[MS-SLXV-5]:
Silverlight 5 Xaml Vocabulary Specification

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1 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 Silverlight 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 Silverlight Xaml.

2 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.

2.1 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.

2.2 Xaml Type Order

Xaml types in this specification are ordered in an alphabetical way. The WPF Xaml Vocabulary uses the [types assignable to] property in a way that corresponds to inheritance in object-oriented

programming. On the row above each type name is a list of 'Base' types. On the row below each type name are types which directly 'inherit' from that type.

The following example shows the XamlType Information Items for the Fruit, Apple, and Banana types.

Fruit	
Fruit	
Appl Banana	
(usage)	Value
...	…
property N	Value

Fruit > **Apple**	
Apple	
(usage)	Value
...	…
property N	Value

Fruit > Banana	
Banana (5)	
(usage)	Value
	…
property N	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.

The "Banana" type, in the example above, has "(5)" listed after it to indicate that this type was introduced in this XAML Vocabulary's version 5 release. All types or members without a version number after it, were released in versions previous to that.

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.

Fruit > Satsuma	
Satsuma	
(usage)	<Satsuma />
(description)	Specifies a small, orange citrus fruit.
(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

Property	Value
[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.

2.3 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.)

Object > Bowl(T) > FruitBowl	
FruitBowl	
(usage)	<FruitBowl>Fruit*</FruitBowl>
(description)	A container of fruit.
[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).

2.4 Xaml Types where [is generic] is true

A type whose [is generic] property is Truue will be represented with a (T) notation following the [type name]. "Bowl(Fruit)" would be describing a generic Bowl type, with Fruit as the type argument.

Object > Bowl(T)	
Bowl(T)	
FruitBowl	
(usage)	<Bowl x:TypeArguments="T">
(description)	A container for different types of objects.
[is collection]	true

2.5 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.)

2.6 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)".

2.7 Constructors

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

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

BruleeToppingExtension	
(description)	The thickness of the topping in 1/96th 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.

3 The Silverlight Xaml Schema Information Set

The Silverlight 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 "XamlType Information Items" section of this specification.
[assignable types]	All of the XamlType Information Items defined in the "Silverlight 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]	"http://schemas.microsoft.com/client/2007"

A Silverlight 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], except as noted in Silverlight Exceptions to [MS-XAML] Specification.

An XML document that is a Silverlight Xaml document MUST yield a Silverlight Xaml instance when the processing rules in Section 6 "Creating a Xaml Information Set from XML" are applied using this schema, except as noted in Silverlight Exceptions to [MS-XAML] Specification.

4 Silverlight Exceptions to [MS-XAML] Specification

Valid Silverlight Xaml Documents include the set of XamlTypes defined in this specification. The rules for validity of a Xaml document for Silverlight that will create a Xaml Infoset are more constrained than the combination of the XamlTypes plus the specification material in [MS-XAML]. Also, Silverlight's technique for mapping XML into a Xaml Infoset does not completely conform to Section 6 of [MS-XAML]. The following section documents the variances in rules for validation and Infoset processing of a Silverlight Xaml document.

Important: All material in this section applies specifically to Silverlight 5 Xaml documents.

4.1 Directives, XML Namespace

xml:base ([MS-XAML], section 7.3.15) is valid in a Silverlight Xaml Infoset, but information conveyed by xml:base does not change the base URI for a document.

4.2 Intrinsic XamlType Information Items, XAML Namespace

Section 7.2 of [MS-XAML] details many Intrinsic XamlType Information Items. However, a valid Silverlight Xaml Infoset MUST NOT contain any of those intrinsic types other than x:NullExtension.

Valid Silverlight Xaml Documents MUST NOT contain x:NullExtension usages of the form: attribute usage of {x:NullExtension}, or element usage of either <x:Null /> or <x:NullExtension />.

Specifically, for x:NullExtension, the following two bullet points DO NOT apply:

- If schema(xmlObjectElement)[types] contains a type 't' where t[name] matches xmlObjectElement[local name], let objectType be that t.
- Otherwise, if schema(xmlObjectElement)[types] contains a type 't' where t[name] matches the concatenation of xmlObjectElement[local name] and 'Extension' and t[types assignable to] contains the x:MarkupExtension type (5.2.21), let objectType be that t.

4.3 Intrinsic XamlMember Information Items, XAML Namespace

Section 5.3 of [MS-XAML] details many Intrinsic XamlMember Information Items from the Xaml and XML Namespaces. From the Xaml Namespace, Silverlight Xaml Infosets only support x:Uid, x:Class, x:ClassModifier, x:FieldModifier, x:Key, and x:Name - they MUST NOT contain any other XamlMembers from the XAML Namespace.

4.4 Markup Compatibility

Markup compatibility refers to the namespace http://schemas.openxmlformats.org/markup-compatibility/2006. The only valid markup compatibility construct in a Silverlight Xaml Infoset is Ignorable. If used, Ignorable MUST be an attribute usage, and MUST be applied on the root element. Element usage or attribute usage on non-root elements are each invalid.

4.5 Dictionary Processing

The addition of the bold bullet item below into [MS-XAML] section 6.3.1.4 correctly represents the behavior of Silverlight Xaml Document processing.

- Each Object Node Information Item 'dictItem' in [values] MUST match at least one of the following (and let the first of these rules that matches define keyMemberNode for that dictItem):

- dictItem[member nodes] contains a Member Node Information Item that is the x:Key directive (defined in 7.3.5).
- **dictItem[member nodes] contains a Member Node Information Item that is the x:Name directive or the [name property].**
- dictItem[member nodes] contains a Member Node Information Item whose [member] is dictItem[type][dictionary key property].

The string used as the key MUST conform to the XamlName Grammar as defined by [MS-XAML], section 4.2.

4.6 Member Node Creation from Content

Silverlight has variances in member node creation from content, in cases where the content is provided as x:String.

[MS-XAML], section 8.6.6. XamlTypes that are a collection type, where a type that is x:Object exists in [allowed types], should be processed as string content for a [content property]. Silverlight Xaml Documents are invalid if an x:String found in this location. For example, <ItemsControl>Item1</ItemsControl> is not allowed in a valid Silverlight Xaml Document to set the ItemsControl's property named "Items", even though the XamlType of the [content property] for **ItemsControl** ("Items") is x:Object and is thus assignable from x:String.

5 Silverlight XamlType Information Items

5.1 AlignmentX

x:Object > AlignmentX

(usage)	**Left** | **Center** | **Right**
(description)	Describes how content is positioned horizontally in a container.
(used by)	TileBrush
[is nullable]	false
[text syntax]	AlignmentXSyntax

5.2 AlignmentY

x:Object > AlignmentY

(usage)	**Top** | **Center** | **Bottom**
(description)	Describes how content is positioned vertically in a container.
(used by)	TileBrush
[is nullable]	false
[text syntax]	AlignmentYSyntax

5.3 Analytics

x:Object > Analytics

(usage)	<Analytics />
(description)	Exposes read-only data about how an application is performing.
(static properties)	
ClientInformation (5)	ReadOnly Collection (x:String)
(description)	A collection of hashed pseudo unique Base64 string values on a per domain and machine basis.

5.4 Application

x:Object > Application

(usage)	<Application />
(description)	Encapsulates a Silverlight application.
(properties)	

(usage)	<Application />
ApplicationLifetimeObjects	IList
(description)	The application extension services that have been registered for this application.
[read only]	true
HasElevatedPermissions (4)	x:Boolean
(description)	A value that indicates whether the application is running with elevated permissions.
MainWindow	Window
(description)	The out of browser applicaton window.
Resources	ResourceDictionary
(description)	A collection of application-scoped resources, such as styles, templates, and brushes.
RootVisual	UIElement
(description)	The main application UI.
(static properties)	
Current	Application
(description)	The Application object for the current application.
(events)	
CheckAndDownloadUpdateCompleted	Occurs when the application has finished checking for updates in response to a CheckAndDownloadUpdateAsync method call.
Exit	Occurs just before an application shuts down and cannot be canceled.
InstallStateChanged	Occurs when the InstallState property value changes.
Startup	Occurs when an application is started.
UnhandledException	Occurs when an exception that is raised by Silverlight is not handled.

5.5 ArcSegment

x:Object > DependencyObject > PathSegment > ArcSegment

(usage)	<ArcSegment />
(description)	Represents an elliptical arc between two points.
(properties)	
IsLargeArc	x:Boolean

(usage)	<ArcSegment />
(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.

5.6 AssemblyPart

x:Object > DependencyObject > AssemblyPart

(usage)	<AssemblyPart />
(description)	An assembly part is an assembly that is to be included in a Silverlight-based application package (.xap).
(used by)	AssemblyPartCollection
(properties)	
Source	x:String
(description)	The Uri that identifies an assembly as an assembly part.

5.7 AssemblyPartCollection

x:Object > DependencyObject > PresentationFrameworkCollection(AssemblyPart) > AssemblyPartCollection

(usage)	<AssemblyPartCollection>**AssemblyPart***</AssemblyPartCollection>
(description)	Stores a collection of AssemblyPart objects. Provides collection support for the Parts property.
(used by)	Deployment
[is list]	true
[allowed types]	AssemblyPart

5.8 AudioCaptureDevice

x:Object > DependencyObject > CaptureDevice > AudioCaptureDevice

(usage)	None.
(description)	Describes either the desired or supported formats for an audio capture device, such as a microphone.
(used by)	AudioCaptureDeviceCollection
[is default construction]	false
(properties)	
AudioFrameSize	x:Int32
(description)	The intended audio frame size.

5.9 AudioCaptureDeviceCollection (4)

x:Object > DependencyObject > PresentationFrameworkCollection(AudioCaptureDevice) > AudioCaptureDeviceCollection

(usage)	None.
(description)	Specifies a collection of AudioCaptureDevice objects.
[is default constructible]	false
[is list]	true
[allowed types]	AudioCaptureDevice

5.10 AudioSink (4)

x:Object > AudioSink

(usage)	<AudioSink />
(description)	Exposes the capture graph for audio devices. Derive from this type to receive audio information and to obtain the capture graph through CaptureSource.
(properties)	
CaptureSource	CaptureSource
(description)	A capture source that is associated with this AudioSink.

5.11 AutomationProperties

x:Object > AutomationProperties

(usage)	None.
(description)	Provides support for getting or setting the value of instance-level values of automation properties. These property values are set as attached properties (typically in XAML) and supplement or override automation property values from a control's AutomationPeer.
[is default constructible]	false
(attachable properties)	
AutomationProperties.AcceleratorKey	x:String
(description)	The accelerator key string for the element.
[target type]	DependencyObject
AutomationProperties.AccessKey	x:String
(description)	The access key for the element.
[target type]	DependencyObject
AutomationProperties.AutomationId	x:String
(description)	The string that uniquely identifies the element to UI automation.
[target type]	DependencyObject
AutomationProperties.HelpText	x:String
(description)	The help text for the element.
[target type]	DependencyObject
AutomationProperties.IsRequiredForForm	x:Boolean
(description)	A value that indicates whether the element is required to be filled out on a form.
[target type]	DependencyObject
AutomationProperties.ItemStatus	x:String
(description)	A description of the status of an item in an element.
[target type]	DependencyObject
AutomationProperties.ItemType	x:String
(description)	A description of the type of the specified element.
[target type]	DependencyObject

(usage)	None.
AutomationProperties.LabeledBy	UIElement
(description)	The element that contains the text label for the element.
[target type]	DependencyObject
AutomationProperties.Name	x:String
(description)	The automation name of the element.
[target type]	DependencyObject

5.12 BackEase

x:Object > DependencyObject > EasingFunctionBase > BackEase, IEasingFunction

(usage)	<BackEase />
(description)	Represents an easing function that retracts the motion of an animation slightly before it begins to animate in the path indicated.
(properties)	
Amplitude	x:Double
(description)	The amplitude of retraction associated with a BackEase animation.

5.13 BeginStoryboard

x:Object > DependencyObject > TriggerAction > BeginStoryboard

(usage)	<BeginStoryboard>**Storyboard**</BeginStoryboard>
(description)	A trigger action that begins a Storyboard and distributes its animations to their targeted objects and properties.
[content property]	Storyboard
(properties)	
Storyboard	Storyboard
(description)	The Storyboard that this BeginStoryboard starts.

5.14 BezierSegment

x:Object > DependencyObject > PathSegment > BezierSegment

(usage)	<BezierSegment />
(description)	Represents a cubic Bezier curve drawn between two points.
(properties)	

(usage)	<BezierSegment />
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.

5.15 Binding

x:Object > x:MarkupExtension > BindingBase > Binding

(usage)	{Binding } | <Binding />
(description)	Defines a binding that connects the properties of binding targets and data sources.
[return value type]	x:Object
[constructors]	
(1 parameter)	
path	x:String
(description)	The initial property path for the source of the binding.
(1 parameter)	
original	Binding
(description)	The Binding to copy.
(properties)	
BindsDirectlyToSource	x:Boolean
(description)	A value that indicates whether the binding ignores any ICollectionView settings on the data source.
ConverterCulture	CultureInfo
(description)	The culture to be used by the Converter.
ConverterParameter	x:Object
(description)	A parameter that can be used in the Converter logic.
ElementName	x:String
(description)	The name of the element to use as the binding source object.
Mode	BindingMode

(usage)	{Binding } | <Binding />
(description)	A value that indicates the direction of the data flow in the binding.
NotifyOnValidationError	x:Boolean
(description)	A value that indicates whether the BindingValidationError event is raised on validation errors.
Path	PropertyPath
(description)	The path to the binding source property.
[text syntax]	PropertyPathSyntax
RelativeSource	RelativeSource
(description)	The binding source by specifying its location relative to the position of the binding target.
Source	x:Object
(description)	The data source for the binding.
UpdateSourceTrigger	UpdateSourceTrigger
(description)	A value that determines the timing of binding source updates for two-way bindings.
ValidatesOnDataErrors (4)	x:Boolean
(description)	A value that indicates whether the binding engine will report validation errors from an IDataErrorInfo implementation on the bound data entity.
ValidatesOnExceptions	x:Boolean
(description)	A value that indicates whether the binding engine will report exception validation errors.
ValidatesOnNotifyDataErrors (4)	x:Boolean
(description)	A value that indicates whether the binding engine will report validation errors from an INotifyDataErrorInfo implementation on the bound data entity.

5.16 BindingBase

x:Object > x:MarkupExtension > BindingBase

Binding	
(usage)	None.
(description)	A base type for the Binding type.
[is default constructible]	false

Binding	
(properties)	
FallbackValue (4)	x:Object
(description)	The value to use when the binding is unable to return a value.
StringFormat (4)	x:String
(description)	A string that specifies how to format the binding if it displays the bound value as a string.
TargetNullValue (4)	x:Object
(description)	The value that is used in the target when the value of the source is null.

5.17 BindingMode

x:Object > BindingMode

(usage)	**OneWay** | **OneTime** | **TwoWay**
(description)	Describes how the data propagates in a binding.
(used by)	Binding
[is nullable]	false
[text syntax]	BindingModeSyntax

5.18 BitmapCache

x:Object > DependencyObject > CacheMode > BitmapCache

(usage)	<BitmapCache />
(description)	Represents the behavior of caching a visual element or tree of elements as bitmap surfaces. This can yield significant performance improvements for some scenarios.
(properties)	
RenderAtScale	x:Double
(description)	The scale at which the object is rendered on the cached bitmap surface. Use this property for cached objects that are scaled to improve performance.

5.19 BitmapCreateOptions

x:Object > BitmapCreateOptions

(usage)	**None** | **DelayCreation** | **IgnoreImageCache** | **BackgroundCreation**
(description)	Specifies initialization options for a bitmap image.
(used by)	BitmapImage
[is nullable]	false
[text syntax]	BitmapCreateOptionsSyntax

5.20 BitmapImage

x:Object > DependencyObject > ImageSource > BitmapSource > BitmapImage

(usage)	< BitmapImage />
(description)	Provides the practical object source type for the Source and ImageSource properties.
(properties)	
CreateOptions	BitmapCreateOptions
(description)	The BitmapCreateOptions for a BitmapImage.
UriSource	x:Uri
(description)	The URI of the graphics source file that generated this BitmapImage.
(events)	
DownloadProgress	Occurs when a significant change has occurred in the download progress of the BitmapImage content.
ImageFailed	Occurs when there is an error associated with image retrieval or format.
ImageOpened	Occurs when the image source is downloaded and decoded with no failure. You can use this event to determine the size of an image before rendering it.

5.21 BitmapSource

x:Object > DependencyObject > ImageSource > BitmapSource

BitmapImage	
(usage)	None.
(description)	Provides a source object for properties that use a bitmap.
[is default constructible]	false

5.22 Block (4)

x:Object > DependencyObject > TextElement > Block

Paragraph	
(usage)	None.
(description)	A base type that provides a base for all block-level content elements.
(used by)	BlockCollection
[is default constructible]	false
(properties)	
LineHeight (5)	x:Double
(description)	The height of each line of content.
LineStackingStrategy (5)	LineStackingStrategy
(description)	A value that indicates how a line box is determined for each line of text in a Block.
TextAlignment	TextAlignment
(description)	The horizontal alignment of the text content.

5.23 BlockCollection (4)

x:Object > DependencyObject > TextElementCollection(Block) > BlockCollection

(usage)	None.
(description)	Represents a collection of Block elements.
(used by)	RichTextBlock RichTextBox
[is default constructible]	false
[is list]	true
[allowed types]	Block

5.24 BlurEffect

x:Object > DependencyObject > Effect > BlurEffect

(usage)	<BlurEffect />
(description)	Represents an effect that you can apply to an object that simulates looking at the object through an out-of-focus lens.
(properties)	

(usage)	<BlurEffect />
Radius	x:Double
(description)	The amount of blurring applied by the BlurEffect.

5.25 Bold (4)

x:Object > DependencyObject > TextElement > Inline > Span > Bold

(usage)	<Bold>[**Inline**|**x:String**|**UIElement**]*</Bold>
(description)	Provides an inline-level content element that causes content to appear with a bold font weight.
[content property]	Inlines
[xml lang property]	Language

5.26 Border

x:Object > DependencyObject > UIElement > FrameworkElement > Border

(usage)	<Border>**UIElement**</Border>
(description)	Draws a border, background, or both around another object.
[content property]	Child
[name property]	Name
[xml lang property]	Language
(properties)	
Background	Brush
(description)	The Brush that fills the background of the border.
BorderBrush	Brush
(description)	The Brush that is used to create the border.
BorderThickness	Thickness
(description)	The thickness of the border.
Child	UIElement
(description)	The child element to draw the border around.
CornerRadius	CornerRadius
(description)	The radius for the corners of the border.
Padding	Thickness

(usage)	<Border>**UIElement**</Border>
(description)	The distance between the border and its child object.

5.27 BounceEase

x:Object > DependencyObject > EasingFunctionBase > BounceEase, IEasingFunction

(usage)	<BounceEase />
(description)	Represents an easing function that creates an animated bouncing effect.
(properties)	
Bounces	x:Int32
(description)	The number of bounces.
Bounciness	x:Double
(description)	A value that specifies how bouncy the bounce animation is. Low values of this property result in bounces with little lose of height between bounces (more bouncy) while high values result in dampened bounces (less bouncy).

5.28 Brush

x:Object > DependencyObject > Brush

GradientBrush ImplicitInputBrush SolidColorBrush TileBrush	
(usage)	<Brush> string </Brush>
(description)	Defines objects used to paint graphical objects. Types that derive from Brush describe how the area is painted.
(used by)	Border Control Effect Glyphs Hyperlink Inline Panel PasswordBox RichTextBlock RichTextBox Shape TextBlock TextBox TextElement UIElement
[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

GradientBrush ImplicitInputBrush SolidColorBrush TileBrush	
(description)	The transformation that is applied to the brush.

5.29 BrushMappingMode

x:Object > BrushMappingMode

(usage)	**Absolute** | **RelativeToBoundingBox**
(description)	Specifies the coordinate system used by a Brush.
(used by)	GradientBrush
[is nullable]	false
[text syntax]	BrushMappingModeSyntax

5.30 Button

x:Object > DependencyObject > UIElement > FrameworkElement > Control > ContentControl > ButtonBase > Button

(usage)	<Button>**x:Object**</Button>
(description)	Represents a button control.
[content property]	Content
[name property]	Name
[xml lang property]	Language

5.31 ButtonBase

x:Object > DependencyObject > UIElement > FrameworkElement > Control > ContentControl > ButtonBase

Button HyperlinkButton RepeatButton ToggleButton	
(usage)	None.
(description)	Represents the base type for all button controls, such as Button, RepeatButton, and HyperlinkButton.
[is default constructible]	false
[content property]	Content
[name property]	Name
[xml lang property]	Language
(properties)	
ClickMode	ClickMode

Button HyperlinkButton RepeatButton ToggleButton	
(description)	When the Click event occurs.
CommandParameter (4)	x:Object
(description)	The parameter to pass to the Command property.
IsFocused	x:Boolean
(description)	A value that determines whether the button has focus.
IsMouseOver	x:Boolean
(description)	A value indicating whether the mouse pointer is located over this button control.
IsPressed	x:Boolean
(description)	A value that indicates whether a ButtonBase is currently in a pressed state.
(events)	
Click	Occurs when a Button is clicked.

5.32 CacheMode

x:Object > DependencyObject > CacheMode

BitmapCache	
(usage)	<CacheMode> string </CacheMode>
(description)	Represents cached content.
(used by)	UIElement
[is default constructible]	false
[text syntax]	CacheModeSyntax

5.33 Canvas

x:Object > DependencyObject > UIElement > FrameworkElement > Panel > Canvas

InkPresenter	
(usage)	<Canvas>UIElement*</Canvas>
(description)	Defines an area within which you can explicitly position child objects by using coordinates that are relative to the area.
[content property]	Children
[name property]	Name

InkPresenter	
[xml lang property]	Language
(attachable properties)	
Canvas.Left	x:Double
(description)	The distance between the left side of an object and the left side of its parent Canvas.
[target type]	UIElement
Canvas.Top	x:Double
(description)	The distance between the top of an element and the top of its parent Canvas.
[target type]	UIElement
Canvas.ZIndex	x:Int32
(description)	The z-order rendering behavior of objects in a Canvas.
[target type]	UIElement

5.34 CaptureDevice

x:Object > DependencyObject > CaptureDevice

AudioCaptureDevice VideoCaptureDevice	
(usage)	None.
(description)	Provides common properties for AudioCaptureDevice and VideoCaptureDevice.
[is default constructible]	false

5.35 CaptureDeviceConfiguration (4)

x:Object > CaptureDeviceConfiguration

(usage)	{x:Static CaptureDeviceConfiguration.StaticPropertyName}
(description)	Represents a helper type for obtaining information about available capture devices (audio or video) and requesting client user permission to access the captures from available devices.
[is default constructible]	false
(static properties)	
AllowedDeviceAccess	x:Boolean

(usage)	{x:Static CaptureDeviceConfiguration.StaticPropertyName}
(description)	A value that reports whether a user has previously granted device access based on their stored response to the device access UI prompt.

5.36 CaptureSource (4)

x:Object > DependencyObject > CaptureSource

(usage)	<CaptureSource />
(description)	Provides methods that work with specific audio or video captures from the associated capture device.
(used by)	AudioSink VideoSink
(events)	
CaptureFailed	Occurs when a requested capture operation does not generate a captured sample.
CaptureImageCompleted	Occurs when an asynchronous image capture request has returned a captured image.

5.37 CaptureState (4)

x:Object > CaptureState

(usage)	**Stopped** | **Started** | **Failed**
(description)	Describes the current operation state for device capture and a capture source.
[is nullable]	false
[text syntax]	CaptureStateSyntax

5.38 CheckBox

x:Object > DependencyObject > UIElement > FrameworkElement > Control > ContentControl > ButtonBase > ToggleButton > CheckBox

(usage)	<CheckBox>**x:Object**</CheckBox>
(description)	Represents a control that a user can select (check) or clear (uncheck).
[content property]	Content
[name property]	Name
[xml lang property]	Language

5.39 CircleEase

x:Object > DependencyObject > EasingFunctionBase > CircleEase, IEasingFunction

(usage)	<CircleEase />
(description)	Represents an easing function that creates an animation that accelerates and/or decelerates using a circular function.

5.40 ClickMode

x:Object > ClickMode

(usage)	**Release** | **Press** | **Hover**
(description)	Specifies when the Click event should be raised for a control.
(used by)	ButtonBase
[is nullable]	false
[text syntax]	ClickModeSyntax

5.41 ClockState

x:Object > ClockState

(usage)	**Active** | **Filling** | **Stopped**
(description)	Describes the potential states of an animation.
[is nullable]	false
[text syntax]	ClockStateSyntax

5.42 CollectionViewSource

x:Object > DependencyObject > CollectionViewSource

(usage)	<CollectionViewSource />
(description)	The XAML proxy of a collection view type.
(properties)	
Culture	CultureInfo
(description)	The cultural information for any operations of the view that might differ by culture, such as sorting.
GroupDescriptions	ObservableCollection(GroupDescription)
(description)	A collection of GroupDescription objects that describe how items in the collection are grouped in the view.
[read only]	true

(usage)	<CollectionViewSource />
SortDescriptions	SortDescriptionCollection
(description)	A collection of SortDescription objects that describe how the items in the collection are sorted in the view.
[read only]	true
Source	x:Object
(description)	The collection object from which to create this view.
(events)	
Filter	Provides filtering logic.

5.43 Color

x:Object > Color

(usage)	<Color> string </Color>
(description)	Describes a color in terms of alpha, red, green, and blue channels.
(used by)	ColorKeyFrame Colors DrawingAttributes DropShadowEffect GradientStop SolidColorBrush 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.

5.44 ColorAnimation

x:Object > DependencyObject > Timeline > ColorAnimation

(usage)	<ColorAnimation />
(description)	Animates the value of a Color property between two target values using linear interpolation over a specified Duration.
(properties)	
By	x:Nullable(Color)
(description)	The total amount by which the animation changes its starting value.
EasingFunction	IEasingFunction
(description)	The easing function applied to this animation.
From	x:Nullable(Color)
(description)	The animation's starting value.
To	x:Nullable(Color)
(description)	The animation's ending value.

5.45 ColorAnimationUsingKeyFrames

x:Object > DependencyObject > Timeline > ColorAnimationUsingKeyFrames

(usage)	<ColorAnimationUsingKeyFrames>**ColorKeyFrame***</ColorAnimationUsingKeyFrames>
(description)	Animates the value of a Color property along a set of KeyFrames over a specified Duration.
[content property]	KeyFrames
(properties)	
KeyFrames	ColorKeyFrameCollection
(description)	The collection of ColorKeyFrame objects that define the animation.
[read only]	true

5.46 ColorInterpolationMode

x:Object > ColorInterpolationMode

(usage)	**ScRgbLinearInterpolation** | **SRgbLinearInterpolation**
(description)	Determines how the colors in a gradient are interpolated.
(used by)	GradientBrush
[is nullable]	false
[text syntax]	ColorInterpolationModeSyntax

5.47 ColorKeyFrame

x:Object > DependencyObject > ColorKeyFrame

DiscreteColorKeyFrame EasingColorKeyFrame LinearColorKeyFrame SplineColorKeyFrame	
(usage)	None.
(description)	Provides a base type for specific animation key-frame techniques that define an animation segment with a Color target value. Derived types each provide a different key-frame interpolation technique for a Color value that is provided for a ColorAnimationUsingKeyFrames animation.
(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.

5.48 ColorKeyFrameCollection

x:Object > DependencyObject > PresentationFrameworkCollection(ColorKeyFrame) > ColorKeyFrameCollection

(usage)	<ColorKeyFrameCollection>**ColorKeyFrame***</ColorKeyFrameCollection>
(description)	Represents a collection of ColorKeyFrame objects that can be individually accessed by index.
(used by)	ColorAnimationUsingKeyFrames
[is list]	true
[allowed types]	ColorKeyFrame

5.49 Colors

x:Object > Colors

(usage)	{x:Static Colors.StaticPropertyName}
(description)	Implements a set of predefined colors.
[is default constructible]	false
(static properties)	
Black	Color

(usage)	{x:Static Colors.StaticPropertyName}
(description)	The system-defined color that has the ARGB value of #FF000000.
Blue	Color
(description)	The system-defined color that has the ARGB value of #FF0000FF.
Brown	Color
(description)	The system-defined color that has the ARGB value of #FFA52A2A.
Cyan	Color
(description)	The system-defined color that has the ARGB value of #FF00FFFF.
DarkGray	Color
(description)	The system-defined color that has the ARGB value of #FFA9A9A9.
Gray	Color
(description)	The system-defined color that has the ARGB value of #FF808080.
Green	Color
(description)	The system-defined color that has the ARGB value of #FF008000.
LightGray	Color
(description)	The system-defined color that has the ARGB value of #FFD3D3D3.
Magenta	Color
(description)	The system-defined color that has the ARGB value of #FFFF00FF.
Orange	Color
(description)	The system-defined color that has the ARGB value of #FFFFA500.
Purple	Color
(description)	The system-defined color that has the ARGB value of #FF800080.
Red	Color
(description)	The system-defined color that has the ARGB value of #FFFF0000.
Transparent	Color
(description)	The system-defined color that has the ARGB value of #00FFFFFF.
White	Color
(description)	The system-defined color that has the ARGB value of #FFFFFFFF.
Yellow	Color
(description)	The system-defined color that has the ARGB value of #FFFFFF00.

5.50 ColumnDefinition

x:Object > DependencyObject > ColumnDefinition

(usage)	<ColumnDefinition />
(description)	Defines column-specific properties that apply to Grid objects.
(used by)	ColumnDefinitionCollection
(properties)	
MaxWidth	x:Double
(description)	A value that represents the maximum width of a ColumnDefinition.
MinWidth	x:Double
(description)	A value that represents the minimum width of a ColumnDefinition.
Width	GridLength
(description)	A value that represents the width of a ColumnDefinition.

5.51 ColumnDefinitionCollection

x:Object > DependencyObject > PresentationFrameworkCollection(ColumnDefinition) > ColumnDefinitionCollection

(usage)	None.
(description)	Provides access to an ordered, strongly typed collection of ColumnDefinition objects.
(used by)	Grid
[is default constructible]	false
[is list]	true
[allowed types]	ColumnDefinition

5.52 ComboBox

x:Object > DependencyObject > UIElement > FrameworkElement > Control > ItemsControl > Selector > ComboBox

(usage)	<ComboBox>**x:Object***</ComboBox>
(description)	Represents a selection control that combines a non-editable text box and a drop-down containing a list box that allows users to select an item from a list.
[content property]	Items
[name property]	Name

(usage)	<ComboBox>**x:Object***</ComboBox>
[xml lang property]	Language
(properties)	
IsDropDownOpen	x:Boolean
(description)	A value that indicates whether the drop-down portion of the combo box is currently open.
IsSelectionBoxHighlighted	x:Boolean
(description)	A value that indicates whether the SelectionBoxItem is highlighted.
ItemContainerStyle	Style
(description)	The style applied to the container generated for each item in the combo box.
MaxDropDownHeight	x:Double
(description)	The maximum height of the drop-down that lists combo box items.
SelectionBoxItem	x:Object
(description)	The item displayed in the selection box.
SelectionBoxItemTemplate	DataTemplate
(description)	The template applied to the selection box content.
(events)	
DropDownClosed	Occurs when the drop-down portion of the combo box closes.
DropDownOpened	Occurs when the drop-down portion of the combo box opens.

5.53 ComboBoxItem

x:Object > DependencyObject > UIElement > FrameworkElement > Control > ContentControl > ListBoxItem > ComboBoxItem

(usage)	<ComboBoxItem>**x:Object**</ComboBoxItem>
(description)	Represents a selectable item contained in a ComboBox control.
[content property]	Content
[name property]	Name
[xml lang property]	Language

5.54 CompositeTransform (4)

x:Object > DependencyObject > GeneralTransform > Transform > CompositeTransform

(usage)	<CompositeTransform />
(description)	This type lets you apply multiple different transforms to an object.
(properties)	
CenterX	x:Double
(description)	The x-coordinate of the center point for all transforms specified by the CompositeTransform.
CenterY	x:Double
(description)	The y-coordinate of the center point for all transforms specified by the CompositeTransform.
Rotation	x:Double
(description)	The angle, in degrees, of clockwise rotation.
ScaleX	x:Double
(description)	The x-axis scale factor. You can use this property to stretch or shrink an object horizontally.
ScaleY	x:Double
(description)	The y-axis scale factor. You can use this property to stretch or shrink an object vertically.
SkewX	x:Double
(description)	The x-axis skew angle, which is measured in degrees counterclockwise from the y-axis. A skew transform can be useful for creating the illusion of three-dimensional depth in a two-dimensional object.
SkewY	x:Double
(description)	The y-axis skew angle, which is measured in degrees counterclockwise from the x-axis. A skew transform can be useful for creating the illusion of three-dimensional depth in a two-dimensional object.
TranslateX	x:Double
(description)	The distance to translate along the x-axis.
TranslateY	x:Double
(description)	The distance to translate (move) an object along the y-axis.

5.55 ContentControl

x:Object > DependencyObject > UIElement > FrameworkElement > Control > ContentControl

ButtonBase ListBoxItem ScrollViewer ToolTip	
(usage)	<ContentControl>x:Object</ContentControl>

ButtonBase ListBoxItem ScrollViewer ToolTip	
(description)	Represents a control with a single piece of content. Controls such as Button, CheckBox, and ScrollViewer directly or indirectly inherit from this type.
[content property]	Content
[name property]	Name
[xml lang property]	Language
(properties)	
Content	x:Object
(description)	The value of the ContentControl property.
ContentTemplate	DataTemplate
(description)	The data template that is used to display the content of the ContentControl.

5.56 ContentKeyType (4)

x:Object > ContentKeyType

(usage)	**Unprotected** | **Aes128Bit** | **Aes128Ctr** | **Cocktail** | **Uninitialized**
(description)	Represents the content key type.
[is nullable]	false
[text syntax]	ContentKeyTypeSyntax

5.57 ContentPresenter

x:Object > DependencyObject > UIElement > FrameworkElement > ContentPresenter

ScrollContentPresenter	
(usage)	<ContentPresenter>x:Object</ContentPresenter>
(description)	Displays the content of a ContentControl.
[content property]	Content
[name property]	Name
[xml lang property]	Language
(properties)	
Content	x:Object
(description)	The data that is used to generate the child elements of a ContentPresenter.

ScrollContentPresenter	
ContentTemplate	DataTemplate
(description)	The template that is used to display the content of the control.

5.58 Control

x:Object > DependencyObject > UIElement > FrameworkElement > Control

ContentControl ItemsControl PasswordBox RangeBase RichTextBox TextBox Thumb UserControl	
(usage)	None.
(description)	Represents the base type for UI elements that use a ControlTemplate to define their appearance.
[is default constructible]	false
[name property]	Name
[xml lang property]	Language
(properties)	
Background	Brush
(description)	A brush that provides the background of the control.
BorderBrush	Brush
(description)	A brush that describes the border background of a control.
BorderThickness	Thickness
(description)	The border thickness of a control.
CharacterSpacing (5)	x:Int32
(description)	The distance between characters of text in the control measured in 1000ths of the font size.
FontFamily	FontFamily
(description)	The font used to display text in the control.
FontSize	x:Double
(description)	The size of the text in this control.
FontStretch	FontStretch
(description)	The degree to which a font is condensed or expanded on the screen.
FontStyle	FontStyle
(description)	The style in which the text is rendered.
FontWeight	FontWeight

ContentControl ItemsControl PasswordBox RangeBase RichTextBox TextBox Thumb UserControl	
(description)	The thickness of the specified font.
Foreground	Brush
(description)	A brush that describes the foreground color.
HorizontalContentAlignment	HorizontalAlignment
(description)	The horizontal alignment of the control's content.
IsEnabled	x:Boolean
(description)	A value indicating whether the user can interact with the control.
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.
TabNavigation	KeyboardNavigationMode
(description)	A value that modifies how tabbing and TabIndex work for this control.
Template	ControlTemplate
(description)	A control template.
VerticalContentAlignment	VerticalAlignment
(description)	The vertical alignment of the control's content.
(events)	
IsEnabledChanged	Occurs when the IsEnabled property changes.

5.59 ControlTemplate

x:Object > DependencyObject > FrameworkTemplate > ControlTemplate

(usage)	<ControlTemplate>**FrameworkElement**</ControlTemplate>
(description)	Defines the element tree that is applied as a control template.
(used by)	Control
[content property]	Template

(usage)	<ControlTemplate>**FrameworkElement**</ControlTemplate>
(properties)	
TargetType	x:XamlType
(description)	The type to which the ControlTemplate is applied.

5.60 CornerRadius

x:Object > CornerRadius

(usage)	<CornerRadius> string </CornerRadius>
(description)	Describes the characteristics of a rounded corner, such as can be applied to a Border.
(used by)	Border
[is nullable]	false
[text syntax]	CornerRadiusSyntax
(properties)	
BottomLeft	x:Double
(description)	The radius of rounding, in pixels, of the bottom left corner of the object where a CornerRadius is applied.
BottomRight	x:Double
(description)	The radius of rounding, in pixels, of the bottom right corner of the object where a CornerRadius is applied.
TopLeft	x:Double
(description)	The radius of rounding, in pixels, of the top left corner of the object where a CornerRadius is applied.
TopRight	x:Double
(description)	The radius of rounding, in pixels, of the top right corner of the object where a CornerRadius is applied.

5.61 CrossDomainAccess

x:Object > CrossDomainAccess

(usage)	**NoAccess** | **ScriptableOnly**
(description)	Defines values that specify the access that cross-domain callers have to a Silverlight-based application.
[is nullable]	false
[text syntax]	CrossDomainAccessSyntax

5.62 CubicEase

x:Object > DependencyObject > EasingFunctionBase > CubicEase, IEasingFunction

(usage)	<CubicEase />
(description)	Represents an easing function that creates an animation that accelerates and/or decelerates using the formula f(t) = t3.

5.63 Cursor

x:Object > Cursor

(usage)	<Cursor> string </Cursor>
(description)	Represents the image used for the mouse pointer.
(used by)	Cursors FrameworkElement
[is default constructible]	false
[text syntax]	CursorSyntax

5.64 Cursors

x:Object > Cursors

(usage)	<Cursors> string </Cursors>
(description)	Defines a set of default mouse pointer images.
[is default constructible]	false
[text syntax]	CursorsSyntax
(static properties)	
Arrow	Cursor
(description)	Represents an Arrow Cursor.
Eraser	Cursor
(description)	Represents an Eraser Cursor.
Hand	Cursor
(description)	Represents a Hand Cursor.
IBeam	Cursor
(description)	Represents an IBeam Cursor, which is typically used to show where the text cursor appears when the mouse is clicked.
None	Cursor
(description)	Represents a special Cursor that is invisible.

(usage)	<Cursors> string </Cursors>
SizeNESW (4)	Cursor
(description)	Represents a SizeNESW Cursor.
SizeNS	Cursor
(description)	Represents a SizeNS Cursor.
SizeNWSE (4)	Cursor
(description)	Represents a SizeNWSE Cursor.
SizeWE	Cursor
(description)	Represents a SizeWE Cursor.
Stylus	Cursor
(description)	Represents a Stylus Cursor.
Wait	Cursor
(description)	Represents a WaitCursor.

5.65 DataObject (4)

x:Object > DataObject

(usage)	<DataObject />
(description)	Provides a basic implementation of the IDataObject interface, which defines a format-independent mechanism for transferring data.

5.66 DataTemplate

x:Object > DependencyObject > FrameworkTemplate > DataTemplate

(usage)	<DataTemplate>**FrameworkElement**</DataTemplate>
(description)	Describes the visual structure of a data object.
(used by)	ComboBox ContentControl ContentPresenter ItemsControl
[content property]	Template
(properties)	
DataType (5)	x:XamlType
(description)	The type for which this DataTemplate is intended.

5.67 DataTemplateKey (5)

- x:Object > DependencyObject > FrameworkTemplate > DataTemplateKey

(usage)	<DataTemplateKey />
(description)	Represents the resource key for the DataTemplate type.
(properties)	
DataType	x:Object
(description)	The type for which the template is intended.

5.68 DeepZoomImageTileSource

x:Object > DependencyObject > MultiScaleTileSource > DeepZoomImageTileSource

(usage)	<DeepZoomImageTileSource> string </DeepZoomImageTileSource>
(description)	Used to specify the source of a MultiScaleImage.
[text syntax]	x:Uri, from [MS-XAML]
(properties)	
UriSource	x:Uri
(description)	The source Uri of the DeepZoomImageTileSource.

5.69 DependencyObject

x:Object > DependencyObject

AssemblyPart Brush CacheMode CaptureDevice CaptureSource CollectionViewSource ColorKeyFrame ColumnDefinition DependencyObjectCollection(DependencyObjectCollection+T) Deployment DoubleKeyFrame DrawingAttributes EasingFunctionBase Effect ExternalPart FrameworkTemplate GeneralTransform Geometry GradientStop Icon ImageSource InBrowserSettings InputMethod InputScope InputScopeName KeySpline MultiScaleSubImage MultiScaleTileSource NotificationWindow ObjectKeyFrame OutOfBrowserSettings PathFigure PathSegment PixelShader PointKeyFrame PresentationFrameworkCollection(PresentationFrameworkCollection+T) Projection ResourceDictionary RowDefinition SecuritySettings SetterBase Stroke Style TextElement TextSearch Timeline TimelineMarker TouchDevice TouchPoint TriggerAction TriggerBase UIElement VisualState VisualStateGroup VisualStateManager VisualTransition Window WindowSettings

(usage)	None.
(description)	An important foundational Type.
(used by)	Storyboard
[is default constructible]	false

5.70 DependencyObjectCollection(T) (4)

x:Object > DependencyObject > DependencyObjectCollection(T)

(usage)	<DependencyObjectCollection x:TypeArguments="T">T*</DependencyObjectCollection>
(description)	Represents a collection of DependencyObject instances of a specified type.
[is list]	true
[allowed types]	T
(events)	
CollectionChanged	Occurs when items in the collection are added, removed, or replaced.

5.71 DependencyProperty

x:Object > DependencyProperty

(usage)	<DependencyProperty> string </DependencyProperty>
(description)	Represents a property that is registered with the Silverlight property system. Dependency properties provide support for value expressions, data binding, animation, and property change notification.
(used by)	Setter
[is default constructible]	false
[text syntax]	DependencyPropertySyntax

5.72 DependencyPropertyChangedEventArgs

x:Object > DependencyPropertyChangedEventArgs

(usage)	<DependencyPropertyChangedEventArgs />
(description)	Provides data for a PropertyChangedCallback implementation.
[is nullable]	false

5.73 Deployment

x:Object > DependencyObject > Deployment

(usage)	<Deployment />
(description)	Provides application part and localization information in the application manifest when deploying a Silverlight-based application.
(properties)	
ExternalParts	ExternalPartCollection

(usage)	<Deployment />
(description)	A collection of ExternalPart instances that represent the external assemblies required by the application.
[read only]	true
Parts	AssemblyPartCollection
(description)	A collection of assembly parts that are included in the deployment.
[read only]	true
(static properties)	
Current	Deployment
(description)	The current Deployment object.

5.74 DiscreteColorKeyFrame

x:Object > DependencyObject > ColorKeyFrame > DiscreteColorKeyFrame

(usage)	<DiscreteColorKeyFrame />
(description)	Animates from the Color value of the previous key frame to its own Value using discrete values.

5.75 DiscreteDoubleKeyFrame

x:Object > DependencyObject > DoubleKeyFrame > DiscreteDoubleKeyFrame

(usage)	<DiscreteDoubleKeyFrame />
(description)	Animates from the Double value of the previous key frame to its own Value using discrete values.

5.76 DiscreteObjectKeyFrame

x:Object > DependencyObject > ObjectKeyFrame > DiscreteObjectKeyFrame

(usage)	<DiscreteObjectKeyFrame />
(description)	Animates from the Object value of the previous key frame to its own Value using discrete values.

5.77 DiscretePointKeyFrame

x:Object > DependencyObject > PointKeyFrame > DiscretePointKeyFrame

(usage)	<DiscretePointKeyFrame />
(description)	Animates from the Point value of the previous key frame to its own Value using discrete frames.

5.78 DockPosition

x:Object > DockPosition

(usage)	**Top** | **Left** | **Bottom** | **Right** | **Fill** | **None**
(description)	Contains values that specify the dock position of an object within a docking container.
[is nullable]	false
[text syntax]	DockPositionSyntax

5.79 DomainAcquirer (4)

x:Object > DomainAcquirer

(usage)	<DomainAcquirer />
(description)	Handles Join Domain requests.
(used by)	LicenseAcquirer
(properties)	
ChallengeCustomData	x:String
(description)	A string containing service specific data to be conveyed to the domain server without implementing manual domain join/leave.
(events)	
JoinDomainCompleted	Occurs when the join domain operation completes.
LeaveDomainCompleted	Occurs when the leave domain operation completes.

5.80 DoubleAnimation

x:Object > DependencyObject > Timeline > DoubleAnimation

(usage)	<DoubleAnimation />
(description)	Animates the value of a Double property between two target values using linear interpolation over a specified Duration.
(properties)	
By	x:Nullable(x:Double)
(description)	The total amount by which the animation changes its starting value.
EasingFunction	IEasingFunction
(description)	The easing function applied to this animation.
From	x:Nullable(x:Double)

(usage)	<DoubleAnimation />
(description)	The animation's starting value.
To	x:Nullable(x:Double)
(description)	The animation's ending value.

5.81 DoubleAnimationUsingKeyFrames

x:Object > DependencyObject > Timeline > DoubleAnimationUsingKeyFrames

(usage)	<DoubleAnimationUsingKeyFrames>**DoubleKeyFrame***</DoubleAnimationUsingKeyFrames>
(description)	Animates the value of a Double property along a set of KeyFrames.
[content property]	KeyFrames
(properties)	
KeyFrames	DoubleKeyFrameCollection
(description)	The collection of DoubleKeyFrame objects that define the animation.
[read only]	true

5.82 DoubleCollection

x:Object > DependencyObject > PresentationFrameworkCollection(x:Double) > DoubleCollection

(usage)	<DoubleCollection> string </DoubleCollection>
(description)	Represents an ordered collection of Double values.
(used by)	Shape
[text syntax]	DoubleCollectionSyntax
[is list]	true
[allowed types]	x:Double

5.83 DoubleKeyFrame

x:Object > DependencyObject > DoubleKeyFrame

DiscreteDoubleKeyFrame **EasingDoubleKeyFrame** **LinearDoubleKeyFrame** **SplineDoubleKeyFrame**	
(usage)	None.
(description)	A base type that defines an animation segment with its own target value and interpolation technique for a DoubleAnimationUsingKeyFrames.
(used by)	DoubleKeyFrameCollection

DiscreteDoubleKeyFrame EasingDoubleKeyFrame LinearDoubleKeyFrame SplineDoubleKeyFrame	
[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.

5.84 DoubleKeyFrameCollection

x:Object > DependencyObject > PresentationFrameworkCollection(DoubleKeyFrame) > DoubleKeyFrameCollection

(usage)	<DoubleKeyFrameCollection>**DoubleKeyFrame***</DoubleKeyFrameCollection>
(description)	Represents a collection of DoubleKeyFrame objects that can be individually accessed by index.
(used by)	DoubleAnimationUsingKeyFrames
[is list]	true
[allowed types]	DoubleKeyFrame

5.85 DrawingAttributes

x:Object > DependencyObject > DrawingAttributes

(usage)	<DrawingAttributes />
(description)	Specifies drawing attributes that are used to draw a Stroke.
(used by)	Stroke
(properties)	
Color	Color
(description)	The color that is used to draw a Stroke.
Height	x:Double
(description)	The height of the stylus that is used to draw a Stroke.
OutlineColor	Color
(description)	The outline color that is used to draw a Stroke.
Width	x:Double
(description)	The width of the stylus that is used to draw a Stroke.

5.86 DropShadowEffect

x:Object > DependencyObject > Effect > DropShadowEffect

(usage)	<DropShadowEffect />
(description)	Applies a shadow behind a visual object at a slight offset. The offset is determined by mimicking a casting shadow from an imaginary light source.
(properties)	
BlurRadius	x:Double
(description)	How defined the edges of the shadow are (how blurry the shadow is).
Color	Color
(description)	The color of the shadow.
Direction	x:Double
(description)	The angle at which the shadow is cast.
Opacity	x:Double
(description)	The degree of opacity of the shadow.
ShadowDepth	x:Double
(description)	The distance between the object and the shadow that it casts.

5.87 Duration

x:Object > Duration

(usage)	<Duration> string </Duration>
(description)	Represents the duration of time that a Timeline is active.
(used by)	Timeline VisualTransition
[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.

5.88 EasingColorKeyFrame

x:Object > DependencyObject > ColorKeyFrame > EasingColorKeyFrame

(usage)	<EasingColorKeyFrame />
(description)	A type that enables you to associate easing functions with a ColorAnimationUsingKeyFrames key frame animation.
(properties)	
EasingFunction	IEasingFunction
(description)	The easing function that is applied to the key frame.

5.89 EasingDoubleKeyFrame

x:Object > DependencyObject > DoubleKeyFrame > EasingDoubleKeyFrame

(usage)	<EasingDoubleKeyFrame />
(description)	Defines a property that enables you to associate an easing function with a DoubleAnimationUsingKeyFrames key-frame animation.
(properties)	
EasingFunction	IEasingFunction
(description)	The easing function that is applied to the key frame.

5.90 EasingFunctionBase

x:Object > DependencyObject > EasingFunctionBase, IEasingFunction

BackEase BounceEase CircleEase CubicEase ElasticEase ExponentialEase PowerEase QuadraticEase QuarticEase QuinticEase SineEase	
(usage)	None.
(description)	Provides the base type for all the easing functions. You can create your own custom easing functions by inheriting from this type.
[is default constructible]	false
(properties)	
EasingMode	EasingMode
(description)	A value that specifies how the animation interpolates.

5.91 EasingMode

x:Object > EasingMode

(usage)	**EaseOut** | **EaseIn** | **EaseInOut**
(description)	Specifies how the animation associated with an easing function interpolates.
(used by)	EasingFunctionBase
[is nullable]	false
[text syntax]	EasingModeSyntax

5.92 EasingPointKeyFrame

x:Object > DependencyObject > PointKeyFrame > EasingPointKeyFrame

(usage)	<EasingPointKeyFrame />
(description)	Defines a property that enables you to associate an easing function with a PointAnimationUsingKeyFrames key-frame animation.
(properties)	
EasingFunction	IEasingFunction
(description)	The easing function that is applied to the key frame.

5.93 Effect

x:Object > DependencyObject > Effect

BlurEffect DropShadowEffect	
(usage)	{x:Static Effect.StaticPropertyName}
(description)	Provides a base type for all bitmap effects.
(used by)	UIElement
[is default constructible]	false
(static properties)	
ImplicitInput	Brush
(description)	A Brush that when it is used as an input for an Effect, causes the bitmap of the UIElement that the Effect is applied to be that input.

5.94 ElasticEase

x:Object > DependencyObject > EasingFunctionBase > ElasticEase, IEasingFunction

(usage)	<ElasticEase />
(description)	Represents an easing function that creates an animation that resembles a spring oscillating back and forth until it comes to rest.

(usage)	<ElasticEase />
(properties)	
Oscillations	x:Int32
(description)	The number of times the target slides back and forth over the animation destination.
Springiness	x:Double
(description)	The stiffness of the spring. The smaller the Springiness value is, the stiffer the spring and the faster the elasticity decreases in intensity over each oscillation.

5.95 ElevatedPermissions (4)

x:Object > ElevatedPermissions

(usage)	**NotRequired** | **Required**
(description)	Defines constants that indicate whether elevated permissions are required for an out-of-browser application.
[is nullable]	false
[text syntax]	ElevatedPermissionsSyntax

5.96 Ellipse

x:Object > DependencyObject > UIElement > FrameworkElement > Shape > Ellipse

(usage)	<Ellipse />
(description)	Draws an ellipse.
[name property]	Name
[xml lang property]	Language

5.97 EllipseGeometry

x:Object > DependencyObject > Geometry > EllipseGeometry

(usage)	<EllipseGeometry />
(description)	Represents the geometry of a circle or ellipse.
(properties)	
Center	Point
(description)	The center point of the EllipseGeometry.
RadiusX	x:Double

(usage)	<EllipseGeometry />
(description)	The x-radius value of the EllipseGeometry.
RadiusY	x:Double
(description)	The y-radius value of the EllipseGeometry.

5.98 EventTrigger

x:Object > DependencyObject > TriggerBase > EventTrigger

(usage)	<EventTrigger>**TriggerAction***</EventTrigger>
(description)	Represents a trigger that applies a set of actions (animation storyboards) in response to an event.
[content property]	Actions
(properties)	
Actions	TriggerActionCollection
(description)	The collection of BeginStoryboard objects that this EventTrigger maintains.
[read only]	true

5.99 ExpandCollapseState

x:Object > ExpandCollapseState

(usage)	**Collapsed** | **Expanded** | **PartiallyExpanded** | **LeafNode**
(description)	Contains values that specify the ExpandCollapseState automation property value of a UI automation element.
[is nullable]	false
[text syntax]	ExpandCollapseStateSyntax

5.100 ExponentialEase

x:Object > DependencyObject > EasingFunctionBase > ExponentialEase, IEasingFunction

(usage)	<ExponentialEase />
(description)	Represents an easing function that creates an animation that accelerates and/or decelerates using an exponential formula (see remarks).
(properties)	
Exponent	x:Double
(description)	The exponent used to determine the interpolation of the animation.

5.101 ExtensionPart

x:Object > DependencyObject > ExternalPart > ExtensionPart

(usage)	<ExtensionPart />
(description)	Represents a zip file containing assemblies used by application library caching.
(properties)	
Source	x:Uri
(description)	The file name or URI of the external library package.

5.102 ExternalPart

x:Object > DependencyObject > ExternalPart

ExtensionPart	
(usage)	<ExternalPart />
(description)	Defines a base type for specifying parts of a Silverlight application that are external to the application package (.xap file).
(used by)	ExternalPartCollection
(properties)	
Source (4)	x:Uri
(description)	The URI of the external part.

5.103 ExternalPartCollection

x:Object > DependencyObject > PresentationFrameworkCollection(ExternalPart) > ExternalPartCollection

(usage)	<ExternalPartCollection>**ExternalPart***</ExternalPartCollection>
(description)	Represents a collection of ExternalPart instances that indicate parts of a Silverlight application that are external to the application package (.xap file).
(used by)	Deployment
[is list]	true
[allowed types]	ExternalPart

5.104 FillBehavior

x:Object > 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.
(used by)	Timeline
[is nullable]	false
[text syntax]	FillBehaviorSyntax

5.105 FillRule

x:Object > 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.
(used by)	GeometryGroup PathGeometry Polygon Polyline
[is nullable]	false
[text syntax]	FillRuleSyntax

5.106 FlowDirection (4)

x:Object > FlowDirection

(usage)	**LeftToRight** | **RightToLeft**
(description)	Defines constants that specify the content flow direction for text and UI elements.
(used by)	FrameworkElement Run
[is nullable]	false
[text syntax]	FlowDirectionSyntax

5.107 FontCapitals (5)

x:Object > FontCapitals

(usage)	**Normal** | **AllSmallCaps** | **SmallCaps** | **AllPetiteCaps** | **PetiteCaps** | **Unicase** | **Titling**
(description)	Describes the capital letter style for a Typography object.
(used by)	Typography
[is nullable]	false
[text syntax]	FontCapitalsSyntax

5.108 FontEastAsianLanguage (5)

x:Object > FontEastAsianLanguage

(usage)	**Normal** | **HojKanji** | **Jis04** | **Jis78** | **Jis83** | **Jis90** | **NicKanji** | **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.
(used by)	Typography
[is nullable]	false
[text syntax]	FontEastAsianLanguageSyntax

5.109 FontEastAsianWidths (5)

x:Object > FontEastAsianWidths

(usage)	**Normal** | **Full** | **Half** | **Proportional** | **Quarter** | **Third**
(description)	Provides a mechanism for the user to select glyphs of different width styles.
(used by)	Typography
[is nullable]	false
[text syntax]	FontEastAsianWidthsSyntax

5.110 FontFamily

x:Object > FontFamily

(usage)	<FontFamily> string </FontFamily>
(description)	Represents a family of related fonts.
(used by)	Control Inline RichTextBlock TextBlock TextElement
[is default constructible]	false
[text syntax]	FontFamilySyntax

5.111 FontFraction (5)

x:Object > FontFraction

(usage)	**Normal** | **Stacked** | **Slashed**
(description)	Describes the fraction style for a Typography object.
(used by)	Typography
[is nullable]	false

(usage)	**Normal** | **Stacked** | **Slashed**
[text syntax]	FontFractionSyntax

5.112 FontNumeralAlignment (5)

x:Object > FontNumeralAlignment

(usage)	**Normal** | **Proportional** | **Tabular**
(description)	Describes the numeral alignment for a Typography object.
(used by)	Typography
[is nullable]	false
[text syntax]	FontNumeralAlignmentSyntax

5.113 FontNumeralStyle (5)

x:Object > FontNumeralStyle

(usage)	**Normal** | **Lining** | **OldStyle**
(description)	Describes the numeral style for a Typography object.
(used by)	Typography
[is nullable]	false
[text syntax]	FontNumeralStyleSyntax

5.114 Fonts (4)

x:Object > Fonts

(usage)	None.
(description)	Provides enumeration support for FontFamily and Typeface objects.
[is default constructible]	false
(static properties)	
SystemTypefaces	ICollection(Typeface)
(description)	The collection of Typeface objects from the default system font location.

5.115 FontStretch

x:Object > FontStretch

(usage)	<FontStretch> string </FontStretch>
(description)	Describes the degree to which a font has been stretched, compared to the normal aspect ratio of that font.
(used by)	Control FontStretches Inline RichTextBlock TextBlock TextElement
[is nullable]	false
[text syntax]	FontStretchSyntax

5.116 FontStretches

x:Object > FontStretches

(usage)	{x:Static FontStretches.StaticPropertyName}
(description)	Provides a set of predefined font stretches as static property values.
[is default constructible]	false
(static properties)	
Condensed	FontStretch
(description)	Specifies a condensed font stretch.
Expanded	FontStretch
(description)	Specifies an expanded font stretch.
ExtraCondensed	FontStretch
(description)	Specifies an extra-condensed font stretch.
ExtraExpanded	FontStretch
(description)	Specifies an extra-expanded font stretch.
Normal	FontStretch
(description)	Specifies a normal font stretch.
SemiCondensed	FontStretch
(description)	Specifies a semi-condensed font stretch.
SemiExpanded	FontStretch
(description)	Specifies a semi-expanded font stretch.
UltraCondensed	FontStretch
(description)	Specifies an ultra-condensed font stretch.
UltraExpanded	FontStretch
(description)	Specifies an ultra-expanded font stretch.

5.117 FontStyle

x:Object > FontStyle

(usage)	<FontStyle> string </FontStyle>
(description)	Represents the style of a font face (for instance, as normal or italic).
(used by)	Control FontStyles Inline RichTextBlock TextBlock TextElement
[is nullable]	false
[text syntax]	FontStyleSyntax

5.118 FontStyles

x:Object > FontStyles

(usage)	{x:Static FontStyles.StaticPropertyName}
(description)	Provides a set of predefined font styles as static property values.
[is default constructible]	false
(static properties)	
Italic	FontStyle
(description)	Specifies an italic font style.
Normal	FontStyle
(description)	Specifies a normal, or roman, font style.

5.119 FontVariants (5)

x:Object > FontVariants

(usage)	**Normal** | **Superscript** | **Subscript** | **Ordinal** | **Inferior** | **Ruby**
(description)	Defines access to registered OpenType font variants.
(used by)	Typography
[is nullable]	false
[text syntax]	FontVariantsSyntax

5.120 FontWeight

x:Object > FontWeight

(usage)	<FontWeight> string </FontWeight>
(description)	Refers to the density of a typeface, in terms of the lightness or heaviness of the strokes.

(usage)	<FontWeight> string </FontWeight>
(used by)	Control FontWeights Inline RichTextBlock TextBlock TextElement
[is nullable]	false
[text syntax]	FontWeightSyntax

5.121 FontWeights

x:Object > FontWeights

(usage)	{x:Static FontWeights.StaticPropertyName}
(description)	Provides a set of predefined font weights as static property values.
[is default constructible]	false
(static properties)	
Black	FontWeight
(description)	Specifies a "Black" font weight.
Bold	FontWeight
(description)	Specifies a "Bold" font weight.
ExtraBlack	FontWeight
(description)	Specifies an "ExtraBlack" font weight.
ExtraBold	FontWeight
(description)	Specifies an "ExtraBold" font weight.
ExtraLight	FontWeight
(description)	Specifies an "ExtraLight" 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.
SemiBold	FontWeight
(description)	Specifies a "SemiBold" font weight.
SemiLight	FontWeight
(description)	Specifies a "SemiLight" font weight.

(usage)	{x:Static FontWeights.StaticPropertyName}
Thin	FontWeight
(description)	Specifies a "Thin" font weight.

5.122 FrameworkElement

x:Object > DependencyObject > UIElement > FrameworkElement

Border ContentPresenter Control Glyphs Image ItemsPresenter MediaElement MultiScaleImage Panel Popup RichTextBlock RichTextBlockOverflow Shape TextBlock Viewbox WebBrowser	
(usage)	None.
(description)	An object that participates in layout, data binding, and object tree.
(used by)	NotificationWindow Window
[is default constructible]	false
[name property]	Name
[xml lang property]	Language
(properties)	
Cursor	Cursor
(description)	The cursor image that displays while the mouse pointer is over a FrameworkElement.
DataContext	x:Object
(description)	The data context for a FrameworkElement when it participates in data binding.
FlowDirection (4)	FlowDirection
(description)	The direction that text and other user interface elements flow within any parent element that controls their layout.
Height	x:Double
(description)	The suggested height of a FrameworkElement.
HorizontalAlignment	HorizontalAlignment
(description)	The horizontal alignment characteristics that are applied to a FrameworkElement when it is composed in a layout parent, such as a panel or items control.
Margin	Thickness
(description)	The outer margin of a FrameworkElement.
MaxHeight	x:Double

Border ContentPresenter Control Glyphs Image ItemsPresenter MediaElement MultiScaleImage Panel Popup RichTextBlock RichTextBlockOverflow Shape TextBlock Viewbox WebBrowser	
(description)	The maximum height constraint of a FrameworkElement.
MaxWidth	x:Double
(description)	The maximum width constraint of a FrameworkElement.
MinHeight	x:Double
(description)	The minimum height constraint of a FrameworkElement.
MinWidth	x:Double
(description)	The minimum width constraint of a FrameworkElement.
Name	x:String
(description)	The identifying name of the object.
Resources	ResourceDictionary
(description)	The locally defined resource dictionary. In XAML, you can establish resource items as child object elements of a frameworkElement.Resources property element, through XAML implicit collection syntax.
Style	Style
(description)	An instance Style that is applied for this object during rendering.
Tag	x:Object
(description)	An arbitrary object value that can be used to store custom information about this object.
Triggers	TriggerCollection
(description)	The collection of triggers for animations that are defined for a FrameworkElement.
[read only]	true
VerticalAlignment	VerticalAlignment
(description)	The vertical alignment characteristics that are applied to a FrameworkElement when it is composed in a parent object such as a panel or items control.
Width	x:Double
(description)	The width of a FrameworkElement.
(events)	
BindingValidationError	Occurs when a data validation error is reported by a binding source.

Border ContentPresenter Control Glyphs Image ItemsPresenter MediaElement MultiScaleImage Panel Popup RichTextBlock RichTextBlockOverflow Shape TextBlock Viewbox WebBrowser	
DataContextChanged (5)	Occurs when the data context for this element changes.
LayoutUpdated	Occurs when the layout of the Silverlight visual tree changes.
Loaded	Occurs when a FrameworkElement has been constructed and added to the object tree.
SizeChanged	Occurs when either the ActualHeight or the ActualWidth properties change value on a FrameworkElement.
Unloaded (4)	Occurs when this object is no longer connected to the main object tree.

5.123 FrameworkTemplate

x:Object > DependencyObject > FrameworkTemplate

ControlTemplate DataTemplate ItemsPanelTemplate	
(usage)	None.
(description)	Creates an element tree of elements.
[is default constructible]	false
[content property]	Template

5.124 GeneralTransform

x:Object > DependencyObject > GeneralTransform

Transform	
(usage)	None.
(description)	Provides generalized transformation support for objects, such as points and rectangles.
[is default constructible]	false

5.125 GeneratorDirection

x:Object > GeneratorDirection

(usage)	**Forward** | **Backward**
(description)	Specifies the direction in which item generation will occur.
[is nullable]	false
[text syntax]	GeneratorDirectionSyntax

5.126 GeneratorPosition

x:Object > GeneratorPosition

(usage)	<GeneratorPosition />
(description)	GeneratorPosition is used to describe the position of an item that is managed by ItemContainerGenerator.
[is nullable]	false
(properties)	
Index	x:Int32
(description)	The Int32 index that is relative to the generated (realized) items.
Offset	x:Int32
(description)	The Int32 offset that is relative to the ungenerated (unrealized) items near the indexed item.

5.127 Geometry

x:Object > DependencyObject > Geometry

EllipseGeometry GeometryGroup LineGeometry PathGeometry RectangleGeometry	
(usage)	<Geometry> string </Geometry>
(description)	Provides a base type for objects that define geometric shapes. Geometry objects can be used for clipping regions and as geometry definitions for rendering two-dimensional graphic data as a Path.
(used by)	GeometryCollection Path UIElement
[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 geometry object.
StandardFlatteningTolerance	x:Double
(description)	The standard tolerance used for polygonal approximation.

5.128 GeometryCollection

x:Object > DependencyObject > PresentationFrameworkCollection(Geometry) > GeometryCollection

(usage)	<GeometryCollection>**Geometry***</GeometryCollection>
(description)	Represents a collection of Geometry objects.
(used by)	GeometryGroup
[is list]	true
[allowed types]	Geometry

5.129 GeometryGroup

x:Object > DependencyObject > Geometry > GeometryGroup

(usage)	<GeometryGroup>**Geometry***</GeometryGroup>
(description)	Represents a composite geometry, composed of other Geometry objects.
[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.

5.130 Glyphs

x:Object > DependencyObject > UIElement > FrameworkElement > Glyphs

(usage)	<Glyphs />
(description)	Provides a visual representation of letters, characters, or symbols, in a specific font and style.
[name property]	Name
[xml lang property]	Language
(properties)	
Fill	Brush
(description)	The Brush that is used to render the glyphs.
FontRenderingEmSize	x:Double

(usage)	<Glyphs />
(description)	The font size used for rendering the glyphs.
FontUri	x:Uri
(description)	The location of the font used for rendering the glyphs.
Indices	x:String
(description)	The glyph indices for the glyphs.
OriginX	x:Double
(description)	The x origin for the glyphs.
OriginY	x:Double
(description)	The y origin for the glyphs.
StyleSimulations	StyleSimulations
(description)	The style simulations applied to the glyphs.
UnicodeString	x:String
(description)	The Unicode string to render in glyphs.

5.131 GradientBrush

x:Object > DependencyObject > Brush > GradientBrush

LinearGradientBrush RadialGradientBrush	
(usage)	None.
(description)	A base type that describes a gradient, composed of gradient stops. Types that derive from GradientBrush describe different ways of interpreting gradient stops.
[is default constructible]	false
[content property]	GradientStops
(properties)	
ColorInterpolationMode	ColorInterpolationMode
(description)	A ColorInterpolationMode enumeration value that specifies how the gradient's colors are interpolated.
GradientStops	GradientStopCollection
(description)	The brush's gradient stops.
MappingMode	BrushMappingMode

LinearGradientBrush RadialGradientBrush	
(description)	A BrushMappingMode enumeration value that specifies whether the positioning coordinates of the gradient brush 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.

5.132 GradientSpreadMethod

x:Object > GradientSpreadMethod

(usage)	**Pad** | **Reflect** | **Repeat**
(description)	Specifies how to draw the gradient outside a gradient brush's gradient vector or space.
(used by)	GradientBrush
[is nullable]	false
[text syntax]	GradientSpreadMethodSyntax

5.133 GradientStop

x:Object > DependencyObject > GradientStop

(usage)	<GradientStop>**Color**</GradientStop>
(description)	Describes the location and color of a transition point in a gradient.
(used by)	GradientStopCollection
[content property]	Color
(properties)	
Color	Color
(description)	The color of the gradient stop.
Offset	x:Double
(description)	The location of the gradient stop within the gradient vector.

5.134 GradientStopCollection

x:Object > DependencyObject > PresentationFrameworkCollection(GradientStop) > GradientStopCollection

(usage)	<GradientStopCollection>**GradientStop***</GradientStopCollection>
(description)	Represents a collection of GradientStop objects that can be individually accessed by index.
(used by)	GradientBrush
[is list]	true
[allowed types]	GradientStop

5.135 Grid

x:Object > DependencyObject > UIElement > FrameworkElement > Panel > Grid

(usage)	<Grid>**UIElement***</Grid>
(description)	Defines a flexible grid area that consists of columns and rows.
[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]	FrameworkElement
Grid.ColumnSpan	x:Int32
(description)	A value that indicates the total number of columns that child content spans within a Grid.
[target type]	FrameworkElement

(usage)	<Grid>**UIElement***</Grid>
Grid.Row	x:Int32
(description)	A value that indicates which row child content within a Grid should appear in.
[target type]	FrameworkElement
Grid.RowSpan	x:Int32
(description)	A value that indicates the total number of rows that child content spans within a Grid.
[target type]	FrameworkElement

5.136 GridLength

x:Object > GridLength

(usage)	<GridLength> string </GridLength>
(description)	Represents the length of elements that explicitly support Star unit types.
(used by)	ColumnDefinition RowDefinition
[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.

5.137 GridUnitType

x:Object > GridUnitType

(usage)	**Auto** | **Pixel** | **Star**
(description)	Describes the kind of value that a GridLength object is holding.
[is nullable]	false
[text syntax]	GridUnitTypeSyntax

5.138 HorizontalAlignment

x:Object > 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.
(used by)	Control FrameworkElement
[is nullable]	false
[text syntax]	HorizontalAlignmentSyntax

5.139 Hyperlink (4)

x:Object > DependencyObject > TextElement > Inline > Span > Hyperlink

(usage)	<Hyperlink>[**Inline**|**x:String**|**UIElement**]*</Hyperlink>
(description)	Provides an inline-level content element that provides facilities for hosting hyperlinks.
[content property]	Inlines
[xml lang property]	Language
(properties)	
CommandParameter	x:Object
(description)	Command parameters associated with the command specified by the Command property.
MouseOverForeground	Brush
(description)	The brush that paints the foreground color when the mouse pointer moves over the Hyperlink.
MouseOverTextDecorations	TextDecorationCollection
(description)	The TextDecorationCollection that decorates the Hyperlink.
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.
(events)	
Click	Occurs when the left mouse button is clicked on a Hyperlink.

5.140 HyperlinkButton

x:Object > DependencyObject > UIElement > FrameworkElement > Control > ContentControl > ButtonBase > HyperlinkButton

(usage)	<HyperlinkButton>**x:Object**</HyperlinkButton>
(description)	Represents a button control that displays a hyperlink.
[content property]	Content
[name property]	Name
[xml lang property]	Language
(properties)	
NavigateUri	x:Uri
(description)	The URI to navigate to when the HyperlinkButton is clicked.
[text syntax]	x:Uri, from [MS-XAML]
TargetName	x:String
(description)	The name of the target window or frame that the Web page should open in, or the name of the object within the Silverlight application to navigate to.

5.141 Icon

x:Object > DependencyObject > Icon

(usage)	<Icon>**x:Object**</Icon>
(description)	Represents an icon that is used to identify an offline application.
(used by)	IconCollection
[content property]	Source

5.142 IconCollection

x:Object > DependencyObject > PresentationFrameworkCollection(Icon) > IconCollection

(usage)	<IconCollection>**Icon***</IconCollection>
(description)	Represents a collection of Icon instances.
(used by)	OutOfBrowserSettings
[is list]	true
[allowed types]	Icon

5.143 IDataObject (4)

IDataObject

DataObject	
(usage)	None.
(description)	Provides a format-independent mechanism for transferring data.
[is default constructible]	false

5.144 IEasingFunction

IEasingFunction

BackEase BounceEase CircleEase CubicEase EasingFunctionBase ElasticEase ExponentialEase PowerEase QuadraticEase QuarticEase QuinticEase SineEase	
(usage)	None.
(description)	Defines the basic functionality of an easing function.
(used by)	ColorAnimation DoubleAnimation EasingColorKeyFrame EasingDoubleKeyFrame EasingPointKeyFrame PointAnimation VisualTransition
[is default constructible]	false

5.145 Image

x:Object > DependencyObject > UIElement > FrameworkElement > Image

(usage)	<Image />
(description)	Represents a control that displays an image in the JPEG or PNG file formats.
[name property]	Name
[xml lang property]	Language
(properties)	
Source	ImageSource
(description)	The source for the image.
Stretch	Stretch
(description)	A value that describes how an Image should be stretched to fill the destination rectangle.
(events)	
ImageFailed	Occurs when there is an error associated with image retrieval or format.
ImageOpened	Occurs when the image source is downloaded and decoded with no failure. You can use this event to determine the size of an image before rendering it.

5.146 ImageBrush

x:Object > DependencyObject > Brush > TileBrush > ImageBrush

(usage)	<ImageBrush />
(description)	Paints an area with an image.
(properties)	
ImageSource	ImageSource
(description)	The image displayed by this ImageBrush.
(events)	
ImageFailed	Occurs when there is an error associated with image retrieval or format.
ImageOpened	Occurs when the image source is downloaded and decoded with no failure. You can use this event to determine the size of an image before rendering it.

5.147 ImageSource

x:Object > DependencyObject > ImageSource

BitmapSource	
(usage)	<ImageSource> string </ImageSource>
(description)	Provides an object source type for Source, Source, and ImageSource.
(used by)	Image ImageBrush
[is default constructible]	false
[text syntax]	x:Uri, from [MS-XAML]

5.148 ImeConversionModeValues (4)

x:Object > ImeConversionModeValues

(usage)	**Alphanumeric** | **Native** | **Katakana** | **FullShape** | **Roman** | **CharCode** | **NoConversion** | **Eudc** | **Symbol**
(description)	Describes a mode of input conversion to be performed by an input method editor interacting with a Silverlight-based application.
(used by)	InputMethod
[is nullable]	false
[text syntax]	ImeConversionModeValuesSyntax

5.149 ImplicitInputBrush

x:Object > DependencyObject > Brush > ImplicitInputBrush

(usage)	<ImplicitInputBrush />
(description)	Represents the input bitmap to a shader.

5.150 InBrowserSettings (5)

x:Object > DependencyObject > InBrowserSettings

(usage)	<InBrowserSettings />
(description)	Represents information about an application that is configured for in browser support.

5.151 InkPresenter

x:Object > DependencyObject > UIElement > FrameworkElement > Panel > Canvas > InkPresenter

(usage)	<InkPresenter>**UIElement***</InkPresenter>
(description)	Implements a rectangular surface that displays ink strokes.
[content property]	Children
[name property]	Name
[xml lang property]	Language
(properties)	
Strokes	StrokeCollection
(description)	The strokes that the InkPresenter displays.

5.152 Inline

x:Object > DependencyObject > TextElement > Inline

InlineUIContainer LineBreak Run Span	
(usage)	None.
(description)	Provides a base for inline flow content element behavior.
(used by)	InlineCollection
[is default constructible]	false
[xml lang property]	Language
(properties)	
FontFamily	FontFamily

InlineUIContainer LineBreak Run Span	
(description)	The preferred top-level font family for the content in this element.
FontSize	x:Double
(description)	The font size for the content in this element.
FontStretch	FontStretch
(description)	The glyph width of the font in a family to select.
FontStyle	FontStyle
(description)	The font style for the content in this element.
FontWeight	FontWeight
(description)	The top-level font weight to select from the font family for the content in this element.
Foreground	Brush
(description)	The Brush to apply to the content in this element.
TextDecorations	TextDecorationCollection
(description)	A value that specifies the text decorations that are applied to the content in an Inline element.

5.153 InlineCollection

x:Object > DependencyObject > TextElementCollection(Inline) > InlineCollection

(usage)	None.
(description)	Represents a collection of Inline elements.
(used by)	Paragraph Span TextBlock
[is default constructible]	false
[whitespace significant collection]	true
[is list]	true
[allowed types]	Inline x:String UIElement

5.154 InlineUIContainer (4)

x:Object > DependencyObject > TextElement > Inline > InlineUIContainer

(usage)	<InlineUIContainer>**UIElement**</InlineUIContainer>
(description)	Provides an inline content element that enables UIElement types to be embedded in content.

(usage)	<InlineUIContainer>**UIElement**</InlineUIContainer>
[content property]	Child
[xml lang property]	Language
(properties)	
Child	UIElement
(description)	The UIElement hosted by the InlineUIContainer.

5.155 InputMethod

x:Object > DependencyObject > InputMethod

(usage)	None.
(description)	Specifies attached properties that influence input method editor (IME) features and support when used with a Silverlight-based application.
[is default constructible]	false
(attachable properties)	
InputMethod.IsInputMethodEnabled	x:Boolean
(description)	A value that determines whether input method editors can be used to provide input for the control where the property is attached.
[target type]	DependencyObject
InputMethod.PreferredImeConversionMode (4)	ImeConversionModeValues
(description)	A preferred ImeConversionModeValues value for a specified dependency object.
[target type]	DependencyObject
InputMethod.PreferredImeState (4)	InputMethodState
(description)	A preferred input method state for a specified dependency object.
[target type]	DependencyObject

5.156 InputMethodState (4)

x:Object > InputMethodState

(usage)	**Off** | **On** | **DoNotCare**
(description)	Describes the state of an input method editor when it interacts with a Silverlight-based application.

(usage)	**Off** | **On** | **DoNotCare**
(used by)	InputMethod
[is nullable]	false
[text syntax]	InputMethodStateSyntax

5.157 InputScope (4)

x:Object > DependencyObject > InputScope

(usage)	<InputScope />
(description)	Represents information related to the scope of data provided by an input method.
(used by)	TextBox
(properties)	
Names	IList
(description)	The input scope names, as a list of strings.
[read only]	true

5.158 InputScopeName (4)

x:Object > DependencyObject > InputScopeName

(usage)	<InputScopeName>**InputScopeNameValue**</InputScopeName>
(description)	Defines a name for text input patterns.
[content property]	NameValue
(properties)	
NameValue	InputScopeNameValue
(description)	The input scope name value, which modifies how input from alternative input methods is interpreted.

5.159 InputScopeNameValue (4)

x:Object > InputScopeNameValue

(usage)	**AddressCity** | **AddressCountryName** | **AddressCountryShortName** | **AddressStateOrProvince** | **AddressStreet** | **AlphanumericFullWidth** | **AlphanumericHalfWidth** | **ApplicationEnd** | **Bopomofo**
(description)	Specifies the input scope name, which modifies how input from alternative input methods is interpreted.

(usage)	**AddressCity** | **AddressCountryName** | **AddressCountryShortName** | **AddressStateOrProvince** | **AddressStreet** | **AlphanumericFullWidth** | **AlphanumericHalfWidth** | **ApplicationEnd** | **Bopomofo**
(used by)	InputScopeName
[is nullable]	false
[text syntax]	InputScopeNameValueSyntax

5.160 InstallState

x:Object > InstallState

(usage)	**NotInstalled** | **Installing** | **Installed** | **InstallFailed**
(description)	Defines constants that indicate the installation state of an application that is configured to run outside the browser.
[is nullable]	false
[text syntax]	InstallStateSyntax

5.161 IScrollInfo

IScrollInfo

ScrollContentPresenter **VirtualizingStackPanel**	
(usage)	None.
(description)	Represents the main scrollable region inside a ScrollViewer control.
[is default constructible]	false
(properties)	
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.

5.162 Italic (4)

x:Object > DependencyObject > TextElement > Inline > Span > Italic

(usage)	<Italic>[**Inline**|**x:String**|**UIElement**]*</Italic>
(description)	Provides an inline-level flow content element that causes content to appear with an italic font style.
[content property]	Inlines
[xml lang property]	Language

5.163 ItemCollection

x:Object > DependencyObject > PresentationFrameworkCollection(x:Object) > ItemCollection

(usage)	None.
(description)	Holds the list of items that represent the content of an ItemsControl.
(used by)	ItemsControl
[is default constructible]	false
[is list]	true
[allowed types]	x:Object

5.164 ItemsControl

x:Object > DependencyObject > UIElement > FrameworkElement > Control > ItemsControl

Selector	
(usage)	<ItemsControl>x:Object*</ItemsControl>
(description)	Represents a control that can be used to present a collection of items.
[content property]	Items
[name property]	Name
[xml lang property]	Language
(properties)	
DisplayMemberPath	x:String
(description)	The name or path of the property that is displayed for each data item.
Items	ItemCollection
(description)	The collection used to generate the content of the control.
[read only]	true
ItemsPanel	ItemsPanelTemplate

Selector	
(description)	The template that defines the panel that controls the layout of items.
ItemTemplate	DataTemplate
(description)	The DataTemplate used to display each item.

5.165 ItemsPanelTemplate

x:Object > DependencyObject > FrameworkTemplate > ItemsPanelTemplate

(usage)	<ItemsPanelTemplate>**FrameworkElement**</ItemsPanelTemplate>
(description)	Specifies the panel that the ItemsPresenter creates for the layout of the items of an ItemsControl.
(used by)	ItemsControl
[content property]	Template

5.166 ItemsPresenter

x:Object > DependencyObject > UIElement > FrameworkElement > ItemsPresenter

(usage)	<ItemsPresenter />
(description)	Specifies where items are placed in a control, usually an ItemsControl.
[name property]	Name
[xml lang property]	Language

5.167 Key

x:Object > Key

(usage)	**None** | **Back** | **Tab** | **Enter** | **Shift** | **Ctrl** | **Alt** | **CapsLock** | **Escape**
(description)	Specifies the possible key values on a keyboard.
[is nullable]	false
[text syntax]	KeySyntax

5.168 Keyboard

x:Object > Keyboard

(usage)	{x:Static Keyboard.StaticPropertyName}
(description)	Represents the keyboard device.

(usage)	{x:Static Keyboard.StaticPropertyName}
[is default constructible]	false
(static properties)	
Modifiers	ModifierKeys
(description)	The set of ModifierKeys that are currently pressed.

5.169 KeyboardNavigationMode

x:Object > KeyboardNavigationMode

(usage)	**Local** | **Cycle** | **Once**
(description)	Specifies the tabbing behavior across tab stops for a tabbing sequence within a container.
(used by)	Control
[is nullable]	false
[text syntax]	KeyboardNavigationModeSyntax

5.170 KeySpline

x:Object > DependencyObject > KeySpline

(usage)	<KeySpline> string </KeySpline>
(description)	This type is used by a spline key frame to define animation progress.
(used by)	SplineColorKeyFrame SplineDoubleKeyFrame SplinePointKeyFrame
[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.

5.171 KeyTime

x:Object > KeyTime

(usage)	<KeyTime> string </KeyTime>
(description)	Specifies when a particular key frame should take place during an animation.
(used by)	ColorKeyFrame DoubleKeyFrame ObjectKeyFrame PointKeyFrame
[is nullable]	false
[text syntax]	KeyTimeSyntax
(static properties)	
Uniform	KeyTime
(description)	A uniform value which divides the allotted time of the animation evenly between key frames.

5.172 KeyTimeType

x:Object > KeyTimeType

(usage)	**Uniform** | **TimeSpan**
(description)	Represents the different types that may represent a KeyTime instance.
[is nullable]	false
[text syntax]	KeyTimeTypeSyntax

5.173 LicenseAcquirer

x:Object > LicenseAcquirer

(usage)	<LicenseAcquirer />
(description)	This type handles acquiring licenses for DRM encrypted content.
(used by)	MediaElement
(properties)	
ChallengeCustomData (4)	x:String
(description)	A string that contains service specific data to be conveyed to the license server without implementing manual license acquisition.
DomainAcquirer (4)	DomainAcquirer
(description)	A DomainAcquirer to handle Join Domain requests that are triggered from License Server exceptions (DomainRequired or RenewDomain).
InjectClientInformation (5)	x:Boolean
(description)	A value that indicates whether identifiable client information is injected into the license acquisition.

(usage)	<LicenseAcquirer />
LicenseServerUriOverride	x:Uri
(description)	A Uniform Resource Identifier (URI) value that overrides whatever the license server URI is in the content header.
(events)	
AcquireLicenseCompleted (4)	Occurs when the license acquisition completes.

5.174 LicenseManagement (4)

x:Object > LicenseManagement

(usage)	{x:Static LicenseManagement.StaticPropertyName}
(description)	A static type that is used to return licenses from the persistent license store.
[is default constructible]	false
(static properties)	
VideoOutputConnectors	ReadOnlyCollection(VideoOutputConnector)
(description)	All the data about connector types from the graphics card, and also gets the output protection schemes for which Silverlight can engage each video output.

5.175 Line

x:Object > DependencyObject > UIElement > FrameworkElement > Shape > Line

(usage)	<Line />
(description)	Draws a straight line between two points.
[name property]	Name
[xml lang property]	Language
(properties)	
X1	x:Double
(description)	The x-coordinate of the Line start point.
X2	x:Double
(description)	The x-coordinate of the Line end point.
Y1	x:Double
(description)	The y-coordinate of the Line start point.
Y2	x:Double

(usage)	<Line />
(description)	The y-coordinate of the Line end point.

5.176 LinearColorKeyFrame

x:Object > DependencyObject > ColorKeyFrame > LinearColorKeyFrame

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

5.177 LinearDoubleKeyFrame

x:Object > DependencyObject > DoubleKeyFrame > LinearDoubleKeyFrame

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

5.178 LinearGradientBrush

x:Object > DependencyObject > Brush > GradientBrush > LinearGradientBrush

(usage)	<LinearGradientBrush>**GradientStop***</LinearGradientBrush>
(description)	Paints an area with a linear gradient.
[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.

5.179 LinearPointKeyFrame

x:Object > DependencyObject > PointKeyFrame > LinearPointKeyFrame

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

5.180 LineBreak

x:Object > DependencyObject > TextElement > Inline > LineBreak

(usage)	<LineBreak />
(description)	Represents an inline element that causes a new line to begin in content when rendered in a text container.
[xml lang property]	Language
[trim surrounding whitespace]	true

5.181 LineGeometry

x:Object > DependencyObject > Geometry > LineGeometry

(usage)	<LineGeometry />
(description)	Represents the geometry of a line.
(properties)	
EndPoint	Point
(description)	The end point of a line.
StartPoint	Point
(description)	The start point of the line.

5.182 LineSegment

x:Object > DependencyObject > PathSegment > LineSegment

(usage)	<LineSegment />
(description)	Represents a line drawn between two points, which can be part of a PathFigure within Path data.
(properties)	
Point	Point
(description)	The end point of the line segment.

5.183 LineStackingStrategy

x:Object > LineStackingStrategy

(usage)	**MaxHeight** | **BlockLineHeight** | **BaselineToBaseline**
(description)	Describes the mechanism by which a line box is determined for each line.
(used by)	Block RichTextBlock RichTextBox TextBlock TextBox
[is nullable]	false
[text syntax]	LineStackingStrategySyntax

5.184 ListBox

x:Object > DependencyObject > UIElement > FrameworkElement > Control > ItemsControl > Selector > ListBox

(usage)	<ListBox>**x:Object***</ListBox>
(description)	Contains a list of selectable items.
[content property]	Items
[name property]	Name
[xml lang property]	Language
(properties)	
ItemContainerStyle	Style
(description)	The style that is used when rendering the item containers.
SelectedItems	IList
(description)	The list of currently selected items for the ListBox control.
[read only]	true
SelectionMode	SelectionMode
(description)	The selection behavior for the ListBox control.

5.185 ListBoxItem

x:Object > DependencyObject > UIElement > FrameworkElement > Control > ContentControl > ListBoxItem

ComboBoxItem	
(usage)	<ListBoxItem>x:Object</ListBoxItem>
(description)	Represents a selectable item in a ListBox.
[content property]	Content
[name property]	Name
[xml lang property]	Language
(properties)	
IsSelected	x:Boolean
(description)	A value that indicates whether a ListBoxItem is selected.

5.186 LogicalDirection (4)

x:Object > LogicalDirection

(usage)	**Backward** | **Forward**
(description)	Specifies a logical direction in which to perform certain text operations, such as inserting, retrieving, or navigating through text relative to a specified position (a TextPointer).
[is nullable]	false
[text syntax]	LogicalDirectionSyntax

5.187 LogSource

x:Object > LogSource

(usage)	**RequestLog** | **Stop** | **Seek** | **Pause** | **SourceChanged** | **EndOfStream** | **MediaElementShutdown** | **RuntimeShutdown**
(description)	Indicates the reason that a media log was generated.
[is nullable]	false
[text syntax]	LogSourceSyntax

5.188 ManipulationMode (5)

x:Object > ManipulationMode

(usage)	**Control** | **System**
(description)	Specifies how manipulations are handled for ScrollViewer behavior.
[used by]	ScrollViewer
[is nullable]	false
[text syntax]	ManipulationModeSyntax

5.189 Matrix

x:Object > Matrix

(usage)	<Matrix> string </Matrix>
(description)	Represents a 3x3 affine transformation matrix used for transformations in two-dimensional space.
(used by)	MatrixTransform
[is nullable]	false
[text syntax]	MatrixSyntax
(properties)	
M11	x:Double

(usage)	<Matrix> string </Matrix>
(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.

5.190 Matrix3D

x:Object > Matrix3D

(usage)	<Matrix3D> string </Matrix3D>
(description)	Represents a 4 × 4 matrix that is used for transformations in a three-dimensional (3-D) space.
(used by)	Matrix3DProjection
[is nullable]	false
[text syntax]	Matrix3DSyntax
(properties)	
M11	x:Double
(description)	The value of the first row and first column of this Matrix3D.
M12	x:Double
(description)	The value of the first row and second column of this Matrix3D.

(usage)	<Matrix3D> string </Matrix3D>
M13	x:Double
(description)	The value of the first row and third column of this Matrix3D.
M14	x:Double
(description)	The value of the first row and fourth column of this Matrix3D.
M21	x:Double
(description)	The value of the second row and first column of this Matrix3D.
M22	x:Double
(description)	The value of the second row and second column of this Matrix3D.
M23	x:Double
(description)	The value of the second row and third column of this Matrix3D.
M24	x:Double
(description)	The value of the second row and fourth column of this Matrix3D.
M31	x:Double
(description)	The value of the third row and first column of this Matrix3D.
M32	x:Double
(description)	The value of the third row and second column of this Matrix3D.
M33	x:Double
(description)	The value of the third row and third column of this Matrix3D.
M34	x:Double
(description)	The value of the third row and fourth column of this Matrix3D.
M44	x:Double
(description)	The value of the fourth row and fourth column of this Matrix3D.
OffsetX	x:Double
(description)	The value of the fourth row and first column of this Matrix3D.
OffsetY	x:Double
(description)	The value of the fourth row and second column of this Matrix3D.
OffsetZ	x:Double
(description)	The value of the fourth row and third column of this Matrix3D.
(static properties)	
Identity	Matrix3D

(usage)	<Matrix3D> string </Matrix3D>
(description)	Changes a Matrix3D structure into an identity Matrix3D.

5.191 Matrix3DProjection

x:Object > DependencyObject > Projection > Matrix3DProjection

(usage)	<Matrix3DProjection>**Matrix3D**</Matrix3DProjection>
(description)	Enables you to apply a Matrix3D to an object.
[content property]	ProjectionMatrix
(properties)	
ProjectionMatrix	Matrix3D
(description)	The Matrix3D that is used for the projection that is applied to the object.

5.192 MatrixTransform

x:Object > DependencyObject > GeneralTransform > Transform > MatrixTransform

(usage)	<MatrixTransform> string </MatrixTransform>
(description)	Creates an arbitrary affine matrix transformation that is used to manipulate objects or coordinate systems in a two-dimensional plane.
[text syntax]	MatrixTransformSyntax
(properties)	
Matrix	Matrix
(description)	The Matrix that defines this transformation.

5.193 MediaCommand (5)

x:Object > MediaCommand

(usage)	**Play** | **Pause** | **TogglePlayPause** | **Stop** | **Record** | **FastForward** | **Rewind** | **NextTrack** | **PreviousTurck**
(description)	Provides common remote-control button commands.
[is nullable]	false
[text syntax]	MediaCommandSyntax

5.194 MediaElement

x:Object > DependencyObject > UIElement > FrameworkElement > MediaElement

(usage)	<MediaElement />
(description)	Represents an object that contains audio, video, or both.
[name property]	Name
[xml lang property]	Language
(properties)	
Attributes	Dictionary(x:String,x:String)
(description)	The collection of attributes that corresponds to the current entry in the ASX file that Source is set to.
[read only]	true
AudioStreamIndex	x:Nullable(x:Int32)
(description)	The index of the audio stream that plays along with the video component. The collection of audio streams is composed at run time and represents all audio streams available within the media file.
AutoPlay	x:Boolean
(description)	A value that indicates whether media will begin playback automatically when the Source property is set.
Balance	x:Double
(description)	A ratio of volume across stereo speakers.
BufferingTime	x:TimeSpan
(description)	The amount of time to buffer.
IsMuted	x:Boolean
(description)	A value indicating whether the audio is muted.
LicenseAcquirer	LicenseAcquirer
(description)	The LicenseAcquirer associated with the MediaElement. The LicenseAcquirer handles acquiring licenses for DRM encrypted content.
Markers	TimelineMarkerCollection
(description)	The collection of timeline markers associated with the currently loaded media file.
[read only]	true
PlaybackRate (5)	x:Double
(description)	The playback rate of the media.
Position	x:TimeSpan
(description)	The current position of progress through the media's playback time.

(usage)	<MediaElement />
Source	x:Uri
(description)	A media source on the MediaElement.
Stretch	Stretch
(description)	A Stretch value that describes how a MediaElement fills the destination rectangle.
Volume	x:Double
(description)	The media's volume.
(events)	
BufferingProgressChanged	Occurs when the BufferingProgress property changes.
CurrentStateChanged	Occurs when the value of the CurrentState property changes.
DownloadProgressChanged	Occurs when the DownloadProgress property has changed.
LogReady	Occurs when the log is ready.
MarkerReached	Occurs when a timeline marker is encountered during media playback.
MediaEnded	Occurs when the MediaElement is no longer playing audio or video.
MediaFailed	Occurs when there is an error associated with the media Source.
MediaOpened	Occurs when the media stream has been validated and opened, and the file headers have been read.
RateChanged (5)	Occurs when the PlaybackRate property changes.

5.195 MediaElementState

x:Object > MediaElementState

(usage)	**Closed** | **Opening** | **Individualizing** | **AcquiringLicense** | **Buffering** | **Playing** | **Paused** | **Stopped**
(description)	Defines the potential states of a MediaElement object.
[is nullable]	false
[text syntax]	MediaElementStateSyntax

5.196 MediaSampleAttributeKeys

x:Object > MediaSampleAttributeKeys

(usage)	**KeyFrameFlag** | **DRMInitializationVector** | **FrameWidth** | **FrameHeight** | **DRMSubSampleMapping** | **DRMKeyIdentifier** | **DRMAlgorithmID**
(description)	This enumeration is used in a dictionary of attributes for media samples.
[is nullable]	false
[text syntax]	MediaSampleAttributeKeysSyntax

5.197 MediaSourceAttributesKeys

x:Object > MediaSourceAttributesKeys

(usage)	**CanSeek** | **Duration** | **DRMHeader**
(description)	Describes the media source.
[is nullable]	false
[text syntax]	MediaSourceAttributesKeysSyntax

5.198 MediaStreamAttributeKeys

x:Object > MediaStreamAttributeKeys

(usage)	**CodecPrivateData** | **VideoFourCC** | **Width** | **Height**
(description)	This enumeration is used in a dictionary of attributes for media streams.
[is nullable]	false
[text syntax]	MediaStreamAttributeKeysSyntax

5.199 MediaStreamSourceDiagnosticKind

x:Object > MediaStreamSourceDiagnosticKind

(usage)	**BufferLevelInMilliseconds** | **BufferLevelInBytes**
(description)	Describes the type of diagnostic information used by the media.
[is nullable]	false
[text syntax]	MediaStreamSourceDiagnosticKindSyntax

5.200 MediaStreamType

x:Object > MediaStreamType

(usage)	**Audio** | **Video** | **Script**
(description)	Enumeration that specifies the type of stream.
[is nullable]	false
[text syntax]	MediaStreamTypeSyntax

5.201 MessageBoxButton

x:Object > MessageBoxButton

(usage)	**OK** | **OKCancel**
(description)	Specifies the buttons to include when you display a message box.
[is nullable]	false
[text syntax]	MessageBoxButtonSyntax

5.202 MessageBoxResult

x:Object > MessageBoxResult

(usage)	**None** | **OK** | **Cancel** | **Yes** | **No**
(description)	Represents a user's response to a message box.
[is nullable]	false
[text syntax]	MessageBoxResultSyntax

5.203 ModifierKeys

x:Object > ModifierKeys

(usage)	**None** | **Alt** | **Control** | **Shift** | **Windows** | **Apple**
(description)	Specifies the set of modifier keys.
(used by)	Keyboard
[is nullable]	false
[text syntax]	ModifierKeysSyntax

5.204 MultiScaleImage

x:Object > DependencyObject > UIElement > FrameworkElement > MultiScaleImage

(usage)	<MultiScaleImage />
(description)	Enables users to open a multi-resolution image, which can be zoomed in on and panned across.

(usage)	<MultiScaleImage />
[name property]	Name
[xml lang property]	Language
(properties)	
AllowDownloading	x:Boolean
(description)	A value that indicates whether downloading is permitted by this MultiScaleImage.
BlurFactor	x:Double
(description)	The extent that data is blurred while rendering.
SkipLevels (5)	x:Int32
(description)	A value that indicates levels to be skipped while loading a MultiScaleImage.
Source	MultiScaleTileSource
(description)	The MultiScaleTileSource object that is used as the source for the MultiScaleImage.
UseSprings	x:Boolean
(description)	A value that indicates whether the MultiScaleImage uses spring animations.
ViewportOrigin	Point
(description)	The top-left corner of the area of the image to be displayed.
ViewportWidth	x:Double
(description)	The width of the area of the image displayed.
(events)	
ImageFailed	Occurs if the download of a tile times out or fails for another reason.
ImageOpenFailed	Occurs if the first piece of metadata used to open the image fails. If this event occurs no parts of the image will open successfully.
ImageOpenSucceeded	Occurs when the first piece of metadata that is needed to load the rest of the tiles opens.
MotionFinished	Occurs when the zoom or pan animation ends.
SubImageOpenFailed (5)	Occurs when the collection of MultiScaleSubImage objects within the multiresolution image that is used by the MultiScaleImage fails to open.
SubImageOpenSucceeded (5)	Occurs when the collection of MultiScaleSubImage ojbects within the multiresolution image that is used by the MultiScaleImage opens successfully.

(usage)	<MultiScaleImage />
ViewportChanged	Occurs when the viewport (the area of the image displayed) changes.

5.205 MultiScaleSubImage

x:Object > DependencyObject > MultiScaleSubImage

(usage)	<MultiScaleSubImage />
(description)	This type holds the properties for each sub-image within the MultiScaleImage.
(properties)	
Opacity	x:Double
(description)	The degree of the MultiScaleSubImage opacity.
ViewportOrigin	Point
(description)	The top-left corner of the area of the image to be displayed.
ViewportWidth	x:Double
(description)	The width of the area of the image displayed.
ZIndex	x:Int32
(description)	A value that represents the z-order rendering behavior of the MultiScaleSubImage. Z-order determines the relative rendering order of objects (which object is on top of which other objects).

5.206 MultiScaleTileSource

x:Object > DependencyObject > MultiScaleTileSource

DeepZoomImageTileSource MultiScaleTileSourceGroup	
(usage)	<MultiScaleTileSource> string </MultiScaleTileSource>
(description)	Used to specify the source of Deep Zoom images.
(used by)	MultiScaleImage
[is default constructible]	false
[text syntax]	x:Uri, from [MS-XAML]

5.207 MultiScaleTileSourceGroup (5)

x:Object > DependencyObject > MultiScaleTileSource > MultiScaleTileSourceGroup

(usage)	<MultiScaleTileSourceGroup>x:Object</MultiScaleTileSourceGroup>
(description)	Represents a collection of MultiScaleTileSource object.
[content property]	Children
(properties)	
Children	IList
(description)	A list of MultiScaleTileSource objects in this MultiScaleTileSourceGroup.

5.208 NotificationWindow (4)

x:Object > DependencyObject > NotificationWindow

(usage)	<NotificationWindow />
(description)	Represents a notification area that is displayed in the system area. Notifications can only be enabled for an out-of-browser application; browser-hosted applications cannot access this notification area.
(properties)	
Content	FrameworkElement
(description)	The root of visual elements that define the visual look of the notification.
Height	x:Double
(description)	The height, in pixels, of this notification window. See Remarks.
Width	x:Double
(description)	The width, in pixels, of this notification window. See Remarks.
(events)	
Closed	Occurs when Close is called, or when the notification window times out and has finished its fadeout animation.

5.209 ObjectAnimationUsingKeyFrames

x:Object > DependencyObject > Timeline > ObjectAnimationUsingKeyFrames

(usage)	<ObjectAnimationUsingKeyFrames>**ObjectKeyFrame***</ObjectAnimationUsingKeyFrames>
(description)	Animates the value of an Object property along a set of KeyFrames over a specified Duration.
[content property]	KeyFrames
(properties)	

(usage)	<ObjectAnimationUsingKeyFrames>**ObjectKeyFrame***</ObjectAnimationUsingKeyFrames>
KeyFrames	ObjectKeyFrameCollection
(description)	The collection of ObjectKeyFrame objects that define the animation.
[read only]	true

5.210 ObjectKeyFrame

x:Object > DependencyObject > ObjectKeyFrame

DiscreteObjectKeyFrame	
(usage)	None.
(description)	Defines an animation segment with its own target value and interpolation technique for an ObjectAnimationUsingKeyFrames.
(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.

5.211 ObjectKeyFrameCollection

x:Object > DependencyObject > PresentationFrameworkCollection(ObjectKeyFrame) > ObjectKeyFrameCollection

(usage)	<ObjectKeyFrameCollection>**ObjectKeyFrame***</ObjectKeyFrameCollection>
(description)	Represents a collection of ObjectKeyFrame objects that can be individually accessed by index.
(used by)	ObjectAnimationUsingKeyFrames
[is list]	true
[allowed types]	ObjectKeyFrame

5.212 OpenFileDialog

x:Object > OpenFileDialog

(usage)	<OpenFileDialog />
(description)	Provides a dialog box that enables the user to select one or more files.
(properties)	
Filter	x:String
(description)	A filter string that specifies the file types and descriptions to display in the OpenFileDialog.
FilterIndex	x:Int32
(description)	The index of the selected item in the OpenFileDialog filter drop-down list.
InitialDirectory (5)	x:String
(description)	The directory displayed when the dialog starts.
Multiselect	x:Boolean
(description)	A value that indicates whether the OpenFileDialog allows users to select multiple files.

5.213 Orientation

x:Object > Orientation

(usage)	**Vertical** | **Horizontal**
(description)	Defines the different orientations that a control or layout can have.
(used by)	ScrollBar Slider StackPanel VirtualizingStackPanel
[is nullable]	false
[text syntax]	OrientationSyntax

5.214 OutOfBrowserSettings

x:Object > DependencyObject > OutOfBrowserSettings

(usage)	<OutOfBrowserSettings />
(description)	Represents information about an application that is configured for out-of-browser support.
(properties)	
Icons	IconCollection
(description)	A collection of Icon instances associated with the application.
[read only]	true

5.215 Panel

x:Object > DependencyObject > UIElement > FrameworkElement > Panel

Canvas Grid StackPanel VirtualizingPanel	
(usage)	None.
(description)	Provides a base typefor all Panel elements. Use Panel elements to position and arrange child objects.
[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 panel.
Children	UIElementCollection
(description)	The collection of child elements of the panel.
[read only]	true

5.216 Paragraph (4)

x:Object > DependencyObject > TextElement > Block > Paragraph

(usage)	<Paragraph>[**Inline**|**x:String**|**UIElement**]*</Paragraph>
(description)	Provides a block-level content element that is used to group content into a paragraph.
[content property]	Inlines
(properties)	
Inlines	InlineCollection
(description)	An InlineCollection containing the top-level Inline elements that include the contents of the Paragraph.
[read only]	true

5.217 PasswordBox

x:Object > DependencyObject > UIElement > FrameworkElement > Control > PasswordBox

(usage)	<PasswordBox />
(description)	Represents a control for entering passwords.
[name property]	Name
[xml lang property]	Language
(properties)	
CaretBrush	Brush
(description)	The brush that is used to render the vertical bar that indicates the insertion point.
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.
SelectionBackground	Brush
(description)	The brush used to render the background for the selected text.
SelectionForeground	Brush
(description)	The brush used for the selected text in the PasswordBox.
(events)	
PasswordChanged	Occurs when the value of the Password property changes.

5.218 Path

x:Object > DependencyObject > UIElement > FrameworkElement > Shape > Path

(usage)	<Path />
(description)	Draws a series of connected lines and curves. The line and curve dimensions are declared through the Data property, and can be specified either with a Path-specific mini-language, or with an object model.
[name property]	Name
[xml lang property]	Language
(properties)	
Data	Geometry

(usage)	<Path />
(description)	A Geometry that specifies the shape to be drawn.

5.219 PathFigure

x:Object > DependencyObject > PathFigure

(usage)	<PathFigure>**PathSegment***</PathFigure>
(description)	Represents a subsection of a geometry, a single connected series of two-dimensional geometric segments.
(used by)	PathFigureCollection
[content property]	Segments
(properties)	
IsClosed	x:Boolean
(description)	A value that indicates whether this figure's first and last segments are connected.
IsFilled	x:Boolean
(description)	A value that indicates whether the contained area of this PathFigure is to be used for hit-testing, rendering, and clipping.
Segments	PathSegmentCollection
(description)	The collection of segments that define the shape of this PathFigure object.
StartPoint	Point
(description)	The Point where the PathFigure begins.

5.220 PathFigureCollection

x:Object > DependencyObject > PresentationFrameworkCollection(PathFigure) > PathFigureCollection

(usage)	<PathFigureCollection>**PathFigure***</PathFigureCollection>
(description)	Represents a collection of PathFigure objects that collectively make up the geometry of a PathGeometry.
(used by)	PathGeometry
[is list]	true
[allowed types]	PathFigure

5.221 PathGeometry

x:Object > DependencyObject > Geometry > PathGeometry

(usage)	<PathGeometry>**PathFigure***</PathGeometry>
(description)	Represents a complex shape that may be composed of arcs, curves, ellipses, lines, and rectangles.
[content property]	Figures
(properties)	
Figures	PathFigureCollection
(description)	The collection of PathFigure objects that describe the contents of a path.
FillRule	FillRule
(description)	A value that determines how the intersecting areas contained in the PathGeometry are combined.

5.222 PathSegment

x:Object > DependencyObject > PathSegment

ArcSegment BezierSegment LineSegment PolyBezierSegment PolyLineSegment PolyQuadraticBezierSegment QuadraticBezierSegment	
(usage)	None.
(description)	Represents a segment of a PathFigure object.
(used by)	PathSegmentCollection
[is default constructible]	false

5.223 PathSegmentCollection

x:Object > DependencyObject > PresentationFrameworkCollection(PathSegment) > PathSegmentCollection

(usage)	<PathSegmentCollection>**PathSegment***</PathSegmentCollection>
(description)	Represents a collection of PathSegment objects that can be individually accessed by index.
(used by)	PathFigure
[is list]	true
[allowed types]	PathSegment

5.224 PenLineCap

x:Object > PenLineCap

(usage)	**Flat** | **Square** | **Round** | **Triangle**
(description)	Describes the shape at the end of a line or segment.
(used by)	Shape
[is nullable]	false
[text syntax]	PenLineCapSyntax

5.225 PenLineJoin

x:Object > PenLineJoin

(usage)	**Miter** | **Bevel** | **Round**
(description)	Describes the shape that joins two lines or segments.
(used by)	Shape
[is nullable]	false
[text syntax]	PenLineJoinSyntax

5.226 PixelFormatType (4)

x:Object > PixelFormatType

(usage)	**Unknown** | **Format32bppArgb**
(description)	Describes format information that reports the graphics format of individual pixels of the video format.
[is nullable]	false
[text syntax]	PixelFormatTypeSyntax

5.227 PixelShader

x:Object > DependencyObject > PixelShader

(usage)	<PixelShader> string </PixelShader>
(description)	Provides a managed wrapper around a High Level Shading Language (HLSL) pixel shader.
[text syntax]	PixelShaderSyntax
(properties)	
UriSource	x:Uri
(description)	A URI reference to HLSL bytecode in the assembly.

5.228 PlacementMode

x:Object > PlacementMode

(usage)	**Bottom** | **Right** | **Mouse** | **Left** | **Top**
(description)	Specifies the preferred location for positioning a ToolTip relative to a visual element.
(used by)	ToolTip ToolTipService
[is nullable]	false
[text syntax]	PlacementModeSyntax

5.229 PlaneProjection

x:Object > DependencyObject > Projection > PlaneProjection

(usage)	<PlaneProjection />
(description)	Represents a perspective transform (a 3-D-like effect) on an object.
(properties)	
CenterOfRotationX	x:Double
(description)	The x-coordinate of the center of rotation of the object you rotate.
CenterOfRotationY	x:Double
(description)	The y-coordinate of the center of rotation of the object you rotate.
CenterOfRotationZ	x:Double
(description)	The z-coordinate of the center of rotation of the object you rotate.
GlobalOffsetX	x:Double
(description)	The distance the object is translated along the x-axis of the screen.
GlobalOffsetY	x:Double
(description)	The distance the object is translated along the y-axis of the screen.
GlobalOffsetZ	x:Double
(description)	The distance the object is translated along the z-axis of the screen.
LocalOffsetX	x:Double
(description)	The distance the object is translated along the x-axis of the plane of the object.
LocalOffsetY	x:Double
(description)	The distance the object is translated along the y-axis of the plane of the object.

(usage)	<PlaneProjection />
LocalOffsetZ	x:Double
(description)	The distance the object is translated along the z-axis of the plane of the object.
RotationX	x:Double
(description)	The number of degrees to rotate the object around the x-axis of rotation.
RotationY	x:Double
(description)	The number of degrees to rotate the object around the y-axis of rotation.
RotationZ	x:Double
(description)	The number of degrees to rotate the object around the z-axis of rotation.

5.230 Point

x:Object > Point

(usage)	<Point> string </Point>
(description)	Represents an x- and y-coordinate pair in two-dimensional space. Can also represent a logical point for certain property usages.
(used by)	ArcSegment BezierSegment EllipseGeometry KeySpline LinearGradientBrush LineGeometry LineSegment MultiScaleImage MultiScaleSubImage PathFigure PointCollection PointKeyFrame QuadraticBezierSegment RadialGradientBrush 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.

5.231 PointAnimation

x:Object > DependencyObject > Timeline > PointAnimation

(usage)	<PointAnimation />
(description)	Animates the value of a Point property between two target values using linear interpolation over a specified Duration.
(properties)	
By	x:Nullable(Point)
(description)	The total amount by which the animation changes its starting value.
EasingFunction	IEasingFunction
(description)	The easing function you are applying to the animation.
From	x:Nullable(Point)
(description)	The animation's starting value.
To	x:Nullable(Point)
(description)	The animation's ending value.

5.232 PointAnimationUsingKeyFrames

x:Object > DependencyObject > Timeline > PointAnimationUsingKeyFrames

(usage)	<PointAnimationUsingKeyFrames>**PointKeyFrame***</PointAnimationUsingKeyFrames>
(description)	Animates the value of a Point property along a set of KeyFrames.
[content property]	KeyFrames
(properties)	
KeyFrames	PointKeyFrameCollection
(description)	The collection of PointKeyFrame objects that define the animation.
[read only]	true

5.233 PointCollection

x:Object > DependencyObject > PresentationFrameworkCollection(Point) > PointCollection

(usage)	<PointCollection> string </PointCollection>
(description)	Represents a collection of Point values that can be individually accessed by index.
(used by)	PolyBezierSegment Polygon Polyline PolyLineSegment PolyQuadraticBezierSegment
[text syntax]	PointCollectionSyntax
[is list]	true

(usage)	<PointCollection> string </PointCollection>
[allowed types]	Point

5.234 PointKeyFrame

x:Object > DependencyObject > PointKeyFrame

DiscretePointKeyFrame EasingPointKeyFrame LinearPointKeyFrame SplinePointKeyFrame	
(usage)	None.
(description)	Defines an animation segment with its own target value and interpolation technique for a PointAnimationUsingKeyFrames.
(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.

5.235 PointKeyFrameCollection

x:Object > DependencyObject > PresentationFrameworkCollection(PointKeyFrame) > PointKeyFrameCollection

(usage)	<PointKeyFrameCollection>**PointKeyFrame***</PointKeyFrameCollection>
(description)	Represents a collection of PointKeyFrame objects that can be individually accessed by index.
(used by)	PointAnimationUsingKeyFrames
[is list]	true
[allowed types]	PointKeyFrame

5.236 PolyBezierSegment

x:Object > DependencyObject > PathSegment > PolyBezierSegment

(usage)	<PolyBezierSegment>**Point***</PolyBezierSegment>
(description)	Represents one or more cubic Bezier curves.
[content property]	Points
(properties)	

(usage)	<PolyBezierSegment>**Point***</PolyBezierSegment>
Points	PointCollection
(description)	The PointCollection that defines this PolyBezierSegment object.

5.237 Polygon

x:Object > DependencyObject > UIElement > FrameworkElement > Shape > Polygon

(usage)	<Polygon />
(description)	Draws a polygon, which is a connected series of lines that form a closed shape.
[name property]	Name
[xml lang property]	Language
(properties)	
FillRule	FillRule
(description)	A value that specifies how the interior fill of the shape is determined.
Points	PointCollection
(description)	A collection that contains the vertex points of the polygon.

5.238 Polyline

x:Object > DependencyObject > UIElement > FrameworkElement > Shape > Polyline

(usage)	<Polyline />
(description)	Draws a series of connected straight lines.
[name property]	Name
[xml lang property]	Language
(properties)	
FillRule	FillRule
(description)	A value that specifies how the interior fill of the shape is determined.
Points	PointCollection
(description)	A collection that contains the vertex points of the Polyline.

5.239 PolyLineSegment

x:Object > DependencyObject > PathSegment > PolyLineSegment

(usage)	<PolyLineSegment>**Point***</PolyLineSegment>
(description)	Represents a set of line segments defined by a PointCollection with each Point specifying the end point of a line segment.
[content property]	Points
(properties)	
Points	PointCollection
(description)	The collection of Point values that defines this PolyLineSegment object.

5.240 PolyQuadraticBezierSegment

x:Object > DependencyObject > PathSegment > PolyQuadraticBezierSegment

(usage)	<PolyQuadraticBezierSegment>**Point***</PolyQuadraticBezierSegment>
(description)	Represents a set of quadratic Bezier segments.
[content property]	Points
(properties)	
Points	PointCollection
(description)	The PointCollection that defines this PolyQuadraticBezierSegment object.

5.241 Popup

x:Object > DependencyObject > UIElement > FrameworkElement > Popup

(usage)	<Popup>**UIElement**</Popup>
(description)	Displays content on top of existing content, within the bounds of the hosting content.
[content property]	Child
[name property]	Name
[xml lang property]	Language
(properties)	
Child	UIElement
(description)	The content to be hosted in the popup.
HorizontalOffset	x:Double
(description)	The distance between the left side of the hosting content and the left side of the popup.

(usage)	<Popup>**UIElement**</Popup>
IsOpen	x:Boolean
(description)	Whether the popup is currently displaying on the screen.
VerticalOffset	x:Double
(description)	The distance between the top of the hosting content and the top of the popup.
(events)	
Closed	Occurs when the IsOpen property is set to false.
Opened	Occurs when the IsOpen property is set to true.

5.242 PowerEase

x:Object > DependencyObject > EasingFunctionBase > PowerEase, IEasingFunction

(usage)	<PowerEase />
(description)	Represents an easing function that creates an animation that accelerates and/or decelerates using the formula f(t) = tp where p is equal to the Power property.
(properties)	
Power	x:Double
(description)	The exponential power of the animation interpolation. For example, a value of 7 creates an animation interpolation curve that follows the formula f(t) = t7.

5.243 PresentationFrameworkCollection(T)

x:Object > DependencyObject > PresentationFrameworkCollection(T)

(usage)	None.
(description)	Provides a common base type for many collections.
[is default constructible]	false
[is list]	true
[allowed types]	T

5.244 ProgressBar

x:Object > DependencyObject > UIElement > FrameworkElement > Control > RangeBase > ProgressBar

(usage)	<ProgressBar />
(description)	Represents a control that indicates the progress of an operation.
[name property]	Name
[xml lang property]	Language
(properties)	
IsIndeterminate	x:Boolean
(description)	A value that indicates whether the progress bar reports generic progress with a repeating pattern or reports progress based on the Value property.

5.245 Projection

x:Object > DependencyObject > Projection

Matrix3DProjection PlaneProjection	
(usage)	None.
(description)	Provides a base type for projections, which describe how to transform an object in 3-D space using perspective transforms.
(used by)	UIElement
[is default constructible]	false

5.246 PropertyGroupDescription (4)

x:Object > GroupDescription > PropertyGroupDescription

(usage)	<PropertyGroupDescription />
(description)	Describes the grouping of items by using a property name as the criteria.
(properties)	
PropertyName	x:String
(description)	The name of the property that is used to determine which group(s) an item belongs to.
StringComparison	StringComparison
(description)	A StringComparison value that specifies the comparison between the value of an item (as determined by PropertyName and Converter) and the name of a group.

5.247 PropertyPath

x:Object > 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.
(used by)	Binding Storyboard
[is default constructible]	false
[text syntax]	PropertyPathSyntax
(properties)	
Path	x:String
(description)	The path value held by this PropertyPath.

5.248 QuadraticBezierSegment

x:Object > DependencyObject > PathSegment > QuadraticBezierSegment

(usage)	<QuadraticBezierSegment />
(description)	Creates a quadratic Bezier curve between two points in a PathFigure.
(properties)	
Point1	Point
(description)	The control point of the curve.
Point2	Point
(description)	The end Point of this QuadraticBezierSegment.

5.249 QuadraticEase

x:Object > DependencyObject > EasingFunctionBase > QuadraticEase, IEasingFunction

(usage)	<QuadraticEase />
(description)	Represents an easing function that creates an animation that accelerates and/or decelerates using the formula f(t) = t2

5.250 QuarticEase

x:Object > DependencyObject > EasingFunctionBase > QuarticEase, IEasingFunction

(usage)	<QuarticEase />
(description)	Represents an easing function that creates an animation that accelerates and/or decelerates using the formula f(t) = t4.

5.251 QuinticEase

x:Object > DependencyObject > EasingFunctionBase > QuinticEase, IEasingFunction

(usage)	<QuinticEase />
(description)	Represents an easing function that creates an animation that accelerates and/or decelerates using the formula f(t) = t5.

5.252 RadialGradientBrush

x:Object > DependencyObject > Brush > GradientBrush > RadialGradientBrush

(usage)	<RadialGradientBrush>**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.
[content property]	GradientStops
(properties)	
Center	Point
(description)	The center of the outer circle of the radial gradient.
GradientOrigin	Point
(description)	The location of the focal point that defines the beginning of the gradient.
RadiusX	x:Double
(description)	The horizontal radius of the outer circle of the radial gradient.
RadiusY	x:Double
(description)	The vertical radius of the outer circle of a radial gradient.

5.253 RadioButton

x:Object > DependencyObject > UIElement > FrameworkElement > Control > ContentControl > ButtonBase > ToggleButton > RadioButton

(usage)	<RadioButton>**x:Object**</RadioButton>
(description)	Represents a button that allows a user to select a single option from a group of options.
[content property]	Content
[name property]	Name
[xml lang property]	Language
(properties)	

(usage)	<RadioButton>**x:Object**</RadioButton>
GroupName	x:String
(description)	The name that specifies which RadioButton controls are mutually exclusive.

5.254 RangeBase

x:Object > DependencyObject > UIElement > FrameworkElement > Control > RangeBase

ProgressBar ScrollBar Slider	
(usage)	None.
(description)	Represents an element that has a value within a specific range, such as the ProgressBar, ScrollBar, and Slider controls.
[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 setting of the range control, which may be coerced.
(events)	
ValueChanged	Occurs when the range value changes.

5.255 Rect

x:Object > Rect

(usage)	<Rect> string </Rect>
(description)	Describes the width, height, and point origin of a rectangle.
(used by)	RectangleGeometry
[is nullable]	false
[text syntax]	RectSyntax
(properties)	
Height	x:Double
(description)	The 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.

5.256 Rectangle

x:Object > DependencyObject > UIElement > FrameworkElement > Shape > Rectangle

(usage)	<Rectangle />
(description)	Draws a rectangle shape, which can have a stroke and a fill.
[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.
RadiusY	x:Double
(description)	The y-axis radius of the ellipse that is used to round the corners of the rectangle.

5.257 RectangleGeometry

x:Object > DependencyObject > Geometry > RectangleGeometry

(usage)	<RectangleGeometry />
(description)	Describes a two-dimensional rectangular geometry.
(properties)	
RadiusX	x:Double
(description)	The x-radius of the ellipse that is used to round the corners of the rectangle.
RadiusY	x:Double
(description)	The y-radius of the ellipse that is used to round the corners of the rectangle.
Rect	Rect
(description)	The dimensions of the rectangle.

5.258 RelativeSource

x:Object > x:MarkupExtension > 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.
(used by)	Binding
[return value type]	RelativeSource
[constructors]	
(1 parameter)	
mode	RelativeSourceMode
(description)	The relative source mode to use for the related binding.
(properties)	
AncestorLevel (5)	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 (5)	x:XamlType
(description)	The type of ancestor to look for.
Mode	RelativeSourceMode

(usage)	{RelativeSource } | <RelativeSource />
(description)	A value that describes the location of the binding source relative to the position of the binding target.

5.259 RelativeSourceMode

x:Object > RelativeSourceMode

(usage)	**TemplatedParent** | **Self**
(description)	Defines constants that describe the location of the binding source relative to the position of the binding target.
(used by)	RelativeSource
[is nullable]	false
[text syntax]	RelativeSourceModeSyntax

5.260 RepeatBehavior

x:Object > RepeatBehavior

(usage)	<RepeatBehavior> string </RepeatBehavior>
(description)	Describes how a Timeline repeats its simple duration.
(used by)	Timeline
[is nullable]	false
[text syntax]	RepeatBehaviorSyntax
(static properties)	
Forever	RepeatBehavior
(description)	A RepeatBehavior that specifies an infinite number of repetitions.

5.261 RepeatButton

x:Object > DependencyObject > UIElement > FrameworkElement > Control > ContentControl > ButtonBase > 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.
[content property]	Content
[name property]	Name
[xml lang property]	Language

(usage)	<RepeatButton>**x:Object**</RepeatButton>
(properties)	
Delay	x:Int32
(description)	The time, in milliseconds, the RepeatButton waits when it is pressed before it starts repeating the click action.
Interval	x:Int32
(description)	The time, in milliseconds, between repetitions of the click action, as soon as repeating starts.

5.262 ResourceDictionary

x:Object > DependencyObject > ResourceDictionary

(usage)	<ResourceDictionary>**ResourceDictionary**</ResourceDictionary>
(description)	Provides a dictionary that contains resources used by components of a Silverlight-based application.
(used by)	Application FrameworkElement
[is dictionary]	true
[allowed types]	x:Object
[allowed key types]	x:Object
(properties)	
MergedDictionaries	PresentationFrameworkCollection(ResourceDictionary)
(description)	A collection of the ResourceDictionary dictionaries that constitute the various resource dictionaries in the merged dictionaries.
[read only]	true
Source	x:Uri
(description)	A URI that provides the source location of a merged resource dictionary.

5.263 RichTextBlock (5)

x:Object > DependencyObject > UIElement > FrameworkElement > RichTextBox

(usage)	<RichTextBox>Block*</RichTextBox>
(description)	Represents a control that displays read only rich text.
[content property]	Blocks
[name property]	Name

(usage)	<RichTextBox>Block*</RichTextBox>
[xml lang property]	Language
(properties)	
Block	BlockCollection
(description)	The contents of the RichTextBlock.
[read only]	true
CharacterSpacing	x:Int32
(description)	The distance between characters of text in the control measured in 1000ths of the font size.
FontFamily	FontFamily
(description)	The font used to display text in the control.
FontSize	x:Double
(description)	The size of the text in this control.
FontStretch	FontStretch
(description)	The degree to which a font is condensed or expanded on the screen.
FontStyleTextWrapping	FontStyle
(description)	The style in which the text is rendered.
FontWeight	FontWeight
(description)	The thickness of the specified font.
Foreground	Brush
(description)	A brush that describes the foreground color.
IsTextSelectionEnabled	x:Boolean
(description)	A value that indicates whether text selection is enabled in RichTextBlock.
LineHeight	x:Double
(description)	The height of each line of content.
LineStackingStrategy	LineStackingStrategy
(description)	A value that indicates how a line box is determined for each line of text in the RichTextBlock.
OverflowContentTarget	RichTextBlockOverflow
(description)	The RichTextBlockOverflow that will consume the overflow content of this RichTextBlock.

(usage)	<RichTextBox>Block*</RichTextBox>
Padding	Thickness
(description)	The padding inside a control.
TextAlignment	TextAlignment
(description)	How the text should be aligned in the RichTextBlock.
TextTrimming	TextTrimming
(description)	The text trimming behavior to employ when content overflows the content.
TextWrapping	TextWrapping
(description)	How text wrapping occurs if a line of text extends beyond the available width of the RichTextBlock.
(events)	
SelectionChanged	Occurs when the text selection has changed.

5.264 RichTextBlockOverflow (5)

x:Object > DependencyObject > UIElement > FrameworkElement > RichTextBlockOverflow

(usage)	<RichTextBlockOverflow />
(description)	Displays the content that does not fit in a RichTextBlock or another RichTextBlockOverflow instance.
(used by)	RichTextBlock
[name property]	Name
[xml lang property]	Language
(properties)	RowDefinition
OverflowContentTarget	RichTextBlockOverflow
(description)	The RichTextBlockOverflow that will consume the overflow content of this RichTextBlockOverflow.
Padding	Thickness
(description)	The padding inside a control.

5.265 RichTextBox (4)

x:Object > DependencyObject > UIElement > FrameworkElement > Control > RichTextBox

(usage)	<RichTextBox>**Block***</RichTextBox>
(description)	Represents a rich text editing control that supports formatted text, hyperlinks, inline images, and other rich content.
[content property]	Blocks
[name property]	Name
[xml lang property]	Language
(properties)	
AcceptsReturn	x:Boolean
(description)	A value that determines whether the RichTextBox allows and displays the newline or return characters when the ENTER or RETURN keys are pressed.
Blocks	BlockCollection
(description)	The contents of the RichTextBox.
[read only]	true
CaretBrush	Brush
(description)	The brush that is used to render the vertical bar that indicates the insertion point.
HorizontalScrollBarVisibility	ScrollBarVisibility
(description)	The visibility of the horizontal scroll bar.
IsReadOnly	x:Boolean
(description)	A value that determines whether the user can change the text in the RichTextBox.
LineHeight (5)	x:Double
(description)	The height of each line of content.
LineStackingStrategy (5)	LineStackingStrategy
(description)	A value that indicates how a line box is determined for each line of text in the RichTextBox.
TextAlignment	TextAlignment
(description)	How the text should be aligned in the RichTextBox.
TextWrapping	TextWrapping
(description)	How text wrapping occurs if a line of text extends beyond the available width of the RichTextBox.
VerticalScrollBarVisibility	ScrollBarVisibility
(description)	The visibility of the vertical scroll bar.

(usage)	<RichTextBox>**Block***</RichTextBox>
Xaml	x:String
(description)	A XAML representation of the content in the RichTextBox.
(events)	
ContentChanged	Occurs when the content changes in a RichTextBox.
SelectionChanged	Occurs when the text selection has changed.

5.266 RotateTransform

x:Object > DependencyObject > GeneralTransform > Transform > RotateTransform

(usage)	<RotateTransform />
(description)	Rotates an object clockwise about a specified point in a two-dimensional x-y coordinate system.
(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.

5.267 RowDefinition

x:Object > DependencyObject > RowDefinition

(usage)	<RowDefinition />
(description)	Defines row-specific properties that apply to Grid elements.
(used by)	RowDefinitionCollection
(properties)	
Height	GridLength
(description)	A value that represents the height of a RowDefinition.
MaxHeight	x:Double
(description)	A value that represents the maximum height of a RowDefinition.
MinHeight	x:Double

(usage)	<RowDefinition />
(description)	A value that represents the minimum allowed height of a RowDefinition.

5.268 RowDefinitionCollection

x:Object > DependencyObject > PresentationFrameworkCollection(RowDefinition) > RowDefinitionCollection

(usage)	None.
(description)	Provides access to an ordered, strongly typed collection of RowDefinition objects.
(used by)	Grid
[is default constructible]	false
[is list]	true
[allowed types]	RowDefinition

5.269 RowOrColumnMajor

x:Object > RowOrColumnMajor

(usage)	**RowMajor** | **ColumnMajor** | **Indeterminate**
(description)	Specifies whether data in a table should be read primarily by row or by column.
[is nullable]	false
[text syntax]	RowOrColumnMajorSyntax

5.270 Run

x:Object > DependencyObject > TextElement > Inline > Run

(usage)	<Run>**x:String**</Run>
(description)	Represents a discrete section of formatted or unformatted text.
[content property]	Text
[xml lang property]	Language
(properties)	
FlowDirection (4)	FlowDirection
(description)	The direction that text and other user interface elements flow within the Run element that controls their layout.
Text	x:String

(usage)	<Run>**x:String**</Run>
(description)	The text contents of the Run.

5.271 SamplingMode

x:Object > SamplingMode

(usage)	**Auto** | **NearestNeighbor** | **Bilinear**
(description)	Specifies how properties with Brush values are sampled in a custom shader effect.
[is nullable]	false
[text syntax]	SamplingModeSyntax

5.272 SaveFileDialog

x:Object > SaveFileDialog

(usage)	<SaveFileDialog />
(description)	Provides a dialog box that enables the user to specify options for saving a file.
(properties)	
DefaultExt	x:String
(description)	The default file name extension applied to files that are saved with the SaveFileDialog.
DefaultFileName (5)	x:String
(description)	The file name used if a file name is not specified by the user.
Filter	x:String
(description)	A filter string that specifies the files types and descriptions to display in the SaveFileDialog.
FilterIndex	x:Int32
(description)	The index of the selected item in the Save as type drop-down list.

5.273 ScaleTransform

x:Object > DependencyObject > GeneralTransform > Transform > ScaleTransform

(usage)	<ScaleTransform />
(description)	Scales an object in the two-dimensional x-y coordinate system.
(properties)	

(usage)	<ScaleTransform />
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.

5.274 ScrollAmount

x:Object > ScrollAmount

(usage)	**LargeDecrement** | **SmallDecrement** | **NoAmount** | **LargeIncrement** | **SmallIncrement**
(description)	Contains values that are used by the IScrollProvider pattern to indicate the direction and distance to scroll.
[is nullable]	false
[text syntax]	ScrollAmountSyntax

5.275 ScrollBar

x:Object > DependencyObject > UIElement > FrameworkElement > Control > RangeBase > ScrollBar

(usage)	<ScrollBar />
(description)	Represents a control that provides a scroll bar that has a sliding Thumb whose position corresponds to a value.
[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)	

(usage)	<ScrollBar />
Scroll	Occurs one or more times as content scrolls in a ScrollBar when the user moves the Thumb by using the mouse.

5.276 ScrollBarVisibility

x:Object > ScrollBarVisibility

(usage)	**Disabled** | **Auto** | **Hidden** | **Visible**
(description)	Specifies the visibility of a scrollbar within a ScrollViewer control.
(used by)	RichTextBox ScrollViewer TextBox
[is nullable]	false
[text syntax]	ScrollBarVisibilitySyntax

5.277 ScrollContentPresenter

x:Object > DependencyObject > UIElement > FrameworkElement > ContentPresenter > ScrollContentPresenter

(usage)	<ScrollContentPresenter>**x:Object**</ScrollContentPresenter>
(description)	Displays the content of a ScrollViewer control.
[content property]	Content
[name property]	Name
[xml lang property]	Language
(properties)	
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)	The ScrollViewer element that controls scrolling behavior.

5.278 ScrollEventType

x:Object > ScrollEventType

(usage)	**EndScroll** | **First** | **LargeDecrement** | **LargeIncrement** | **Last** | **SmallDecrement** | **SmallIncrement** | **ThumbPosition** | **ThumbTrack**
(description)	Specifies the type of Scroll event that occurred.
[is nullable]	false
[text syntax]	ScrollEventTypeSyntax

5.279 ScrollViewer

x:Object > DependencyObject > UIElement > FrameworkElement > Control > ContentControl > ScrollViewer

(usage)	<ScrollViewer>**x:Object**</ScrollViewer>
(description)	Represents a scrollable area that can contain other visible elements.
(used by)	IScrollInfo ScrollContentPresenter VirtualizingStackPanel
[content property]	Content
[name property]	Name
[xml lang property]	Language
(properties)	
ComputedHorizontalScrollBarVisibility	Visibility
(description)	A value that indicates whether the horizontal ScrollBar is visible.
ComputedVerticalScrollBarVisibility	Visibility
(description)	A value that indicates whether the vertical ScrollBar is visible.
ExtentHeight	x:Double
(description)	The vertical size of all the content for display in the ScrollViewer.
ExtentWidth	x:Double
(description)	The horizontal size of all the content for display in the ScrollViewer.
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.

(usage)	<ScrollViewer>**x:Object**</ScrollViewer>
ManipulationMode (5)	ManipulationMode
(description)	How manipulations are handled for ScrollViewer behavior.
ScrollableHeight	x:Double
(description)	A value that represents the vertical size of the area that can be scrolled; the difference between the height of the extent and the height of the viewport.
ScrollableWidth	x:Double
(description)	A value that represents the horizontal size of the area that can be scrolled; the difference between the width of the extent and the width of the viewport..
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.
ViewportHeight	x:Double
(description)	A value that contains the vertical size of the viewable content.
ViewportWidth	x:Double
(description)	A value that contains the horizontal size of the viewable content.
(attachable properties)	
ScrollViewer.HorizontalScrollBarVisibility	ScrollBarVisibility
(description)	A value that indicates whether a horizontal ScrollBar should be displayed.
[target type]	DependencyObject
ScrollViewer.ManipulationMode (5)	ManipulationMode
(description)	How manipulations are handled for ScrollViewer behavior
[target type]	DependencyObject
ScrollViewer.VerticalScrollBarVisibility	ScrollBarVisibility
(description)	A value that indicates whether a vertical ScrollBar should be displayed.
[target type]	DependencyObject

5.280 SecuritySettings (4)

x:Object > DependencyObject > SecuritySettings

(usage)	<SecuritySettings />
(description)	Represents the security configuration of an out-of-browser application.

5.281 SelectionMode

x:Object > SelectionMode

(usage)	**Single** | **Multiple** | **Extended**
(description)	Defines the selection behavior for a ListBox.
(used by)	ListBox
[is nullable]	false
[text syntax]	SelectionModeSyntax

5.282 Selector

x:Object > DependencyObject > UIElement > FrameworkElement > Control > ItemsControl > Selector

ComboBox ListBox	
(usage)	None.
(description)	Represents a control that allows a user to select an item from a collection of items.
[is default constructible]	false
[content property]	Items
[name property]	Name
[xml lang property]	Language
(properties)	
IsSynchronizedWithCurrentItem (4)	x:Nullable(x:Boolean)
(description)	A value that indicates whether the Selector should keep the SelectedItem synchronized with the current item in the Items property.
SelectedIndex	x:Int32
(description)	The index of the selected item.
SelectedItem	x:Object

ComboBox ListBox	
(description)	The selected item.
SelectedValue (4)	x:Object
(description)	The value of the selected item, obtained by using the SelectedValuePath.
SelectedValuePath (4)	x:String
(description)	The property path that is used to get the SelectedValue property of the SelectedItem property.
(events)	
SelectionChanged	Occurs when the currently selected item changes.

5.283 Setter

x:Object > DependencyObject > SetterBase > Setter

(usage)	<Setter />
(description)	Applies a value to a property in a Style.
(properties)	
Property	DependencyProperty
(description)	The property to apply the Value to.
Value	x:Object
(description)	The value to apply to the property that is specified by the Setter.

5.284 SetterBase

x:Object > DependencyObject > SetterBase

Setter	
(usage)	None.
(description)	Represents the base type for value setters.
(used by)	SetterBaseCollection
[is default constructible]	false

5.285 SetterBaseCollection

x:Object > DependencyObject > PresentationFrameworkCollection(SetterBase) > SetterBaseCollection

(usage)	<SetterBaseCollection>**SetterBase***</SetterBaseCollection>
(description)	Represents a collection of objects that inherit from SetterBase.
(used by)	Style
[is list]	true
[allowed types]	SetterBase

5.286 Shape

x:Object > DependencyObject > UIElement > FrameworkElement > Shape

Ellipse Line Path Polygon Polyline Rectangle	
(usage)	None.
(description)	Provides a base type for shape elements, such as Ellipse, Polygon, and Rectangle.
[is default constructible]	false
[name property]	Name
[xml lang property]	Language
(properties)	
Fill	Brush
(description)	The Brush that specifies how to paint the interior of the shape.
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

Ellipse Line Path Polygon Polyline Rectangle	
(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 stroke outline.

5.287 SineEase

x:Object > DependencyObject > EasingFunctionBase > SineEase, IEasingFunction

(usage)	<SineEase />
(description)	Represents an easing function that creates an animation that accelerates and/or decelerates using a sine formula (see remarks below).

5.288 Size

x:Object > Size

(usage)	<Size> string </Size>
(description)	Describes the width and height of an object.
(used by)	ArcSegment
[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.

(usage)	<Size> string </Size>
(static properties)	
Empty	Size
(description)	A value that represents a static empty Size.

5.289 SkewTransform

x:Object > DependencyObject > GeneralTransform > Transform > SkewTransform

(usage)	<SkewTransform />
(description)	Represents a two-dimensional skew.
(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.

5.290 Slider

x:Object > DependencyObject > UIElement > FrameworkElement > Control > RangeBase > 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.
[name property]	Name
[xml lang property]	Language
(properties)	
IsDirectionReversed	x:Boolean
(description)	A value that indicates the direction of increasing value.
IsFocused	x:Boolean

(usage)	<Slider />
(description)	A value indicating whether the slider control has focus.
Orientation	Orientation
(description)	The orientation of a Slider.

5.291 SolidColorBrush

x:Object > DependencyObject > Brush > SolidColorBrush

(usage)	<SolidColorBrush> string |**Color**</SolidColorBrush>
(description)	Paints an area with a solid color.
[content property]	Color
(properties)	
Color	Color
(description)	The color of this SolidColorBrush.

5.292 Span (4)

x:Object > DependencyObject > TextElement > Inline > Span

Bold Hyperlink Italic Underline	
(usage)	<Span>[Inline|x:String|UIElement]*</Span>
(description)	Groups other Inline content elements.
[content property]	Inlines
[xml lang property]	Language
(properties)	
Inlines	InlineCollection
(description)	An InlineCollection containing the top-level inline elements that include the contents of Span.
[read only]	true

5.293 SplineColorKeyFrame

x:Object > DependencyObject > ColorKeyFrame > SplineColorKeyFrame

(usage)	<SplineColorKeyFrame />
(description)	Animates from the Color value of the previous key frame to its own Value using splined interpolation.

(usage)	<SplineColorKeyFrame />
(properties)	
KeySpline	KeySpline
(description)	The two control points that define animation progress for this key frame.

5.294 SplineDoubleKeyFrame

x:Object > DependencyObject > DoubleKeyFrame > SplineDoubleKeyFrame

(usage)	<SplineDoubleKeyFrame />
(description)	Animates from the Double value of the previous key frame to its own Value using splined interpolation.
(properties)	
KeySpline	KeySpline
(description)	The two control points that define animation progress for this key frame.

5.295 SplinePointKeyFrame

x:Object > DependencyObject > PointKeyFrame > SplinePointKeyFrame

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

5.296 StackPanel

x:Object > DependencyObject > UIElement > FrameworkElement > Panel > StackPanel

(usage)	<StackPanel>**UIElement***</StackPanel>
(description)	Arranges child elements into a single line that can be oriented horizontally or vertically.
[content property]	Children
[name property]	Name
[xml lang property]	Language

(usage)	<StackPanel>**UIElement***</StackPanel>
(properties)	
Orientation	Orientation
(description)	The dimension by which child elements are stacked.

5.297 Storyboard

x:Object > DependencyObject > Timeline > Storyboard

(usage)	<Storyboard>**Timeline***</Storyboard>
(description)	Controls animations with a timeline, and provides object and property targeting information for its child animations.
(used by)	BeginStoryboard VisualState VisualTransition
[content property]	Children
(properties)	
Children	TimelineCollection
(description)	The collection of child Timeline objects.
[read only]	true
(attachable properties)	
Storyboard.Target (5)	DependencyObject
(description)	
[target type]	Timeline
Storyboard.TargetName	x:String
(description)	The name of the object to animate.
[target type]	Timeline
Storyboard.TargetProperty	PropertyPath
(description)	The name of the property that should be animated.
[target type]	Timeline

5.298 Stretch

x:Object > Stretch

(usage)	**None** | **Fill** | **Uniform** | **UniformToFill**
(description)	Describes how content is resized to fill its allocated space.

(usage)	**None** | **Fill** | **Uniform** | **UniformToFill**
(used by)	Image MediaElement Shape TileBrush Viewbox
[is nullable]	false
[text syntax]	StretchSyntax

5.299 StretchDirection (4)

x:Object > StretchDirection

(usage)	**UpOnly** | **DownOnly** | **Both**
(description)	Describes the direction that content is scaled.
(used by)	Viewbox
[is nullable]	false
[text syntax]	StretchDirectionSyntax

5.300 Stroke

x:Object > DependencyObject > Stroke

(usage)	<Stroke />
(description)	Represents a collection of points that correspond to a stylus-down, move, and stylus-up sequence.
(used by)	StrokeCollection
(properties)	
DrawingAttributes	DrawingAttributes
(description)	The properties of the stroke, such as Height, Width, Color, or OutlineColor.
StylusPoints	StylusPointCollection
(description)	The stylus points of the Stroke.

5.301 StrokeCollection

x:Object > DependencyObject > PresentationFrameworkCollection(Stroke) > StrokeCollection

(usage)	<StrokeCollection>**Stroke***</StrokeCollection>
(description)	Represents a collection of Stroke objects.
(used by)	InkPresenter
[is list]	true

(usage)	<StrokeCollection>**Stroke***</StrokeCollection>
[allowed types]	Stroke

5.302 Style

x:Object > DependencyObject > Style

(usage)	<Style>**SetterBase***</Style>
(description)	Contains property setters that can be shared between instances of a type.
(used by)	ComboBox FrameworkElement ListBox
[content property]	Setters
[dictionary key property]	TargetType
(properties)	
BasedOn	Style
(description)	A defined style that is the basis of the current style.
Setters	SetterBaseCollection
(description)	A collection of Setter objects.
[read only]	true
TargetType	x:XamlType
(description)	The type for which the style is intended.

5.303 StyleSimulations

x:Object > StyleSimulations

(usage)	**None** | **BoldSimulation** | **ItalicSimulation** | **BoldItalicSimulation**
(description)	Describes the simulation style of a font.
(used by)	Glyphs
[is nullable]	false
[text syntax]	StyleSimulationsSyntax

5.304 StylusPoint

x:Object > StylusPoint

(usage)	<StylusPoint />
(description)	Represents a single point collected while the user is entering ink strokes with the stylus or mouse.
(used by)	StylusPointCollection
[is nullable]	false
(properties)	
PressureFactor	x:Single
(description)	The pressure factor of the stylus on the screen.
X	x:Double
(description)	The value for the x-coordinate of the StylusPoint.
Y	x:Double
(description)	The value for the y-coordinate of the StylusPoint.

5.305 StylusPointCollection

x:Object > DependencyObject > PresentationFrameworkCollection(StylusPoint) > StylusPointCollection

(usage)	<StylusPointCollection>**StylusPoint***</StylusPointCollection>
(description)	Represents a collection of related StylusPoint objects.
(used by)	Stroke
[is list]	true
[allowed types]	StylusPoint

5.306 SupportedTextSelection (4)

x:Object > SupportedTextSelection

(usage)	**None** | **Single** | **Multiple**
(description)	Contains values that specify whether a text provider supports selection and, if so, whether it supports a single, continuous selection or multiple, disjoint selections.
[is nullable]	false
[text syntax]	SupportedTextSelectionSyntax

5.307 SweepDirection

x:Object > SweepDirection

(usage)	**Counterclockwise** | **Clockwise**
(description)	Specifies the direction an elliptical arc is drawn.
(used by)	ArcSegment
[is nullable]	false
[text syntax]	SweepDirectionSyntax

5.308 SystemColors

x:Object > SystemColors

(usage)	{x:Static SystemColors.StaticPropertyName}
(description)	Contains system colors, system brushes, and system resource keys that correspond to system display elements.
[is default constructible]	false
(static properties)	
ActiveBorderColor	Color
(description)	A Color structure that is the color of the active window's border.
ActiveCaptionColor	Color
(description)	A Color structure that is the background color of 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.
AppWorkspaceColor	Color
(description)	A Color structure that is the color of the application workspace.
ControlColor	Color
(description)	A Color structure that is the face color of a three-dimensional display element.
ControlDarkColor	Color
(description)	A Color structure that is the shadow color of a three-dimensional display element.
ControlDarkDarkColor	Color
(description)	A Color structure that is the dark shadow color of a three-dimensional display element.
ControlLightColor	Color

(usage)	{x:Static SystemColors.StaticPropertyName}
(description)	A Color structure that is the light color of a three-dimensional display element.
ControlLightLightColor	Color
(description)	A Color structure that is the highlight color of a three-dimensional display element.
ControlTextColor	Color
(description)	A Color structure that is the color of text in a three-dimensional display element.
DesktopColor	Color
(description)	A Color structure that is the color of the desktop.
GrayTextColor	Color
(description)	A Color structure that is the color of disabled text.
HighlightColor	Color
(description)	A Color structure that is the background color of selected items.
HighlightTextColor	Color
(description)	A Color structure that is the color of the text of selected items.
InactiveBorderColor	Color
(description)	A Color structure that is the color of an inactive window's border.
InactiveCaptionColor	Color
(description)	A Color structure that is the background color 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.
InfoColor	Color
(description)	A Color structure that is the background color for the ToolTip control.
InfoTextColor	Color
(description)	A Color structure that is the text color for the ToolTip control.
MenuColor	Color
(description)	A Color structure that is the color of a menu's background.
MenuTextColor	Color

(usage)	{x:Static SystemColors.StaticPropertyName}
(description)	A Color structure that is the color of a menu's text.
ScrollBarColor	Color
(description)	A Color structure that is the background color of a scroll bar.
WindowColor	Color
(description)	A Color structure that is the background color in the client area of a window.
WindowFrameColor	Color
(description)	A Color structure that is the color of a window frame.
WindowTextColor	Color
(description)	A Color structure that is the color of the text in the client area of a window.

5.309 SystemParameters

x:Object > SystemParameters

(usage)	{x:Static SystemParameters.StaticPropertyName}
(description)	Contains properties that you can use to query system settings.
[is default constructible]	false
(static properties)	
HighContrast	x:Boolean
(description)	A value that indicates whether the client computer is in high-contrast mode.
WheelScrollLines (4)	x:Int32
(description)	A value that indicates the number of lines to scroll vertically in response to mouse wheel events.

5.310 TabletDeviceType

x:Object > TabletDeviceType

(usage)	**Mouse** | **Stylus** | **Touch**
(description)	Defines values for the type of devices the tablet device uses.
[is nullable]	false
[text syntax]	TabletDeviceTypeSyntax

5.311 TextAlignment

x:Object > TextAlignment

(usage)	**Center** | **Left** | **Right** | **Justify**
(description)	Specifies whether text is centered, left-aligned, or right-aligned.
(used by)	Block RichTextBlock RichTextBox TextBlock TextBox
[is nullable]	false
[text syntax]	TextAlignmentSyntax

5.312 TextBlock

x:Object > DependencyObject > UIElement > FrameworkElement > TextBlock

(usage)	<TextBlock>[**Inline**|**x:String**|**UIElement**]*</TextBlock>
(description)	Provides a lightweight control for displaying small amounts of text..
[content property]	Inlines
[name property]	Name
[xml lang property]	Language
(properties)	
CharacterSpacing (5)	x:Int32
(description)	The distance between characters of text in the control measured in 1000ths of the font size.
FontFamily	FontFamily
(description)	The preferred top-level font family for the text content in this element.
FontSize	x:Double
(description)	The font size for the text content in this element.
FontStretch	FontStretch
(description)	The font stretch for the text content in this element.
FontStyle	FontStyle
(description)	The font style for the content in this element.
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.

(usage)	<TextBlock>[**Inline**|**x:String**|**UIElement**]*</TextBlock>
Inlines	InlineCollection
(description)	The collection of inline text elements within a TextBlock.
[read only]	true
LineHeight	x:Double
(description)	The height of each line of content.
LineStackingStrategy	LineStackingStrategy
(description)	A value that indicates how a line box is determined for each line of text in 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 value that specifies the text decorations that are applied to the content in a TextBlock element.
TextTrimming (4)	TextTrimming
(description)	The text trimming behavior to employ when content overflows the content area.
TextWrapping	TextWrapping
(description)	How the TextBlock wraps text.

5.313 TextBox

x:Object > DependencyObject > UIElement > FrameworkElement > Control > TextBox

(usage)	<TextBox />
(description)	Represents a control that can be used to display single-format, multi-line text.
[name property]	Name
[xml lang property]	Language
(properties)	

(usage)	<TextBox />
AcceptsReturn	x:Boolean
(description)	The value that determines whether the text box allows and displays the newline or return characters.
CaretBrush	Brush
(description)	The brush that is used to render the vertical bar that indicates the insertion point.
HorizontalScrollBarVisibility	ScrollBarVisibility
(description)	The visibility of the horizontal scroll bar.
InputScope (4)	InputScope
(description)	The context for input use by this TextBox.
IsReadOnly	x:Boolean
(description)	The value that determines if the user can change the text in the text box.
LineHeight (5)	x:Double
(description)	The height of each line of content.
LineStackingStrategy (5)	LineStackingStrategy
(description)	A value that indicates how a line box is determined for each line of text in the TextBox.
MaxLength	x:Int32
(description)	The value that determines the maximum number of characters allowed for user input.
SelectedText	x:String
(description)	The content of the current selection in the text box.
SelectionBackground	Brush
(description)	The brush that fills the background of the selected text.
SelectionForeground	Brush
(description)	The brush used for the selected text in the text box.
SelectionLength	x:Int32
(description)	The number of characters in the current selection in the text box.
SelectionStart	x:Int32
(description)	The starting position of the text selected in the text box.
Text	x:String

(usage)	<TextBox />
(description)	The text contents of the text box.
TextAlignment	TextAlignment
(description)	How the text should be aligned in the text box.
TextWrapping	TextWrapping
(description)	How line breaking occurs if a line of text extends beyond the available width of the text box.
VerticalScrollBarVisibility	ScrollBarVisibility
(description)	The visibility of the vertical scroll bar.
Watermark (4)	x:Object
(description)	This property is not implemented.
(events)	
SelectionChanged	Occurs when the text selection has changed.
TextChanged	Occurs when content changes in the text box.

5.314 TextDecorationCollection

x:Object > TextDecorationCollection

(usage)	<TextDecorationCollection> string </TextDecorationCollection>
(description)	Provides the value for the TextDecorations and TextDecorations properties.
(used by)	Hyperlink Inline TextBlock TextDecorations
[is default constructible]	false
[text syntax]	TextDecorationCollectionSyntax

5.315 TextDecorations

x:Object > TextDecorations

(usage)	{x:Static TextDecorations.StaticPropertyName}
(description)	Implements a set of predefined text decorations.
[is default constructible]	false
(static properties)	
Underline	TextDecorationCollection
(description)	Specifies an underlined text decoration.

5.316 TextElement (4)

x:Object > DependencyObject > TextElement

Block Inline	
(usage)	None.
(description)	An base type for the abstract Block and Inline classes.
[is default constructible]	false
(properties)	
CharacterSpacing (5)	x:Int32
(description)	The distance between characters of text in the control measured in 1000ths of the font size.
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.
FontStretch	FontStretch
(description)	The glyph width of the font in a family to select.
FontStyle	FontStyle
(description)	The font style for the content in this element.
FontWeight	FontWeight
(description)	The top-level font weight to select from the font family for the content in this element.
Foreground	Brush
(description)	The Brush to apply to the content in this element.

5.317 TextElementCollection(T) (4)

x:Object > DependencyObject > PresentationFrameworkCollection(TextElementCollection+T) > TextElementCollection(T)

(usage)	None.
(description)	Provides standard facilities for creating and managing a type-safe, ordered collection of TextElement objects.
[is default constructible]	false
[is list]	true
[allowed types]	T

5.318 TextFormattingMode (5)

x:Object > DependencyObject > PresentationFrameworkCollection(TextElementCollection+T) > TextElementCollection(T)

(usage)	**Ideal** | **Display**.
(description)	Defines the supported formatting modes for text.
(used by)	TextOptions
[is nullable]	false
[text syntax]	TextFormattingModeSyntax

5.319 TextHintingMode

x:Object > TextHintingMode

(usage)	**Fixed** | **Animated**
(description)	Specifies whether text rendering is optimized for readability or for dynamic presentation.
(used by)	TextOptions
[is nullable]	false
[text syntax]	TextHintingModeSyntax

5.320 TextOptions

x:Object > TextOptions

(usage)	None.
(description)	Provides options for controlling the rendering behavior of text, which can be set through an attached property usage on a wide range of Silverlight types.
[is default constructible]	false
(attachable properties)	
TextOptions.TextFormattingMode (5)	TextFormattingMode
(description)	The TextFormattingMode for the element.
[target type]	FrameworkElement
TextOptions.TextHintingMode	TextHintingMode
(description)	A value that indicates whether text rendering is optimized for readability or animation.
[target type]	FrameworkElement

(usage)	None.
TextOptions.TextRenderingMode (5)	TextRenderingMode
(description)	The TextRenderingMode for the element.
[target type]	FrameworkElement

5.321 TextRenderingMode (5)

x:Object > TextRenderingMode

(usage)	**Auto** | **Aliased** | **Grayscale** | **ClearType**
(description)	Defines the supported rendering modes for text.
(used by)	TextOptions
[is nullable]	false
[text syntax]	TextRenderingModeSyntax

5.322 TextSearch

x:Object > DependencyObject > TextSearch

(usage)	None.
(description)	Enables the user to search a list of items in an ItemsControl using keyboard input.
[is default constructible]	false
(attachable properties)	
TextSearch.TextPath	x:String
(description)	The name of the items' property that identifies each item in a control's collection.
[target type]	DependencyObject

5.323 TextTrimming (4)

x:Object > TextTrimming

(usage)	**None** | **WordEllipsis**
(description)	Describes how text is trimmed when it overflows the edge of its containing box.
(used by)	RichTextBlock TextBlock
[is nullable]	false

(usage)	**None** | **WordEllipsis**
[text syntax]	TextTrimmingSyntax

5.324 TextWrapping

x:Object > TextWrapping

(usage)	**NoWrap** | **Wrap**
(description)	Specifies whether text wraps when it reaches the edge of its container.
(used by)	RichTextBlock RichTextBox TextBlock TextBox
[is nullable]	false
[text syntax]	TextWrappingSyntax

5.325 Thickness

x:Object > 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.
(used by)	Border Control FrameworkElement RichTextBlock RichTextBlockOverflow TextBlock
[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.

5.326 Thumb

x:Object > DependencyObject > UIElement > FrameworkElement > Control > Thumb

(usage)	<Thumb />
(description)	Represents a control that can be dragged by the user.
[name property]	Name
[xml lang property]	Language
(properties)	
IsDragging	x:Boolean
(description)	Whether the Thumb control has focus and mouse capture.
IsFocused	x:Boolean
(description)	Whether the thumb has focus.
(events)	
DragCompleted	Occurs when the Thumb control loses mouse capture.
DragDelta	Occurs one or more times as the mouse pointer is moved when a Thumb control has logical focus and mouse capture.
DragStarted	Occurs when a Thumb control receives logical focus and mouse capture.

5.327 TileBrush

x:Object > DependencyObject > Brush > TileBrush

ImageBrush VideoBrush WebBrowserBrush	
(usage)	None.
(description)	Base type that describes a way to paint a region.
[is default constructible]	false
(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.

5.328 Timeline

x:Object > DependencyObject > Timeline

ColorAnimation ColorAnimationUsingKeyFrames DoubleAnimation DoubleAnimationUsingKeyFrames ObjectAnimationUsingKeyFrames PointAnimation PointAnimationUsingKeyFrames Storyboard	
(usage)	None.
(description)	Defines a segment of time.
(used by)	TimelineCollection
[is default constructible]	false
(properties)	
AutoReverse	x:Boolean
(description)	A value that indicates whether the timeline plays in reverse after it completes a forward iteration.
BeginTime	x:Nullable(x:TimeSpan)
(description)	The time at which this Timeline should begin.
Duration	Duration
(description)	The length of time for which this timeline plays, not counting repetitions.
FillBehavior	FillBehavior
(description)	A value that specifies how the animation behaves after it reaches the end of its active period.
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.
(events)	
Completed	Occurs when the Storyboard object has completed playing.

5.329 TimelineCollection

x:Object > DependencyObject > PresentationFrameworkCollection(Timeline) > TimelineCollection

(usage)	<TimelineCollection>**Timeline***</TimelineCollection>
(description)	Represents a collection of Timeline objects.
(used by)	Storyboard
[is list]	true
[allowed types]	Timeline

5.330 TimelineMarker

x:Object > DependencyObject > TimelineMarker

(usage)	<TimelineMarker />
(description)	Represents metadata associated with a specific point in a media file.
(used by)	TimelineMarkerCollection
(properties)	
Text	x:String
(description)	The text value of a TimelineMarker.
Time	x:TimeSpan
(description)	The time at which a TimelineMarker is reached.
Type	x:String
(description)	The marker type of a TimelineMarker.

5.331 TimelineMarkerCollection

x:Object > DependencyObject > PresentationFrameworkCollection(TimelineMarker) > TimelineMarkerCollection

(usage)	<TimelineMarkerCollection>**TimelineMarker***</TimelineMarkerCollection>
(description)	Represents a collection of TimelineMarker objects that can be individually accessed by index.
(used by)	MediaElement
[is list]	true
[allowed types]	TimelineMarker

5.332 ToggleButton

x:Object > DependencyObject > UIElement > FrameworkElement > Control > ContentControl > ButtonBase > ToggleButton

CheckBox RadioButton	
(usage)	<ToggleButton>x:Object</ToggleButton>
(description)	Base type for controls that can switch states, such as CheckBox and RadioButton.
[content property]	Content
[name property]	Name
[xml lang property]	Language

CheckBox **RadioButton**	
(properties)	
IsChecked	x:Nullable(x:Boolean)
(description)	Whether the ToggleButton is checked.
IsThreeState	x:Boolean
(description)	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 switched to the indeterminate state.
Unchecked	Occurs when a ToggleButton is unchecked.

5.333 ToggleState

x:Object > ToggleState

(usage)	**Off** | **On** | **Indeterminate**
(description)	Contains values that specify the ToggleState of a UI automation element
[is nullable]	false
[text syntax]	ToggleStateSyntax

5.334 ToolTip

x:Object > DependencyObject > UIElement > FrameworkElement > Control > ContentControl > ToolTip

(usage)	<ToolTip>**x:Object**</ToolTip>
(description)	Represents a control that creates a pop-up window that displays information for an element in the UI.
[content property]	Content
[name property]	Name
[xml lang property]	Language
(properties)	
HorizontalOffset	x:Double
(description)	The horizontal distance between the target origin and the pop-up alignment point.

(usage)	<ToolTip>**x:Object**</ToolTip>
IsOpen	x:Boolean
(description)	A value that indicates whether the ToolTip is visible.
Placement	PlacementMode
(description)	How the ToolTip should be positioned in relation to the PlacementTarget.
PlacementTarget	UIElement
(description)	The visual element or control that the tool tip should be positioned in relation to when opened by the ToolTipService.
VerticalOffset	x:Double
(description)	The vertical distance between the target origin and the pop-up alignment point.
(events)	
Closed	Occurs when a ToolTip is closed and is no longer visible.
Opened	Occurs when a ToolTip becomes visible.

5.335 ToolTipService

x:Object > ToolTipService

(usage)	None.
(description)	Represents a service that provides static methods to display a tooltip.
[is default constructible]	false
(attachable properties)	
ToolTipService.Placement	PlacementMode
(description)	The position of the tooltip in relation to its target visual element.
[target type]	DependencyObject
ToolTipService.PlacementTarget	UIElement
(description)	The visual element that the tooltip should be positioned in relation to.
[target type]	DependencyObject
ToolTipService.ToolTip	x:Object
(description)	A tooltip to be attached to a control.
[target type]	DependencyObject

5.336 TouchAction

x:Object > TouchAction

(usage)	**Down** | **Move** | **Up**
(description)	Describes the action of a specific touch point.
[is nullable]	false
[text syntax]	TouchActionSyntax

5.337 TouchDevice

x:Object > DependencyObject > TouchDevice

(usage)	<TouchDevice>**x:Object**</TouchDevice>
(description)	Identifies a "device" that produced the touch point. This is not a literal device, instead it distinguishes touch points through a down/move/up sequence.
[content property]	DirectlyOver

5.338 TouchPoint

x:Object > DependencyObject > TouchPoint

(usage)	<TouchPoint />
(description)	Represents a single touch point from a touch message source.
(used by)	TouchPointCollection

5.339 TouchPointCollection

x:Object > DependencyObject > PresentationFrameworkCollection(TouchPoint) > TouchPointCollection

(usage)	None.
(description)	Contains a collection of TouchPoint values.
[is default constructible]	false
[is list]	true
[allowed types]	TouchPoint

5.340 Transform

x:Object > DependencyObject > GeneralTransform > Transform

CompositeTransform MatrixTransform RotateTransform ScaleTransform SkewTransform TransformGroup TranslateTransform	
(usage)	<Transform> string </Transform>
(description)	Defines functionality that enables transformations in a two-dimensional plane.
(used by)	Brush Geometry TransformCollection UIElement
[is default constructible]	false
[text syntax]	TransformSyntax

5.341 TransformCollection

x:Object > DependencyObject > PresentationFrameworkCollection(Transform) > TransformCollection

(usage)	<TransformCollection>**Transform***</TransformCollection>
(description)	Represents a collection of Transform objects that can be individually accessed by index.
(used by)	TransformGroup
[is list]	true
[allowed types]	Transform

5.342 TransformGroup

x:Object > DependencyObject > GeneralTransform > Transform > TransformGroup

(usage)	<TransformGroup> string |**Transform***</TransformGroup>
(description)	Represents a composite Transform composed of other Transform objects.
[text syntax]	TransformGroupSyntax
[content property]	Children
(properties)	
Children	TransformCollection
(description)	The collection of child Transform objects.

5.343 TranslateTransform

x:Object > DependencyObject > GeneralTransform > Transform > TranslateTransform

(usage)	<TranslateTransform />
(description)	Translates (moves) an object in the two-dimensional x-y coordinate system.
(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.

5.344 TriggerAction

x:Object > DependencyObject > TriggerAction

BeginStoryboard	
(usage)	None.
(description)	Serves as the base type for BeginStoryboard.
(used by)	TriggerActionCollection
[is default constructible]	false

5.345 TriggerActionCollection

x:Object > DependencyObject > PresentationFrameworkCollection(TriggerAction) > TriggerActionCollection

(usage)	<TriggerActionCollection>**TriggerAction***</TriggerActionCollection>
(description)	Represents a collection of BeginStoryboard objects.
(used by)	EventTrigger
[is list]	true
[allowed types]	TriggerAction

5.346 TriggerBase

x:Object > DependencyObject > TriggerBase

EventTrigger	
(usage)	None.
(description)	Serves as the base type for EventTrigger.
(used by)	TriggerCollection

EventTrigger	
[is default constructible]	false

5.347 TriggerCollection

x:Object > DependencyObject > PresentationFrameworkCollection(TriggerBase) > TriggerCollection

(usage)	None.
(description)	Represents a collection of EventTrigger objects.
(used by)	FrameworkElement
[is default constructible]	false
[is list]	true
[allowed types]	TriggerBase

5.348 Typography (5)

x:Object > Typography

(usage)	None.
(description)	Provides access to a rich set of OpenType typography properties.
[is default constructible]	false
(attachable properties)	
Typography.AnnotationAlternates	x:Int32
(description)	A value that specifies the index of an alternate annotation form.
[target type]	DependencyObject
Typography.Capitals	FontCapitals
(desccription)	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]	DependenctyObject
Typography.CaseSensitiveForms	x:Boolean
(description)	A value that determines whether glyphs adjust their vertical position to better align with uppercase glyphs.

(usage)	None.
[target type]	DependencyObject
Typography.ContextualAlternate	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 proportional width to be used for Latin characters in an East Asian font.
[target type]	DependencyObject
Typography.EastAsianWidth	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.

(usage)	None.
[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 for 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 that 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.

(usage)	None.
[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

(usage)	None.
(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.

(usage)	None.
[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

5.349 UIElement

x:Object > DependencyObject > UIElement

FrameworkElement	
(usage)	None.
(description)	UIElement is a base type for most of the objects that have visual appearance and can process basic input.
(used by)	Application AutomationProperties Border InlineCollection InlineUIContainer Popup ToolTip ToolTipService UIElementCollection UserControl Viewbox
[is default constructible]	false
(properties)	
AllowDrop (4)	x:Boolean

FrameworkElement	
(description)	Gets or sets a value that determines whether this UIElement can be a drop target for purposes of drag-and-drop operations.
CacheMode	CacheMode
(description)	A value that indicates that rendered content should be cached when possible.
Clip	Geometry
(description)	The Geometry used to define the outline of the contents of a UIElement.
Effect	Effect
(description)	The pixel-shader effect to use for rendering this UIElement.
IsHitTestVisible	x:Boolean
(description)	Whether the contained area of this UIElement can return true values for hit testing.
Opacity	x:Double
(description)	The degree of the object's opacity.
OpacityMask	Brush
(description)	The brush used to alter the opacity of regions of this object.
Projection	Projection
(description)	The perspective projection (3-D effect) to apply when rendering this UIElement.
RenderTransform	Transform
(description)	Transform information that affects the rendering position of a UIElement.
RenderTransformOrigin	Point
(description)	The origin point of any possible render transform declared by RenderTransform, relative to the bounds of the UIElement.
UseLayoutRounding	x:Boolean
(description)	A value that determines whether rendering for the object and its visual subtree should use rounding behavior that aligns rendering to whole pixels.
Visibility	Visibility
(description)	The visibility of a UIElement. A UIElement that is not visible does not render and does not communicate its desired size to layout.
(events)	

FrameworkElement	
DoubleTap (5)	Occurs when a DoubeTap gesture is committed while over this UIElement.
DragEnter (4)	Occurs when the input system reports an underlying drag event with this element as the target.
DragLeave (4)	Occurs when the input system reports an underlying drag event with this element as the origin.
DragOver (4)	Occurs when the input system reports an underlying drag event with this element as the potential drop target.
Drop (4)	Occurs when the input system reports an underlying drop event with this element as the drop target.
GotFocus	Occurs when a UIElement receives focus.
Hold (5)	Occurs when a Hold gesture is committed while over this UIElement.
KeyDown	Occurs when a keyboard key is pressed while the UIElement has focus.
KeyUp	Occurs when a keyboard key is released while the UIElement has focus.
LostFocus	Occurs when a UIElement loses focus.
LostMouseCapture	Occurs when the UIElement loses mouse capture.
ManipulationCompleted (4)	Occurs when a manipulation and inertia on the UIElement is complete.
ManipulationDelta (4)	Occurs when the input device changes position during a manipulation.
ManipulationStarted (4)	Occurs when an input device begins a manipulation on the UIElement.
MediaCommand (5)	Occurs when a button is pressed on a remote control.
MouseEnter	Occurs when the mouse (or a stylus) enters the bounding area of a UIElement.
MouseLeave	Occurs when the mouse (or the stylus) leaves the bounding area of a UIElement.
MouseLeftButtonDown	Occurs when the left mouse button is pressed (or when the tip of the stylus touches the tablet) while the mouse pointer is over a UIElement.
MouseLeftButtonUp	Occurs when the left mouse button is released (or the tip of the stylus is removed from the tablet) while the mouse (or the stylus) is over a UIElement (or while a UIElement holds mouse capture).
MouseMove	Occurs when the coordinate position of the mouse (or stylus) changes while over a UIElement (or while a UIElement holds mouse capture).

FrameworkElement	
MouseRightButtonDown (4)	Occurs when the right mouse button is pressed while the mouse pointer is over a UIElement.
MouseRightButtonUp (4)	Occurs when the right mouse button is released while the mouse pointer is over a UIElement. However, this event will only be raised if a caller marks the preceding MouseRightButtonDown event as handled; see Remarks.
MouseWheel	Occurs when the user rotates the mouse wheel while the mouse pointer is over a UIElement, or the UIElement has focus.
Tap (5)	Occurs when a Tap gesture is committed while over this UIElement.
TextInput (4)	Occurs when a UI element gets text in a device-independent manner.
TextInputStart (4)	Occurs when a UI element initially gets text in a device-independent manner.
TextInputUpdate (4)	Occurs when text continues to be composed via an input method editor (IME).

5.350 UIElementCollection

x:Object > DependencyObject > PresentationFrameworkCollection(UIElement) > UIElementCollection

(usage)	None.
(description)	Represents an ordered collection of UIElement objects.
(used by)	Panel
[is default constructible]	false
[is list]	true
[allowed types]	UIElement

5.351 Underline (4)

x:Object > DependencyObject > TextElement > Inline > Span > Underline

(usage)	<Underline>[**Inline**|**x:String**|**UIElement**]*</Underline>
(description)	Provides an inline-level content element that causes content to appear with an underlined text decoration.
[content property]	Inlines
[xml lang property]	Language

5.352 UpdateSourceTrigger

x:Object > UpdateSourceTrigger

(usage)	**Default** | **PropertyChanged** | **Explicit**
(description)	Defines constants that indicate when a binding source is updated by its binding target in two-way binding.
(used by)	Binding
[is nullable]	false
[text syntax]	UpdateSourceTriggerSyntax

5.353 UserControl

x:Object > DependencyObject > UIElement > FrameworkElement > Control > UserControl

(usage)	<UserControl>**UIElement**</UserControl>
(description)	Provides the base type for defining a new control that encapsulates related existing controls and provides its own logic.
[content property]	Content
[name property]	Name
[xml lang property]	Language
(properties)	
Content	UIElement
(description)	The content that is contained within a user control.

5.354 ValidationErrorEventAction

x:Object > ValidationErrorEventAction

(usage)	**Added** | **Removed**
(description)	Describes the reason a BindingValidationError event has occurred.
[is nullable]	false
[text syntax]	ValidationErrorEventActionSyntax

5.355 VerticalAlignment

x:Object > VerticalAlignment

(usage)	**Top** | **Center** | **Bottom** | **Stretch**
(description)	Describes how a child element is vertically positioned or stretched within a parent's layout slot.
(used by)	Control FrameworkElement
[is nullable]	false

(usage)	**Top** | **Center** | **Bottom** | **Stretch**
[text syntax]	VerticalAlignmentSyntax

5.356 VideoBrush

x:Object > DependencyObject > Brush > TileBrush > VideoBrush

(usage)	<VideoBrush />
(description)	Paints an area with video content.
(properties)	
SourceName	x:String
(description)	The name of the MediaElement to use as the source of the VideoBrush.

5.357 VideoCaptureDevice

x:Object > DependencyObject > CaptureDevice > VideoCaptureDevice

(usage)	None.
(description)	Describes desired and supported video format information for a video capture device, such as a webcam.
[used by]	VideoCaptureDeviceCollection
[is default constructible]	false

5.358 VideoCaptureDeviceCollection (4)

x:Object > DependencyObject > PresentationFrameworkCollection(VideoCaptureDevice) > VideoCaptureDeviceCollection

(usage)	None.
(description)	Specifies a collection of VideoCaptureDevice objects.
[is default constructible]	false
[is list]	true
[allowed types]	VideoCaptureDevice

5.359 VideoOutputConnectorType (4)

x:Object > VideoOutputConnectorType

(usage)	**Other** | **Vga** | **SVideo** | **CompositeVideo** | **ComponentVideo** | **Dvi** | **Hdmi** | **Llvds** | **Tmds**
(description)	Defines all the output connector types that are typically available.
[is nullable]	false
[text syntax]	VideoOutputConnectorTypeSyntax

5.360 VideoSink (4)

x:Object > VideoSink

(usage)	<VideoSink />
(description)	Exposes the capture graph for video devices. Derive from this type to receive video information and to obtain the capture graph through CaptureSource.
(properties)	
CaptureSource	CaptureSource
(description)	A capture source that is associated with this VideoSink.

5.361 Viewbox (4)

x:Object > DependencyObject > UIElement > FrameworkElement > Viewbox

(usage)	<Viewbox>**UIElement**</Viewbox>
(description)	Defines a content decorator that can stretch and scale a single child to fill the available space.
[content property]	Child
[name property]	Name
[xml lang property]	Language
(properties)	
Child	UIElement
(description)	The single child element of a Viewbox element.
Stretch	Stretch
(description)	The 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.

5.362 VirtualizationMode

x:Object > VirtualizationMode

(usage)	**Standard** | **Recycling**
(description)	Specifies the method the VirtualizingStackPanel uses to manage virtualizing its child items.
(used by)	VirtualizingStackPanel
[is nullable]	false
[text syntax]	VirtualizationModeSyntax

5.363 VirtualizingPanel

x:Object > DependencyObject > UIElement > FrameworkElement > Panel > VirtualizingPanel

VirtualizingStackPanel	
(usage)	None.
(description)	Provides a framework for Panel elements that virtualize their visual children.
[is default constructible]	false
[content property]	Children
[name property]	Name
[xml lang property]	Language

5.364 VirtualizingStackPanel

x:Object > DependencyObject > UIElement > FrameworkElement > Panel > VirtualizingPanel > VirtualizingStackPanel

(usage)	<VirtualizingStackPanel>**UIElement***</VirtualizingStackPanel>
(description)	Arranges and virtualizes content on a single line that is oriented either horizontally or vertically.
[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.

(usage)	<VirtualizingStackPanel>**UIElement***</VirtualizingStackPanel>
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.VirtualizationMode (4)	VirtualizationMode
(description)	How a panel in an ItemsControl virtualizes its child items.
[target type]	DependencyObject
(events)	
CleanUpVirtualizedItemEvent	Occurs when an item that is hosted by the VirtualizingStackPanel is re-virtualized.

5.365 Visibility

x:Object > Visibility

(usage)	**Visible** | **Collapsed**
(description)	Specifies the display state of an element.
(used by)	ScrollViewer UIElement Window
[is nullable]	false
[text syntax]	VisibilitySyntax

5.366 VisualState

x:Object > DependencyObject > VisualState

(usage)	**<VisualState>**Storyboard**</VisualState>**
(description)	Represents the visual appearance of the control when it is in a specific state.
[content property]	Storyboard
(properties)	

(usage)	**<VisualState>**Storyboard**</VisualState>**
Storyboard	Storyboard
(description)	A Storyboard that defines the appearance of the control when it is the state that is represented by the VisualState.

5.367 VisualStateGroup

x:Object > DependencyObject > VisualStateGroup

(usage)	<VisualStateGroup>**x:Object***</VisualStateGroup>
(description)	Contains mutually exclusive VisualState objects and VisualTransition objects that are used to go from one state to another.
[content property]	States
(properties)	
States	IList
(description)	The collection of mutually exclusive VisualState objects.
[read only]	true
Transitions	IList
(description)	The collection of VisualTransition objects.
[read only]	true
(events)	
CurrentStateChanged	Occurs after a control transitions into a different state.
CurrentStateChanging	Occurs when a control begins transitioning into a different state.

5.368 VisualStateManager

x:Object > DependencyObject > VisualStateManager

(usage)	<VisualStateManager />
(description)	Manages states and the logic for transitioning between states for controls.
(attachable properties)	
VisualStateManager.CustomVisualStateManager	VisualStateManager
(description)	The VisualStateManager that transitions between the states of a control.
[target type]	FrameworkElement

(usage)	<VisualStateManager />
VisualStateManager.VisualStateGroups (5)	IList
(description)	
[target type]	FrameworkElement
[read only]	true

5.369 VisualTransition

x:Object > DependencyObject > VisualTransition

(usage)	<VisualTransition>**Storyboard**</VisualTransition>
(description)	Represents the visual behavior that occurs when the control transitions from one state to another.
[content property]	Storyboard
(properties)	
From	x:String
(description)	The name of the VisualState to transition from.
GeneratedDuration	Duration
(description)	The amount of time it takes to move from one state to another.
GeneratedEasingFunction	IEasingFunction
(description)	The easing function applied to the generated animations.
Storyboard	Storyboard
(description)	The Storyboard that occurs when the transition occurs.
To	x:String
(description)	The name of the VisualState to transition to.

5.370 WaveFormatType (4)

x:Object > WaveFormatType

(usage)	**Pcm**
(description)	Reports the digital signal encoding format of an audio format.
[is nullable]	false
[text syntax]	WaveFormatTypeSyntax

5.371 WebBrowser (4)

x:Object > DependencyObject > UIElement > FrameworkElement > WebBrowser

(usage)	<WebBrowser />
(description)	Hosts HTML content.
[name property]	Name
[xml lang property]	Language
(properties)	
Source	x:Uri
(description)	The URI source of the HTML content to display in the WebBrowser control.
(events)	
LoadCompleted	Occurs when top-level navigation completes and the content loads into the WebBrowser control or when an error occurs during loading.
ScriptNotify	Occurs when the content contained in the WebBrowser control passes a string by using JavaScript.

5.372 WebBrowserBrush (4)

x:Object > DependencyObject > Brush > TileBrush > WebBrowserBrush

(usage)	<WebBrowserBrush />
(description)	Provides a brush that renders the currently hosted HTML.
(properties)	
SourceName	x:String
(description)	The name of the source WebBrowser control that provides the HTML content.

5.373 Window (4)

x:Object > DependencyObject > Window

(usage)	<Window />
(description)	Represents an out-of-browser application window.
(used by)	Application
(properties)	
Content (5)	FrameworkElement
(description)	The root visual element that represents the contents of the window.

(usage)	<Window />
Height	x:Double
(description)	The height of the application window in pixels.
Left	x:Double
(description)	The position of the left edge of the application window; see Remarks for restrictions on setting this property at run time.
Title (5)	x:String
(description)	The window title bar text.
Top	x:Double
(description)	The position of the top edge of the application window; see Remarks for restrictions on setting this property at run time.
TopMost	x:Boolean
(description)	A value that indicates whether the application window is always displayed in front of other windows.
Visibility (5)	Visibility
(description)	A value that indicates whether the window is currently visible or collapsed.
Width	x:Double
(description)	The width of the application window in pixels.
WindowState	WindowState
(description)	A value that indicates whether the window is maximized, minimized, or in the normal state.
WindowsStyle (5)	WindowStyle
(description)	A value that indicates the appearance of the title bar and border of the Window.
(events)	
Closing	Occurs when the window is about to close.

5.374 WindowInteractionState

x:Object > WindowInteractionState

(usage)	**Running** | **Closing** | **ReadyForUserInteraction** | **BlockedByModalWindow** | **NotResponding**
(description)	Defines values that specify the current state of the window for purposes of user or programmatic interaction.
[is nullable]	false

(usage)	**Running** | **Closing** | **ReadyForUserInteraction** | **BlockedByModalWindow** | **NotResponding**
[text syntax]	WindowInteractionStateSyntax

5.375 WindowResizeEdge (4)

x:Object > WindowResizeEdge

(usage)	**Left** | **Right** | **Top** | **TopLeft** | **TopRight** | **Bottom** | **BottomLeft** | **BottomRight**
(description)	Defines constants that represent the edges and corners of a out-of-browser application window.
[is nullable]	false
[text syntax]	WindowResizeEdgeSyntax

5.376 WindowSettings

x:Object > DependencyObject > WindowSettings

(usage)	<WindowSettings />
(description)	Represents information about an out-of-browser application window.

5.377 WindowStartupLocation (4)

x:Object > WindowStartupLocation

(usage)	**CenterScreen** | **Manual**
(description)	Defines constants that indicate how an out-of-browser application window is positioned at startup.
[is nullable]	false
[text syntax]	WindowStartupLocationSyntax

5.378 WindowState (4)

x:Object > WindowState

(usage)	**Normal** | **Minimized** | **Maximized**
(description)	Defines constants that indicate the state of an out-of-browser application window.
(used by)	Window
[is nullable]	false
[text syntax]	WindowStateSyntax

5.379 WindowStyle (4)

x:Object > WindowStyle

(usage)	**SingleBorderWindow** | **None** | **BorderlessRoundCornersWindow**
(description)	Defines constants that indicate the appearance of the title bar and border of an out-of-browser application window.
(used by)	Window
[is nullable]	false
[text syntax]	WindowStyleSyntax

5.380 WindowVisualState

x:Object > WindowVisualState

(usage)	**Normal** | **Maximized** | **Minimized**
(description)	Contains values that specify the visual state of a window for the IWindowProvider pattern.
[is nullable]	false
[text syntax]	WindowVisualStateSyntax

6 Silverlight XamlType Information Items for Assignable Types

6.1 x:Boolean

x:Object > x:Boolean

link to externally defined type	x:Boolean, from **[MS-XAML]**

6.2 x:Byte

x:Object > x:Byte

link to externally defined type	x:Byte, from **[MS-XAML]**

6.3 x:Char

x:Object > x:Char

link to externally defined type	x:Char, from **[MS-XAML]**

6.4 CultureInfo

x:Object > CultureInfo

(usage)	<CultureInfo> string </CultureInfo>
(description)	Provides information about a specific culture. The information includes the names for the culture, the writing system, the calendar used, the formatting used for numbers and dates, and the order of sorted strings.
(used by)	Binding CollectionViewsource
[is default constructible]	false

6.5 Dictionary(T,U)

x:Object > Dictionary(T,U)

(usage)	<Dictionary x:TypeArguments="T">**Dictionary**(**x:String**,**x:String**)</Dictionary>
(description)	Represents a collection of keys and values.
(used by)	MediaElement
[is dictionary]	true
[allowed types]	x:String
[allowed key types]	x:String

6.6 x:Double

x:Object > x:Double

link to externally defined type	x:Double, from **[MS-XAML]**

6.7 GroupDescription

x:Object > GroupDescription

PropertyGroupDescription	
(usage)	None.
(description)	Provides a base type for defining how to divide the items in a collection into groups.
(used by)	CollectionViewSource
[is default constructible]	false

6.8 ICollection(T)

ICollection(T)

AssemblyPartCollection AudioCaptureDeviceCollection BlockCollection ColorKeyFrameCollection ColumnDefinitionCollection DependencyObjectCollection(DependencyObjectCollection+T) DoubleCollection DoubleKeyFrameCollection ExternalPartCollection GeometryCollection GradientStopCollection IconCollection InlineCollection ItemCollection ObjectKeyFrameCollection PathFigureCollection PathSegmentCollection PointCollection PointKeyFrameCollection PresentationFrameworkCollection(PresentationFrameworkCollection+T) ResourceDictionary RowDefinitionCollection SetterBaseCollection StrokeCollection StylusPointCollection TextElementCollection(TextElementCollection+T) TimelineCollection TimelineMarkerCollection TouchPointCollection TransformCollection TriggerActionCollection TriggerCollection UIElementCollection VideoCaptureDeviceCollection	
(usage)	None.
(description)	Defines methods to manipulate generic collections.
(used by)	Fonts
[is default constructible]	false
[is list]	true
[allowed types]	T

6.9 IList

IList

(usage)	None.
(description)	Represents a non-generic collection of objects that can be individually accessed by index.
(used by)	Application InputScope ListBox MultiScaleTileSourceGroup VisualStateGroup VisualStateManager
[is default constructible]	false
[is list]	true
[allowed types]	x:Object

6.10 x:Int32

x:Object > x:Int32

link to externally defined type	x:Int32, from **[MS-XAML]**

6.11 x:MarkupExtension

x:Object > x:MarkupExtension

BindingBase RelativeSource	
link to externally defined type	x:MarkupExtension, from [MS-XAML]

6.12 x:Nullable(T)

x:Object > x:Nullable(T)

link to externally defined type	x:Nullable(T), from **[MS-XAML]**

6.13 x:Object

x:Object

Analytics Application AudioSink AutomationProperties CaptureDeviceConfiguration Colors Cursor Cursors DataObject DataTemplateKey DependencyObject DependencyProperty DomainAcquirer FontFamily Fonts FontStretches FontStyles FontWeights Keyboard LicenseAcquirer LicenseManagement OpenFileDialog PropertyPath SaveFileDialog SystemColors SystemParameters TextDecorationCollection TextDecorations TextOptions ToolTipService Typography VideoSink	
link to externally defined type	x:Object, from [MS-XAML]

6.14 ObservableCollection(T)

x:Object > ObservableCollection(T)

(usage)	<ObservableCollection x:TypeArguments="T">T*</ObservableCollection>
(description)	Represents a dynamic data collection that provides notifications when items get added, removed, or when the entire list is refreshed.
(used by)	CollectionViewSource
[is list]	true
[allowed types]	T

6.15 ReadOnlyCollection(T)

x:Object > ReadOnlyCollection(T)

(usage)	None.
(description)	Provides the base type for a generic read only collection.
(used by)	Analytics LicenseManagement
[is default constructible]	false
[is list]	true
[allowed types]	T

6.16 x:Single

x:Object > x:Single

link to externally defined type	x:Single, from **[MS-XAML]**

6.17 SortDescriptionCollection

x:Object > SortDescriptionCollection

(usage)	<SortDescriptionCollection>**SortDescription***</SortDescriptionCollection>
(description)	Represents a collection of SortDescription instances.
(used by)	CollectionViewSource
[is list]	true
[allowed types]	SortDescription

6.18 x:String

x:Object > x:String

link to externally defined type	x:String, from **[MS-XAML]**

6.19 StringComparison

x:Object > StringComparison

(usage)	**CurrentCulture** | **CurrentCultureIgnoreCase** | **InvariantCulture** | **InvariantCultureIgnoreCase** | **Ordinal** | **OrdinalIgnoreCase**
(description)	Specifies the culture, case, and sort rules to be used by certain overloads of the String) and Object) methods.
(used by)	PropertyGroupDescription
[is nullable]	false
[text syntax]	StringComparisonSyntax

6.20 x:TimeSpan

x:Object > x:TimeSpan

link to externally defined type	x:TimeSpan, from **[MS-XAML]**

6.21 x:XamlType

x:Object > x:XamlType

link to externally defined type	x:XamlType, from **[MS-XAML]**

6.22 x:Uri

x:Object > x:Uri

link to externally defined type	x:Uri, from **[MS-XAML]**

7 Silverlight Xaml Text Syntax Information Sets

7.1 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.

7.2 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.

7.3 BindingModeSyntax

[values]	
OneTime	Updates the target property when the binding is created.
OneWay	Updates the target property when the binding is created. Changes to the source object can also propagate to the target.
TwoWay	Updates either the target or the source object when either changes. When the binding is created, the target property is updated from the source.

7.4 BitmapCreateOptionsSyntax

[values]	
BackgroundCreation (5)	Causes a BitmapSource to be initialized as soon as it is declared. This option uses the image cache for previously used URIs. If an image is not in the image cache, the image will be downloaded and decoded on a separate background thread.
DelayCreation	Causes a BitmapSource object to delay initialization until it is necessary. This is useful when dealing with collections of images. This is the default value of the CreateOptions property in Silverlight and Silverlight for windows Phone.
IgnoreImageCache	Initializes images without using an existing image cache. Any existing entries in the image cache are replaced, even if they share the same URI. This option should only be selected when images in a cache need to be refreshed.

[values]	
None	No initialization options are specified. This is the NOT the default value for the CreateOptions property in Silverlight or Silverlight for Windows Phone (DelayCreation is the default).

7.5 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.

7.6 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 #FFFFEBCD.
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.

[values]	
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 #FFFFF8DC.
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.

[values]	
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 #FFFFFAF0.
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 #FFFFD700.
Goldenrod	The solid fill color that has a hexadecimal value of #FFDAA520.

[values]	
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 #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 #FFFFF0F5.
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.

[values]	
LightPink	The solid fill color that has a hexadecimal value of #FFFFB6C1.
LightSalmon	The solid fill color that has a hexadecimal value of #FFFFA07A.
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.

[values]	
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.

[values]	
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 #FFFFF5EE.
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.

[values]	
Snow	The solid fill color that has a hexadecimal value of #FFFFFAFA.
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 #FFFF6347.
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

[values]	
	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% #80ffbf00 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}([+-]?((\d+(\.\d*)?)|(\d*\.\d+))([eE][+-]?\d+)?)	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: sc# 1 0 0 Red: 100%, Green 0%, Blue 0% sc# 1 0.75, 0 Red: 100%, Green 75%, Blue 0% sc# 2.5E-1 1 0 0 Alpha: 25%, Red: 100%, Green 0%, Blue 0% sc# 1.5,0,-0.5 Red: 150%, Green 0%, Blue -50%
[is case sensitive]	true
ContextColor\s+[^\s]*\s*(([+-]?((\d+(\.\d*)?)|(\d*\.\d+))([eE][+-]?\d+)?)((\s*,\s*)|\s+)){3,8}([+-]?((\d+(\.\d*)?)|(\d*\.\d+))([eE][+-]?\d+)?)	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

7.7 CacheModeSyntax

[values]	
BitmapCache	Caches the visual content as a bitmap.

7.8 CaptureStateSyntax (4)

[values]	
Failed	The capture failed, or no operation has yet been attempted.
Started	Start has been called and the capture is still active.
Stopped	Stop has been called and the capture is complete.

7.9 ClickModeSyntax

[values]	
Hover	Specifies that the Click event should be raised when the mouse pointer moves over the control.
Press	Specifies that the Click event should be raised when the mouse button is pressed, and the mouse pointer is over the control. If you are using the keyboard, specifies that the Click event should be raised when the SPACEBAR or ENTER is pressed and the control has keyboard focus.
Release	Specifies that the Click event should be raised when the left mouse button is pressed and released, and the mouse pointer is over the control. If you are using the keyboard, specifies that the Click event should be raised when the SPACEBAR or ENTER key is pressed and released, and the control has keyboard focus.

7.10 ClockStateSyntax

[values]	
Active	The current animation changes in direct relation to that of its parent.
Filling	The animation continues and does not change in relation to that of its parent.
Stopped	The animation is stopped.

7.11 ColorInterpolationModeSyntax

[values]	
ScRgbLinearInterpolation	Colors are interpolated in the scRGB color space
SRgbLinearInterpolation	Colors are interpolated in the sRGB color space

7.12 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.

[values]	
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 #FFFFEBCD.
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 #FFFFF8DC.
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.

[values]	
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.

[values]	
FloralWhite	The solid fill color that has a hexadecimal value of #FFFFFAF0.
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 #FFFFD700.
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 #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 #FFFFF0F5.
LawnGreen	The solid fill color that has a hexadecimal value of #FF7CFC00.

[values]	
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 #FFFFB6C1.
LightSalmon	The solid fill color that has a hexadecimal value of #FFFFA07A.
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.

[values]	
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.

[values]	
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 #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.

[values]	
SeaGreen	The solid fill color that has a hexadecimal value of #FF2E8B57.
SeaShell	The solid fill color that has a hexadecimal value of #FFFFF5EE.
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 #FFFFFAFA.
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 #FFFF6347.
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.

[values]	
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% #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% #80ffbf00 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}([+-]?((\d+(\.\d*)?)|(\d*\.\d+))([eE][+-]?\d+)?)	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: sc# 1 0 0 Red: 100%, Green 0%, Blue 0% sc# 1 0.75, 0 Red: 100%, Green 75%, Blue 0% sc# 2.5E-1 1 0 0 Alpha: 25%, Red: 100%, Green 0%, Blue 0% sc# 1.5,0, -0.5 Red: 150%, Green 0%, Blue -50%
[is case sensitive]	true
ContextColor\s+[^\s]*\s*(([+-]?((\d+(\.\d*)?)|(\d*\.\d+))([eE][+-]?\d+)?)((\s*,\s*)|\s+)){3,8}([+-]?((\d+(\.\d*)?)|(\d*\.\d+))([eE][+-]?\d+)?)	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

[values]	
[is case sensitive]	true

7.13 ContentKeyTypeSyntax (4)

[values]	
Aes128Bit	Content key type used for Root licenses (128-bit Advanced EncryptionStandard [AES]). This value is deprecated. You should use Aes128Ctr instead.
Aes138Ctr (5)	Content key type used for Root Licenses (128-bit Advanced Encryption Standard CTR mode [AES-CTR])
Cocktail	Content key type used for Cocktail in the PlayReady ecosystem.
Uninitialized (5)	Content key type is uninitialized.
Unprotected (5)	Content key type is unprotected.

7.14 CornerRadiusSyntax

[patterns]	
(([+-]?((\d+(\.\d*)?)|(\d*\.\d+))([eE][+-]?\d+)?)((\s*,\s*)|\s+)){3}([+-]?((\d+(\.\d*)?)|(\d*\.\d+))([eE][+-]?\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 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

7.15 CrossDomainAccessSyntax

[values]	
NoAccess	Cross-domain callers have no access to the Silverlight application.
ScriptableOnly	Cross-domain callers have script access to the Silverlight application.

7.16 CursorsSyntax

[values]	
Arrow	Represents an Arrow Cursor.
Eraser	Represents an Eraser Cursor.

[values]	
Hand	Represents a Hand Cursor.
IBeam	Represents an IBeam Cursor, which is typically used to show where the text cursor appears when the mouse is clicked.
None	Represents a special Cursor that is invisible.
SizeNESW	Represents a SizeNESW Cursor.
SizeNS	Represents a SizeNS Cursor.
SizeNWSE	Represents a SizeNWSE Cursor.
SizeWE	Represents a SizeWE Cursor.
Stylus	Represents a Stylus Cursor.
Wait	Represents a WaitCursor.

7.17 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

[values]	
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.

[values]	
[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"

7.18 DependencyPropertySyntax

[patterns]	
([_\p{L}][-.\w]*:)?([_\p{Lu}\p{Ll}\p{Lo}\p{Lt}\p{Nl}][_\p{L}\p{Mn}\p{Mc}\p{Nd}\p{Nl}]*\.)?[_\p{Lu}\p{Ll}\p{Lo}\p{Lt}\p{Nl}][_\p{L}\p{Mn}\p{Mc}\p{Nd}\p{Nl}]*	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

7.19 DockPositionSyntax

[values]	
Bottom	Indicates that the UI automation element is docked along the bottom edge of the docking container.
Fill	Indicates that the UI automation element is docked along all edges of the docking container and fills all available space within the container.
Left	Indicates that the UI automation element is docked along the left edge of the docking container.

[values]	
None	Indicates that the UI automation element is not docked to any edge of the docking container
Right	Indicates that the UI automation element is docked along the right edge of the docking container.
Top	Indicates that the UI automation element is docked along the top edge of the docking container.

7.20 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

7.21 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

7.22 EasingModeSyntax

[values]	
EaseIn	Interpolation follows the mathematical formula associated with the easing function.
EaseInOut	Interpolation uses EaseIn for the first half of the animation and EaseOut for the second half.
EaseOut	Interpolation follows 100% interpolation minus the output of the formula associated with the easing function.

7.23 ElevatedPermissionsSyntax (4)

[values]	
NotRequired	Elevated permissions are not required to run the application outside the browser.
Required	Elevated permissions are required to run the application outside the browser.

7.24 ExpandCollapseStateSyntax

[values]	
Collapsed	No child nodes, controls, or content of the UI automation element are displayed.
Expanded	All child nodes, controls or content of the UI automation element are displayed.
LeafNode	The UI automation element has no child nodes, controls, or content to display.
PartiallyExpanded	Some, but not all, child nodes, controls, or content of the UI automation element are displayed.

7.25 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.

7.26 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

[values]	
	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 0, 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 0 then the point is outside the path. Otherwise, it is inside.

7.27 FlowDirectionSyntax (4)

[values]	
LeftToRight	Indicates that content should flow from left to right.
RightToLeft	Indicates that content should flow from right to left.

7.28 FontCapitalsSyntax (5)

[values]	
AllPetiteCaps	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.

7.29 FontEastAsianLanguageSyntax (5)

[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.

[values]	
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.
TraditionalName	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.

7.30 FontEastAsianWidthsSyntax (5)

[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.

7.31 FontFamilySyntax

[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

[patterns]	
	the string. Of course, whether the string is meaningful in practice depends on whether the specified font is available.)
[is case sensitive]	true

7.32 FontFractionSyntax (5)

[values]	
Normal	Default style is used.
Slashed	Slashed fraction style is used.
Stacked	Stacked fraction style is used.

7.33 FontNumeralAlignmentSyntax (5)

[values]	
Normal	Default numeral alignment is used.
Proportional	Proportional width alignment is used.
Tabular	Tabular alignment is used.

7.34 FontNumeralStyleSyntax (5)

[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.

7.35 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.

[values]	
[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.
[trim whitespace]	false
UltraExpanded	Specifies an ultra-expanded FontStretch.
[trim whitespace]	false
[patterns]	
\+?0*[1-9]	A single digit in the range 1-9, optionally preceded by a + sign and/or any number of leading zeros.
[is case sensitive]	true

7.36 FontStyleSyntax

[values]	
Italic	Specifies an italic FontStyle.
[trim whitespace]	false
Normal	Specifies a normal, or roman, FontStyle.
[trim whitespace]	false

7.37 FontVariantsSyntax (5)

[values]	
Inferior	Enables OpentType feature Scientific inferiors.
Normal	No OpenType font variants are enabled.
Ordinal	Enables OpenType feature Ordinals.
Ruby	Enables OpenType feature Roby.

[values]	
Subscript	Enables OpenType feature Subscript
Superscript	Enables OpenType feature Superscript.

7.38 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.

[values]	
[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

7.39 GeneratorDirectionSyntax

[values]	
Backward	Specifies to generate items in a backward direction.
Forward	Specifies to generate items in a forward direction.

7.40 GeometrySyntax

[patterns]	
(F\s*[01])?(\s*[mMlLhHvVcCsSqQtTaAzZ]\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

7.41 GradientSpreadMethodSyntax

[values]	
Pad	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.

7.42 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'

7.43 GridUnitTypeSyntax

[values]	
Auto	The size is determined by the size properties of the content object.
Pixel	The value is expressed in pixels.
Star	The value is expressed as a weighted proportion of available space.

7.44 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.

7.45 ImeConversionModeValuesSyntax (4)

[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.

[values]	
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.

7.46 InputMethodStateSyntax (4)

[values]	
DoNotCare	The input method is in an indeterminate state.
Off	The input method editor is off for purposes of generating device independent input.
On	The input method editor is on.

7.47 InputScopeNameValueSyntax (4)

[values]	
AddressCity	The text input pattern for a city address.
AddressCountryName	The text input pattern for the name of a country/region.
AddressCountryShortName	The text input pattern for the abbreviated name of a country/region.
AddressStateOrProvince	The text input pattern for a state or province.
AddressStreet	The text input pattern for a street address.
AlphanumericFullWidth	The text input pattern for alphanumeric full-width characters.
AlphanumericHalfWidth	The text input pattern for alphanumeric half-width characters.
ApplicationEnd	Not supported. For internal use in Silverlight for Windows Phone.
Bopomofo	The text input pattern for the Bopomofo Mandarin Chinese phonetic transcription system.
Chat	The SIP layout for text messaging, which recognizes pre-defined abbreviations. Supported only in Silverlight for Windows Phone.
CurrencyAmount	The text input pattern for amount of currency.
CurrencyAmountAndSymbol	The text input pattern for amount and symbol of currency.
CurrencyChinese	The text input pattern for Chinese currency.

[values]	
Date	The text input pattern for a calendar date.
DateDay	The text input pattern for the numeric day in a calendar date.
DateDayName	The text input pattern for the name of the day in a calendar date.
DateMonth	The text input pattern for the numeric month in a calendar date.
DateMonthName	The text input pattern for the name of the month in a calendar date.
DateYear	The text input pattern for the year in a calendar date.
Default	The default handling of input commands.
Digits	The text input pattern for digits.
EmailNameOrAddress	The SIP layout for an e-mail name or address. Supported only in Silverlight for Windows Phone.
EmailSmtpAddress	The text input pattern for a Simple Mail Transfer Protocol (SMTP) email address.
EmailUserName	The text input pattern for an email user name.
EnumString	Not supported. For internal use in Silverlight for Windows Phone.
FileName	The text input pattern for a file name.
Formula (5)	The text input pattern for a formula to be evaluated.
FullFilePath	The text input pattern for the full path of a file.
Hanja	The text input pattern for Hanja characters.
Hiragana	The text input pattern for the Hiragana writing system.
KatakanaFullWidth	The text input pattern for full-width Katakana characters.
KatakanaHalfWidth	The text input pattern for half-width Katakana characters.
LogOnName	The text input pattern for a log on name.
Maps	The SIP layout for entering a map location. Supported only in Silverlight for Windows Phone.
NameOrPhoneNumber	The SIP layout for SMS To field. Supported only in Silverlight for Windows Phone.
Number	The text input pattern for a number.
NumberFullWidth	The text input pattern for a full-width number.
NumericPassword (5)	The text input pattern for a numeric password.
OneChar	The text input pattern for one character.
Password	The text input pattern for a password.

[values]	
PersonalFullName	The text input pattern for a person's full name.
PersonalGivenName	The text input pattern for a person's given name.
PersonalMiddleName	The text input pattern for a person's middle name.
PersonalNamePrefix	The text input pattern for the prefix of a person's name.
PersonalNameSuffix	The text input pattern for the suffix of a person's name.
PersonalSurname	The text input pattern for a person's surname.
PhraseList	The text input pattern for a phrase list.
PostalAddress	The text input pattern for a postal address.
PostalCode	The text input pattern for a postal code.
Private	Not supported. For internal use in Silverlight for Windows Phone.
RegularExpression	The text input pattern for a regular expression.
Search	The SIP layout for a search query. Supported only in Silverlight for Windows Phone.
Srgs	The text input pattern for the Speech Recognition Grammar Specification (SRGS).
TelephoneAreaCode	The text input pattern for a telephone area code.
TelephoneCountryCode	The text input pattern for a telephone country/region code.
TelephoneLocalNumber	The text input pattern for a telephone local number.
TelephoneNumber	The text input pattern for a telephone number.
Text	The software input panel (SIP) layout for standard text input. Supported only in Silverlight for Windows Phone.
Time	The text input pattern for the time.
TimeHour	The text input pattern for the hour of the time.
TimeMinorSec	The text input pattern for the minutes or seconds of time.
Url	The text input pattern for a Uniform Resource Locator (URL).
Xml	The text input pattern for XML.
Yomi	Not supported. For internal use in Silverlight for Windows Phone.

7.48 InstallStateSyntax

[values]	
Installed	The application has been installed to run outside the browser.

[values]	
InstallFailed	The application could not be installed to run outside the browser.
Installing	The application is in the process of being installed to run outside the browser.
NotInstalled	The application has not been installed to run outside the browser.

7.49 KeyboardNavigationModeSyntax

[values]	
Cycle	Focus returns to the first or the last keyboard navigation stop inside of a container when the first or last keyboard navigation stop is reached.
Local	Tab indexes are considered on the local subtree only inside this container.
Once	The container and all of its child elements as a whole receive focus only once.

7.50 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

7.51 KeySyntax

[values]	
A	The A key.
Add	The + (ADD) key.
Alt	The ALT key.
B	The B key.
Back	The BACKSPACE key.
C	The C key.
CapsLock	The CAPSLOCK key.
Ctrl	The CTRL (control) key.
D	The D key.
D0	The 0 (zero) key.

[values]	
D1	The 1 key.
D2	The 2 key.
D3	The 3 key.
D4	The 4 key.
D5	The 5 key.
D6	The 6 key.
D7	The 7 key.
D8	The 8 key.
D9	The 9 key.
Decimal	The . (DECIMAL) key.
Delete	The DEL (also known as DELETE) key.
Divide	The / (DIVIDE) key.
Down	The down arrow key.
E	The E key.
End	The END key.
Enter	The ENTER key.
Escape	The ESC (also known as ESCAPE) key.
F	The F key.
F1	The F1 key.
F10	The F10 key.
F11	The F11 key.
F12	The F12 key.
F2	The F2 key.
F3	The F3 key.
F4	The F4 key.
F5	The F5 key.
F6	The F6 key.
F7	The F7 key.
F8	The F8 key.
F9	The F9 key.

[values]	
G	The G key.
H	The H key.
Home	The HOME key.
I	The I key.
Insert	The INSERT key.
J	The J key.
K	The K key.
L	The L key.
Left	The left arrow key.
M	The M key.
Multiply	The * (MULTIPLY) key.
N	The N key.
None	A special value indicating no key.
NumPad0	The 0 key on the number pad.
NumPad1	The 1 key on the number pad.
NumPad2	The 2 key on the number pad.
NumPad3	The 3 key on the number pad.
NumPad4	The 4 key on the number pad.
NumPad5	The 5 key on the number pad.
NumPad6	The 6 key on the number pad.
NumPad7	The 7 key on the number pad.
NumPad8	The 8 key on the number pad.
NumPad9	The 9 key on the number pad.
O	The O key.
P	The P key.
PageDown	The PAGEDOWN key.
PageUp	The PAGEUP key.
Q	The Q key.
R	The R key.
Right	The right arrow key.

[values]	
S	The S key.
Shift	The SHIFT key.
Space	The SPACE key.
Subtract	The - (SUBTRACT) key.
T	The T key.
Tab	The TAB key.
U	The U key.
Unknown	A special value indicating the key is out of range of this enumeration.
Up	The up arrow key.
V	The V key.
W	The W key.
X	The X key.
Y	The Y key.
Z	The Z key.

7.52 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 floatin- point number with 0, 1, or 2 digits before the point, and any number of digits after the point. Examples: 0:0:1 One

[values]	
	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

7.53 KeyTimeTypeSyntax

[values]	
TimeSpan	Each KeyTime is expressed as a TimeSpan value relative to the BeginTime of an animation sequence.
Uniform	The allotted total time for an animation sequence is divided evenly amongst each of the key frames.

7.54 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 contains the extended block progression dimension of all the inline elements on that line when those elements are properly aligned. This is the default.

7.55 LogicalDirectionSyntax (4)

[values]	
Backward	Backward, or from right to left.
Forward	Forward, or from left to right.

7.56 LogSourceSyntax

[values]	
EndOfStream	The media reached the end of its stream.

[values]	
MediaElementShutdown	The runtime shut down.
Pause	The media paused.
RequestLog	The RequestLog method was called.
RuntimeShutdown	The runtime shut down.
Seek	A seek operation occurred on the media; that is, playback was moved forward or backward.
SourceChanged	The source of the media changed.
Stop	The media stopped.

7.57 ManipulationModeSyntax (5)

[values]	
Control	Controls handle their own interactivity and have access to property updates and manipulation events available for the ScrollViewer they are contained in.
System	The system controls the level of interactivity, limiting the frequency of property updates and manipulation events available to controls contained in a ScrollViewer control.

7.58 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

7.59 MatrixSyntax

[values]	
Identity	The identity matrix.
[is case sensitive]	true
[patterns]	

[values]	
(([+-]?((\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

7.60 MatrixTransformSyntax

[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

7.61 MediaCommandSyntax (5)

[values]	
ChannelDown	A command to decrement the channel.
ChannelUp	A command to increment the channel.
DecreaseVolume	A command to lower the volume.
Display	A command to show the options for changing the video display.
FastForward	A command to advance the video at an accelerated speed.
Guide	A command to display the television schedule.
IncreaseVolume	A command to increase the audio volume.
Info	A command to display information about the current system.
Menu	A command to display a menu.
MuteVolume	A command to silence the audio.
NextTrack	A command to skip to the next track in the currently playing video.
Pause	A command to temporarily stop the video playback.
Play	A command to start playback of the video.
PreviousTrack	A command to skip to the previous track in the currently playing video.
Record	A command to start capture of the video signal.
Rewind	A command to reverse the video at an accelerated speed.

[values]	
Stop	A command to halt video playback.
Title	A command to display the title of the currently playing video.
TogglePlayPause	A command to switch between video playback and temporarily stopping the video playback.
TV	A command to switch remote input focus to the television.

7.62 MediaElementStateSyntax

[values]	
AcquiringLicense	The MediaElement is acquiring a license required to play DRM protected content. Once Uri) has been called, the MediaElement will remain in this state until Stream) has been called.
Buffering	The MediaElement is loading the media for playback. Its Position does not advance during this state. If the MediaElement was already playing video, it continues to display the last displayed frame.
Closed	The MediaElement contains no media. The MediaElement displays a transparent frame.
Individualizing	The MediaElement is in the process of ensuring that proper individualization components (only applicable when playing DRM protected content) are installed on the user's computer. See Digital Rights Management (DRM) for more information.
Opening	The MediaElement is validating and attempting to open the Uniform Resource Identifier (URI) specified by its Source property. While in this state, the MediaElement queues any Play, Pause, or Stop commands it receives and processes them if the media is successfully opened.
Paused	The MediaElement does not advance its Position. If the MediaElement was playing video, it continues to display the current frame.
Playing	The MediaElement is playing the media specified by its source property. Its Position advances forward.
Stopped	The MediaElement contains media but is not playing or paused. Its Position is 0 and does not advance. If the loaded media is video, the MediaElement displays the first frame.

7.63 MediaSampleAttributeKeysSyntax

[values]	
DRMAlgorightmD (5)	Provides data about the algorithm to decrypt the media sample.
DRMInitializationVector	Provides data about the media sample that is needed to decrypt.
DRMKeyIdentifier (5)	Provides data about the key identifier to decrypt the media sample.

[values]	
DRMSubSampleMapping (4)	Provides data about which portions of a media sample are encrypted.
FrameHeight	The height of the video frame.
FrameWidth	The width of the video frame.
KeyFrameFlag	For video samples, the presence of this attribute indicates the sample is a key frame. For audio samples, the presence of this attribute indicates a discontinuity (Silverlight for Windows Phone only).

7.64 MediaSourceAttributesKeysSyntax

[values]	
CanSeek	A Boolean value that describes whether this source can seek.
DRMHeader	DRM data that the pipeline needs to initialize and decrypt correctly. This is the DRM header represented as a string.
Duration	The length of playback time of this source as an integer in 100-nanosecond increments.

7.65 MediaStreamAttributeKeysSyntax

[values]	
CodecPrivateData	Codec data that the pipeline needs to initialize and render correctly. For video, this is other header information. For audio, this is the base16-encoded WaveFormatEx structure. For more information on CodecPrivateDate, see Implementing MediaStream Sources and Media in Silverlight for Windows Phone.
Height	The maximum height of reported video frames for this stream and default width to render them at.
VideoFourCC	Data needed to instantiate a video codec. This is the four-character value also known as a FourCC. For more information on VideoFourCC CodecPrivateDate, see Implementing MediaStream Sources and Media in Silverlight for Windows Phone.
Width	The maximum width of reported video frames for this stream and the default width to render them at.

7.66 MediaStreamSourceDiagnosticKindSyntax

[values]	
BufferLevelInBytes	Represents a download buffer in bytes.
BufferLevelInMilliseconds	Represents a download buffer in milliseconds.

7.67 MediaStreamTypeSyntax

[values]	
Audio	The stream is an audio stream.
Script	The stream is a script stream. Note: Currently script commands are not supported in MediaStreamSource.
Video	The stream is a video stream.

7.68 MessageBoxButtonSyntax

[values]	
OK	Displays only the OK button.
OKCancel	Displays both the OK and Cancel buttons.

7.69 MessageBoxResultSyntax

[values]	
Cancel	The user clicked the Cancel button or pressed ESC.
No	This value is not currently used.
None	This value is not currently used.
OK	The user clicked the OK button.
Yes	This value is not currently used.

7.70 ModifierKeysSyntax

[values]	
Alt	The ALT key is pressed.
Apple	The Apple key (also known as the Open Apple key) is pressed.
Control	The CTRL key is pressed.
None	No modifiers are pressed.
Shift	The SHIFT key is pressed.
Windows	The Windows logo key is pressed.

7.71 OrientationSyntax

[values]	
Horizontal	The control or layout should be horizontally oriented.
Vertical	The control or layout should be vertically oriented.

7.72 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.

7.73 PenLineJoinSyntax

[values]	
Bevel	Line joins use beveled vertices.
Miter	Line joins use regular angular vertices.
Round	Line joins use rounded vertices.

7.74 PixelFormatTypeSyntax (4)

[values]	
Format32bppArgb	The format uses 32 bits of color information per pixel and reports color information by using alpha, red, blue, and green channels.
Unknown	The format is unknown.

7.75 PixelShaderSyntax

[patterns]	
.	x:Uri pattern from **[MS-XAML]**.
[is case sensitive]	true

7.76 PlacementModeSyntax

[values]	
Bottom	Indicates that the preferred location of the tooltip is at the bottom of the target element.
Left	Indicates that the preferred location of the tooltip is at the left of the target element.
Mouse	Indicates that the preferred location of the tooltip is at the mouse pointer location.

[values]	
Right	Indicates that the preferred location of the tooltip is at the right of the target element.
Top	Indicates that the preferred location of the tooltip is at the top of the target element.

7.77 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

7.78 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

7.79 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

7.80 RectSyntax

[values]	
Empty	Equivalent to a value of "0,0,0,0"

[values]	
[is case sensitive]	true
[patterns]	
(([+-]?((\d+(\.\d*)?)|(\d*\.\d+))([eE][+-]?\d+)?)((\s*,\s*)|\s+)){2}((\+?((\d+(\.\d*)?)|(\d*\.\d+))([eE][+-]?\d+)?)((\s*,\s*)|\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

7.81 RelativeSourceModeSyntax

[values]	
FindAncestor (5)	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.
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 TemplateBinding Markup Extension and is only applicable if the Binding is within a template.

7.82 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*))	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.

[values]	
	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 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

7.83 RowOrColumnMajorSyntax

[values]	
ColumnMajor	Data in the table should be read column by column.
Indeterminate	The best way to present the data is indeterminate.
RowMajor	Data in the table should be read row by row.

7.84 SamplingModeSyntax

[values]	
Auto	The system selects the most appropriate sampling mode.
Bilinear	Use bilinear sampling.
NearestNeighbor	Use nearest neighbor sampling.

7.85 ScrollAmountSyntax

[values]	
LargeDecrement	Specifies that scrolling is performed in large decrements, which is equivalent to pressing the PAGE UP key or to clicking a blank part of a scrollbar. If the distance represented by the PAGE UP key is not a relevant amount for the control, or if no scrollbar exists, the value represents an amount equal to the size of the currently visible window.
LargeIncrement	Specifies that scrolling is performed in large increments, which is equivalent to pressing the PAGE DOWN key or to clicking a blank part of a scrollbar. If the distance represented by the PAGE DOWN key is not a relevant amount for the control, or if no scrollbar exists,

[values]	
	the value represents an amount equal to the size of the currently visible region.
NoAmount	Specifies that scrolling should not be performed.
SmallDecrement	Specifies that scrolling is performed in small decrements, which is equivalent to pressing an arrow key or to clicking the arrow button on a scrollbar.
SmallIncrement	Specifies that scrolling is performed in small increments, which equivalent to pressing an arrow key or to clicking the arrow button on a scrollbar.

7.86 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.

7.87 ScrollEventTypeSyntax

[values]	
EndScroll	Specifies that the Thumb was dragged to a new position and is now no longer being dragged by the user.
First	Specifies that the Thumb moved to the Minimum position of the ScrollBar.
LargeDecrement	Specifies that the Thumb moved a specified distance, as determined by the value of LargeChange. The Thumb moved to the left for a horizontal ScrollBar or upward for a vertical ScrollBar.

[values]	
LargeIncrement	Specifies that the Thumb moved a specified distance, as determined by the value of LargeChange. The Thumb moved to the right for a horizontal ScrollBar or downward for a vertical ScrollBar.
Last	Specifies that the Thumb moved to the Minimum position of the ScrollBar.
SmallDecrement	Specifies that the Thumb moved a specified distance, as determined by the value of SmallChange. The Thumb moved to the left for a horizontal ScrollBar or upward for a vertical ScrollBar.
SmallIncrement	Specifies that the Thumb moved a specified distance, as determined by the value of SmallChange. The Thumb moved to the right for a horizontal ScrollBar or downward for a vertical ScrollBar.
ThumbPosition	Specifies that the Thumb moved to a new position because the user selected Scroll Here in the shortcut menu of the ScrollBar.
ThumbTrack	The Thumb was dragged and caused a MouseMove event. A Scroll event of this ScrollEventType may occur more than one time when the Thumb is dragged in the ScrollBar.

7.88 SelectionModeSyntax

[values]	
Extended	The user can select multiple items by pressing a modifier key.
Multiple	The user can select multiple items without pressing a modifier key.
Single	The user can select only one item at a time.

7.89 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

7.90 StretchDirectionSyntax

[values]	
Both	The content stretches to fit the parent according to the Stretch property.

[values]	
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.

7.91 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.

7.92 StringComparisonSyntax

[values]	
CurrentCulture	Compare strings using culture-sensitive sort rules and the current culture.
CurrentCultureIgnoreCase	Compare strings using culture-sensitive sort rules, the current culture, and ignoring the case of the strings being compared.
InvariantCulture	Compare strings using culture-sensitive sort rules and the invariant culture.
InvariantCultureIgnoreCase	Compare strings using culture-sensitive sort rules, the invariant culture, and ignoring the case of the strings being compared.
Ordinal	Compare strings using ordinal sort rules.
OrdinalIgnoreCase	Compare strings using ordinal sort rules and ignoring the case of the strings being compared.

7.93 StyleSimulationsSyntax

[values]	
BoldItalicSimulation	Bold and Italic style simulation.
BoldSimulation	Bold style simulation.
ItalicSimulation	Italic style simulation.
None	No font style simulation.

7.94 SupportedTextSelectionSyntax (4)

[values]	
Multiple	Supports multiple, disjoint text selections.
None	Does not support text selections.
Single	Supports a single, continuous text selection.

7.95 SweepDirectionSyntax

[values]	
Clockwise	Arcs are drawn in a clockwise (positive-angle) direction.
Counterclockwise	Aarcs are drawn in a counterclockwise (negative-angle) direction.

7.96 TabletDeviceTypeSyntax

[values]	
Mouse	Indicates the tablet device is a mouse.
Stylus	Indicates the tablet device is a stylus.
Touch	Indicates the tablet device is a touch screen.

7.97 TextAlignmentSyntax

[values]	
Center	Text is centered within the container.
Justify (4)	Text is justified within the container.
Left	Text is aligned to the left edge of the container.
Right	Text is aligned to the right edge of the container.

7.98 TextDecorationCollectionSyntax

[patterns]	
(NONE)|(OVERLINE|BASELINE|UNDERLINE|STRIKETHROUGH)?((\s*,\s*)(OVERLINE|BASELINE|UNDERLINE|STRIKETHROUGH))*	Either 'none', or a comma-separated list of any combination of overline, baseline, underline, and strikethrough.

7.99 TextFormattingModeSyntax (5)

[values]	
Display	Text is displayed by using metrics that create glyphs with whole pixel width.
Ideal	Text is displayed by using ideal font metrics.

7.100 TextHintingModeSyntax

[values]	
Animated	Turns off text rendering optimizations.
Fixed	The default text render mode.

7.101 TextRenderingModeSyntax (5)

[values]	
Aliased	Text is rendered with bilevel anti-aliasing.
Auto	Text is rendered with the most appropriate rendering algorithm based on the layout mode that was used to format the text.
ClearType	Text is rendered with the most appropriate ClearType rendering algorithm based on the layout mode that was used to format the text.
Grayscale	Text is rendered with grayscale anti-aliasing.

7.102 TextTrimmingSyntax (4)

[values]	
None	Text is not trimmed.
WordEllipsis	Text is trimmed at a word boundary. An ellipsis (...) is drawn in place of remaining text.

7.103 TextWrappingSyntax

[values]	
NoWrap	No line wrapping is performed.
Wrap	Line breaking occurs if a line of text overflows beyond the available width of its container. Line breaking occurs even if the standard line-breaking algorithm cannot determine any line break opportunity, such as when a line of text includes a long word that is constrained by a fixed-width container without scrolling.

7.104 ThicknessSyntax

[patterns]	
(([+-]?((\d+(\.\d*)?)|(\d*\.\d+))([eE][+-]?\d+)?)((\s*,\s*)|\s+))?([+-]?((\d+(\.\d*)?)|(\d*\.\d+))([eE][+-]?\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+)?)((\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

7.105 ToggleStateSyntax

[values]	
Indeterminate	The UI automation element is in an indeterminate state.
Off	The UI automation element is not selected, checked, marked, or otherwise activated.
On	The UI automation element is selected, checked, marked, or otherwise activated.

7.106 TouchActionSyntax

[values]	
Down	A touch action from a TOUCHEVENTF_DOWN message.
Move	A touch action from a TOUCHEVENTF_MOVE message.
Up	A touch action from a TOUCHEVENTF_UP message.

7.107 TransformGroupSyntax

[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

7.108 TransformSyntax

[values]	
Identity	The identity matrix.

[values]	
[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

7.109 UpdateSourceTriggerSyntax

[values]	
Default	The binding source is updated automatically when the binding target value changes.
Explicit	The binding source is updated only when you call the UpdateSource method.
PropertyChanged (5)	The binding source is updated whenever the binding target value changes. If the binding target is a TextBox, it does not have to lose focus for the changes to be detected.

7.110 ValidationErrorEventActionSyntax

[values]	
Added	A new ValidationError has occurred.
Removed	An existing ValidationError has been removed.

7.111 VerticalAlignmentSyntax

[values]	
Bottom	The element is aligned to the bottom of the parent's layout slot.
Center	The element is aligned to the center of the parent's layout slot.
Stretch	The element is stretched to fill the entire layout slot of the parent element.
Top	The element is aligned to the top of the parent's layout slot.

7.112 VideoOutputConnectorTypeSyntax (4)

[values]	
ComponentVideo	Component video connector.
CompositeVideo	Composite video connector.
DisplayPortExternal	External DisplayPort connector.

[values]	
DisplayPortInternal	Embedded DisplayPort connector.
Dvi	Digital video interface (DVI) connector.
Hdmi	High-definition multimedia interface (HDMI) connector.
Internal	Internal connector. The connection between the graphics adapter and the display device is permanent and not available to the user.
JapaneseDConnector	Japanese D connector (a connector that conforms to the Electronic Industries Association of Japan (EIAJ) RC-5237 standard.
Llvds	Low voltage differential signaling (LVDS) connector.
Other	An unknown connector type.
Sdi	SDI (serial digital image) connector.
SVideo	S-Video connector.
Tmds	TMDS connector.
UdiExternal	External Unified Display Interface (UDI).
UdiInternal	Embedded Unified Display Interface (UDI).
Vga	Video graphics array (VGA) connector.

7.113 VirtualizationModeSyntax

[values]	
Recycling	Reuse the item containers.
Standard	Create and discard the item containers.

7.114 VisibilitySyntax

[values]	
Collapsed	Do not display the element, and do not reserve space for it in layout.
Visible	Display the element.

7.115 WaveFormatTypeSyntax (4)

[values]	
Pcm	Audio format uses pulse code modulation (PCM) encoding.

7.116 WindowInteractionStateSyntax

[values]	
BlockedByModalWindow	The window is blocked by a modal window.
Closing	The window is closing.
NotResponding	The window is not responding.
ReadyForUserInteraction	The window is ready for user interaction.
Running	The window is running. This does not guarantee that the window is responding or ready for user interaction.

7.117 WindowResizeEdgeSyntax (4)

[values]	
Bottom	The lower edge of the window.
BottomLeft	The lower-left corner of the window.
BottomRight	The lower-right corner of the window.
Left	The left edge of the window.
Right	The right edge of the window.
Top	The upper edge of the window.
TopLeft	The upper-left corner of the window.
TopRight	The upper-right corner of the window.

7.118 WindowStartupLocationSyntax (4)

[values]	
CenterScreen	The application window is centered in the screen, and the Top and Left settings are ignored.
Manual	The application window is positioned according to the Top and Left settings.

7.119 WindowStateSyntax (4)

[values]	
Maximized	The application window is maximized to occupy the entire client area of the screen.
Minimized	The application window is minimized to the taskbar.
Normal	The application window is in its normal state, occupying screen space based on its Height and Width values.

7.120 WindowStyleSyntax (4)

[values]	
BorderlessRoundCornersWindow	The window does not display a title bar or border, and the window corners are rounded.
None	The window does not display a title bar or border.
SingleBorderWindow	The window displays a title bar and border.

7.121 WindowVisualStateSyntax

[values]	
Maximized	Specifies that the window is maximized.
Minimized	Specifies that the window is minimized.
Normal	Specifies that the window is normal (restored).

8 References

[MS-XAML-2009], Microsoft Corporation, "XAML Object Mapping Specification 2009", April 2010

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