PrimaryScreenWidthKey	ResourceKey
(description)	The ResourceKey for the PrimaryScreenWidth property.
ResizeFrameHorizontalBorderHeight	x:Double
(description)	A value that indicates the height (thickness), in pixels, of the horizontal sizing border around the perimeter of a window that can be resized.
ResizeFrameHorizontalBorderHeightKey	ResourceKey
(description)	The ResourceKey for the ResizeFrameHorizontalBorderHeight property.
ResizeFrameVerticalBorderWidth	x:Double
(description)	A value that indicates the width (thickness), in pixels, of the vertical sizing border around the perimeter of a window that can be resized.

ResizeFrameVerticalBorderWidth Key	ResourceKey
(description)	The ResourceKey for the ResizeFrameVerticalBorderWidth property.
ScrollHeight	x:Double
(description)	The metric that determines the scroll height of the nonclient area of a nonminimized window.
ScrollHeightKey	ResourceKey
(description)	The ResourceKey for the ScrollHeight property.
ScrollWidth	x:Double
(description)	The metric that determines the scroll width of the nonclient area of a nonminimized window.
ScrollWidthKey	ResourceKey
(description)	The ResourceKey for the ScrollWidth property.
SelectionFade	x:Boolean
(description)	A value indicating whether the selection fade effect is enabled.
SelectionFadeKey	ResourceKey
(description)	The ResourceKey for the SelectionFade property.
ShowSounds	x:Boolean
(description)	A value that indicates whether the user requires information in visual format.
ShowSoundsKey	ResourceKey
(description)	The ResourceKey for the ShowSounds property.
SmallCaptionHeight	x:Double
(description)	The metric that determines the height of the small caption of the nonclient area of a nonminimized window.
SmallCaptionHeightKey	ResourceKey
(description)	The ResourceKey for the SmallCaptionHeight property.
SmallCaptionWidth	x:Double
(description)	The metric that determines the width of the small caption of the nonclient area of a nonminimized window.
SmallCaptionWidthKey	ResourceKey
(description)	The ResourceKey for the SmallCaptionWidth property.
SmallIconHeight	x:Double
(description)	A value that indicates the recommended height, in pixels, of a small icon.

SmallIconHeightKey	ResourceKey
(description)	The ResourceKey for the SmallIconHeight property.
SmallIconWidth	x:Double
(description)	A value that indicates the recommended width, in pixels, of a small icon.
SmallIconWidthKey	ResourceKey
(description)	The ResourceKey for the SmallIconWidth property.
SmallWindowCaptionButtonHeight	x:Double
(description)	A value that indicates the height, in pixels, of small caption buttons.
SmallWindowCaptionButtonHeightKey	ResourceKey
(description)	The ResourceKey for the SmallWindowCaptionButtonHeight property.
SmallWindowCaptionButtonWidth	x:Double
(description)	A value that indicates the width, in pixels, of small caption buttons.
SmallWindowCaptionButtonWidthKey	ResourceKey
(description)	The ResourceKey for the SmallWindowCaptionButtonWidth property.
SnapToDefaultButton	x:Boolean
(description)	A value indicating whether the snap-to-default button is enabled. If enabled, the mouse cursor automatically moves to the default button of a dialog box, such as OK or Apply.
SnapToDefaultButtonKey	ResourceKey
(description)	The ResourceKey for the SnapToDefaultButton property.
StylusHotTracking	x:Boolean
(description)	A value indicating whether hot tracking of a stylus is enabled.
StylusHotTrackingKey	ResourceKey
(description)	The ResourceKey for the StylusHotTracking property.
SwapButtons	x:Boolean
(description)	A value that indicates whether the functionality of the left and right mouse buttons are swapped.
SwapButtonsKey	ResourceKey
(description)	The ResourceKey for the SwapButtons property.
ThickHorizontalBorderHeight	x:Double
(description)	A value that indicates the height, in pixels, of a 3-D border.

ThickHorizontalBorderHeightKey	ResourceKey
(description)	The ResourceKey for the ThickHorizontalBorderHeight property.
ThickVerticalBorderWidth	x:Double
(description)	A value that indicates the width, in pixels, of a 3-D border.
ThickVerticalBorderWidthKey	ResourceKey
(description)	The ResourceKey for the ThickVerticalBorderWidth property.
ThinHorizontalBorderHeight	x:Double
(description)	A value that indicates the height, in pixels, of a horizontal window border.
ThinHorizontalBorderHeightKey	ResourceKey
(description)	The ResourceKey for the ThinHorizontalBorderHeight property.
ThinVerticalBorderWidth	x:Double
(description)	A value that indicates the width, in pixels, of a vertical window border.
ThinVerticalBorderWidthKey	ResourceKey
(description)	The ResourceKey for the ThinVerticalBorderWidth property.
ToolTipAnimation	x:Boolean
(description)	A value indicating whether ToolTip animation is enabled.
ToolTipAnimationKey	ResourceKey
(description)	The ResourceKey for the ToolTipAnimation property.
ToolTipFade	x:Boolean
(description)	A value indicating whether ToolTip animation uses a fade effect or a slide effect.
ToolTipFadeKey	ResourceKey
(description)	The ResourceKey for the ToolTipFade property.
ToolTipPopupAnimation	PopupAnimation
(description)	The system value of the PopupAnimation property for ToolTips.
ToolTipPopupAnimationKey	ResourceKey
(description)	The ResourceKey for the ToolTipPopupAnimation property.
UIEffects	x:Boolean
(description)	A value that indicates whether all user interface (UI) effects are enabled.
UIEffectsKey	ResourceKey
(description)	The ResourceKey for the UIEffects property.

VerticalScrollBarButtonHeight	x:Double
(description)	A value that indicates the height, in pixels, of the arrow bitmap on a vertical scroll bar.
VerticalScrollBarButtonHeightKey	ResourceKey
(description)	The ResourceKey for the VerticalScrollBarButtonHeight property.
VerticalScrollBarThumbHeight	x:Double
(description)	A value that indicates the height, in pixels, of the thumb in a vertical scroll bar.
VerticalScrollBarThumbHeightKey	ResourceKey
(description)	The ResourceKey for the VerticalScrollBarThumbHeight property.
VerticalScrollBarWidth	x:Double
(description)	A value that indicates the width, in pixels, of a vertical scroll bar.
VerticalScrollBarWidthKey	ResourceKey
(description)	The ResourceKey for the VerticalScrollBarWidth property.
VirtualScreenHeight	x:Double
(description)	A value that indicates the height, in pixels, of the virtual screen.
VirtualScreenHeightKey	ResourceKey
(description)	The ResourceKey for the VirtualScreenHeight property.
VirtualScreenLeft	x:Double
(description)	A value that indicates the coordinate for the left side of the virtual screen.
VirtualScreenLeftKey	ResourceKey
(description)	The ResourceKey for the VirtualScreenLeft property.
VirtualScreenTop	x:Double
(description)	A value that indicates the upper coordinate of the virtual screen.
VirtualScreenTopKey	ResourceKey
(description)	The ResourceKey for the VirtualScreenTop property.
VirtualScreenWidth	x:Double
(description)	A value that indicates the width, in pixels, of the virtual screen.
VirtualScreenWidthKey	ResourceKey
(description)	The ResourceKey for the VirtualScreenWidth property.
WheelScrollLines	x:Int32
(description)	A value that indicates the number of lines to scroll when the mouse wheel is rotated.

WheelScrollLinesKey	ResourceKey
(description)	The ResourceKey for the WheelScrollLines property.
WindowCaptionButtonHeight	x:Double
(description)	A value that indicates the height, in pixels, of a button in the title bar of a window.
WindowCaptionButtonHeightKey	ResourceKey
(description)	The ResourceKey for the WindowCaptionButtonHeight property.
WindowCaptionButtonWidth	x:Double
(description)	A value that indicates the width, in pixels, of a button in the title bar of a window.
WindowCaptionButtonWidthKey	ResourceKey
(description)	The ResourceKey for the WindowCaptionButtonWidth property.
WindowCaptionHeight	x:Double
(description)	A value that indicates the height, in pixels, of a caption area.
WindowCaptionHeightKey	ResourceKey
(description)	The ResourceKey for the WindowCaptionHeight property.
WorkArea	Rect
(description)	The size of the work area on the primary display monitor.
WorkAreaKey	ResourceKey
(description)	The ResourceKey for the WorkArea property.

1.206 TableCellCollection

(usage)	None.
(description)	Provides standard facilities for creating and managing a type-safe, ordered collection of TableCell objects.
[types assignable to]	TableCellCollection x:Object
(used by)	TableRow
[is default constructible]	False
[is list]	True
[allowed types]	TableCell

(properties)**Capacity**[x:Int32](#)**(description)**

The preallocated collection item capacity for this collection.

1.207 TableColumnCollection

(usage)

None.

(description)

Provides standard facilities for creating and managing a type-safe, ordered collection of TableColumn objects.

[types assignable to][TableColumnCollection](#) [x:Object](#)**(used by)**[Table](#)**[is default constructible]**

False

[is list]

True

[allowed types][TableColumn](#)**(properties)****Capacity**[x:Int32](#)**(description)**

The pre-allocated collection item capacity for this collection.

1.208 TableRowCollection

(usage)

None.

(description)

Provides standard facilities for creating and managing a type-safe, ordered collection of TableRow objects.

[types assignable to][TableRowCollection](#) [x:Object](#)**(used by)**[TableRowGroup](#)**[is default constructible]**

False

[is list]

True

[allowed types][TableRow](#)**(properties)****Capacity**[x:Int32](#)**(description)**

The pre-allocated collection item capacity for this collection.

1.209 TableRowGroupCollection

(usage)	None.
(description)	Provides standard facilities for creating and managing a type-safe, ordered collection of TableRowGroup objects.
[types assignable to]	TableRowGroupCollection x:Object
(used by)	Table
[is default constructible]	False
[is list]	True
[allowed types]	TableRowGroup
(properties)	
Capacity	x:Int32
(description)	The pre-allocated collection item capacity for this collection.

1.210 Tablet

(usage)	{x:Static Tablet.StaticPropertyName }
(description)	Provides support for returning the tablet devices attached to the system.
[types assignable to]	Tablet x:Object
[is default constructible]	False
(static properties)	
CurrentTabletDevice	TabletDevice
(description)	The current TabletDevice.
TabletDevices	TabletDeviceCollection
(description)	The TabletDeviceCollection associated with the system.

1.211 TabletDeviceCollection

(usage)	None.
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(description)	Contains the <code>TabletDevice</code> objects that represent the digitizer devices of a tablet device.
[types assignable to]	TabletDeviceCollection <code>x:Object</code>
(used by)	Tablet
[is default constructible]	False

1.212 TextAlignment

(usage)	Left Right Center Justify
(description)	Specifies whether the text in the object is left-aligned, right-aligned, centered, or justified.
[types assignable to]	TextAlignment <code>x:Object</code>
(used by)	AccessText AnchoredBlock Block FlowDocument ListItem TableCell TextBlock TextBox
[is default constructible]	False
[is nullable]	False
[text syntax]	TextAlignmentSyntax

1.213 TextDecorationLocation

(usage)	Underline OverLine Strikethrough Baseline
(description)	Specifies the vertical position of a <code>TextDecoration</code> object.
[types assignable to]	TextDecorationLocation <code>x:Object</code>
(used by)	TextDecoration
[is default constructible]	False
[is nullable]	False
[text syntax]	TextDecorationLocationSyntax

1.214 TextDecorations

(usage)	<code>{x:Static TextDecorations.StaticPropertyName}</code>
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(description)	Provides a set of static predefined text decorations.
[types assignable to]	TextDecorations x:Object
[is default constructible]	False
(static properties)	
Baseline	TextDecorationCollection
(description)	Specifies a baseline TextDecoration.
OverLine	TextDecorationCollection
(description)	Specifies an overline TextDecoration.
Strikethrough	TextDecorationCollection
(description)	Specifies a strikethrough TextDecoration.
Underline	TextDecorationCollection
(description)	Specifies an underline TextDecoration.

1.215 TextDecorationUnit

(usage)	FontRecommended FontRenderingEmSize Pixel
(description)	Specifies the unit type of either a TextDecoration PenOffset or a Pen thickness value.
[types assignable to]	TextDecorationUnit x:Object
(used by)	TextDecoration
[is default constructible]	False
[is nullable]	False
[text syntax]	TextDecorationUnitSyntax

1.216 TextElementCollectionOfTextElementType

(usage)	None.
(description)	Provides standard facilities for creating and managing a type-safe, ordered collection of TextElement objects. This is a generic collection for working with objects of a specified type that derives from TextElement.

[types assignable to]	TextElementCollectionOfTextElementType x:Object
[is default constructible]	False
[is list]	True
[allowed types]	TextElementType

1.217 TextMarkerStyle

(usage)	None Disc Circle Square Box LowerRoman UpperRoman LowerLatin UpperLatin ...
(description)	Describes the appearance of a list item's bullet style.
[types assignable to]	TextMarkerStyle x:Object
(used by)	List
[is default constructible]	False
[is nullable]	False
[text syntax]	TextMarkerStyleSyntax

1.218 TextPointer

(usage)	None.
(description)	Represents a position within a FlowDocument or TextBlock.
[types assignable to]	TextPointer x:Object
(used by)	RichTextBox
[is default constructible]	False

1.219 TextTrimming

(usage)	None CharacterEllipsis WordEllipsis
(description)	Describes how text is trimmed when it overflows the edge of its containing box.
[types assignable to]	TextTrimming x:Object
(used by)	AccessText TextBlock

[is default constructible]	False
[is nullable]	False
[text syntax]	TextTrimmingSyntax

1.220 TextWrapping

(usage)	WrapWithOverflow NoWrap Wrap
(description)	Specifies whether text wraps when it reaches the edge of the containing box
[types assignable to]	TextWrapping x:Object
(used by)	AccessText TextBlock TextBox
[is default constructible]	False
[is nullable]	False
[text syntax]	TextWrappingSyntax

1.221 Thickness

(usage)	<Thickness> string </Thickness>
(description)	Describes the thickness of a frame around a rectangle. Four Double values describe the Left, Top, Right, and Bottom sides of the rectangle, respectively.
[types assignable to]	Thickness x:Object
(used by)	AnchoredBlock Block Border Control FlowDocument FrameworkElement ListItem TableCell TextBlock ThicknessKeyFrame
[is nullable]	False
[text syntax]	ThicknessSyntax
(properties)	
Bottom	x:Double
(description)	The width, in pixels, of the lower side of the bounding rectangle.
Left	x:Double
(description)	The width, in pixels, of the left side of the bounding rectangle.
Right	x:Double

(description)	The width, in pixels, of the right side of the bounding rectangle.
Top	x:Double
(description)	The width, in pixels, of the upper side of the bounding rectangle.

1.222 TickBarPlacement

(usage)	Left Top Right Bottom
(description)	Specifies the placement of a TickBar with respect to the Track of a Slider control.
[types assignable to]	TickBarPlacement x:Object
(used by)	TickBar
[is default constructible]	False
[is nullable]	False
[text syntax]	TickBarPlacementSyntax

1.223 TickPlacement

(usage)	None TopLeft BottomRight Both
(description)	Specifies the position of tick marks in a Slider control with respect to the Track that the control implements.
[types assignable to]	TickPlacement x:Object
(used by)	Slider
[is default constructible]	False
[is nullable]	False
[text syntax]	TickPlacementSyntax

1.224 TileMode

(usage)	None Tile FlipX FlipY FlipXY
(description)	Describes how a TileBrush paints tiles onto an output area.

[types assignable to]	TileMode x:Object
(used by)	TileBrush
[is default constructible]	False
[is nullable]	False
[text syntax]	TileModeSyntax

1.225 TimeSeekOrigin

(usage)	BeginTime Duration
(description)	Indicates the origin of a seek operation. The offset of the seek operation is relative to this origin.
[types assignable to]	TimeSeekOrigin x:Object
(used by)	SeekStoryboard
[is default constructible]	False
[is nullable]	False
[text syntax]	TimeSeekOriginSyntax

1.226 x:TimeSpan

link to externally defined type	x:TimeSpan, from [MS-XAML]
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1.227 ToolTipService

(usage)	None.
(description)	Represents a service that provides properties and events to control the display and behavior of tooltips.
[types assignable to]	ToolTipService x:Object
[is default constructible]	False
(attachable properties)	

ToolTipService. BetweenShowDelay	x:Int32
(description)	The maximum time between the display of two tooltips where the second tooltip appears without a delay.
[target type]	DependencyObject
ToolTipService.HasDropShadow	x:Boolean
(description)	Whether the tooltip displays a drop shadow effect.
[target type]	DependencyObject
ToolTipService.HorizontalOffset	x:Double
(description)	The offset from the left of the area that is specified for the tooltip by the PlacementRectangle and PlacementTarget properties.
[target type]	DependencyObject
[text syntax]	LengthSyntax
ToolTipService.InitialShowDelay	x:Int32
(description)	The length of time before a tooltip opens.
[target type]	DependencyObject
ToolTipService.IsEnabled	x:Boolean
(description)	Whether a tooltip appears.
[target type]	DependencyObject
ToolTipService.Placement	PlacementMode
(description)	The orientation of the tooltip when it opens, and specifies how the tooltip behaves when it overlaps screen boundaries.
[target type]	DependencyObject
ToolTipService. PlacementRectangle	Rect
(description)	The rectangular area relative to which the tooltip is positioned.
[target type]	DependencyObject
ToolTipService.PlacementTarget	UIElement
(description)	The object relative to which the tooltip is positioned.
[target type]	DependencyObject
ToolTipService.ShowDuration	x:Int32
(description)	The amount of time that a tooltip remains visible.
[target type]	DependencyObject
ToolTipService.ShowOnDisabled	x:Boolean

(description)	Whether a tooltip appears for an object that is not enabled.
[target type]	DependencyObject
ToolTipService.ToolTip	x:Object
(description)	The content of a tooltip.
[target type]	DependencyObject
ToolTipService.VerticalOffset	x:Double
(description)	The distance from the top of the area that is specified for the tooltip by the PlacementRectangle and PlacementTarget properties.
[target type]	DependencyObject
[text syntax]	LengthSyntax

1.228 TriggerActionCollection

(usage)	<TriggerActionCollection> TriggerAction * </TriggerActionCollection>
(description)	Represents a collection of TriggerAction objects.
[types assignable to]	TriggerActionCollection x:Object
(used by)	EventTrigger TriggerBase
[is list]	True
[allowed types]	TriggerAction

1.229 TriggerCollection

(usage)	None.
(description)	Represents a collection of TriggerBase objects.
[types assignable to]	TriggerCollection x:Object
(used by)	ControlTemplate DataTemplate FrameworkElement Style
[is default constructible]	False
[is list]	True
[allowed types]	TriggerBase

1.230 Typography

(usage)	None.
(description)	Provides access to a rich set of OpenType typography properties.
[types assignable to]	Typography x:Object
[is default constructible]	False
(properties)	
AnnotationAlternates	x:Int32
(description)	A value that specifies the index of an alternate annotation form.
Capitals	FontCapitals
(description)	A FontCapitals enumerated value that indicates the capital form of the selected font.
CapitalSpacing	x:Boolean
(description)	A value that determines whether inter-glyph spacing for all-capital text is globally adjusted to improve readability.
CaseSensitiveForms	x:Boolean
(description)	A value that determines whether glyphs adjust their vertical position to better align with uppercase glyphs.
ContextualAlternates	x:Boolean
(description)	A value that determines whether custom glyph forms can be used based upon the context of the text being rendered.
ContextualLigatures	x:Boolean
(description)	A value that determines whether contextual ligatures are enabled.
ContextualSwashes	x:Int32
(description)	A value that specifies the index of a contextual swashes form.
DiscretionaryLigatures	x:Boolean
(description)	A value that determines whether discretionary ligatures are enabled.
EastAsianExpertForms	x:Boolean
(description)	A value that determines whether the standard Japanese font forms have been replaced with the corresponding preferred typographic forms.
EastAsianLanguage	FontEastAsianLanguage
(description)	A FontEastAsianLanguage enumerated value that indicates the version of glyphs to be used for a specific writing system or language.
EastAsianWidths	FontEastAsianWidths

(description)	A FontEastAsianWidths enumerated value that indicates the proportional width to be used for Latin characters in an East Asian font.
Fraction	FontFraction
(description)	A FontFraction enumerated value that indicates the fraction style.
HistoricalForms	x:Boolean
(description)	A value that determines whether historical forms are enabled.
HistoricalLigatures	x:Boolean
(description)	A value that indicates whether historical ligatures are enabled.
Kerning	x:Boolean
(description)	A value that indicates whether kerning is enabled.
MathematicalGreek	x:Boolean
(description)	A value that indicates whether standard typographic font forms of Greek glyphs have been replaced with corresponding font forms commonly used in mathematical notation.
NumeralAlignment	FontNumeralAlignment
(description)	A FontNumeralAlignment enumerated value that indicates the alignment of widths when using numerals.
NumeralStyle	FontNumeralStyle
(description)	A FontNumeralStyle enumerated value that determines the set of glyphs that are used to render numeric alternate font forms.
SlashedZero	x:Boolean
(description)	A value that indicates whether a nominal zero font form should be replaced with a slashed zero.
StandardLigatures	x:Boolean
(description)	A value that indicates whether standard ligatures are enabled.
StandardSwashes	x:Int32
(description)	A value that specifies the index of a standard swashes form.
StylisticAlternates	x:Int32
(description)	A value that specifies the index of a stylistic alternates form.
StylisticSet1	x:Boolean
(description)	A value that indicates whether a stylistic set of a font form is enabled.
StylisticSet10	x:Boolean
(description)	A value that indicates whether a stylistic set of a font form is enabled.

StylisticSet11	x:Boolean
(description)	A value that indicates whether a stylistic set of a font form is enabled.
StylisticSet12	x:Boolean
(description)	A value that indicates whether a stylistic set of a font form is enabled.
StylisticSet13	x:Boolean
(description)	A value that indicates whether a stylistic set of a font form is enabled.
StylisticSet14	x:Boolean
(description)	A value that indicates whether a stylistic set of a font form is enabled.
StylisticSet15	x:Boolean
(description)	A value that indicates whether a stylistic set of a font form is enabled.
StylisticSet16	x:Boolean
(description)	A value that indicates whether a stylistic set of a font form is enabled.
StylisticSet17	x:Boolean
(description)	A value that indicates whether a stylistic set of a font form is enabled.
StylisticSet18	x:Boolean
(description)	A value that indicates whether a stylistic set of a font form is enabled.
StylisticSet19	x:Boolean
(description)	A value that indicates whether a stylistic set of a font form is enabled.
StylisticSet2	x:Boolean
(description)	A value that indicates whether a stylistic set of a font form is enabled.
StylisticSet20	x:Boolean
(description)	A value that indicates whether a stylistic set of a font form is enabled.
StylisticSet3	x:Boolean
(description)	A value that indicates whether a stylistic set of a font form is enabled.
StylisticSet4	x:Boolean
(description)	A value that indicates whether a stylistic set of a font form is enabled.
StylisticSet5	x:Boolean
(description)	A value that indicates whether a stylistic set of a font form is enabled.
StylisticSet6	x:Boolean
(description)	A value that indicates whether a stylistic set of a font form is enabled.
StylisticSet7	x:Boolean
(description)	A value that indicates whether a stylistic set of a font form is enabled.

StylisticSet8	x:Boolean
(description)	A value that indicates whether a stylistic set of a font form is enabled.
StylisticSet9	x:Boolean
(description)	A value that indicates whether a stylistic set of a font form is enabled.
Variants	FontVariants
(description)	A FontVariants enumerated value that indicates a variation of the standard typographic form to be used.
(attachable properties)	
Typography.AnnotationAlternates	x:Int32
(description)	A value that specifies the index of an alternate annotation form.
[target type]	DependencyObject
Typography.Capitals	FontCapitals
(description)	A FontCapitals enumerated value that indicates the capital form of the selected font.
[target type]	DependencyObject
Typography.CapitalSpacing	x:Boolean
(description)	A value that determines whether inter-glyph spacing for all-capital text is globally adjusted to improve readability.
[target type]	DependencyObject
Typography.CaseSensitiveForms	x:Boolean
(description)	A value that determines whether glyphs adjust their vertical position to better align with uppercase glyphs.
[target type]	DependencyObject
Typography.ContextualAlternates	x:Boolean
(description)	A value that determines whether custom glyph forms can be used based upon the context of the text being rendered.
[target type]	DependencyObject
Typography.ContextualLigatures	x:Boolean
(description)	A value that determines whether contextual ligatures are enabled.
[target type]	DependencyObject
Typography.ContextualSwashes	x:Int32

(description)	A value that specifies the index of a contextual swashes form.
[target type]	DependencyObject
Typography. DiscretionaryLigatures	x:Boolean
(description)	A value that determines whether discretionary ligatures are enabled.
[target type]	DependencyObject
Typography. EastAsianExpertForms	x:Boolean
(description)	A value that determines whether the standard Japanese font forms have been replaced with the corresponding preferred typographic forms.
[target type]	DependencyObject
Typography.EastAsianLanguage	FontEastAsianLanguage
(description)	A FontEastAsianLanguage enumerated value that indicates the version of glyphs to be used for a specific writing system or language.
[target type]	DependencyObject
Typography.EastAsianWidths	FontEastAsianWidths
(description)	A FontEastAsianWidths enumerated value that indicates the proportional width to be used for Latin characters in an East Asian font.
[target type]	DependencyObject
Typography.Fraction	FontFraction
(description)	A FontFraction enumerated value that indicates the fraction style.
[target type]	DependencyObject
Typography.HistoricalForms	x:Boolean
(description)	A value that determines whether historical forms are enabled.
[target type]	DependencyObject
Typography. HistoricalLigatures	x:Boolean
(description)	A value that indicates whether historical ligatures are enabled.
[target type]	DependencyObject
Typography.Kerning	x:Boolean
(description)	A value that indicates whether kerning is enabled.
[target type]	DependencyObject
Typography.MathematicalGreek	x:Boolean
(description)	A value that indicates whether standard typographic font forms of Greek glyphs have been replaced with corresponding font forms commonly used in mathematical notation.

[target type]	DependencyObject
Typography.NumeralAlignment	FontNumeralAlignment
(description)	A FontNumeralAlignment enumerated value that indicates the alignment of widths when using numerals.
[target type]	DependencyObject
Typography.NumeralStyle	FontNumeralStyle
(description)	A FontNumeralStyle enumerated value that determines the set of glyphs that are used to render numeric alternate font forms.
[target type]	DependencyObject
Typography.SlashedZero	x:Boolean
(description)	A value that indicates whether a nominal zero font form should be replaced with a slashed zero.
[target type]	DependencyObject
Typography.StandardLigatures	x:Boolean
(description)	A value that indicates whether standard ligatures are enabled.
[target type]	DependencyObject
Typography.StandardSwashes	x:Int32
(description)	A value that specifies the index of a standard swashes form.
[target type]	DependencyObject
Typography.StylisticAlternates	x:Int32
(description)	A value that specifies the index of a stylistic alternates form.
[target type]	DependencyObject
Typography.StylisticSet1	x:Boolean
(description)	A value that indicates whether a stylistic set of a font form is enabled.
[target type]	DependencyObject
Typography.StylisticSet10	x:Boolean
(description)	A value that indicates whether a stylistic set of a font form is enabled.
[target type]	DependencyObject
Typography.StylisticSet11	x:Boolean
(description)	A value that indicates whether a stylistic set of a font form is enabled.
[target type]	DependencyObject
Typography.StylisticSet12	x:Boolean

(description)	A value that indicates whether a stylistic set of a font form is enabled.
[target type]	DependencyObject
Typography.StylisticSet13	x:Boolean
(description)	A value that indicates whether a stylistic set of a font form is enabled.
[target type]	DependencyObject
Typography.StylisticSet14	x:Boolean
(description)	A value that indicates whether a stylistic set of a font form is enabled.
[target type]	DependencyObject
Typography.StylisticSet15	x:Boolean
(description)	A value that indicates whether a stylistic set of a font form is enabled.
[target type]	DependencyObject
Typography.StylisticSet16	x:Boolean
(description)	A value that indicates whether a stylistic set of a font form is enabled.
[target type]	DependencyObject
Typography.StylisticSet17	x:Boolean
(description)	A value that indicates whether a stylistic set of a font form is enabled.
[target type]	DependencyObject
Typography.StylisticSet18	x:Boolean
(description)	A value that indicates whether a stylistic set of a font form is enabled.
[target type]	DependencyObject
Typography.StylisticSet19	x:Boolean
(description)	A value that indicates whether a stylistic set of a font form is enabled.
[target type]	DependencyObject
Typography.StylisticSet2	x:Boolean
(description)	A value that indicates whether a stylistic set of a font form is enabled.
[target type]	DependencyObject
Typography.StylisticSet20	x:Boolean
(description)	A value that indicates whether a stylistic set of a font form is enabled.
[target type]	DependencyObject
Typography.StylisticSet3	x:Boolean
(description)	A value that indicates whether a stylistic set of a font form is enabled.
[target type]	DependencyObject

Typography.StylisticSet4	x:Boolean
(description)	A value that indicates whether a stylistic set of a font form is enabled.
[target type]	DependencyObject
Typography.StylisticSet5	x:Boolean
(description)	A value that indicates whether a stylistic set of a font form is enabled.
[target type]	DependencyObject
Typography.StylisticSet6	x:Boolean
(description)	A value that indicates whether a stylistic set of a font form is enabled.
[target type]	DependencyObject
Typography.StylisticSet7	x:Boolean
(description)	A value that indicates whether a stylistic set of a font form is enabled.
[target type]	DependencyObject
Typography.StylisticSet8	x:Boolean
(description)	A value that indicates whether a stylistic set of a font form is enabled.
[target type]	DependencyObject
Typography.StylisticSet9	x:Boolean
(description)	A value that indicates whether a stylistic set of a font form is enabled.
[target type]	DependencyObject
Typography.Variants	FontVariants
(description)	A FontVariants enumerated value that indicates a variation of the standard typographic form to be used.
[target type]	DependencyObject

1.231 UIElementCollection

(usage)	None.
(description)	Represents an ordered collection of UIElements.
[types assignable to]	UIElementCollection x:Object
(used by)	FixedPage InkCanvas Panel
[is default constructible]	False
[is list]	True

[allowed types]	UIElement
(properties)	
Capacity	x:Int32
(description)	The number of elements that the UIElementCollection can contain.

1.232 UpdateSourceTrigger

(usage)	Default PropertyChanged LostFocus Explicit
(description)	Describes the timing of binding source updates.
[types assignable to]	UpdateSourceTrigger x:Object
(used by)	Binding MultiBinding
[is default constructible]	False
[is nullable]	False
[text syntax]	UpdateSourceTriggerSyntax

1.233 x:Uri

link to externally defined type	x:Uri , from [MS-XAML]
---------------------------------	--

1.234 Validation

(usage)	None.
(description)	Provides support for data validation.
[types assignable to]	Validation x:Object
[is default constructible]	False
(attachable properties)	
Validation.Errors	ReadOnlyObservableCollectionOfValidationError
(description)	The collection of all active ValidationError objects on the bound element.
[target type]	DependencyObject
[read only]	True

Validation.ErrorTemplate	ControlTemplate
(description)	The ControlTemplate used to generate validation error feedback on the adorner layer.
[target type]	DependencyObject

1.235 ValidationResult

(usage)	{x:Static ValidationResult. <i>StaticPropertyName</i> }
(description)	Represents the result that indicates whether the checked value successfully passed the validation rule.
[types assignable to]	ValidationResult x:Object
(used by)	ValidationResult
[is default constructible]	False
(static properties)	
ValidResult	ValidationResult
(description)	A valid instance of ValidationResult.

1.236 Vector

(usage)	<Vector> string </Vector>
(description)	Represents a displacement in 2-D space.
[types assignable to]	Vector x:Object
(used by)	ContainerVisual ICollectionOfVector VectorCollection VectorKeyFrame Viewport3DVisual
[is nullable]	False
[text syntax]	VectorSyntax
(properties)	
X	x:Double
(description)	The X component of this vector.
Y	x:Double

(description)	The Y component of this vector.
---------------	---------------------------------

1.237 Vector3D

(usage)	<Vector3D> string </Vector3D>
---------	-------------------------------

(description)	Represents a displacement in 3-D space.
---------------	---

[types assignable to]	Vector3D x:Object
-----------------------	---

(used by)	AxisAngleRotation3D DirectionalLight ICollectionOfVector3D ProjectionCamera SpotLight Vector3DCollection Vector3DKeyFrame
-----------	---

[is nullable]	False
---------------	-------

[text syntax]	Vector3DSyntax
---------------	--------------------------------

(properties)	
--------------	--

X	x:Double
---	--------------------------

(description)	The X component of this Vector3D structure.
---------------	---

Y	x:Double
---	--------------------------

(description)	The Y component of this Vector3D structure.
---------------	---

Z	x:Double
---	--------------------------

(description)	The Z component of this Vector3D structure.
---------------	---

1.238 VerticalAlignment

(usage)	Top Center Bottom Stretch
---------	---

(description)	Describes how a child element is vertically positioned or stretched within a parent's layout slot.
---------------	--

[types assignable to]	VerticalAlignment x:Object
-----------------------	--

(used by)	Control FrameworkElement
-----------	--

[is default constructible]	False
----------------------------	-------

[is nullable]	False
---------------	-------

[text syntax]	VerticalAlignmentSyntax
---------------	---

1.239 Visibility

(usage)	Visible Hidden Collapsed
(description)	Specifies the display state of an element.
[types assignable to]	Visibility x:Object
(used by)	UIElement UIElement3D
[is default constructible]	False
[is nullable]	False
[text syntax]	VisibilitySyntax

1.240 Visual3DCollection

(usage)	None.
(description)	Represents an ordered collection of Visual3D objects.
[types assignable to]	Visual3DCollection x:Object
(used by)	ContainerUIElement3D ModelVisual3D Viewport3D Viewport3DVisual
[is default constructible]	False
[is list]	True
[allowed types]	Visual3D

1.241 VisualCollection

(usage)	None.
(description)	Represents an ordered collection of Visual objects.
[types assignable to]	VisualCollection x:Object
(used by)	ContainerVisual
[is default constructible]	False
[allowed types]	Visual
(properties)	
Capacity	x:Int32

(description)	The number of elements that the VisualCollection can contain.
---------------	---

1.242 WindowStartupLocation

(usage)	Manual CenterScreen CenterOwner
(description)	Specifies the position that a Window will be shown in when it is first opened. Used by the WindowStartupLocation property.
[types assignable to]	WindowStartupLocation x:Object
(used by)	Window
[is default constructible]	False
[is nullable]	False
[text syntax]	WindowStartupLocationSyntax

1.243 WindowState

(usage)	Normal Minimized Maximized
(description)	Specifies whether a window is minimized, maximized, or restored. Used by the WindowState property.
[types assignable to]	WindowState x:Object
(used by)	Window
[is default constructible]	False
[is nullable]	False
[text syntax]	WindowStateSyntax

1.244 WindowStyle

(usage)	None SingleBorderWindow ThreeDBorderWindow ToolWindow
(description)	Specifies the type of border that a Window has. Used by the WindowStyle property.
[types assignable to]	WindowStyle x:Object
(used by)	Window

[is default constructible]	False
[is nullable]	False
[text syntax]	WindowStyleSyntax

1.245 WrapDirection

(usage)	None Left Right Both
(description)	Specifies the allowable directions that content can wrap around an object.
[types assignable to]	WrapDirection x:Object
(used by)	Block Figure
[is default constructible]	False
[is nullable]	False
[text syntax]	WrapDirectionSyntax

1.246 x:XamlType

link to externally defined type	x:XamlType , from [MS-XAML]
---------------------------------	---

1.247 XmlDataProvider

(usage)	<code><XmlDataProvider> x:XData </XmlDataProvider></code>
(description)	Enables declarative access to XML data for data binding.
[types assignable to]	XmlDataProvider x:Object
[content property]	XmlSerializer
(properties)	
IsAsynchronous	x:Boolean
(description)	A value that indicates whether node collection creation will be performed in a worker thread or in the active context.
Source	x:Uri

(description)	The Uri of the XML data file to use as the binding source.
XmlNamespaceManager	XmlNamespaceManager
(description)	The XmlNamespaceManager used to run XPath queries.
XmlSerializer	IXmlSerializable
(description)	The inline XML content.
[read only]	True
[is xdata]	True
XPath	x:String
(description)	The XPath query used to generate the data collection.

1.248 XmlNamespaceMapping

(usage)	<XmlNamespaceMapping />
(description)	Declares a mapping between a uniform resource identifier (URI) and a prefix.
[types assignable to]	XmlNamespaceMapping x:Object
(used by)	ICollectionOfXmlNamespaceMapping XmlNamespaceMappingCollection
(properties)	
Prefix	x:String
(description)	The prefix to use in XAML.
Uri	x:Uri
(description)	The Uri of the namespace for which to create a mapping.

2 ICollectionOfFontFamily

(usage)	None.
(description)	
[types assignable to]	ICollectionOfFontFamily
(used by)	Fonts
[is default constructible]	False
[allowed types]	FontFamily

3 ICollectionOfTypeface

(usage)	None.
(description)	
[types assignable to]	ICollectionOfTypeface
(used by)	Fonts
[is default constructible]	False
[allowed types]	Typeface

4 ICommand

(usage)	<ICommand> string </ICommand>
(description)	Defines a command.
[types assignable to]	ICommand
(types assignable from)	RoutedCommand RoutedUICommand
(used by)	ButtonBase CommandBinding Hyperlink InputBinding MenuItem
[is default constructible]	False
[text syntax]	CommandSyntax

5 IDocumentPaginatorSource

(usage)	None.
(description)	Defines the source object that performs actual content pagination.
[types assignable to]	IDocumentPaginatorSource
(types assignable from)	FixedDocument FixedDocumentSequence FlowDocument
(used by)	DocumentViewerBase
[is default constructible]	False

6 IEnumerable

(usage)	None.
(description)	Exposes the enumerator, which supports a simple iteration over a non-generic collection.
[types assignable to]	IEnumerable
(used by)	ItemsControl
[is default constructible]	False

7 IEnumerableOfInkCanvasClipboardFormat

(usage)	None.
(description)	
[types assignable to]	IEnumerableOfInkCanvasClipboardFormat
(used by)	InkCanvas
[is default constructible]	False

8 IEnumerableOfTextDecoration

(usage)	None.
(description)	
[types assignable to]	IEnumerableOfTextDecoration
(types assignable from)	TextDecorationCollection
(used by)	TextDecorationCollection
[is default constructible]	False

9 InputElement

(usage)	None.
(description)	Establishes the common events and also the event-related properties and methods for basic input processing by elements.

[types assignable to]	InputElement
(types assignable from)	AccessText AdornedElementPlaceholder AdornerDecorator AnchoredBlock Block BlockUIContainer Bold Border BulletDecorator Button ButtonBase Canvas CheckBox ColumnDefinition ComboBox ComboBoxItem ContainerUIElement3D ContentControl ContentElement ContentPresenter ContextMenu Control Decorator DefinitionBase DockPanel DocumentPageView DocumentReference DocumentViewer DocumentViewerBase Ellipse Expander Figure FixedDocument FixedDocumentSequence FixedPage Floater FlowDocument FlowDocumentPageViewer FlowDocumentReader FlowDocumentScrollViewer Frame FrameworkContentElement FrameworkElement Glyphs Grid GridSplitter GridViewColumnHeader GridViewHeaderRowPresenter GridViewRowPresenter GridViewRowPresenterBase GroupBox GroupItem HeaderedContentControl HeaderedItemsControl Hyperlink Image InkCanvas InkPresenter Inline InlineUIContainer Italic ItemsControl ItemsPresenter Label Line LineBreak List ListBox ListBoxItem ListItem ListView ListViewItem MediaElement Menu MenuBase MenuItem ModelUIElement3D NavigationWindow Page PageContent Panel Paragraph PasswordBox Path Polygon Polyline Popup ProgressBar RadioButton RangeBase Rectangle RepeatButton ResizeGrip RichTextBox RowDefinition Run ScrollBar ScrollContentPresenter ScrollViewer Section Selector Separator Shape Slider Span StackPanel StatusBar StatusBarItem TabControl TableItem Table TableCell TableColumn TableRow TableRowGroup TabPanel TextBlock TextBox TextBoxBase TextElement Thumb TickBar ToggleButton ToolBar ToolBarOverflowPanel ToolBarPanel ToolBarTray ToolTip Track TreeView TreeViewItem UIElement UIElement3D Underline UniformGrid UserControl Viewbox Viewport3D VirtualizingPanel VirtualizingStackPanel Window WrapPanel
(used by)	ButtonBase FocusManager Hyperlink InputBinding Keyboard MenuItem Mouse Stylus
[is default constructible]	False

10 IList

(usage)	None.
(description)	Represents a collection of objects.
[types assignable to]	IList
(used by)	InputScope ListBox ObjectDataProvider
[is default constructible]	False
[is list]	True

[allowed types]	x:Object
-----------------	--------------------------

11 IListOfBoolean

(usage)	None.
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(description)

[types assignable to]	IListOfBoolean
-----------------------	--------------------------------

(used by)	GlyphRun
-----------	--------------------------

[is default constructible]	False
----------------------------	-------

12 IListOfChar

(usage)	None.
---------	-------

(description)

[types assignable to]	IListOfChar
-----------------------	-----------------------------

(used by)	GlyphRun
-----------	--------------------------

[is default constructible]	False
----------------------------	-------

13 IListOfDouble

(usage)	None.
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(description)

[types assignable to]	IListOfDouble
-----------------------	-------------------------------

(types assignable from)	DoubleCollection
-------------------------	----------------------------------

(used by)	GlyphRun
-----------	--------------------------

[is default constructible]	False
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14 IListOfPoint

(usage)	None.
(description)	
[types assignable to]	IListOfPoint
(types assignable from)	PointCollection
(used by)	GlyphRun
[is default constructible]	False

15 IListOfUInt16

(usage)	None.
(description)	
[types assignable to]	IListOfUInt16
(used by)	GlyphRun
[is default constructible]	False

16 IMultiValueConverter

(usage)	None.
(description)	Provides a way to apply custom logic in a MultiBinding.
[types assignable to]	IMultiValueConverter
(types assignable from)	JournalEntryUnifiedViewConverter
(used by)	MultiBinding
[is default constructible]	False

17 IValueConverter

(usage)	None.
(description)	Provides a way to apply custom logic to a binding.

[types assignable to]	IValueConverter
(used by)	Binding TemplateBindingExtension
[is default constructible]	False

18 **IXmlSerializable**

(usage)	None.
(description)	
[types assignable to]	IXmlSerializable
(used by)	XmlDataProvider
[is default constructible]	False
[is xdata]	True

WPF XamlType Information Items for Assignable Types

19.1 CollectionOfBindingBase

(usage)	None.
(description)	
[types assignable to]	CollectionOfBindingBase x:Object
(used by)	MultiBinding PriorityBinding
[is default constructible]	False
[is list]	True
[allowed types]	BindingBase

19.2 CollectionOfObject

(usage)	None.
(description)	
[types assignable to]	CollectionOfObject x:Object
(used by)	PropertyPath
[is default constructible]	False
[is list]	True
[allowed types]	x:Object

19.3 CollectionOfResourceDictionary

(usage)	None.
(description)	
[types assignable to]	CollectionOfResourceDictionary x:Object
(used by)	ResourceDictionary
[is default constructible]	False

[is list]	True
[allowed types]	ResourceDictionary

19.4 CollectionOfToolBar

(usage)	None.
(description)	
[types assignable to]	CollectionOfToolBar x:Object
(used by)	ToolBarTray
[is default constructible]	False
[is list]	True
[allowed types]	ToolBar

19.5 CollectionOfValidationRule

(usage)	None.
(description)	
[types assignable to]	CollectionOfValidationRule x:Object
(used by)	Binding MultiBinding
[is default constructible]	False
[is list]	True
[allowed types]	ValidationRule

19.6 CultureInfo

(usage)	None.
(description)	Provides information about a specific culture. The information includes the names for the culture, the writing system, the calendar used, and formatting for dates and sort strings.
[types assignable to]	CultureInfo x:Object

(used by)	Binding CollectionView CultureInfo InputLanguageManager MultiBinding NumberSubstitution
------------------	---

[is default constructible]	False
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19.7 DateTimeFormatInfo

(usage)	None.
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(description)	Defines how DateTime values are formatted and displayed, depending on the culture.
----------------------	--

[types assignable to]	DateTimeFormatInfo x:Object
------------------------------	---

(used by)	CultureInfo DateTimeFormatInfo
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[is default constructible]	False
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19.8 DocumentPaginator

(usage)	None.
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(description)	A base type that supports creation of multiple-page elements from a single document.
----------------------	--

[types assignable to]	DocumentPaginator x:Object
------------------------------	--

(used by)	DocumentPageView
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[is default constructible]	False
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19.9 Int32[]

(usage)	None.
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(description)	
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[types assignable to]	Int32[] x:Array x:Object
------------------------------	--

(used by)	NumberFormatInfo
------------------	----------------------------------

[is default constructible]	False
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[is list]	True
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19.10 NullableOfBoolean

(usage)	None.
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(description)	
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[types assignable to]	NullableOfBoolean x:Object
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(used by)	Selector ToggleButton Window
-----------	--

[is default constructible]	False
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[text syntax]	BooleanSyntax
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19.11 NullableOfByte

(usage)	None.
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(description)	
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[types assignable to]	NullableOfByte x:Object
-----------------------	---

(used by)	ByteAnimation
-----------	-------------------------------

[is default constructible]	False
----------------------------	-------

[text syntax]	ByteSyntax
---------------	----------------------------

19.12 NullableOfColor

(usage)	None.
---------	-------

(usage)	AliceBlue AntiqueWhite Aqua Aquamarine Azure Beige Bisque Black BlanchedAlmond ...
---------	--

(description)	
---------------	--

[types assignable to]	NullableOfColor x:Object
-----------------------	--

(used by)	ColorAnimation
-----------	--------------------------------

[is default constructible]	False
----------------------------	-------

[text syntax]	ColorSyntax
---------------	-----------------------------

19.13 NullableOfDecimal

(usage)	None.
(description)	
[types assignable to]	NullableOfDecimal x:Object
(used by)	DecimalAnimation
[is default constructible]	False
[text syntax]	DecimalSyntax

19.14 NullableOfDouble

(usage)	None.
(description)	
[types assignable to]	NullableOfDouble x:Object
(used by)	DoubleAnimation
[is default constructible]	False
[text syntax]	DoubleSyntax

19.15 NullableOfInt16

(usage)	None.
(description)	
[types assignable to]	NullableOfInt16 x:Object
(used by)	Int16Animation
[is default constructible]	False
[text syntax]	Int16Syntax

19.16 NullableOfInt32

(usage) None.

(description)

[types assignable to] [NullableOfInt32](#) [x:Object](#)

(used by) [Int32Animation](#) [Timeline](#)

[is default constructible] False

[text syntax] [Int32Syntax](#)

19.17 NullableOfInt64

(usage) None.

(description)

[types assignable to] [NullableOfInt64](#) [x:Object](#)

(used by) [Int64Animation](#)

[is default constructible] False

[text syntax] [Int64Syntax](#)

19.18 NullableOfPoint

(usage) None.

(description)

[types assignable to] [NullableOfPoint](#) [x:Object](#)

(used by) [PointAnimation](#)

[is default constructible] False

[text syntax] [PointSyntax](#)

19.19 NullableOfPoint3D

(usage) None.

(description)

[types assignable to] [NullableOfPoint3D x:Object](#)

(used by) [Point3DAnimation](#)

[is default constructible] False

[text syntax] [Point3DSyntax](#)

19.20 NullableOfQuaternion

(usage) None.

(description)

[types assignable to] [NullableOfQuaternion x:Object](#)

(used by) [QuaternionAnimation](#)

[is default constructible] False

[text syntax] [QuaternionSyntax](#)

19.21 NullableOfRect

(usage) None.

(description)

[types assignable to] [NullableOfRect x:Object](#)

(used by) [RectAnimation](#)

[is default constructible] False

[text syntax] [RectSyntax](#)

19.22 NullableOfSingle

(usage) None.

(description)

[types assignable to]	NullableOfSingle x:Object
(used by)	SingleAnimation
[is default constructible]	False
[text syntax]	SingleSyntax

19.23 NullableOfSize

(usage)	None.
(description)	
[types assignable to]	NullableOfSize x:Object
(used by)	SizeAnimation
[is default constructible]	False
[text syntax]	SizeSyntax

19.24 NullableOfThickness

(usage)	None.
(description)	
[types assignable to]	NullableOfThickness x:Object
(used by)	ThicknessAnimation
[is default constructible]	False
[text syntax]	ThicknessSyntax

19.25 NullableOfTimeSpan

(usage)	None.
(description)	
[types assignable to]	NullableOfTimeSpan x:Object
(used by)	Timeline
[is default constructible]	False

[text syntax]	TimeSpanSyntax
---------------	--------------------------------

19.26 NullableOfVector

(usage)	None.
---------	-------

(description)

[types assignable to]	NullableOfVector x:Object
-----------------------	---

(used by)	VectorAnimation
-----------	---------------------------------

[is default constructible]	False
----------------------------	-------

[text syntax]	VectorSyntax
---------------	------------------------------

19.27 NullableOfVector3D

(usage)	None.
---------	-------

(description)

[types assignable to]	NullableOfVector3D x:Object
-----------------------	---

(used by)	Vector3DAnimation
-----------	-----------------------------------

[is default constructible]	False
----------------------------	-------

[text syntax]	Vector3DSyntax
---------------	--------------------------------

19.28 NumberFormatInfo

(usage)	None.
---------	-------

(description)	Defines how numeric values are formatted and displayed, depending on the culture.
---------------	---

[types assignable to]	NumberFormatInfo x:Object
-----------------------	---

(used by)	CultureInfo NumberFormatInfo
-----------	--

[is default constructible]	False
----------------------------	-------

19.29 ObservableCollectionOfGroupDescription

(usage)	None.
(description)	
[types assignable to]	ObservableCollectionOfGroupDescription x:Object
(used by)	CollectionView ItemCollection
[is default constructible]	False
[is list]	True
[allowed types]	GroupDescription

19.30 ObservableCollectionOfGroupStyle

(usage)	None.
(description)	
[types assignable to]	ObservableCollectionOfGroupStyle x:Object
(used by)	ItemsControl
[is default constructible]	False
[is list]	True
[allowed types]	GroupStyle

19.31 PrintPropertyDictionary

(usage)	None.
(description)	Represents a collection of properties and values that are associated with an object in the Printing namespace.
[types assignable to]	PrintPropertyDictionary Hashtable x:Object
(used by)	PrintSystemObject
[is default constructible]	False
[is dictionary]	True
[allowed types]	x:Object

[allowed key types]	x:Object
---------------------	--------------------------

19.32 ReadOnlyObservableCollectionOfValidationError

(usage)	None.
---------	-------

(description)	
---------------	--

[types assignable to]	ReadOnlyObservableCollectionOfValidationError x:Object
-----------------------	--

(used by)	Validation
-----------	----------------------------

[is default constructible]	False
----------------------------	-------

[is list]	True
-----------	------

19.33 RequestCachePolicy

(usage)	None.
---------	-------

(description)	
---------------	--

[types assignable to]	RequestCachePolicy x:Object
-----------------------	---

(used by)	BitmapImage
-----------	-----------------------------

[is default constructible]	False
----------------------------	-------

19.34 SortDescriptionCollection

(usage)	None.
---------	-------

(description)	Represents a collection of SortDescription objects.
---------------	---

[types assignable to]	SortDescriptionCollection x:Object
-----------------------	--

(used by)	CollectionView ItemCollection
-----------	---

[is default constructible]	False
----------------------------	-------

[is list]	True
-----------	------

[allowed types]	SortDescription
-----------------	---------------------------------

19.35 String[]

(usage)	None.
(description)	
[types assignable to]	String[] x:Array x:Object
(used by)	DateTimeFormatInfo NumberFormatInfo
[is default constructible]	False
[is list]	True

19.36 XmlLanguage

(usage)	None.
(description)	Represents an RFC 3066 language tag for use in XML and XAML markup.
[types assignable to]	XmlLanguage x:Object
(used by)	FontFamilyMap FrameworkContentElement FrameworkElement GlyphRun XmlLanguage
[is default constructible]	False
[text syntax]	XmlLanguageSyntax

19.37 XmlNamespaceManager

(usage)	None.
(description)	
[types assignable to]	XmlNamespaceManager x:Object
(used by)	Binding XmlDataProvider
[is default constructible]	False

19.37.1 XmlNamespaceMappingCollection

(usage)	None.
(description)	Represents a collection of <code>XmlNamespaceMapping</code> objects.
[types assignable to]	XmlNamespaceMappingCollection XmlNamespaceManager x:Object
[is default constructible]	False
[allowed types]	XmlNamespaceMapping

WPF Xaml Text Syntax Information Sets

AlignmentXSyntax

[values]

Center	The contents align toward the center of the container.
Left	The contents align toward the left of the container.
Right	The contents align toward the right of the container.

AlignmentYSyntax

[values]

Bottom	The contents align toward the lower edge of the container.
Center	The contents align toward the center of the container.
Top	The contents align toward the upper edge of the container.

AutoToolTipPlacementSyntax

[values]

BottomRight	For a horizontal Slider show the automatic ToolTip at the bottom edge of the Thumb. For a vertical Slider show the automatic ToolTip at the right edge of the Thumb.
None	No automatic ToolTip
TopLeft	For a horizontal Slider show the automatic ToolTip at the top edge of the Thumb. For a vertical Slider show the automatic ToolTip at the left edge of the Thumb.

BaselineAlignmentSyntax

[values]

Baseline	A baseline that is aligned at the actual baseline of the containing box.
-----------------	--

Bottom	A baseline that is aligned at the lower edge of the containing box.
Center	A baseline that is aligned to the center of the containing box.
Subscript	A baseline that is aligned at the subscript position of the containing box.
Superscript	A baseline that is aligned at the superscript position of the containing box.
TextBottom	A baseline that is aligned at the lower edge of the text baseline.
TextTop	A baseline that is aligned at the upper edge of the text baseline.
Top	A baseline that is aligned to the upper edge of the containing box.

BindingModeSyntax

[values]

Default	Uses the default Mode value of the binding target. The default value varies for each property. In general, user-editable control properties, such as those of text boxes and check boxes, default to two-way bindings, whereas most other properties default to one-way bindings.
OneTime	Updates the binding target when the application starts or when the data context changes. This type of binding is appropriate if you are using data where either a snapshot of the current state is appropriate to use or the data is truly static. This type of binding is also useful if you want to initialize your target property with some value from a source property and the data context is not known in advance.
OneWay	Updates the binding target property when the binding source changes. This type of binding is appropriate if the control being bound is implicitly read-only, such as a stock ticker. Or perhaps the target property has no control interface for making changes, such as a data-bound background color of a table. If there is no need to monitor the changes of the target property, the OneWay binding mode can be used instead of the TwoWay binding mode.
OneWayToSource	Updates the source property when the target property changes.
TwoWay	Causes changes to either the source property or the target property to automatically update the other. This type of binding is appropriate for editable forms or other fully-interactive UI scenarios.

BitmapCacheOptionSyntax

[MS-WPFXV] – v1.0

WPF Xaml Vocabulary Specification 2006

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[values]

Default	Caches the entire image into memory. This is the default value.
None	Do not create a memory store. All requests for the image are filled directly by the image file.
OnDemand	Creates a memory store for requested data only. The first request loads the image directly; subsequent requests are filled from the cache.
OnLoad	Caches the entire image into memory at load time. All requests for image data are filled from the memory store.

BitmapCreateOptionsSyntax

[values]

DelayCreation	Causes a BitmapSource object to delay initialization until it is necessary. This is useful when dealing with collections of images.
IgnoreColorProfile	Causes a BitmapSource to ignore an embedded color profile.
IgnoreImageCache	Loads images without using an existing image cache. This option should only be selected when images in a cache need to be refreshed.
None	No BitmapCreateOptions are specified. This is the default value.
PreservePixelFormat	Ensures that the PixelFormat a file is stored in is the same as it is loaded to.

BitmapScalingModeSyntax

[values]

HighQuality	Use high quality image scaling, which is slower than bilinear scaling, but produces higher quality output.
LowQuality	Use bilinear scaling, which is faster than high quality image scaling, but produces lower quality output.
Unspecified	Use the default bitmap scaling.

BrushMappingModeSyntax

[values]

Absolute The coordinate system is not relative to a bounding box. Values are interpreted directly in local space.

RelativeToBoundingBox The coordinate system is relative to a bounding box: 0 indicates 0 percent of the bounding box, and 1 indicates 100 percent of the bounding box. For example, (0.5, 0.5) describes a point in the middle of the bounding box, and (1, 1) describes a point at the bottom right of the bounding box.

BrushSyntax

[values]

AliceBlue The solid fill color that has a hexadecimal value of #FFF0F8FF.

AntiqueWhite The solid fill color that has a hexadecimal value of #FFFAEBD7.

Aqua The solid fill color that has a hexadecimal value of #FF00FFFF.

Aquamarine The solid fill color that has a hexadecimal value of #FF7FFFD4.

Azure The solid fill color that has a hexadecimal value of #FFF0FFFF.

Beige The solid fill color that has a hexadecimal value of #FFF5F5DC.

Bisque The solid fill color that has a hexadecimal value of #FFFFE4C4.

Black The solid fill color that has a hexadecimal value of #FF000000.

BlanchedAlmond The solid fill color that has a hexadecimal value of #FFFEBBCD.

Blue The solid fill color that has a hexadecimal value of #FF0000FF.

BlueViolet The solid fill color that has a hexadecimal value of #FF8A2BE2.

Brown The solid fill color that has a hexadecimal value of #FFA52A2A.

BurlyWood The solid fill color that has a hexadecimal value of #FFDEB887.

CadetBlue The solid fill color that has a hexadecimal value of #FF5F9EA0.

Chartreuse The solid fill color that has a hexadecimal value of #FF7FFF00.

Chocolate The solid fill color that has a hexadecimal value of #FFD2691E.

Coral The solid fill color that has a hexadecimal value of #FFF77F50.

CornflowerBlue The solid fill color that has a hexadecimal value of #FF6495ED.

Cornsilk The solid fill color that has a hexadecimal value of #FFFFFF8DC.

Crimson The solid fill color that has a hexadecimal value of #FFDC143C.

Cyan The solid fill color that has a hexadecimal value of #FF00FFFF.

DarkBlue The solid fill color that has a hexadecimal value of #FF00008B.

DarkCyan	The solid fill color that has a hexadecimal value of #FF008B8B.
DarkGoldenrod	The solid fill color that has a hexadecimal value of #FFB8860B.
DarkGray	The solid fill color that has a hexadecimal value of #FFA9A9A9.
DarkGreen	The solid fill color that has a hexadecimal value of #FF006400.
DarkKhaki	The solid fill color that has a hexadecimal value of #FFBDB76B.
DarkMagenta	The solid fill color that has a hexadecimal value of #FF8B008B.
DarkOliveGreen	The solid fill color that has a hexadecimal value of #FF56B2F.
DarkOrange	The solid fill color that has a hexadecimal value of #FFFF8C00.
DarkOrchid	The solid fill color that has a hexadecimal value of #FF9932CC.
DarkRed	The solid fill color that has a hexadecimal value of #FF8B0000.
DarkSalmon	The solid fill color that has a hexadecimal value of #FFE9967A.
DarkSeaGreen	The solid fill color that has a hexadecimal value of #FF8FBC8F.
DarkSlateBlue	The solid fill color that has a hexadecimal value of #FF483D8B.
DarkSlateGray	The solid fill color that has a hexadecimal value of #FF2F4F4F.
DarkTurquoise	The solid fill color that has a hexadecimal value of #FF00CED1.
DarkViolet	The solid fill color that has a hexadecimal value of #FF9400D3.
DeepPink	The solid fill color that has a hexadecimal value of #FFFF1493.
DeepSkyBlue	The solid fill color that has a hexadecimal value of #FF00BFFF.
DimGray	The solid fill color that has a hexadecimal value of #FF696969.
DodgerBlue	The solid fill color that has a hexadecimal value of #FF1E90FF.
Firebrick	The solid fill color that has a hexadecimal value of #FFB22222.
FloralWhite	The solid fill color that has a hexadecimal value of #FFFFFFA0.
ForestGreen	The solid fill color that has a hexadecimal value of #FF228B22.
Fuchsia	The solid fill color that has a hexadecimal value of #FFFF00FF.
Gainsboro	The solid fill color that has a hexadecimal value of #FFDCDCDC.
GhostWhite	The solid fill color that has a hexadecimal value of #FFF8F8FF.
Gold	The solid fill color that has a hexadecimal value of #FFFD700.
Goldenrod	The solid fill color that has a hexadecimal value of #FFDAA520.
Gray	The solid fill color that has a hexadecimal value of #FF808080.
Green	The solid fill color that has a hexadecimal value of #FF008000.
GreenYellow	The solid fill color that has a hexadecimal value of #FFADFF2F.
Honeydew	The solid fill color that has a hexadecimal value of #FFF0FF0.
HotPink	The solid fill color that has a hexadecimal value of #FFFF69B4.

IndianRed	The solid fill color that has a hexadecimal value of #FFCD5C5C.
Indigo	The solid fill color that has a hexadecimal value of #FF4B0082.
Ivory	The solid fill color that has a hexadecimal value of #FFFFFFF0.
Khaki	The solid fill color that has a hexadecimal value of #FFF0E68C.
Lavender	The solid fill color that has a hexadecimal value of #FFE6E6FA.
LavenderBlush	The solid fill color that has a hexadecimal value of #FFFFFF0F5.
LawnGreen	The solid fill color that has a hexadecimal value of #FF7CFC00.
LemonChiffon	The solid fill color that has a hexadecimal value of #FFFFFACD.
LightBlue	The solid fill color that has a hexadecimal value of #FFADD8E6.
LightCoral	The solid fill color that has a hexadecimal value of #FFF08080.
LightCyan	The solid fill color that has a hexadecimal value of #FFE0FFFF.
LightGoldenrodYellow	The solid fill color that has a hexadecimal value of #FFFAFAD2.
LightGray	The solid fill color that has a hexadecimal value of #FFD3D3D3.
LightGreen	The solid fill color that has a hexadecimal value of #FF90EE90.
LightPink	The solid fill color that has a hexadecimal value of #FFFB6C1.
LightSalmon	The solid fill color that has a hexadecimal value of #FFFA07A.
LightSeaGreen	The solid fill color that has a hexadecimal value of #FF20B2AA.
LightSkyBlue	The solid fill color that has a hexadecimal value of #FF87CEFA.
LightSlateGray	The solid fill color that has a hexadecimal value of #FF778899.
LightSteelBlue	The solid fill color that has a hexadecimal value of #FFB0C4DE.
LightYellow	The solid fill color that has a hexadecimal value of #FFFFFFE0.
Lime	The solid fill color that has a hexadecimal value of #FF00FF00.
LimeGreen	The solid fill color that has a hexadecimal value of #FF32CD32.
Linen	The solid fill color that has a hexadecimal value of #FFFAF0E6.
Magenta	The solid fill color that has a hexadecimal value of #FFFF00FF.
Maroon	The solid fill color that has a hexadecimal value of #FF800000.
MediumAquamarine	The solid fill color that has a hexadecimal value of #FF66CDAA.
MediumBlue	The solid fill color that has a hexadecimal value of #FF0000CD.
MediumOrchid	The solid fill color that has a hexadecimal value of #FFBA55D3.
MediumPurple	The solid fill color that has a hexadecimal value of #FF9370DB.
MediumSeaGreen	The solid fill color that has a hexadecimal value of #FF3CB371.

MediumSlateBlue	The solid fill color that has a hexadecimal value of #FF7B68EE.
MediumSpringGreen	The solid fill color that has a hexadecimal value of #FF00FA9A.
MediumTurquoise	The solid fill color that has a hexadecimal value of #FF48D1CC.
MediumVioletRed	The solid fill color that has a hexadecimal value of #FFC71585.
MidnightBlue	The solid fill color that has a hexadecimal value of #FF191970.
MintCream	The solid fill color that has a hexadecimal value of #FFF5FFFA.
MistyRose	The solid fill color that has a hexadecimal value of #FFFFE4E1.
Moccasin	The solid fill color that has a hexadecimal value of #FFFFE4B5.
NavajoWhite	The solid fill color that has a hexadecimal value of #FFFFDEAD.
Navy	The solid fill color that has a hexadecimal value of #FF000080.
OldLace	The solid fill color that has a hexadecimal value of #FFFDF5E6.
Olive	The solid fill color that has a hexadecimal value of #FF808000.
OliveDrab	The solid fill color that has a hexadecimal value of #FF6B8E23.
Orange	The solid fill color that has a hexadecimal value of #FFFFA500.
OrangeRed	The solid fill color that has a hexadecimal value of #FFFF4500.
Orchid	The solid fill color that has a hexadecimal value of #FFDA70D6.
PaleGoldenrod	The solid fill color that has a hexadecimal value of #FFEEE8AA.
PaleGreen	The solid fill color that has a hexadecimal value of #FF98FB98.
PaleTurquoise	The solid fill color that has a hexadecimal value of #FFAFEEEE.
PaleVioletRed	The solid fill color that has a hexadecimal value of #FFDB7093.
PapayaWhip	The solid fill color that has a hexadecimal value of #FFFFEFD5.
PeachPuff	The solid fill color that has a hexadecimal value of #FFFFDAB9.
Peru	The solid fill color that has a hexadecimal value of #FFCD853F.
Pink	The solid fill color that has a hexadecimal value of #FFFC0CB.
Plum	The solid fill color that has a hexadecimal value of #FFDDA0DD.
PowderBlue	The solid fill color that has a hexadecimal value of #FFB0E0E6.
Purple	The solid fill color that has a hexadecimal value of #FF800080.
Red	The solid fill color that has a hexadecimal value of #FFFF0000.
RosyBrown	The solid fill color that has a hexadecimal value of #FFBC8F8F.
RoyalBlue	The solid fill color that has a hexadecimal value of #FF4169E1.
SaddleBrown	The solid fill color that has a hexadecimal value of #FF8B4513.
Salmon	The solid fill color that has a hexadecimal value of #FFFA8072.
SandyBrown	The solid fill color that has a hexadecimal value of #FF4A460.

SeaGreen	The solid fill color that has a hexadecimal value of #FF2E8B57.
SeaShell	The solid fill color that has a hexadecimal value of #FFFFFF5EE.
Sienna	The solid fill color that has a hexadecimal value of #FFA0522D.
Silver	The solid fill color that has a hexadecimal value of #FFC0C0C0.
SkyBlue	The solid fill color that has a hexadecimal value of #FF87CEEB.
SlateBlue	The solid fill color that has a hexadecimal value of #FF6A5ACD.
SlateGray	The solid fill color that has a hexadecimal value of #FF708090.
Snow	The solid fill color that has a hexadecimal value of #FFFFFFAFA.
SpringGreen	The solid fill color that has a hexadecimal value of #FF00FF7F.
SteelBlue	The solid fill color that has a hexadecimal value of #FF4682B4.
Tan	The solid fill color that has a hexadecimal value of #FFD2B48C.
Teal	The solid fill color that has a hexadecimal value of #FF008080.
Thistle	The solid fill color that has a hexadecimal value of #FFD8BFD8.
Tomato	The solid fill color that has a hexadecimal value of #FFF6347.
Transparent	The solid fill color that has a hexadecimal value of #00FFFFFF.
Turquoise	The solid fill color that has a hexadecimal value of #FF40E0D0.
Violet	The solid fill color that has a hexadecimal value of #FFEE82EE.
Wheat	The solid fill color that has a hexadecimal value of #FFF5DEB3.
White	The solid fill color that has a hexadecimal value of #FFFFFFFF.
WhiteSmoke	The solid fill color that has a hexadecimal value of #FFF5F5F5.
Yellow	The solid fill color that has a hexadecimal value of #FFFFFF00.
YellowGreen	The solid fill color that has a hexadecimal value of #FF9ACD32.

[patterns]

#[\dA-F]{3}

An RGB value in the sRGB color space with one hexadecimal digit per channel.
Examples:

#F00	Red: 100%, Green 0%, Blue 0%
#fb0	Red: 100%, Green 73%, Blue 0%
#FFF	Red: 100%, Green 100%, Blue 100%

#[\dA-F]{4}

An ARGB value in the sRGB color space with one hexadecimal digit per channel.
Examples:

#FF00	Alpha: 100% Red: 100%, Green 0%, Blue 0%
#8fb0	Alpha: 53% Red: 100%, Green 73%, Blue 0%

<code>#[\dA-F]{6}</code>	<code>#4FFF</code>	Alpha 27% Red: 100%, Green 100%, Blue 100%
	An RGB value in the sRGB color space with two hexadecimal digits per channel. Examples:	
	<code>#FF0000</code>	Red: 100%, Green 0%, Blue 0%
	<code>#ff3300</code>	Red: 100%, Green 20%, Blue 0%
	<code>#FFFFFF</code>	Red: 100%, Green 100%, Blue 100%
<code>#[\dA-F]{8}</code>	An ARGB value in the sRGB color space with two hexadecimal digits per channel. Examples:	
	<code>#FFFF0000</code>	Alpha: 100% Red: 100%, Green 0%, Blue 0%
	<code>#80ffb00</code>	Alpha: 50% Red: 100%, Green 75%, Blue 0%
	<code>#40FFFFFF</code>	Alpha 25% Red: 100%, Green 100%, Blue 100%
<code>sc#\s*(([+-]?(?(\d+(\.\d*)?) (\d*\.\d+)))([eE][+-]?\d+)?)(\s*,\s*) \s+){2,3}([+-]?(?(\d+(\.\d*)?) (\d*\.\d+)))([eE][+-]?\d+)?</code>	An RGB or ARGB value in the scRGB color space, with each channel specified as a decimal floating point number, separated by either commas or whitespace. Examples:	
	<code>sc# 1 0 0</code>	Red: 100%, Green 0%, Blue 0%
	<code>sc# 1 0.75, 0</code>	Red: 100%, Green 75%, Blue 0%
	<code>sc# 2.5E-1 1 0 0</code>	Alpha: 25%, Red: 100%, Green 0%, Blue 0%
	<code>sc# 1.5,0,-0.5</code>	Red: 150%, Green 0%, Blue -50%
<code>[is case sensitive]</code>	true	
<code>ContextColor\s+[\^s]*\s*(([+-]?(?(\d+(\.\d*)?) (\d*\.\d+)))([eE][+-]?\d+)?)(\s*,\s*) \s+){3,8}([+-]?(?(\d+(\.\d*)?) (\d*\.\d+)))([eE][+-]?\d+)?</code>	A color in a color space identified by a URI; the color space URI is followed by a sequence of decimal floating point values separated by whitespace and/or commas. The first is an alpha value, and it is followed by the color-space-specific channel values (of which there may be from 3 to 8 inclusive). Examples: ContextColor ../color/sRGB.icm 1 1 0 0	
<code>[is case sensitive]</code>	true	

CachingHintSyntax

[values]

Cache	Cache the tiled brush objects in an off-screen buffer, using the caching hints specified by the RenderOptions settings.
Unspecified	No caching hints are specified.

CharacterCasingSyntax

[values]

Lower	Characters typed into a TextBox are converted to lowercase.
Normal	Characters typed into a TextBox are not converted.
Upper	Characters typed into a TextBox are converted to uppercase.

ClickModeSyntax

[values]

Hover	Specifies that the Click event should be raised when the mouse hovers over a control.
Press	Specifies that the Click event should be raised as soon as a button is pressed.
Release	Specifies that the Click event should be raised when a button is pressed and released.

ColorInterpolationModeSyntax

[values]

ScRgbLinearInterpolation	Colors are interpolated in the scRGB color space
SRgbLinearInterpolation	Colors are interpolated in the sRGB color space

ColorSyntax

[values]

AliceBlue	The solid fill color that has a hexadecimal value of #FFF0F8FF.
AntiqueWhite	The solid fill color that has a hexadecimal value of #FFFAEBD7.
Aqua	The solid fill color that has a hexadecimal value of #FF00FFFF.

Aquamarine	The solid fill color that has a hexadecimal value of #FF7FFFD4.
Azure	The solid fill color that has a hexadecimal value of #FFF0FFFF.
Beige	The solid fill color that has a hexadecimal value of #FFF5F5DC.
Bisque	The solid fill color that has a hexadecimal value of #FFFFFFE4C4.
Black	The solid fill color that has a hexadecimal value of #FF000000.
BlanchedAlmond	The solid fill color that has a hexadecimal value of #FFFEBBCD.
Blue	The solid fill color that has a hexadecimal value of #FF0000FF.
BlueViolet	The solid fill color that has a hexadecimal value of #FF8A2BE2.
Brown	The solid fill color that has a hexadecimal value of #FFA52A2A.
BurlyWood	The solid fill color that has a hexadecimal value of #FFDEB887.
CadetBlue	The solid fill color that has a hexadecimal value of #FF5F9EA0.
Chartreuse	The solid fill color that has a hexadecimal value of #FF7FFF00.
Chocolate	The solid fill color that has a hexadecimal value of #FFD2691E.
Coral	The solid fill color that has a hexadecimal value of #FFFF7F50.
CornflowerBlue	The solid fill color that has a hexadecimal value of #FF6495ED.
Cornsilk	The solid fill color that has a hexadecimal value of #FFFFFF8DC.
Crimson	The solid fill color that has a hexadecimal value of #FFDC143C.
Cyan	The solid fill color that has a hexadecimal value of #FF00FFFF.
DarkBlue	The solid fill color that has a hexadecimal value of #FF00008B.
DarkCyan	The solid fill color that has a hexadecimal value of #FF008B8B.
DarkGoldenrod	The solid fill color that has a hexadecimal value of #FFB8860B.
DarkGray	The solid fill color that has a hexadecimal value of #FFA9A9A9.
DarkGreen	The solid fill color that has a hexadecimal value of #FF006400.
DarkKhaki	The solid fill color that has a hexadecimal value of #FFBDB76B.
DarkMagenta	The solid fill color that has a hexadecimal value of #FF8B008B.
DarkOliveGreen	The solid fill color that has a hexadecimal value of #FF556B2F.
DarkOrange	The solid fill color that has a hexadecimal value of #FFFF8C00.
DarkOrchid	The solid fill color that has a hexadecimal value of #FF9932CC.
DarkRed	The solid fill color that has a hexadecimal value of #FF8B0000.
DarkSalmon	The solid fill color that has a hexadecimal value of #FFE9967A.
DarkSeaGreen	The solid fill color that has a hexadecimal value of #FF8FBC8F.
DarkSlateBlue	The solid fill color that has a hexadecimal value of #FF483D8B.
DarkSlateGray	The solid fill color that has a hexadecimal value of #FF2F4F4F.

DarkTurquoise	The solid fill color that has a hexadecimal value of #FF00CED1.
DarkViolet	The solid fill color that has a hexadecimal value of #FF9400D3.
DeepPink	The solid fill color that has a hexadecimal value of #FFFF1493.
DeepSkyBlue	The solid fill color that has a hexadecimal value of #FF00BFFF.
DimGray	The solid fill color that has a hexadecimal value of #FF696969.
DodgerBlue	The solid fill color that has a hexadecimal value of #FF1E90FF.
Firebrick	The solid fill color that has a hexadecimal value of #FFB22222.
FloralWhite	The solid fill color that has a hexadecimal value of #FFFFFFA0.
ForestGreen	The solid fill color that has a hexadecimal value of #FF228B22.
Fuchsia	The solid fill color that has a hexadecimal value of #FFFF00FF.
Gainsboro	The solid fill color that has a hexadecimal value of #FFDCDCDC.
GhostWhite	The solid fill color that has a hexadecimal value of #FFF8F8FF.
Gold	The solid fill color that has a hexadecimal value of #FFFD700.
Goldenrod	The solid fill color that has a hexadecimal value of #FFDAA520.
Gray	The solid fill color that has a hexadecimal value of #FF808080.
Green	The solid fill color that has a hexadecimal value of #FF008000.
GreenYellow	The solid fill color that has a hexadecimal value of #FFADFF2F.
Honeydew	The solid fill color that has a hexadecimal value of #FFF0FFF0.
HotPink	The solid fill color that has a hexadecimal value of #FFF69B4.
IndianRed	The solid fill color that has a hexadecimal value of #FFCD5C5C.
Indigo	The solid fill color that has a hexadecimal value of #FF4B0082.
Ivory	The solid fill color that has a hexadecimal value of #FFFFFFF0.
Khaki	The solid fill color that has a hexadecimal value of #FFF0E68C.
Lavender	The solid fill color that has a hexadecimal value of #FFE6E6FA.
LavenderBlush	The solid fill color that has a hexadecimal value of #FFFFFF0F5.
LawnGreen	The solid fill color that has a hexadecimal value of #FF7CFC00.
LemonChiffon	The solid fill color that has a hexadecimal value of #FFFFACD.
LightBlue	The solid fill color that has a hexadecimal value of #FFADD8E6.
LightCoral	The solid fill color that has a hexadecimal value of #FFF08080.
LightCyan	The solid fill color that has a hexadecimal value of #FFE0FFFF.
LightGoldenrodYellow	The solid fill color that has a hexadecimal value of #FFFAFAD2.

LightGray	The solid fill color that has a hexadecimal value of #FFD3D3D3.
LightGreen	The solid fill color that has a hexadecimal value of #FF90EE90.
LightPink	The solid fill color that has a hexadecimal value of #FFFFB6C1.
LightSalmon	The solid fill color that has a hexadecimal value of #FFFA07A.
LightSeaGreen	The solid fill color that has a hexadecimal value of #FF20B2AA.
LightSkyBlue	The solid fill color that has a hexadecimal value of #FF87CEFA.
LightSlateGray	The solid fill color that has a hexadecimal value of #FF778899.
LightSteelBlue	The solid fill color that has a hexadecimal value of #FFB0C4DE.
LightYellow	The solid fill color that has a hexadecimal value of #FFFFFFE0.
Lime	The solid fill color that has a hexadecimal value of #FF00FF00.
LimeGreen	The solid fill color that has a hexadecimal value of #FF32CD32.
Linen	The solid fill color that has a hexadecimal value of #FFFAF0E6.
Magenta	The solid fill color that has a hexadecimal value of #FFFF00FF.
Maroon	The solid fill color that has a hexadecimal value of #FF800000.
MediumAquaMarine	The solid fill color that has a hexadecimal value of #FF66CDAA.
MediumBlue	The solid fill color that has a hexadecimal value of #FF0000CD.
MediumOrchid	The solid fill color that has a hexadecimal value of #FFBA55D3.
MediumPurple	The solid fill color that has a hexadecimal value of #FF9370DB.
MediumSeaGreen	The solid fill color that has a hexadecimal value of #FF3CB371.
MediumSlateBlue	The solid fill color that has a hexadecimal value of #FF7B68EE.
MediumSpringGreen	The solid fill color that has a hexadecimal value of #FF00FA9A.
MediumTurquoise	The solid fill color that has a hexadecimal value of #FF48D1CC.
MediumVioletRed	The solid fill color that has a hexadecimal value of #FFC71585.
MidnightBlue	The solid fill color that has a hexadecimal value of #FF191970.
MintCream	The solid fill color that has a hexadecimal value of #FFF5FFFA.
MistyRose	The solid fill color that has a hexadecimal value of #FFFFE4E1.
Moccasin	The solid fill color that has a hexadecimal value of #FFFFE4B5.
NavajoWhite	The solid fill color that has a hexadecimal value of #FFFFDEAD.
Navy	The solid fill color that has a hexadecimal value of #FF000080.
OldLace	The solid fill color that has a hexadecimal value of #FFFDF5E6.
Olive	The solid fill color that has a hexadecimal value of #FF808000.
OliveDrab	The solid fill color that has a hexadecimal value of #FF6B8E23.
Orange	The solid fill color that has a hexadecimal value of #FFFA500.

OrangeRed	The solid fill color that has a hexadecimal value of #FFFF4500.
Orchid	The solid fill color that has a hexadecimal value of #FFDA70D6.
PaleGoldenrod	The solid fill color that has a hexadecimal value of #FFEEE8AA.
PaleGreen	The solid fill color that has a hexadecimal value of #FF98FB98.
PaleTurquoise	The solid fill color that has a hexadecimal value of #FFAFEEEE.
PaleVioletRed	The solid fill color that has a hexadecimal value of #FFDB7093.
PapayaWhip	The solid fill color that has a hexadecimal value of #FFFFFD5.
PeachPuff	The solid fill color that has a hexadecimal value of #FFFFDAB9.
Peru	The solid fill color that has a hexadecimal value of #FFCD853F.
Pink	The solid fill color that has a hexadecimal value of #FFFFC0CB.
Plum	The solid fill color that has a hexadecimal value of #FFDDA0DD.
PowderBlue	The solid fill color that has a hexadecimal value of #FFB0E0E6.
Purple	The solid fill color that has a hexadecimal value of #FF800080.
Red	The solid fill color that has a hexadecimal value of #FFFF0000.
RosyBrown	The solid fill color that has a hexadecimal value of #FFBC8F8F.
RoyalBlue	The solid fill color that has a hexadecimal value of #FF4169E1.
SaddleBrown	The solid fill color that has a hexadecimal value of #FF8B4513.
Salmon	The solid fill color that has a hexadecimal value of #FFFA8072.
SandyBrown	The solid fill color that has a hexadecimal value of #FFF4A460.
SeaGreen	The solid fill color that has a hexadecimal value of #FF2E8B57.
SeaShell	The solid fill color that has a hexadecimal value of #FFFFFF5EE.
Sienna	The solid fill color that has a hexadecimal value of #FFA0522D.
Silver	The solid fill color that has a hexadecimal value of #FFC0C0C0.
SkyBlue	The solid fill color that has a hexadecimal value of #FF87CEEB.
SlateBlue	The solid fill color that has a hexadecimal value of #FF6A5ACD.
SlateGray	The solid fill color that has a hexadecimal value of #FF708090.
Snow	The solid fill color that has a hexadecimal value of #FFFFFFAFA.
SpringGreen	The solid fill color that has a hexadecimal value of #FF00FF7F.
SteelBlue	The solid fill color that has a hexadecimal value of #FF4682B4.
Tan	The solid fill color that has a hexadecimal value of #FFD2B48C.
Teal	The solid fill color that has a hexadecimal value of #FF008080.

Thistle	The solid fill color that has a hexadecimal value of #FFD8BFD8.
Tomato	The solid fill color that has a hexadecimal value of #FFF6347.
Transparent	The solid fill color that has a hexadecimal value of #00FFFFFF.
Turquoise	The solid fill color that has a hexadecimal value of #FF40E0D0.
Violet	The solid fill color that has a hexadecimal value of #FFEE82EE.
Wheat	The solid fill color that has a hexadecimal value of #FFF5DEB3.
White	The solid fill color that has a hexadecimal value of #FFFFFF.
WhiteSmoke	The solid fill color that has a hexadecimal value of #FFF5F5F5.
Yellow	The solid fill color that has a hexadecimal value of #FFFFF00.
YellowGreen	The solid fill color that has a hexadecimal value of #FF9ACD32.
[patterns]	
#[\dA-F]{3}	An RGB value in the sRGB color space with one hexadecimal digit per channel. Examples: #F00 Red: 100%, Green 0%, Blue 0% #fb0 Red: 100%, Green 73%, Blue 0% #FFF Red: 100%, Green 100%, Blue 100%
#[\dA-F]{4}	An ARGB value in the sRGB color space with one hexadecimal digit per channel. Examples: #FF00 Alpha: 100% Red: 100%, Green 0%, Blue 0% #8fb0 Alpha: 53% Red: 100%, Green 73%, Blue 0% #4FFF Alpha 27% Red: 100%, Green 100%, Blue 100%
#[\dA-F]{6}	An RGB value in the sRGB color space with two hexadecimal digits per channel. Examples: #FF0000 Red: 100%, Green 0%, Blue 0% #ff3300 Red: 100%, Green 20%, Blue 0% #FFFFFF Red: 100%, Green 100%, Blue 100%
#[\dA-F]{8}	An ARGB value in the sRGB color space with two hexadecimal digits per channel. Examples: #FFFF0000 Alpha: 100% Red: 100%, Green 0%, Blue 0% #80ffb00 Alpha: 50% Red: 100%, Green 75%, Blue 0% #40FFFFFF Alpha 25% Red: 100%, Green 100%, Blue 100%
sc#\s*(([+-]?(\d+(\.\d*)?) (\d*\.\d+)))([eE][+-]?(\d+)?)((\s*,\s*) \s+)){2,3}	An RGB or ARGB value in the scRGB color space, with each channel specified as a decimal floating point number, separated by either commas or whitespace. Examples:

<code>[+-]?(\\d+(\\.\\d*)?) (\\d*\\.\\d+))(\\d+)?</code>	<code>sc# 1 0 0</code>	Red: 100%, Green 0%, Blue 0%
<code>[eE][+-]?\\d+)?</code>	<code>sc# 1 0.75, 0</code>	Red: 100%, Green 75%, Blue 0%
	<code>sc# 2.5E-1 1 0 0</code>	Alpha: 25%, Red: 100%, Green 0%, Blue 0%
	<code>sc# 1.5,0,-0.5</code>	Red: 150%, Green 0%, Blue -50%

[is case sensitive] true

ContextColor`\\s+[^\\s]*\\s*([+-]?(\\d+(\\.\\d*)?)|(\\d*\\.\\d+))(\\d+)?(\\s*,\\s*)|\\s+){3,8}` A color in a color space identified by a URI; the color space URI is followed by a sequence of decimal floating point values separated by whitespace and/or commas. The first is an alpha value, and it is followed by the color-space-specific channel values (of which there may be from 3 to 8 inclusive). Examples: `ContextColor ../color/sRGB.icm 1 1 0 0`

[is case sensitive] true

CommandSyntax

[values]

BrowseBack The Browse Back command

[is case sensitive] true

BrowseForward The Browse Forward command

[is case sensitive] true

BrowseHome The Browse Home command

[is case sensitive] true

BrowseStop The Browse Stop command

[is case sensitive] true

Refresh The Refresh command

[is case sensitive] true

Favorites The Favorites command

[is case sensitive] true

Search The Search command

[is case sensitive] true

IncreaseZoom The Increase Zoom command

[is case sensitive]	true
DecreaseZoom	The Decrease Zoom command
[is case sensitive]	true
Zoom	The Zoom command
[is case sensitive]	true
NextPage	The Next Page command
[is case sensitive]	true
PreviousPage	The Previous Page command
[is case sensitive]	true
FirstPage	The First Page command
[is case sensitive]	true
LastPage	The Last Page command
[is case sensitive]	true
GoToPage	The Go To Page command
[is case sensitive]	true
NavigateJournal	The Navigate Journal command
[is case sensitive]	true
Cut	The Cut command
[is case sensitive]	true
Copy	The Copy command
[is case sensitive]	true
Paste	The Paste command
[is case sensitive]	true
Undo	The Undo command
[is case sensitive]	true
Redo	The Redo command
[is case sensitive]	true
Delete	The Delete command
[is case sensitive]	true
Find	The Find command
[is case sensitive]	true
Replace	The Replace command
[is case sensitive]	true

Help	The Help command
[is case sensitive]	true
New	The New command
[is case sensitive]	true
Open	The Open command
[is case sensitive]	true
Save	The Save command
[is case sensitive]	true
SaveAs	The Save As command
[is case sensitive]	true
Close	The Close command
[is case sensitive]	true
Print	The Print command
[is case sensitive]	true
PrintPreview	The Print Preview command
[is case sensitive]	true
Properties	The Properties command
[is case sensitive]	true
ContextMenu	The Context Menu command
[is case sensitive]	true
CorrectionList	The Correction List command
[is case sensitive]	true
SelectAll	The Select All command
[is case sensitive]	true
Stop	The Stop command
[is case sensitive]	true
NotACommand	Indicates the absence of a command.
[is case sensitive]	true
ScrollPageLeft	The Scroll Page Left command
[is case sensitive]	true
ScrollPageRight	The Scroll Page Right command

[is case sensitive]	true
ScrollPageUp	The Scroll Page Up command
[is case sensitive]	true
ScrollPageDown	The Scroll Page Down command
[is case sensitive]	true
ScrollByLine	The Scroll By Line command
[is case sensitive]	true
MoveLeft	The Move Left command
[is case sensitive]	true
MoveRight	The Move Right command
[is case sensitive]	true
MoveUp	The Move Up command
[is case sensitive]	true
MoveDown	The Move Down command
[is case sensitive]	true
ExtendSelectionUp	The Extend Selection Up command
[is case sensitive]	true
ExtendSelectionDown	The Extend Selection Down command
[is case sensitive]	true
ExtendSelectionLeft	The Extend Selection Left command
[is case sensitive]	true
ExtendSelectionRight	The Extend Selection Right command
[is case sensitive]	true
MoveToHome	The Move To Home command
[is case sensitive]	true
MoveToEnd	The Move To End command
[is case sensitive]	true
MoveToPageUp	The Move To Page Up command
[is case sensitive]	true
MoveToPageDown	The Move To Page Down command
[is case sensitive]	true
SelectToHome	The Select To Home command
[is case sensitive]	true

SelectToEnd	The Select To End command
[is case sensitive]	true
SelectToPageDown	The Select To Page Down command
[is case sensitive]	true
SelectToPageUp	The Select To Page Up command
[is case sensitive]	true
MoveFocusUp	The Move Focus Up command
[is case sensitive]	true
MoveFocusDown	The Move Focus Down command
[is case sensitive]	true
MoveFocusBack	The Move Focus Back command
[is case sensitive]	true
MoveFocusForward	The Move Focus Forward command
[is case sensitive]	true
MoveFocusPageUp	The Move Focus Page Up command
[is case sensitive]	true
MoveFocusPageDown	The Move Focus Page Down command
[is case sensitive]	true
ToggleInsert	The Toggle Insert command
[is case sensitive]	true
Delete	The Delete command
[is case sensitive]	true
Backspace	The Backspace command
[is case sensitive]	true
DeleteNextWord	The Delete Next Word command
[is case sensitive]	true
DeletePreviousWord	The Delete Previous Word command
[is case sensitive]	true
EnterParagraphBreak	The Enter Paragraph Break command
[is case sensitive]	true
EnterLineBreak	The Enter Line Break command

[is case sensitive]	true
TabForward	The Tab Forward command
[is case sensitive]	true
TabBackward	The Tab Backward command
[is case sensitive]	true
MoveRightByCharacter	The Move Right By Character command
[is case sensitive]	true
MoveLeftByCharacter	The Move Left By Character command
[is case sensitive]	true
MoveRightByWord	The Move Right By Word command
[is case sensitive]	true
MoveLeftByWord	The Move Left By Word command
[is case sensitive]	true
MoveDownByLine	The Move Down By Line command
[is case sensitive]	true
MoveUpByLine	The Move Up By Line command
[is case sensitive]	true
MoveDownByParagraph	The Move Down By Paragraph command
[is case sensitive]	true
MoveUpByParagraph	The Move Up By Paragraph command
[is case sensitive]	true
MoveDownByPage	The Move Down By Page command
[is case sensitive]	true
MoveUpByPage	The Move Up By Page command
[is case sensitive]	true
MoveToLineStart	The Move To Line Start command
[is case sensitive]	true
MoveToLineEnd	The Move To Line End command
[is case sensitive]	true
MoveToDocumentStart	The Move To Document Start command
[is case sensitive]	true
MoveToDocumentEnd	The Move To Document End command
[is case sensitive]	true

SelectRightByCharacter	The Select Right By Character command
[is case sensitive]	true
SelectLeftByCharacter	The Select Left By Character command
[is case sensitive]	true
SelectRightByWord	The Select Right By Word command
[is case sensitive]	true
SelectLeftByWord	The Select Left By Word command
[is case sensitive]	true
SelectDownByLine	The Select Down By Line command
[is case sensitive]	true
SelectUpByLine	The Select Up By Line command
[is case sensitive]	true
SelectDownByParagraph	The Select Down By Paragraph command
[is case sensitive]	true
SelectUpByParagraph	The Select Up By Paragraph command
[is case sensitive]	true
SelectDownByPage	The Select Down By Page command
[is case sensitive]	true
SelectUpByPage	The Select Up By Page command
[is case sensitive]	true
SelectToLineStart	The Select To Line Start command
[is case sensitive]	true
SelectToLineEnd	The Select To Line End command
[is case sensitive]	true
SelectToDocumentStart	The Select To Document Start command
[is case sensitive]	true
SelectToDocumentEnd	The Select To Document End command
[is case sensitive]	true
ToggleBold	The Toggle Bold command
[is case sensitive]	true
ToggleItalic	The Toggle Italic command

[is case sensitive]	true
ToggleUnderline	The Toggle Underline command
[is case sensitive]	true
ToggleSubscript	The Toggle Subscript command
[is case sensitive]	true
ToggleSuperscript	The Toggle Superscript command
[is case sensitive]	true
IncreaseFontSize	The Increase Font Size command
[is case sensitive]	true
DecreaseFontSize	The Decrease Font Size command
[is case sensitive]	true
ApplyFontSize	The Apply Font Size command
[is case sensitive]	true
ApplyFontFamily	The Apply Font Family command
[is case sensitive]	true
ApplyForeground	The Apply Foreground command
[is case sensitive]	true
ApplyBackground	The Apply Background command
[is case sensitive]	true
AlignLeft	The Align Left command
[is case sensitive]	true
AlignCenter	The Align Center command
[is case sensitive]	true
AlignRight	The Align Right command
[is case sensitive]	true
AlignJustify	The Align Justify command
[is case sensitive]	true
ToggleBullets	The Toggle Bullets command
[is case sensitive]	true
ToggleNumbering	The Toggle Numbering command
[is case sensitive]	true
IncreaseIndentation	The Increase Indentation command
[is case sensitive]	true

DecreaseIndentation	The Decrease Indentation command
[is case sensitive]	true
Play	The Play command
[is case sensitive]	true
Pause	The Pause command
[is case sensitive]	true
Stop	The Stop command
[is case sensitive]	true
Record	The Record command
[is case sensitive]	true
NextTrack	The Next Track command
[is case sensitive]	true
PreviousTrack	The Previous Track command
[is case sensitive]	true
FastForward	The Fast Forward command
[is case sensitive]	true
Rewind	The Rewind command
[is case sensitive]	true
ChannelUp	The Channel Up command
[is case sensitive]	true
ChannelDown	The Channel Down command
[is case sensitive]	true
TogglePlayPause	The Toggle Play Pause command
[is case sensitive]	true
IncreaseVolume	The Increase Volume command
[is case sensitive]	true
DecreaseVolume	The Decrease Volume command
[is case sensitive]	true
MuteVolume	The Mute Volume command
[is case sensitive]	true
IncreaseTreble	The Increase Treble command

[is case sensitive]	true
DecreaseTreble	The Decrease Treble command
[is case sensitive]	true
IncreaseBass	The Increase Bass command
[is case sensitive]	true
DecreaseBass	The Decrease Bass command
[is case sensitive]	true
BoostBass	The Boost Bass command
[is case sensitive]	true
IncreaseMicrophoneVolume	The Increase Microphone Volume command
[is case sensitive]	true
DecreaseMicrophoneVolume	The Decrease Microphone Volume command
[is case sensitive]	true
MuteMicrophoneVolume	The Mute Microphone Volume command
[is case sensitive]	true
ToggleMicrophoneOnOff	The Toggle Microphone On Off command
[is case sensitive]	true
Select	The Select command
[is case sensitive]	true
[patterns]	
<code>([_\p{L}][-\w]*:?([_\p{Lu}\p{LI}\p{Lo}\p{Lt}\p{NI}][_\p{L}\p{Mn}\p{Mc}\p{Nd}\p{NI}]*\.))?[_\p{Lu}\p{LI}\p{Lo}\p{Lt}\p{NI}][_\p{L}\p{Mn}\p{Mc}\p{Nd}\p{NI}]*</code>	Either just a command name, or a string of the form <code>TypeName.CommandName</code> , or a string of the form <code>namespacePrefix:TypeName.CommandName</code> .
[is case sensitive]	true

CornerRadiusSyntax

[patterns]

`(([+-]?((\d+(\.\d*)?)|(\d*\.\d+)))(` Four whitespace and/or comma separated decimal floating point values specifying the radius of curvature for the top left, top right, bottom right, and

`[eE][+-]?(\d+)?((\s*,\s*)|\s+)){3}([+-]?((\d+(\.\d*)?)|(\d*\.\d+)))([eE][+-]?\d+)?` bottom left corners of a shape.

`[is case sensitive]` true

`([+-]?((\d+(\.\d*)?)|(\d*\.\d+)))([eE][+-]?\d+)?` A single decimal floating point value indicating the radius of curvature for a corner or some corners.

`[is case sensitive]` true

CultureInfoletfLanguageTagSyntax

[patterns]

`[A-Z]{2}(-[0-9A-Z]{2})` A two letter language code identifier optionally followed by a dash then a two-letter country or region code.

CursorSyntax

[values]

AppStarting The Cursor that appears when an application is starting.

`[is case sensitive]` true

Arrow The Arrow Cursor.

`[is case sensitive]` true

ArrowCD The arrow with a compact disk Cursor.

`[is case sensitive]` true

Cross The crosshair Cursor.

`[is case sensitive]` true

Hand A hand Cursor.

`[is case sensitive]` true

Help A help Cursor which is a combination of an arrow and a question mark.

`[is case sensitive]` true

IBeam	An I-beam Cursor, which is used to show where the text cursor appears when the mouse is clicked.
[is case sensitive]	true
No	A Cursor with which indicates that a particular region is invalid for a given operation.
[is case sensitive]	true
None	A special cursor that is invisible.
[is case sensitive]	true
Pen	A pen Cursor.
[is case sensitive]	true
ScrollAll	The scroll all Cursor.
[is case sensitive]	true
ScrollE	The scroll east Cursor.
[is case sensitive]	true
ScrollN	The scroll north Cursor.
[is case sensitive]	true
ScrollNE	The scroll northeast cursor.
[is case sensitive]	true
ScrollNS	The scroll north/south cursor.
[is case sensitive]	true
ScrollNW	A scroll northwest cursor.
[is case sensitive]	true
ScrollS	The scroll south Cursor.
[is case sensitive]	true
ScrollSE	A south/east scrolling Cursor.
[is case sensitive]	true
ScrollSW	The scroll southwest Cursor.
[is case sensitive]	true
ScrollW	The scroll west Cursor.
[is case sensitive]	true
ScrollWE	A west/east scrolling Cursor.
[is case sensitive]	true
SizeAll	A four-headed sizing Cursor, which consists of four joined arrows that point

north, south, east, and west.

[is case sensitive]	true
SizeNESW	A two-headed northeast/southwest sizing Cursor.
[is case sensitive]	true
SizeNS	A two-headed north/south sizing Cursor.
[is case sensitive]	true
SizeNWSE	A two-headed northwest/southeast sizing Cursor.
[is case sensitive]	true
SizeWE	A two-headed west/east sizing Cursor.
[is case sensitive]	true
UpArrow	An up arrow Cursor, which is typically used to identify an insertion point.
[is case sensitive]	true
Wait	Specifies a wait (or hourglass) Cursor.
[is case sensitive]	true
[patterns]	
.*\.(CUR) (ANI)	Any string ending in either “.cur” or “.ani”

DependencyPropertySyntax

[patterns]	
([_\p{L}][-\p{Lt}\p{NI}][_\p{Lu}\p{LI}\p{Lo}\p{Lt}\p{NI}][_\p{L}\p{Mn}\p{Mc}\p{Nd}\p{NI}]*\.)?[_\p{Lu}\p{LI}\p{Lo}\p{Lt}\p{NI}][_\p{L}\p{Mn}\p{Mc}\p{Nd}\p{NI}]*)	Either just a property name, or a string of the form TypeName.PropertyName, or a string of the form namespacePrefix:TypeName.PropertyName, or a string of the form namespacePrefix:PropertyName.
[is case sensitive]	true

DockSyntax

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[values]

Bottom	A child element that is positioned at the bottom of the DockPanel.
Left	A child element that is positioned on the left side of the DockPanel.
Right	A child element that is positioned on the right side of the DockPanel.
Top	A child element that is positioned at the top of the DockPanel.

DoubleCollectionSyntax

[patterns]

([+-]?(\\d+(\\.\\d*)?) (\\d*\\.\\d+))(\\[eE][+-]?\\d+)?(((\\s*,\\s*) \\s+)([+-]?((\\d+(\\.\\d*)?) (\\d*\\.\\d+))(\\[eE][+-]?\\d+)?))*	One or more whitespace and/or comma separated decimal floating point values.
--	--

[is case sensitive]	true
----------------------------	------

DurationSyntax

[values]**Automatic**

[is case sensitive]	true
----------------------------	------

Forever

[is case sensitive]	true
----------------------------	------

[patterns]

(\\d+\\.?)?\\d\\d?:\\d\\d?:((\\d\\d?) (\\d)?\\d?\\.\\d*)	The string may optionally begin with a decimal number and a dot. When present, this optional part indicates the number of days. The string always contains three parts separated by colons. The first two of these are one or two digit numbers specifying hours and minutes. The third part indicates the number of seconds and can be a two-digit integer, or a floating point number with 0, 1, or 2 digits before the point, and any number of digits after the point. Examples:
---	--

0:0:1

One second

	1.0:0:0	One day
	0:0:0.5	Half a second
	0:0:.5	Half a second
	2.5:2:22	Two days, five hours, two minutes, 22 seconds
[is case sensitive]	true	
\d+	A decimal number specifying the number of days. Examples:	
	1	One day
	10	Ten days
[is case sensitive]	true	

EdgeModeSyntax

[values]

Aliased

Render the edges of non-text drawing primitives as aliased edges.

Unspecified

No edge mode is specified. Do not alter the current edge mode of non-text drawing primitives. This is the default value.

ExpandDirectionSyntax

[values]

Down

The Expander control opens down.

Left

The Expander control opens left.

Right

The Expander control opens right.

Up

The Expander control opens up.

FigureHorizontalAnchorSyntax

[values]

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ColumnCenter	Anchor the figure in the center of the column content area.
ColumnLeft	Anchor the figure to the left of the column content area.
ColumnRight	Anchor the figure to the right of the column content area.
ContentCenter	Anchor the figure in the center of the page content area.
ContentLeft	Anchor the figure to the left of the page content area.
ContentRight	Anchor the figure to the right of the page content area.
PageCenter	Anchor the figure in the center of the page area.
PageLeft	Anchor the figure to the left of the page area.
PageRight	Anchor the figure to the right of the page area.

FigureLengthSyntax

[values]

Auto Indicates that automatic sizing should be used

[patterns]

**[+-]
]?((\d[\d,]*\.\d*)?|((\d[\d,]*\d+))([eE][+-]
]? \d+)?\s*((COLUMN(S)?
|CONTENT|PAGE)** An optional decimal floating point number, followed by either 'column', 'columns', 'content' or 'page'

**[+-]
]?((\d[\d,]*\.\d*)?|((\d[\d,]*\d+))([eE][+-]? \d+)?
(\s*(px|in|cm|pt)))?** A decimal floating point number, optionally followed by either 'in', 'cm', 'pt', or 'px'

FigureVerticalAnchorSyntax

[values]

ContentBottom Anchor the figure to the bottom of the page content area.

ContentCenter Anchor the figure to the center of the page content area.

ContentTop Anchor the figure to the top of the page content area.

PageBottom Anchor the figure to the bottom of the page area.

PageCenter Anchor the figure to the center of the page area.

PageTop	Anchor the figure to the top of the page area.
ParagraphTop	Anchor the figure to the top of the current paragraph.

FillBehaviorSyntax

[values]

HoldEnd	After it reaches the end of its active period, the timeline holds its progress until the end of its parent's active and hold periods.
Stop	The timeline stops if it is outside its active period while its parent is inside its active period.

FillRuleSyntax

[values]

EvenOdd	Rule that determines whether a point is in the fill region by drawing a ray from that point to infinity in any direction and counting the number of path segments within the given shape that the ray crosses. If this number is odd, the point is inside; if even, the point is outside.
Nonzero	Rule that determines whether a point is in the fill region of the path by drawing a ray from that point to infinity in any direction and then examining the places where a segment of the shape crosses the ray. Starting with a count of zero, add one each time a segment crosses the ray from left to right and subtract one each time a path segment crosses the ray from right to left. After counting the crossings, if the result is zero then the point is outside the path. Otherwise, it is inside.

FlowDirectionSyntax

[values]

LeftToRight	Indicates that content should flow from left to right.
RightToLeft	Indicates that content should flow from right to left.

FlowDocumentReaderViewingModeSyntax

[values]

Page	Indicates that the FlowDocumentReader should show content one page at a time.
Scroll	Indicates that the FlowDocumentReader should show content in continuous scrolling mode.
TwoPage	Indicates that the FlowDocumentReader should show content two pages at a time, similar to an open book.

FontCapitalsSyntax

[values]

AllPetiteCaps	Both capital and lowercase letters are replaced with a glyph form of an uppercase letter with the same approximate height. Petite capitals are smaller than small capitals.
AllSmallCaps	Both capital and lowercase letters are replaced with a glyph form of an uppercase letter with the same approximate height.
Normal	Capital letters render normally.
PetiteCaps	Lowercase letters are replaced with a glyph form of an uppercase letter with the same approximate height. Petite capitals are smaller than small capitals.
SmallCaps	Lowercase letters are replaced with a glyph form of an uppercase letter with the same approximate height.
Titling	Glyph forms are substituted with a typographic form specifically designed for titles.
Unicase	Capital letters display in unicase. Unicase fonts render both upper and lowercase letters in a mixture of upper and lowercase glyphs determined by the type designer.

FontEastAsianLanguageSyntax

[values]

HojoKanji	Replaces default glyphs with the corresponding forms from the Hojo Kanji specification.
------------------	---

Jis04	Replaces default Japanese glyphs with the corresponding forms from the JIS04 specification.
Jis78	Replaces default Japanese glyphs with the corresponding forms from the JIS78 specification.
Jis83	Replaces default Japanese glyphs with the corresponding forms from the JIS83 specification.
Jis90	Replaces default Japanese glyphs with the corresponding forms from the JIS90 specification.
Nlckanji	Replaces default glyphs with the corresponding forms from the NLC Kanji specification.
Normal	No font-specific glyph versions are applied.
Simplified	Replaces traditional Chinese or Japanese forms with their corresponding simplified forms.
Traditional	Replaces simplified Chinese or Japanese forms with their corresponding traditional forms.
TraditionalNames	Replaces simplified Kanji forms with their corresponding traditional forms. This glyph set is explicitly limited to the traditional forms considered proper for use in personal names.

FontEastAsianWidthsSyntax

[values]

Full	Replaces uniform width glyphs with full width (usually em) glyphs.
Half	Replaces uniform width glyphs with half width (half em) glyphs.
Normal	Default width style.
Proportional	Replaces uniform width glyphs with proportionally spaced glyphs.
Quarter	Replaces uniform width glyphs with one-quarter width (one-quarter em) glyphs.
Third	Replaces uniform width glyphs with one-third width (one-third em) glyphs.

FontFamilySyntax

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[patterns]

.*

A sequence of comma-separated font family names. Each name can optionally start with a string indicating the location of the font file. This optional location specifier is indicated by a # symbol – the part before the hash is the location and the part after the hash is the family name. The absence of a # indicates that only the family name is specified. (The regular expression does not reflect this, because there are no restrictions on what text appears as the font name other than that it must not contain a '#' or a ',' and since those are both allowed as delimiters, there are no syntactic limits on the string. Of course whether the string is meaningful in practice depends on whether the specified font is available.)

[is case sensitive]

true

FontFractionSyntax

[values]

Normal	Default style is used.
Slashed	Slashed fraction style is used.
Stacked	Stacked fraction style is used.

FontNumeralAlignmentSyntax

[values]

Normal	Default numeral alignment is used.
Proportional	Proportional width alignment is used.
Tabular	Tabular alignment is used.

FontNumeralStyleSyntax

[values]

Lining	Lining numeral style is used. Replaces default glyphs with numeric forms of even height.
Normal	Default numeral style is used.

OldStyle

Old style numeral style is used. Replaces default glyphs with a figure style that matches lowercase letters in height and color.

FontSizeSyntax

[patterns]

[+-]?((\d[\d,]*\.\d*)? ((\d[\d,]*\.\d+))([eE][+-]?\d+)? (\s*(PX IN CM PT)))?	A decimal floating point number, optionally followed by either 'in', 'cm', 'pt', or 'px'
---	--

FontStretchSyntax

[values]

Condensed	Specifies a condensed FontStretch.
[trim whitespace]	false
Expanded	Specifies an expanded FontStretch.
[trim whitespace]	false
ExtraCondensed	Specifies an extra-condensed FontStretch.
[trim whitespace]	false
ExtraExpanded	Specifies an extra-expanded FontStretch.
[trim whitespace]	false
Medium	Specifies a medium FontStretch.
[trim whitespace]	false
Normal	Specifies a normal FontStretch.
[trim whitespace]	false
SemiCondensed	Specifies a semi-condensed FontStretch.
[trim whitespace]	false
SemiExpanded	Specifies a semi-expanded FontStretch.
[trim whitespace]	false
UltraCondensed	Specifies an ultra-condensed FontStretch.

<code>[trim whitespace]</code>	false
UltraExpanded	Specifies an ultra-expanded FontStretch.
<code>[trim whitespace]</code>	false
[patterns]	
<code>\+?0*[1-9]</code>	A single digit in the range 1-9, optionally preceded by a + sign and/or any number of leading zeros.
<code>[is case sensitive]</code>	true

FontStyleSyntax

[values]	
Italic	Specifies an italic FontStyle.
Normal	Specifies a normal FontStyle.
Oblique	Specifies an oblique FontStyle.

FontVariantsSyntax

[values]	
Inferior	Replaces a default glyph with an inferior glyph, or it may combine glyph substitution with positioning adjustments for proper placement. Inferior forms are typically used in chemical formulas or mathematical notation.
Normal	Default font behavior. Font scaling and positioning is normal.
Ordinal	Replaces a default glyph with an ordinal glyph, or it may combine glyph substitution with positioning adjustments for proper placement. Ordinal forms are normally associated with numeric notation of an ordinal word, such as "1st" for "first."
Ruby	Replaces a default glyph with a smaller Japanese Kana glyph. This is used to clarify the meaning of Kanji, which may be unfamiliar to the reader.
Subscript	Replaces a default glyph with a subscript glyph.
Superscript	Replaces a default glyph with a superscript glyph. Superscript is commonly used for footnotes.

FontWeightSyntax

[values]	
Black	Specifies a "Black" font weight.
[trim whitespace]	false
Bold	Specifies a "Bold" font weight.
[trim whitespace]	false
DemiBold	Specifies a "Demi-bold" font weight.
[trim whitespace]	false
ExtraBlack	Specifies an "Extra-black" font weight.
[trim whitespace]	false
ExtraBold	Specifies an "Extra-bold" font weight.
[trim whitespace]	false
ExtraLight	Specifies an "Extra-light" font weight.
[trim whitespace]	false
Heavy	Specifies a "Heavy" font weight.
[trim whitespace]	false
Light	Specifies a "Light" font weight.
[trim whitespace]	false
Medium	Specifies a "Medium" font weight.
[trim whitespace]	false
Normal	Specifies a "Normal" font weight.
[trim whitespace]	false
Regular	Specifies a "Regular" font weight.
[trim whitespace]	false
SemiBold	Specifies a "Semi-bold" font weight.
[trim whitespace]	false
Thin	Specifies a "Thin" font weight.
[trim whitespace]	false
UltraBlack	Specifies an "Ultra-black" font weight.
[trim whitespace]	false
UltraBold	Specifies an "Ultra-bold" font weight.

[trim whitespace]	false
UltraLight	Specifies an "Ultra-light" font weight.
[trim whitespace]	false
[patterns]	
\+?\d*	An integer numeric value. (This should be in the range 1-999.)
[is case sensitive]	true

GeometryCombineModeSyntax

[values]	
Exclude	The second region is excluded from the first.
Intersect	The two regions are combined by taking their intersection. The new area consists of the overlapping region between the two geometries.
Union	The two regions are combined by taking the union.
Xor	The two regions are combined by taking the area that exists in the first region but not the second and the area that exists in the second region but not the first.

GeometrySyntax

[patterns]	
(F\s*[01])?(\s*[mMLhHvVcCsSqQtTaAzZ]\s*((([+]?(\d+(\.\d*)?) (\d*\.\d+))([eE][+-]? \d+)?)((\s*,\s*) \s+))*([+-]?(\d+(\.\d*)?) (\d*\.\d+))([eE][+-]? \d+)?)?)*	Optionally begins with a fill rule specifier: an uppercase F followed by a 0 or a 1, with optional whitespace between the F and the digit. Remainder of string consists of a sequence of single letter commands, each followed by a sequence of comma and/or whitespace-separated floating point decimal values.
[is case sensitive]	true

GradientSpreadMethodSyntax

[values]

Pad	Default value. The color values at the ends of the gradient vector fill the remaining space.
Reflect	The gradient is repeated in the reverse direction until the space is filled.
Repeat	The gradient is repeated in the original direction until the space is filled.

GridLengthSyntax

[values]

auto	Indicates that automatic sizing should be used
*	Equivalent to a value of "1*"

[patterns]

[+-]]?((\d[\d,]*\.\d*)?) ((\d[\d,]*?)\.\d+))([eE][+-]?\d+)? (\s*(* PX IN CM PT))?	A decimal floating point number, optionally followed by either '*', 'in', 'cm', 'pt', or 'px'
--	---

GridResizeBehaviorSyntax

[values]

BasedOnAlignment	Space is redistributed based on the value of the HorizontalAlignment and VerticalAlignment properties.
CurrentAndNext	For a horizontal GridSplitter, space is redistributed between the row that is specified for the GridSplitter and the next row that is below it. For a vertical GridSplitter, space is redistributed between the column that is specified for the GridSplitter and the next column that is to the right.
PreviousAndCurrent	For a horizontal GridSplitter, space is redistributed between the row that is specified for the GridSplitter and the next row that is above it. For a vertical GridSplitter, space is redistributed between the column that is specified for the GridSplitter and the next column that is to the left.
PreviousAndNext	For a horizontal GridSplitter, space is redistributed between the rows that are above and below the row that is specified for the GridSplitter. For a vertical GridSplitter, space is redistributed between the columns that are to the left and right of the column that is specified for the GridSplitter.

GridResizeDirectionSyntax

[values]

Auto	Space is redistributed based on the values of the HorizontalAlignment, VerticalAlignment, ActualWidth, and ActualHeight properties of the GridSplitter.
Columns	Space is redistributed between columns.
Rows	Space is redistributed between rows.

HandoffBehaviorSyntax

[values]

Compose	New animations are combined with existing animations by appending the new animations to the end of the composition chain.
SnapshotAndReplace	New animations replace any existing animations on the properties to which they are applied.

HorizontalAlignmentSyntax

[values]

Center	An element aligned to the center of the layout slot for the parent element.
Left	An element aligned to the left of the layout slot for the parent element.
Right	An element aligned to the right of the layout slot for the parent element.
Stretch	An element stretched to fill the entire layout slot of the parent element.

ImeConversionModeValuesSyntax

[values]

Alphanumeric	The input method uses alphanumeric conversion mode.
CharCode	The input method uses character code conversion mode.

DoNotCare	The input method does not care what input conversion method is used; the actual conversion method is indeterminate.
Eudc	The input method uses EUDC (end user defined character) conversion mode.
Fixed	The input method uses fixed conversion mode.
FullShape	The input method uses full-shape conversion mode.
Katakana	The input method uses Katakana conversion mode.
Native	The input method uses a native character (Hiragana, Hangul, Chinese) conversion mode.
NoConversion	The input method will not perform any input conversion.
Roman	The input method uses Roman character conversion mode.
Symbol	The input method uses symbol conversion mode.

ImeSentenceModeValuesSyntax

[values]

Automatic	The input method uses the sentence conversion method automatically.
Conversation	The input method uses conversation-style sentence conversion.
DoNotCare	The input method does not care what sentence conversion method is used; the actual sentence conversion mode is indeterminate.
None	The input method does not perform any sentence conversion.
PhrasePrediction	The input method uses phrase prediction sentence conversion.
PluralClause	The input method uses plural clause sentence conversion.
SingleConversion	The input method uses single Kanji/Hanja sentence conversion.

InkCanvasEditingModeSyntax

[values]

EraseByPoint	Indicates that the pen erases part of a stroke when the pen intersects the stroke.
EraseByStroke	Indicates that the pen erases an entire stroke when the pen intersects the stroke.

GestureOnly	Indicates that the InkCanvas responds to gestures, and does not receive ink.
Ink	Indicates that ink appears on the InkCanvas when the pen sends data to it.
InkAndGesture	Indicates that the InkCanvas responds to gestures, and receives ink.
None	Indicates that no action is taken when the pen sends data to the InkCanvas.
Select	Indicates that the pen selects strokes and elements on the InkCanvas.

InputMethodStateSyntax

[values]

DoNotCare	The input method is in an indeterminate state.
Off	The input method is off.
On	The input method is on.

InputScopeSyntax

[patterns]

`(([_\p{Lu}\p{LI}\p{Lo}\p{Lt}\p{NI}][_\p{L}\p{Mn}\p{Mc}\p{Nd}\p{NI}]*\.)?[_\p{Lu}\p{LI}\p{Lo}\p{Lt}\p{NI}][_\p{L}\p{Mn}\p{Mc}\p{Nd}\p{NI}]*)` Either a string of the form `TypeName.ScopeName`, or a string of the form `ScopeName`.

[is case sensitive] true

Int32CollectionSyntax

[patterns]

`\d+(((\s*,\s*)|\s+)\d+)*` A sequence of decimal integers separated by either a comma or whitespace

[is case sensitive] true

Int32RectSyntax

[values]

Empty Equivalent to a value of "0,0,0,0"

[is case sensitive] true

[patterns]

(\d+((\s*,\s*)|\s+)){3}\d+ Four decimal integers separated by either a comma or whitespace.

[is case sensitive] true

JournalEntryPositionSyntax

[values]

Back Content is in back navigation history relative to current content.

Current Content is the current content.

Forward Content is in forward navigation history with respect to current content.

JournalOwnershipSyntax

[values]

Automatic Whether or not this Frame will create and use its own journal depends on its parent.

OwnsJournal The Frame maintains its own journal.

UsesParentJournal The Frame uses the journal of the next available navigation host up the content tree, if available. Otherwise, navigation history is not maintained for the Frame.

KeyboardNavigationModeSyntax

[values]

Contained Depending on the direction of the navigation, focus returns to the first or the last item when the end or the beginning of the container is reached, but does

not move past the beginning or end of the container.

Continue	Each element receives keyboard focus, as long as it is a navigation stop. Navigation leaves the containing element when an edge is reached.
Cycle	Depending on the direction of the navigation, the focus returns to the first or the last item when the end or the beginning of the container is reached. Focus cannot leave the container using logical navigation.
Local	Tab Indexes are considered on local subtree only inside this container and behave like Continue after that.
None	No keyboard navigation is allowed inside this container.
Once	The container and all of its child elements as a whole receive focus only once. Either the first tree child or the or the last focused element in the group receives focus

KeyGestureSyntax

[patterns]

```
((CONTROL|CTRL|SHIFT|ALT|WINDOWS|WIN)\s*\+\s*)+\w+
(,.)?
```

A sequence of one or more key modifiers delimited by '+', followed by a key name (which follows the final '+' in the list of modifiers). This may be followed by a comma which, if present, must be followed by a string representing the display text for the key gesture.

Note that although this regular expression does not enforce it, the key name should be a valid KeySyntax.

KeySplineSyntax

[patterns]

```
(([+-]?\d+(\.\d*)?)|(\d*\.\d+))([eE][+-]?\d+)?)((\s*,\s*)|\s+){3}([+-]?\d+(\.\d*)?)|(\d*\.\d+))([eE][+-]?\d+)?
```

Four decimal floating point values, separated by either a comma or whitespace.

[is case sensitive]

true

KeySyntax

[values]

A

AbntC1

AbntC2

Add

Alt

Application

Apps

Attn

B

Back

Backslash

Backspace

Bksp

Break

BrowserBack

BrowserFavorites

BrowserForward

BrowserHome

BrowserRefresh

BrowserSearch

BrowserStop

Bs

C

Cancel

Capital

CapsLock

Clear

CloseBrackets

Comma

Control

CrSel

Ctrl

D

D0

D1

D2

D3

D4

D5

D6

D7

D8

D9

DbcAlphanumeric

DbcCodeInput

DbcDbcsChar

DbcDetermineString

DbcEnterDialogConversionMode

DbcEnterImeConfigureMode

DbcEnterWordRegisterMode

DbcFlushString

DbcHiragana

DbcKatakana

DbcNoCodeInput

DbcNoRoman

DbcRoman

DbcSbcsChar

Decimal

Del

Delete

Divide

Down

E

End

Enter

EraseEof

Esc

Escape

EraseEof

Execute

ExSel

F

F1

F10

F11

F12

F13

F14

F15

F16

F17

F18

F19

F2

F20

F21

F22

F23

F24

F3

F4

F5

F6

F7

F8

F9

FinalMode

Finish

G

H

HangulMode

HanjaMode

Help

Home

I

ImeAccept

ImeConvert

ImeModeChange

ImeNonConvert

ImeProcessed

Ins

Insert

J

JunjaMode

K

KanaMode

KanjiMode

L

LaunchApplication1

LaunchApplication2

LaunchMail

Left

LeftAlt

LeftCtrl

LeftShift

LeftWindows

LineFeed

LWin

M

MediaNextTrack

MediaPlayPause

MediaPreviousTrack

MediaStop

Minus

Multiply

N

Next

NoName

None

NumLock

NumPad0

NumPad1

NumPad2

NumPad3

NumPad4

NumPad5

NumPad6

NumPad7

NumPad8

NumPad9

O

Oem1

Oem102

Oem2

Oem3

Oem4

Oem5

Oem6

Oem7

Oem8

OemAttn

OemAuto

OemBackslash

OemBackTab

OemClear

OemCloseBrackets

OemComma

OemCopy

OemEnlw

OemFinish

OemMinus

OemOpenBrackets

OemPeriod

OemPipe

OemPlus

OemQuestion

OemQuotes

OemSemicolon

OemTilde

OpenBrackets

P

Pa1

PageDown

PageUp

Pause

Period

Pipe

Plus

PgDn

PgUp

Play

Print

PrintScreen

Prior

PrtSc

Q

Question

Quotes

R

Return

Right

RightAlt

RightCtrl

RightShift

RightWindows

RWin

S

Scroll

Select

SelectMedia

Semicolon

Separator

Shift

Sleep

Snapshot

Space

Subtract

System

T

Tab

Tilde

U

Up

V

VolumeDown

VolumeMute

VolumeUp

W

Win

Windows

X

Y

Z

Zoom

KeyTimeSyntax

[values]

Uniform

Key frames will be uniformly spaced throughout the animation if they are all set to a key time of Uniform

[is case sensitive]

true

Paced

Indicates that a key frame's duration should be calculated so as to keep a constant rate of change over the entire animation's duration.

[is case sensitive]

true

[patterns]

`(\d+\.)?\d\d?:\d\d?:((\d\d?))(\d?
?\d?\.\d*)`

The string may optionally begin with a decimal number and a dot. When present, this optional part indicates the number of days. The string always contains three parts separated by colons. The first two of these are one or two digit numbers specifying hours and minutes. The third part indicates the number of seconds and can be a two-digit integer, or a floating point number with 0, 1, or 2 digits before the point, and any number of digits after the point. Examples:

	0:0:1	One second
	1.0:0:0	One day
	0:0:0.5	Half a second
	0:0:.5	Half a second
	2.5:2:22	Two days, five hours, two minutes, 22 seconds
[is case sensitive]	true	
\d+	A decimal number specifying the number of days. Examples:	
	1	One day
	10	Ten days
[is case sensitive]	true	
\+?((\d+(\.\d*)?) (\d*\.\d+))([eE][+-]?\d+)?\s*%	Decimal floating point number followed by a ‘%’ symbol. (This is a percentage representing a proportion of the total duration of the animation, so it should have a value in the range from 0 to 100.)	
[is case sensitive]	true	

LengthSyntax

[values]	
Auto	Indicates that automatic sizing should be used
[patterns]	
[+-]?(?(\d[\d,]*(\.\d*)?) (?(\d[\d,]*)?\.\d+))([eE][+-]?\d+)?(\s*(PX IN CM PT))?	A decimal floating point number, optionally followed by either ‘in’, ‘cm’, ‘pt’, or ‘px’

LineStackingStrategySyntax

[values]	
BlockLineHeight	The stack height is determined by the block element line-height property value.
MaxHeight	The stack height is the smallest value that containing all the inline elements on

that line when those elements are properly aligned.

Matrix3DSyntax

[values]

Identity The identity matrix.

[is case sensitive] true

[patterns]

`(([+-]?(\\d+(\\.\\d*)?)|(\\d*\\.\\d+))([eE][+-]?(\\d+)?)(\\s*,\\s*|\\s+)){15}([+-]?(\\d+(\\.\\d*)?)|(\\d*\\.\\d+))([eE][+-]?\\d+)?` Sixteen decimal floating point values, separated by either a comma or whitespace.

[is case sensitive] true

MatrixSyntax

[values]

Identity The identity matrix.

[is case sensitive] true

[patterns]

`(([+-]?(\\d+(\\.\\d*)?)|(\\d*\\.\\d+))([eE][+-]?(\\d+)?)(\\s*,\\s*|\\s+)){5}([+-]?(\\d+(\\.\\d*)?)|(\\d*\\.\\d+))([eE][+-]?\\d+)?` Six decimal floating point values, separated by either a comma or whitespace.

[is case sensitive] true

MediaStateSyntax

[values]

Close	The state used to close the media. All media resources are released (including video memory).
Manual	The state used to control a MediaElement manually. Interactive methods like Play and Pause can be used. Media will preroll but not play when the MediaElement is assigned a valid media source.
Pause	The state used to pause the media. Media will preroll but remains paused when the MediaElement is assigned a valid media source.
Play	The state used to play the media. Media will preroll automatically when the MediaElement is assigned a valid media source.
Stop	The state used to stop the media. Media will preroll but not play when the MediaElement is assigned a valid media source. Media resources are not released.

ModifierKeysSyntax

[patterns]

<code>(CONTROL CTRL SHIFT ALT WINDOWS WIN)?(\s*\+\s*(CONTROL CTRL SHIFT ALT WINDOWS WIN))*</code>	A sequence delimited by '+' where each element in the sequence is one of control, ctrl, shift, alt, windows, win
---	--

MouseActionSyntax

[values]

LeftClick	A single click on the left mouse button.
RightClick	A single click on the right mouse button.
MiddleClick	A single click on the middle mouse button.
WheelClick	A single click on the mouse wheel.
LeftDoubleClick	A double click on the left mouse button.
RightDoubleClick	A double click on the right mouse button.

MiddleDoubleClick

A double click on the middle mouse button.

MouseButtonStateSyntax

[values]

Pressed	The button is pressed.
Released	The button is released.

MouseGestureSyntax

[patterns]

<code>((CONTROL CTRL SHIFT ALT WINDOWS WIN)\s*\+\s*)*(LEFTCLICK RIGHTCLICK MIDDLECLICK WHEELCLICK LEFTDOUBLECLICK RIGHTDOUBLECLICK MIDDLEDUBLECLICK)</code>	One of the <code>MouseActionSyntax</code> values, optionally preceded by a '+'-delimited sequence from the <code>ModifierKeysSyntax</code> .
---	--

NavigationUIVisibilitySyntax

[values]

Automatic	The navigation chrome is visible when a <code>Frame</code> uses its own journal (see <code>JournalOwnership</code>).
Hidden	The navigation chrome is not visible.
Visible	The navigation chrome is visible.

NumberCultureSourceSyntax

[values]

Override	Number culture is derived from the <code>CultureOverride</code> property.
-----------------	---

Text	Default. Number culture is derived from the value of the CultureInfo property, which is the culture of the text run. In markup, this is represented by the xml:lang attribute.
User	Number culture is derived from the culture value of the current thread, which by default is the user default culture.

NumberSubstitutionMethodSyntax

[values]

AsCulture	Default. Specifies that the substitution method should be determined based on the number culture's DigitSubstitution property value.
Context	If the number culture is an Arabic or Farsi culture, specifies that the digits depend on the context. Either traditional or Latin digits are used depending on the nearest preceding strong character, or, if there is none, the text direction of the paragraph.
European	Specifies that code points 0x30-0x39 are always rendered as European digits, in which case, no number substitution is performed.
NativeNational	Specifies that numbers are rendered using the national digits for the number culture, as specified by the culture's NativeDigits property value.
Traditional	Specifies that numbers are rendered using the traditional digits for the number culture. For most cultures, this is the same as the NativeNational enumeration value. However, using NativeNational can result in Latin digits for some Arabic cultures, whereas using Traditional results in Arabic digits for all Arabic cultures.

OrientationSyntax

[values]

Horizontal	Control or layout should be horizontally oriented.
Vertical	Control or layout should be vertically oriented.

OverflowModeSyntax

[values]

Always	Item is permanently placed in the overflow panel.
AsNeeded	Item moves between the main panel and overflow panel, depending on the available space.
Never	Item is never allowed to overflow.

PageRangeSelectionSyntax

[values]

AllPages	All pages.
UserPages	A user-specified range of pages.

PathAnimationSourceSyntax

[values]

Angle	Specifies the tangent angle of rotation during the progression along an animation sequence path.
X	Specifies the x-coordinate offset during the progression along an animation sequence path.
Y	Specifies the y-coordinate offset during the progression along an animation sequence path.

PathFigureCollectionSyntax

[patterns]

<code>(\s*[mMILhHvVcCsSqQtTaAZZ]\s*((([+]?((\d+(\.\d*)?) (\d*\.\d+))([eE][+]?(\d+)?)((\s*,\s*) \s+))*([+]?((\d+(\.\d*)?) (\d*\.\d+))</code>	A sequence of single letter commands, each followed by a sequence of comma and/or whitespace-separated floating point decimal values.
---	---

`[eE][+]?[d+]?)*`

`[is case sensitive]` true

PenLineCapSyntax

`[values]`

Flat	A cap that does not extend past the last point of the line. Comparable to no line cap.
Round	A semicircle that has a diameter equal to the line thickness.
Square	A rectangle that has a height equal to the line thickness and a length equal to half the line thickness.
Triangle	An isosceles right triangle whose base length is equal to the thickness of the line.

PenLineJoinSyntax

`[values]`

Bevel	Beveled vertices.
Miter	Regular angular vertices.
Round	Rounded vertices.

PixelFormatSyntax

`[values]`

Default	The default pixel format. (The meaning of this is context-specific.)
<code>[trim whitespace]</code>	false
Extended	No specific meaning is defined for this value, but individual properties may define a meaning for it.
<code>[trim whitespace]</code>	false
Indexed1	A color-indexed format with 2 entries in the index.

[trim whitespace]	false
Indexed2	A color-indexed format with 4 entries in the index.
[trim whitespace]	false
Indexed4	A color-indexed format with 16 entries in the index.
[trim whitespace]	false
Indexed8	A color-indexed format with 256 entries in the index.
[trim whitespace]	false
BlackWhite	A 1bpp black and white image.
[trim whitespace]	false
Gray2	A monochrome image with 4 levels of brightness.
[trim whitespace]	false
Gray4	A monochrome image with 16 levels of brightness.
[trim whitespace]	false
Gray8	A monochrome image with 256 levels of brightness.
[trim whitespace]	false
Gray16	A monochrome image with 65536 levels of brightness.
[trim whitespace]	false
Gray32Float	A monochrome image with brightness represented as a 32-bit floating point value.
[trim whitespace]	false
Bgr555	An image in which each pixel is represented by a 16-bit value containing 5 bits of blue, 5 bits of green, then 5 bits of red channel data for each pixel (with one unused bit)
[trim whitespace]	false
Bgr565	An image in which each pixel is represented by a 16-bit value containing 5 bits of blue, 6 bits of green, then 5 bits of red channel data for each pixel
[trim whitespace]	false
Bgr24	An image where each pixel is represented by a 24-bit value comprising a blue, then a green, then a red octet (8-bit byte)
[trim whitespace]	false
Rgb24	An image where each pixel is represented by a red, then a green, then a blue octet (8-bit byte)
[trim whitespace]	false
Bgr101010	An image with 10 bits each for the blue, green, and red channels.

[trim whitespace]	false
Bgr32	An image where each pixel is represented by a 32-bit value comprising a blue, then a green, then a red octet (8-bit byte), with one unused octet per pixel
[trim whitespace]	false
Bgra32	An image where each pixel is represented by a 32-bit value comprising a blue, then a green, then a red, then an alpha octet (8-bit byte)
[trim whitespace]	false
Pbgra32	An image where each pixel is represented by a 32-bit value comprising a blue, then a green, then a red, then an alpha octet (8-bit byte), where the red, green, and blue channels are pre-multiplied by the alpha channel.
[trim whitespace]	false
Rgb48	An image with 16 bits each for the red, green, and blue channels.
[trim whitespace]	false
Rgba64	An image with 16 bits each for the red, green, blue, and alpha channels.
[trim whitespace]	false
Prgba64	An image with 16 bits each for the red, green, blue, and alpha channels, where the red, green, and blue channels are pre-multiplied by the alpha channel.
[trim whitespace]	false
Rgb128Float	An image where the red, green, and blue channels are each represented by a 32-bit floating point value, and the pixel size is padded to be 128 bits wide.
[trim whitespace]	false
Rgba128Float	An image where the red, green, blue, and alpha channels are each represented by a 32-bit floating point value.
[trim whitespace]	false
Prgba128Float	An image where the red, green, blue, and alpha channels are each represented by a 32-bit floating point value, and the red, green, and blue channels are pre-multiplied by the alpha channel.
[trim whitespace]	false
Cmyk32	An image where each pixel is represented by a 32-bit value comprising a cyan, then a magenta, then a yellow, then a black octet.
[trim whitespace]	false

PlacementModeSyntax

[values]

Absolute	A position of the Popup control relative to the upper-left corner of the screen and at an offset that is defined by the <code>HorizontalOffset</code> and <code>VerticalOffset</code> property values. If the screen edge obscures the Popup, the control then repositions itself to align with the edge.
AbsolutePoint	A position of the Popup control relative to the upper-left corner of the screen and at an offset that is defined by the <code>HorizontalOffset</code> and <code>VerticalOffset</code> property values. If the screen edge obscures the Popup, the control extends in the opposite direction from the axis defined by the <code>HorizontalOffset</code> or <code>VerticalOffset</code> .
Bottom	A position of the Popup control where the control aligns its upper edge with the lower edge of the <code>PlacementTarget</code> and aligns its left edge with the left edge of the <code>PlacementTarget</code> . If the lower screen-edge obscures the Popup, the control repositions itself so that its lower edge aligns with the upper edge of the <code>PlacementTarget</code> . If the upper screen-edge obscures the Popup, the control then repositions itself so that its upper edge aligns with the upper screen-edge.
Center	A position of the Popup control where it is centered over the <code>PlacementTarget</code> . If a screen edge obscures the Popup, the control repositions itself to align with the screen edge.
Left	A Popup control that aligns its right edge with the left edge of the <code>PlacementTarget</code> and aligns its upper edge with the upper edge of the <code>PlacementTarget</code> . If the left screen-edge obscures the Popup, the Popup repositions itself so that its left edge aligns with the right edge of the <code>PlacementTarget</code> . If the right screen-edge obscures the Popup, the right edge of the control aligns with the right screen-edge. If the upper or lower screen-edge obscures the Popup, the control repositions itself to align with the obscuring screen edge.
Mouse	A position of the Popup control that aligns its upper edge with the lower edge of the bounding box of the mouse and aligns its left edge with the left edge of the bounding box of the mouse. If the lower screen-edge obscures the Popup, it repositions itself to align with the upper edge of the bounding box of the mouse. If the upper screen-edge obscures the Popup, the control repositions itself to align with the upper screen-edge.
MousePoint	A position of the Popup control relative to the tip of the mouse cursor and at an offset that is defined by the <code>HorizontalOffset</code> and <code>VerticalOffset</code> property values. If a horizontal or vertical screen edge obscures the Popup, it opens in the opposite direction from the obscuring edge. If the opposite screen edge also obscures the Popup, it then aligns with the obscuring screen edge.
Relative	A position of the Popup control relative to the upper-left corner of the <code>PlacementTarget</code> and at an offset that is defined by the <code>HorizontalOffset</code> and <code>VerticalOffset</code> property values. If the screen edge obscures the Popup, the

	control repositions itself to align with the screen edge.
RelativePoint	A position of the Popup control relative to the upper-left corner of the PlacementTarget and at an offset that is defined by the HorizontalOffset and VerticalOffset property values. If a screen edge obscures the Popup, the Popup extends in the opposite direction from the direction from the axis defined by the HorizontalOffset or VerticalOffset. If the opposite screen edge also obscures the Popup, the control then aligns with this screen edge.
Right	A position of the Popup control that aligns its left edge with the right edge of the PlacementTarget and aligns its upper edge with the upper edge of the PlacementTarget. If the right screen-edge obscures the Popup, the control repositions itself so that its left edge aligns with the left edge of the PlacementTarget. If the left screen-edge obscures the Popup, the control repositions itself so that its left edge aligns with the left screen-edge. If the upper or lower screen-edge obscures the Popup, the control then repositions itself to align with the obscuring screen edge.
Top	A position of the Popup control that aligns its lower edge with the upper edge of the PlacementTarget and aligns its left edge with the left edge of the PlacementTarget. If the upper screen-edge obscures the Popup, the control repositions itself so that its upper edge aligns with the lower edge of the PlacementTarget. If the lower screen-edge obscures the Popup, the lower edge of the control aligns with the lower screen-edge. If the left or right screen-edge obscures the Popup, it then repositions itself to align with the obscuring screen.

Point3DCollectionSyntax

[patterns]

<pre>([+-]]?((\d+(\.\d*)?) (\d*\.\d+))([eE][+-]]?\d+)?(((\s*,\s*) \s+)([+-]]?((\d+(\.\d*)?) (\d*\.\d+))([eE][+-]]?\d+)?){2}(((\s*,\s*) \s+)([+-]]?((\d+(\.\d*)?) (\d*\.\d+))([eE][+-]]?\d+)?){3})*</pre>	Sequence of decimal floating point values, separated by either a comma or whitespace. The number of values in the sequence is a multiple of three.
--	--

[is case sensitive]	true
---------------------	------

Point3DSyntax

[patterns]

`(([+-]
]?((\d+(\.\d*)?)|(\d*\.\d+))([eE][+-]
]?\d+)?)((\s*,\s*)|\s+)){2}([+-]
]?((\d+(\.\d*)?)|(\d*\.\d+))([eE][+-]
]?\d+)?)`

Three decimal floating point values, separated by either a comma or whitespace.

[is case sensitive] true

PointCollectionSyntax

[patterns]

`([+-]
]?((\d+(\.\d*)?)|(\d*\.\d+))([eE][+-]
]?\d+)?)((\s*,\s*)|\s+)([+-]
]?((\d+(\.\d*)?)|(\d*\.\d+))([eE][+-]
]?\d+)?)((\s*,\s*)|\s+)([+-]
]?((\d+(\.\d*)?)|(\d*\.\d+))([eE][+-]
]?\d+)?)){2}*`

Sequence of decimal floating point values, separated by either a comma or whitespace. The number of values in the sequence is a multiple of two.

[is case sensitive] true

PointSyntax

[patterns]

`([+-]
]?((\d+(\.\d*)?)|(\d*\.\d+))([eE][+-]
]?\d+)?)((\s*,\s*)|\s+)([+-]
]?((\d+(\.\d*)?)|(\d*\.\d+))([eE][+-]
]?\d+)?)`

Two decimal floating point values, separated by either a comma or whitespace.

[is case sensitive] true

PopupAnimationSyntax

[values]

Fade	The Popup control gradually appears, or fades in. This effect is created by increasing the opacity of the Popup window over time.
None	The Popup control appears without animation.
Scroll	The Popup control scrolls from the upper-left corner of its parent. If the screen does not provide enough room to allow the Popup default behavior, the Popup scrolls from the lower-right corner instead.
Slide	The Popup control slides down or up into place. By default, a Popup slides down. However, if the screen does not provide enough room for the Popup to slide down, it slides up instead.

PowerLineStatusSyntax

[values]

Offline	The system power is not on.
Online	The system power is on.
Unknown	The status of the system power cannot be determined.

PresentationTraceLevelSyntax

[values]

High	Traces all additional information.
Low	Traces some additional information.
Medium	Traces a medium amount of additional information.
None	Traces no available additional information.

PropertyPathSyntax

[patterns]

.*

Property paths have a syntax that involves balanced parentheses and balanced square brackets, and so it cannot be represented as a regular expression. The syntax takes the form of a list of property identifiers each separated by either a . or a /. Each property identifier is either an alphanumeric string of characters, or a sequence of characters enclosed in parentheses. Each property may optionally be followed by one or more square-bracket-enclosed alphanumeric strings. Examples:

Property
 Property.More.Properties
 MyCollection[100]
 MyHashTable[foo].Bar
 Multi[10][20]
 Prop.Coll/Foo[10]

[is case sensitive]

true

QuaternionSyntax

Rect3DSyntax

[values]

Empty

Equivalent to a value of "0,0,0,0,0,0"

[is case sensitive]

true

[patterns]

```
(([+-]
  ]?((\d+(\.\d*)?)|(\d*\.\d+))
  [eE][+-]
  ]?\d+)?((\s*,\s*)|\s+)){3}((\d+(\.\d*)?)|(\d*\.\d+))
  ([eE][+-]
```

Six decimal floating point values, separated by either a comma or whitespace. The last three digits must not be negative.

```
]?\d+?)(\s*,\s*|\s+){2}(\s+)?((\d+(\.\d*)?)|(\d*\.\d+))([eE][+-]?\d+)?
```

[is case sensitive]

true

RectSyntax

[values]

Empty

Equivalent to a value of "0,0,0,0"

[is case sensitive]

true

[patterns]

```
(([+-]?((\d+(\.\d*)?)|(\d*\.\d+))([eE][+-]?\d+)?)(\s*,\s*|\s+){2}(\s+)?((\d+(\.\d*)?)|(\d*\.\d+))([eE][+-]?\d+)?
```

Four decimal floating point values, separated by either a comma or whitespace. The last two digits must not be negative.

[is case sensitive]

true

RelativeSourceModeSyntax

[values]

FindAncestor

Refers to the ancestor in the parent chain of the data-bound element. You can use this to bind to an ancestor of a specific type or its subtypes. This is the mode you use if you want to specify AncestorType and/or AncestorLevel.

PreviousData

Allows you to bind the previous data item (not that control that contains the data item) in the list of data items being displayed.

Self

Refers to the element on which you are setting the binding and allows you to bind one property of that element to another property on the same element.

TemplatedParent

Refers to the element to which the template (in which the data-bound element exists) is applied. This is similar to setting a TemplateBindingExtension and is

only applicable if the Binding is within a template.

RepeatBehaviorSyntax

[values]

Forever Indicates that an animation should repeat indefinitely.

[is case sensitive] true

[patterns]

([+-]?)?((\d+(\.\d*)?)|(\d*\.\d+))([eE][+-]?\d+)?x A decimal floating point number followed by an 'x'. Indicates that the animation should repeat the specified number of times. Example:

2x Repeat twice

4.5x Repeat four and a half times

[is case sensitive] true

(\d+(\.)?\d\d?:\d\d?:((\d\d?)|(\d\d?\d?\.\d*)) The string may optionally begin with a decimal number and a dot. When present, this optional part indicates the number of days. The string always contains three parts separated by colons. The first two of these are one or two digit numbers specifying hours and minutes. The third part indicates the number of seconds and can be a two-digit integer, or a floating point number with 0, 1, or 2 digits before the point, and any number of digits after the point. Examples:

0:0:1 Repeat for one second

1.0:0:0 Repeat for one day

0:0:0.5 Repeat for half a second

0:0:.5 Repeat for half a second

2.5:2:22 seconds Repeat for two days, five hours, two minutes, 22 seconds

[is case sensitive] true

\d+ A decimal number specifying the number of days. Examples:

1 Repeat for one day

10 Repeat for ten days

[is case sensitive] true

ResizeModeSyntax

[values]

CanMinimize	A window can only be minimized and restored. The Minimize and Maximize buttons are both shown, but only the Minimize button is enabled.
CanResize	A window can be resized. The Minimize and Maximize buttons are both shown and enabled.
CanResizeWithGrip	A window can be resized. The Minimize and Maximize buttons are both shown and enabled. A resize grip appears in the bottom-right corner of the window.
NoResize	A window cannot be resized. The Minimize and Maximize buttons are not displayed in the title bar.

RotationSyntax

[values]

Rotate0	The bitmap is not rotated. This is the default value.
Rotate180	Rotate the bitmap clockwise by 180 degrees.
Rotate270	Rotate the bitmap clockwise by 270 degrees.
Rotate90	Rotate the bitmap clockwise by 90 degrees.

RoutedEventSyntax

[patterns]

<code>([_\p{L}][-\p{W}]*:)?([_\p{Lu}\p{LI}\p{Lo}]\p{Lt}\p{NI}[_\p{L}\p{Mn}\p{Mc}\p{Nd}\p{NI}]*\.)[_\p{Lu}\p{LI}\p{Lo}\p{Lt}\p{NI}][_\p{L}\p{Mn}\p{Mc}\p{Nd}\p{NI}]*</code>	Either a string of the form namespacePrefix:TypeName.EventName, or a string of the form TypeName.PropertyName.
--	--

[is case sensitive]	true
---------------------	------

ScrollBarVisibilitySyntax

[values]

Auto

A ScrollBar appears and the dimension of the ScrollViewer is applied to the content when the viewport cannot display all of the content. For a horizontal ScrollBar, the width of the content is set to the ViewportWidth of the ScrollViewer. For a vertical ScrollBar, the height of the content is set to the ViewportHeight of the ScrollViewer.

Disabled

A ScrollBar does not appear even when the viewport cannot display all of the content. The dimension of the content is set to the corresponding dimension of the ScrollViewer parent. For a horizontal ScrollBar, the width of the content is set to the ViewportWidth of the ScrollViewer. For a vertical ScrollBar, the height of the content is set to the ViewportHeight of the ScrollViewer.

Hidden

A ScrollBar does not appear even when the viewport cannot display all of the content. The dimension of the ScrollViewer is not applied to the content.

Visible

A ScrollBar always appears. The dimension of the ScrollViewer is applied to the content. For a horizontal ScrollBar, the width of the content is set to the ViewportWidth of the ScrollViewer. For a vertical ScrollBar, the height of the content is set to the ViewportHeight of the ScrollViewer.

SelectionModeSyntax

[values]

Extended

The user can select multiple consecutive items while holding down the SHIFT key.

Multiple

The user can select multiple items without holding down a modifier key.

Single

The user can select only one item at a time.

ShutdownModeSyntax

[values]

OnExplicitShutdown

An application shuts down only when Shutdown is called.

OnLastWindowClose

An application shuts down when either the last window closes, or Shutdown is

called.

OnMainWindowClose

An application shuts down when either the main window closes, or Shutdown is called.

Size3DSyntax

[values]

Empty

Equivalent to a value of “0,0,0”

[is case sensitive]

true

[patterns]

```
((\+?((\d+(\.\d*)?)|(\d*\.\d+))([eE][+-]?
\d+)?)((\s*,\s*)|\s+)){2}(\+?((\d+(\.\d*)?)|(\d*\.\d+))([eE][+-]?
\d+)?)
```

Three decimal floating point values, separated by either a comma or whitespace.

[is case sensitive]

true

SizeSyntax

[values]

Empty

Equivalent to a value of “0,0”

[is case sensitive]

true

[patterns]

```
(\+?((\d+(\.\d*)?)|(\d*\.\d+))([eE][+-]?
\d+)?)((\s*,\s*)|\s+)(\+?((\d+(\.\d*)?)|(\d*\.\d+))([eE][+-]?
\d+)?)
```

Two decimal floating point values, separated by either a comma or whitespace.

[is case sensitive]

true

SizeToContentSyntax

[values]

Height	Specifies that a window will automatically set its height to fit the width of its content, but not the width.
Manual	Specifies that a window will not automatically set its size to fit the size of its content. Instead, the size of a window is determined by other properties, including Width, Height, MaxWidth, MaxHeight, MinWidth, and MinHeight.
Width	Specifies that a window will automatically set its width to fit the width of its content, but not the height.
WidthAndHeight	Specifies that a window will automatically set both its width and height to fit the width and height of its content.

SlipBehaviorSyntax

[values]

Grow	Indicates that a ParallelTimeline will not slip with the child Timeline, but will expand to fit all slipping Timeline children. NOTE: This is only effective when the Duration of the ParallelTimeline is not explicitly specified.
Slip	Indicates that a ParallelTimeline will slip along with its first child Timeline that can slip whenever that child is delayed or accelerated..

SpeechModeSyntax

[values]

Command	Speech input is interpreted as commands.
Dictation	Speech input is interpreted as dictation.
Indeterminate	Speech input mode is indeterminate.

StretchDirectionSyntax

[values]

Both	The content stretches to fit the parent according to the Stretch mode.
-------------	--

DownOnly	The content scales downward only when it is larger than the parent. If the content is smaller, no scaling upward is performed.
UpOnly	The content scales upward only when it is smaller than the parent. If the content is larger, no scaling downward is performed.

StretchSyntax

[values]	
Fill	The content is resized to fill the destination dimensions. The aspect ratio is not preserved.
None	The content preserves its original size.
Uniform	The content is resized to fit in the destination dimensions while it preserves its native aspect ratio.
UniformToFill	The content is resized to fill the destination dimensions while it preserves its native aspect ratio. If the aspect ratio of the destination rectangle differs from the source, the source content is clipped to fit in the destination dimensions.

StrokeCollectionSyntax

[patterns]	
[A-Za-z0-9+/*]	A base64 string.
[is case sensitive]	true

StyleSimulationsSyntax

[values]	
BoldItalicSimulation	Bold and Italic style simulation.
BoldSimulation	Bold style simulation.
ItalicSimulation	Italic style simulation.
None	No font style simulation.

StylusTipSyntax

[values]

Ellipse	Represents an ellipse-shaped tip.
Rectangle	Represents a rectangle-shaped tip.

SweepDirectionSyntax

[values]

Clockwise	Specifies that arcs are drawn in a clockwise (positive-angle) direction.
Counterclockwise	Specifies that arcs are drawn in a counter clockwise (negative-angle) direction.

TextAlignmentSyntax

[values]

Center	Text is centered.
Justify	Text is justified.
Left	Default. Text is aligned to the left.
Right	Text is aligned to the right.

TextDecorationCollectionSyntax

[patterns]

<code>(NONE) (OVERLINE BASELINE UNDERLINE STRIKETHROUGH)?((\s*,\s*)(OVERLINE BASELINE UNDERLINE STRIKETHROUGH))*</code>	Either 'none', or a comma-separated list of any combination of overline, baseline, underline, and strikethrough.
---	--

TextDecorationLocationSyntax

[values]

Baseline	The vertical position of a baseline.
OverLine	The vertical position of an overline.
Strikethrough	The vertical position of a strikethrough.
Underline	The vertical position of an underline. This is the default value.

TextDecorationUnitSyntax

[values]

FontRecommended	A unit value that is relative to the font used for the TextDecoration. If the decoration spans multiple fonts, an average recommended value is calculated. This is the default value.
FontRenderingEmSize	A unit value that is relative to the em size of the font. The value of the offset or thickness is equal to the offset or thickness value multiplied by the font em size.
Pixel	A unit value that is expressed in pixels.

TextMarkerStyleSyntax

[values]

Box	A solid square box is displayed.
Circle	A hollow disc circle is displayed.
Decimal	A decimal is displayed, starting with the number one, for example, 1, 2, and 3. The TextMarkerStyle is automatically incremented for each item added to the list.
Disc	A solid disc circle is displayed.
LowerLatin	A lowercase ASCII character is displayed, starting with the letter a, for example, a, b, and c. The TextMarkerStyle is automatically incremented for each item added to the list.
LowerRoman	A lowercase Roman numeral is displayed, starting with the numeral i, for example, i, ii, iii, and iv. The TextMarkerStyle is automatically incremented for

	each item added to the list.
None	No marker is displayed.
Square	A hollow square shape is displayed.
UpperLatin	An uppercase ASCII character is displayed, starting with the letter A, for example, A, B, and C. The <code>TextMarkerStyle</code> is automatically incremented for each item added to the list.
UpperRoman	An uppercase Roman numeral is displayed, starting with the numeral I, for example, I, II, III, and IV. The <code>TextMarkerStyle</code> is automatically incremented for each item added to the list.

TextTrimmingSyntax

[values]

CharacterEllipsis	Text is trimmed at a character boundary. An ellipsis (...) is drawn in place of remaining text.
None	Text is not trimmed.
WordEllipsis	Text is trimmed at a word boundary. An ellipsis (...) is drawn in place of remaining text.

TextWrappingSyntax

[values]

NoWrap	No line wrapping is performed.
Wrap	Line breaking occurs if the line overflows beyond the available block width, even if a line-breaking opportunity cannot be determined, as in the case of a very long word constrained in a fixed-width container with no scrolling allowed.
WrapWithOverflow	Line breaking occurs if the line overflows beyond the available block width. However, a line may overflow beyond the block width if a line-break opportunity cannot be determined, as in the case of a very long word constrained in a fixed-width container with no scrolling allowed.

ThicknessSyntax

[patterns]

`(([+-]?((\d+(\.\d*)?)|(\d*\.\d+))([eE][+-]?(\d+(\.\d*)?)|(\d*\.\d+)))([eE][+-]?(\d+(\.\d*)?)|(\d*\.\d+))` One decimal floating point value, or two values separated by either a comma or whitespace.

[is case sensitive] true

`(([+-]?((\d+(\.\d*)?)|(\d*\.\d+))([eE][+-]?(\d+(\.\d*)?)|(\d*\.\d+))){3}([+-]?((\d+(\.\d*)?)|(\d*\.\d+))([eE][+-]?(\d+(\.\d*)?)|(\d*\.\d+))` Four decimal floating point values, separated by either a comma or whitespace.

[is case sensitive] true

TickBarPlacementSyntax

[values]

Bottom	The tick bar is positioned below the Track of the Slider.
Left	The tick bar is positioned to the left of the Track of the Slider.
Right	The tick bar is positioned to the right of the Track of the Slider.
Top	The tick bar is positioned above the Track of the Slider.

TickPlacementSyntax

[values]

Both	Tick marks appear above and below the Track bar for a horizontal Slider, or to the left and right of the Track for a vertical Slider.
BottomRight	Tick marks appear below the Track for a horizontal Slider, or to the right of the Track for a vertical Slider.
None	No tick marks appear.

TopLeft

Tick marks appear above the Track for a horizontal Slider, or to the left of the Track for a vertical Slider.

TileModeSyntax

[values]

FlipX	The same as Tile except that alternate columns of tiles are flipped horizontally. The base tile itself is not flipped.
FlipXY	The combination of FlipX and FlipY. The base tile itself is not flipped.
FlipY	The same as Tile except that alternate rows of tiles are flipped vertically. The base tile itself is not flipped.
None	The base tile is drawn but not repeated. The remaining area is transparent
Tile	The base tile is drawn and the remaining area is filled by repeating the base tile. The right edge of one tile meets the left edge of the next, and similarly for the bottom and top edges.

TimeSeekOriginSyntax

[values]

BeginTime	The offset is relative to the beginning of the activation period of the Timeline.
Duration	The offset is relative to the Duration of the Timeline, the length of a single iteration. This value has no meaning if the Duration of the Timeline is not resolved.

TimeSpanSyntax

[patterns]

- <code>?(\d+\.)?\d\d?:\d\d?:((\d\d?) (\d?\d?\.\d*))</code>	The string may optionally begin with a decimal number and a dot. When present, this optional part indicates the number of days. The string always contains three parts separated by colons. The first two of these are one or two digit numbers specifying hours and minutes. The third part indicates the number of seconds and can be a two-digit integer, or a floating point number with 0, 1, or 2 digits before the point, and any number of digits after the point. Examples:
--	--

0:0:1	One second
1.0:0:0	One day
0:0:0.5	Half a second
0:0:.5	Half a second
2.5:2:22	Two days, five hours, two minutes, 22 seconds

[is case sensitive] true

-?\d+ A decimal number specifying the number of days. Examples:

1	One day
10	Ten days

[is case sensitive] true

TransformSyntax

[values]

Identity The identity matrix.

[is case sensitive] true

[patterns]

(([+-]?\d+(\.\d*)?)|(\d*\.\d+))([eE][+-]?\d+)?((\s*,\s*)|\s+)){5}([+-]?\d+(\.\d*)?)|(\d*\.\d+))([eE][+-]?\d+)? Six decimal floating point values, separated by either a comma or whitespace.

[is case sensitive] true

UpdateSourceTriggerSyntax

[values]

Default	The default UpdateSourceTrigger value of the binding target property. The default value for most properties is PropertyChanged, while the Text property has a default value of LostFocus.
Explicit	Updates the binding source only when you call the UpdateSource method.
LostFocus	Updates the binding source whenever the binding target element loses focus.
PropertyChanged	Updates the binding source immediately whenever the binding target property changes.

Vector3DCollectionSyntax

[patterns]

Sequence of decimal floating point values, separated by either a comma or whitespace. The number of values in the sequence is a multiple of three.

```
([+-]?(\\d+(\\.\\d*)?)|(\\d*\\.\\d+))([eE][+-]?\\d+)?(((\\s*,\\s*)|\\s+)([+-]?(\\d+(\\.\\d*)?)|(\\d*\\.\\d+))([eE][+-]?\\d+)?){2}(((\\s*,\\s*)|\\s+)([+-]?(\\d+(\\.\\d*)?)|(\\d*\\.\\d+))([eE][+-]?\\d+)?){3})*
```

[is case sensitive] true

Vector3DSyntax

[patterns]

Three decimal floating point values, separated by either a comma or whitespace.

```
(([+-]?(\\d+(\\.\\d*)?)|(\\d*\\.\\d+))([eE][+-]?\\d+)?(((\\s*,\\s*)|\\s+)){2}([+-]?(\\d+(\\.\\d*)?)|(\\d*\\.\\d+))([eE][+-]?\\d+)?)
```

[is case sensitive] true

VectorCollectionSyntax

[patterns]

`([+-]?(\\d+(\\.\\d*)?)|(\\d*\\.\\d+))([eE][+-]?\\d+)?((\\s*,\\s*)|\\s+)([+-]?(\\d+(\\.\\d*)?)|(\\d*\\.\\d+))([eE][+-]?\\d+)?(((\\s*,\\s*)|\\s+)([+-]?(\\d+(\\.\\d*)?)|(\\d*\\.\\d+))([eE][+-]?\\d+)?){2}`*
 Sequence of decimal floating point values, separated by either a comma or whitespace. The number of values in the sequence is a multiple of two.

[is case sensitive] true

VectorSyntax

[patterns]

`([+-]?(\\d+(\\.\\d*)?)|(\\d*\\.\\d+))([eE][+-]?\\d+)?((\\s*,\\s*)|\\s+)([+-]?(\\d+(\\.\\d*)?)|(\\d*\\.\\d+))([eE][+-]?\\d+)?`
 Two decimal floating point values, separated by either a comma or whitespace.

[is case sensitive] true

VerticalAlignmentSyntax

[values]

Bottom	The child element is aligned to the bottom of the parent's layout slot.
Center	The child element is aligned to the center of the parent's layout slot.
Stretch	The child element stretches to fill the parent's layout slot.
Top	The child element is aligned to the top of the parent's layout slot.

VisibilitySyntax

[values]

Collapsed	Do not display the element, and do not reserve space for it in layout.
Hidden	Do not display the element, but reserve space for the element in layout.
Visible	Display the element.

WindowStartupLocationSyntax

[values]

CenterOwner	The startup location of a Window is the center of the Window that owns it, as specified by the Owner property.
CenterScreen	The startup location of a Window is the center of the screen that contains the mouse cursor.
Manual	The startup location of a Window is set manually, or defers to the default Windows location.

WindowStateSyntax

[values]

Maximized	The window is maximized.
Minimized	The window is minimized.
Normal	The window is restored.

WindowStyleSyntax

[values]

None	Only the client area is visible - the title bar and border are not shown. A NavigationWindow with a WindowStyle of None will still display the navigation user interface (UI).
SingleBorderWindow	A window with a single border. This is the default value.
ThreeDBorderWindow	A window with a 3-D border.

ToolWindow

A fixed tool window.

WrapDirectionSyntax

[values]

Both	Content that flows around both sides of the object.
Left	Content that only flows around the left side of the object.
None	Content that does not flow around the object.
Right	Content that only flows around the right side of the object.

XmlLanguageSyntax

[patterns]

[A-Z]{1,8}{-[0-9A-Z]{1,8}}*	A series of tags, each from 1-8 characters long, separated by hyphens. The first tag can use upper and lowercase ASCII letters. The remaining tags can use the same and may also contain digits.
[trim whitespace]	false

Appendix A: References

[MS-XAML]

Xaml Object Mapping Specification 2006, Microsoft. 30th June 2008. <http://go.microsoft.com/fwlink/?LinkId=114525>

Appendix B: Microsoft .NET Framework Behavior

The information in this specification is applicable to the following versions of the Microsoft product:

- .NET Framework 3.0
- .NET Framework 3.5

Exceptions, if any, are noted below. Unless otherwise specified, any statement of optional behavior in this specification prescribed using the terms SHOULD or SHOULD NOT implies .NET Framework behavior in accordance with the SHOULD or SHOULD NOT prescription. Unless otherwise specified, the term MAY implies that .Net Framework does not follow the prescription.

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