

Blend

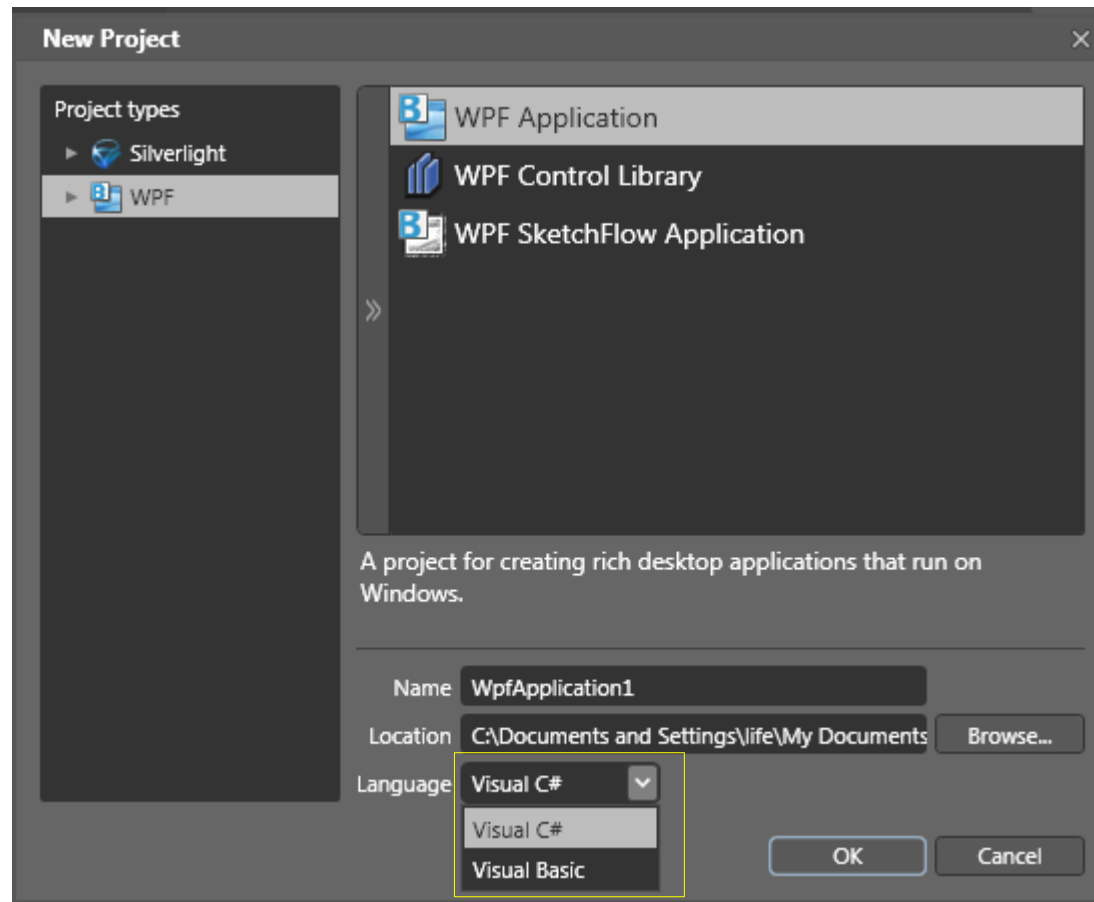
Introduction

- ❖ The Expression Blend development environment provides with excellent tools for creating XAML interfaces.
- ❖ The Expression Blend can be easily integrated within the Visual Studio.
- ❖ Expression Blend doesn't have a free version. You can get a trial version at expression.microsoft.com/cc136530.aspx.

New Project

- ❖ When creating a project you should choose its type. There are two basic types. Either it is a Silverlight project or a WPF project.
- ❖ Each of these two types has sub types to choose from.
- ❖ Make sure to choose the programming language you are using. Currently, the options are Visual C# and Visual Basic.

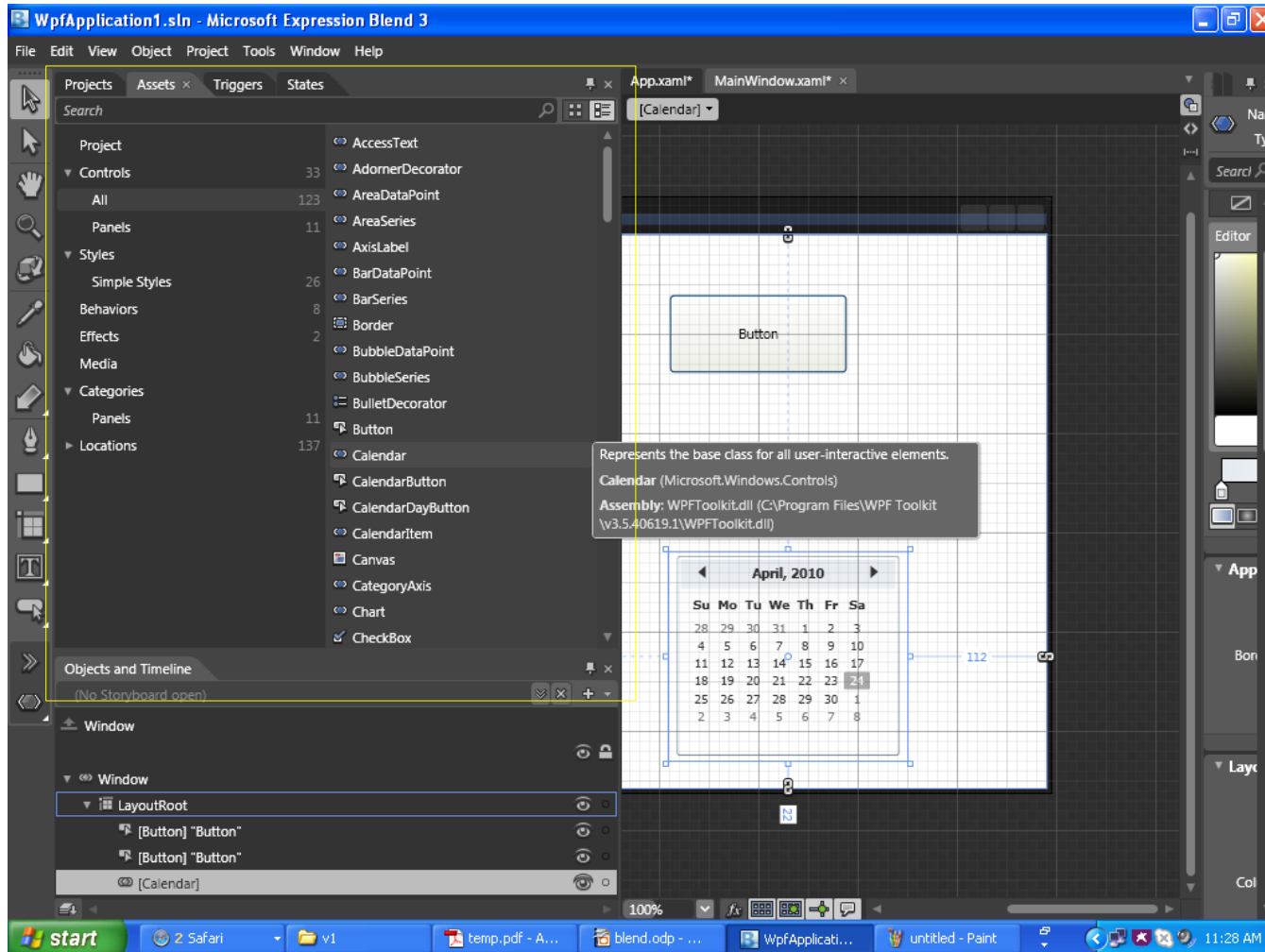
New Project



The Assets Window

- ❖ The Assets window lists the tools that we can use when building a project.
- ❖ We first need to select the category on the left (Project, Controls, Styles, etc.) and then we shall get to see the items that fit it.

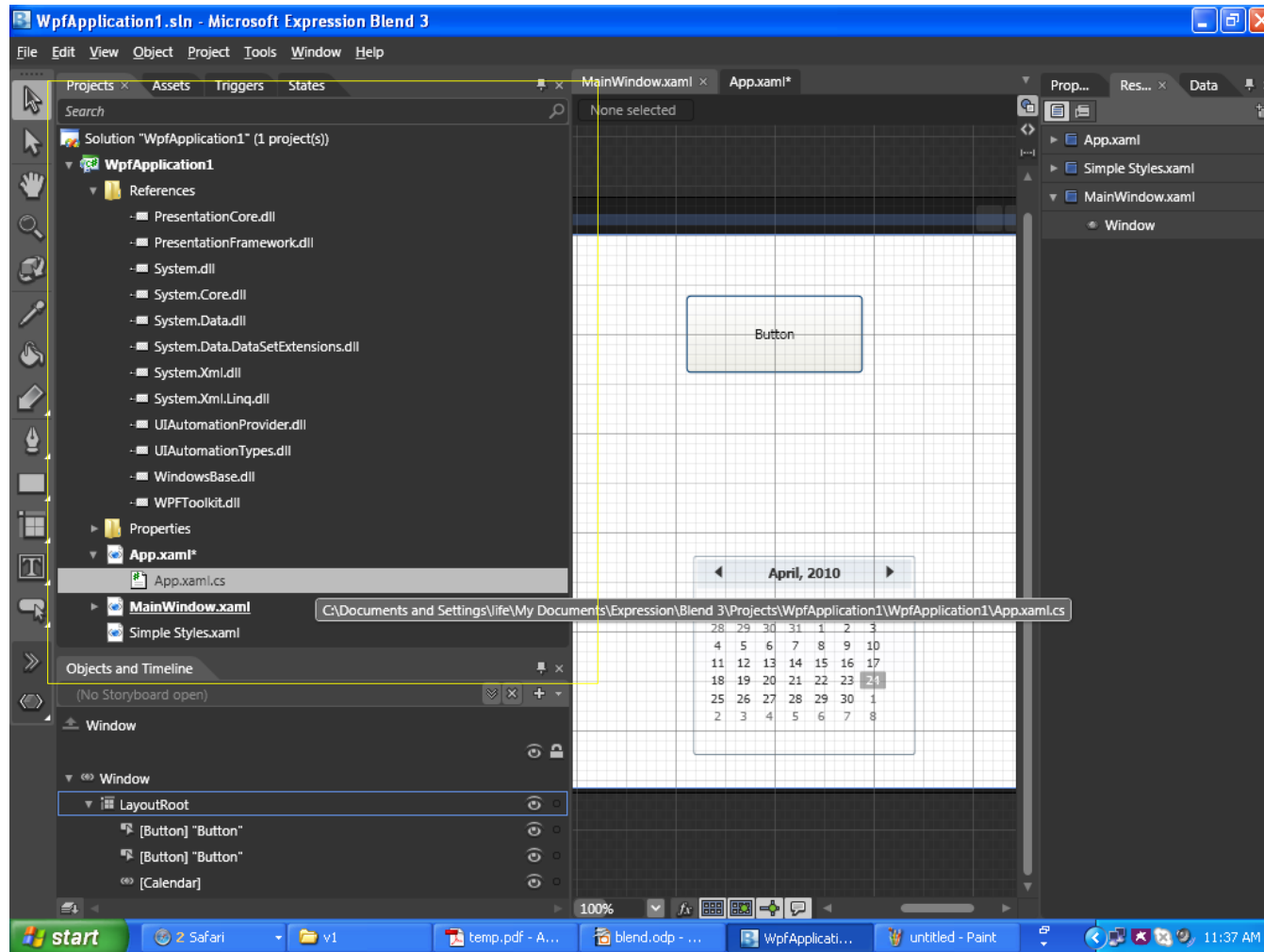
The Assets Window



Projects Window

- ❖ This tab lists all files our projects includes.
- ❖ When we double click on a XAML file the Expression Blend opens the Window Designer.
- ❖ When we double click a code file then the Expression Blend opens it using an internal code editor.

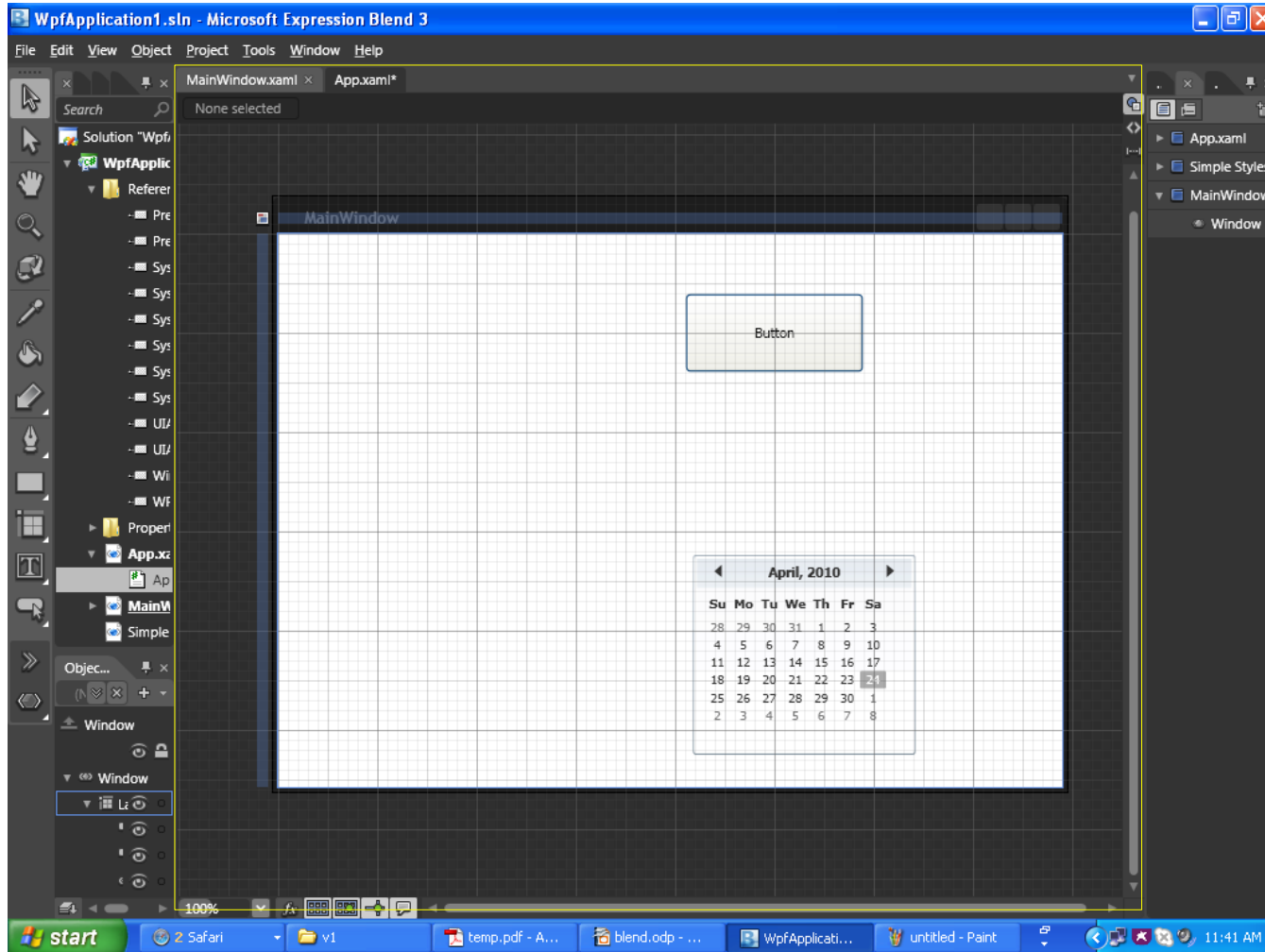
Projects Window



Window Designer

- ❖ This Window Designer allows us to edit windows and define new animations.
- ❖ The new animations are defined using the storyboard.

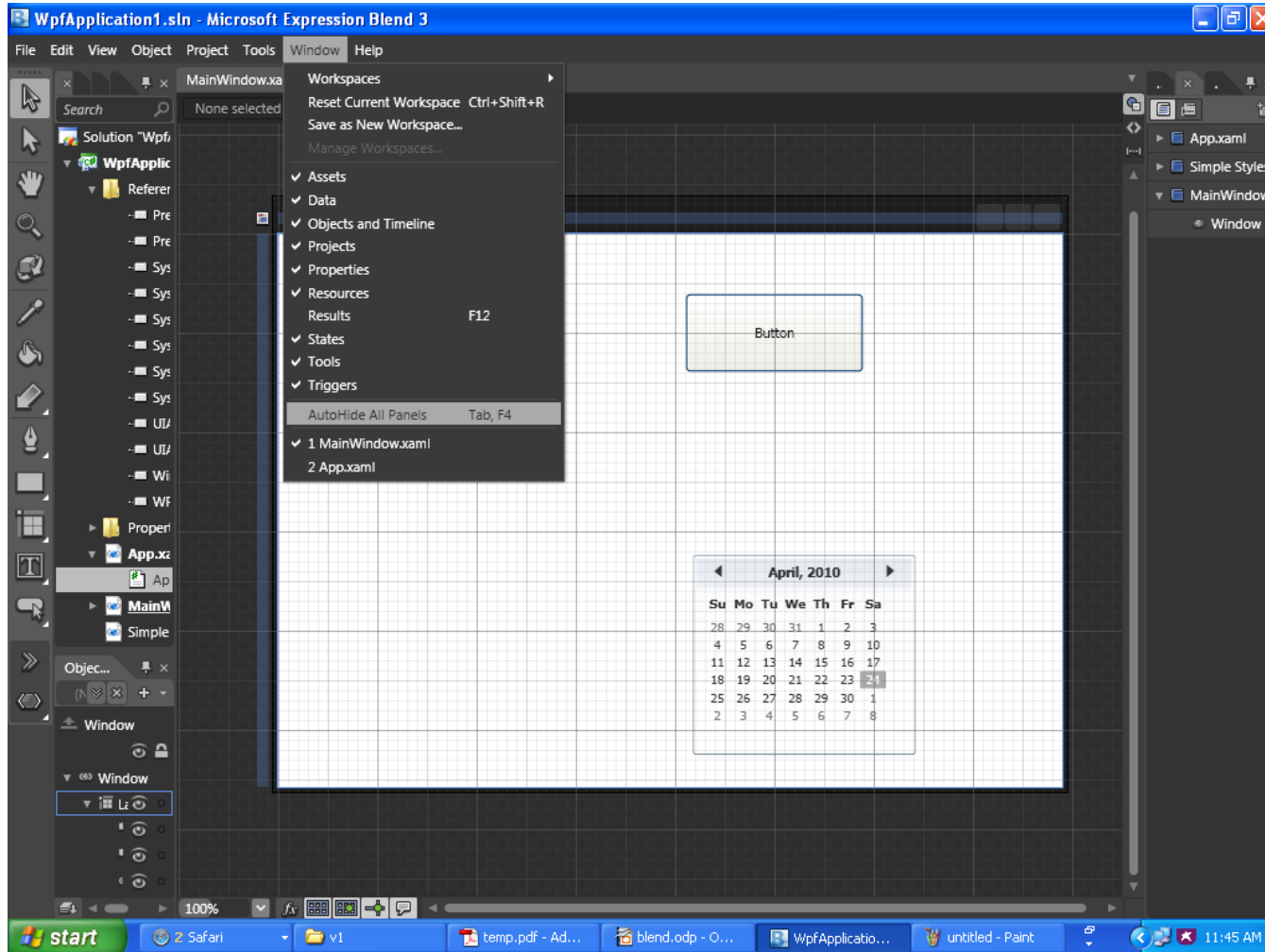
Window Designer



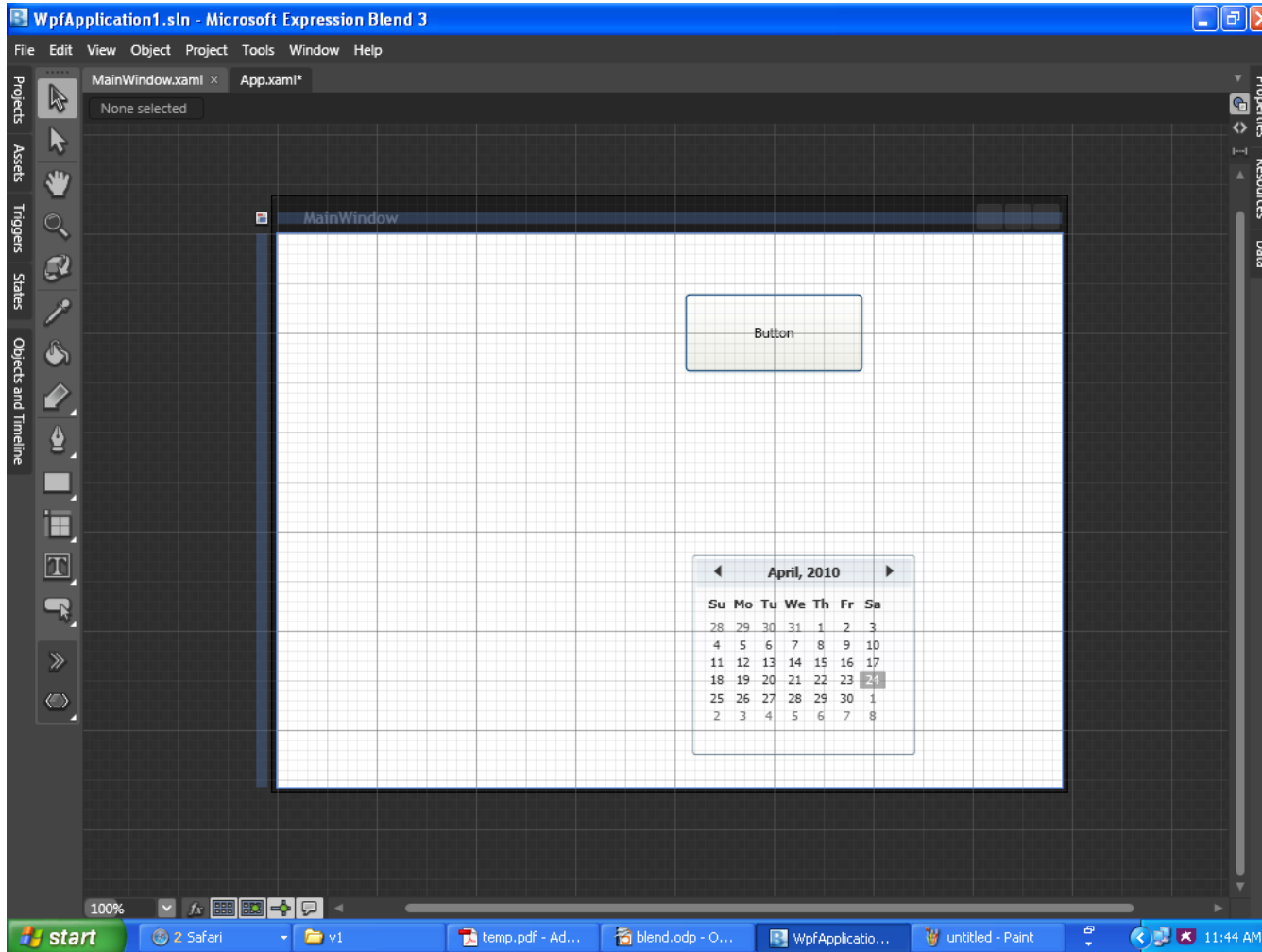
Window Designer

- ❖ You can hide all other panels by selecting
Window > AutoHide All Panels

Window Designer



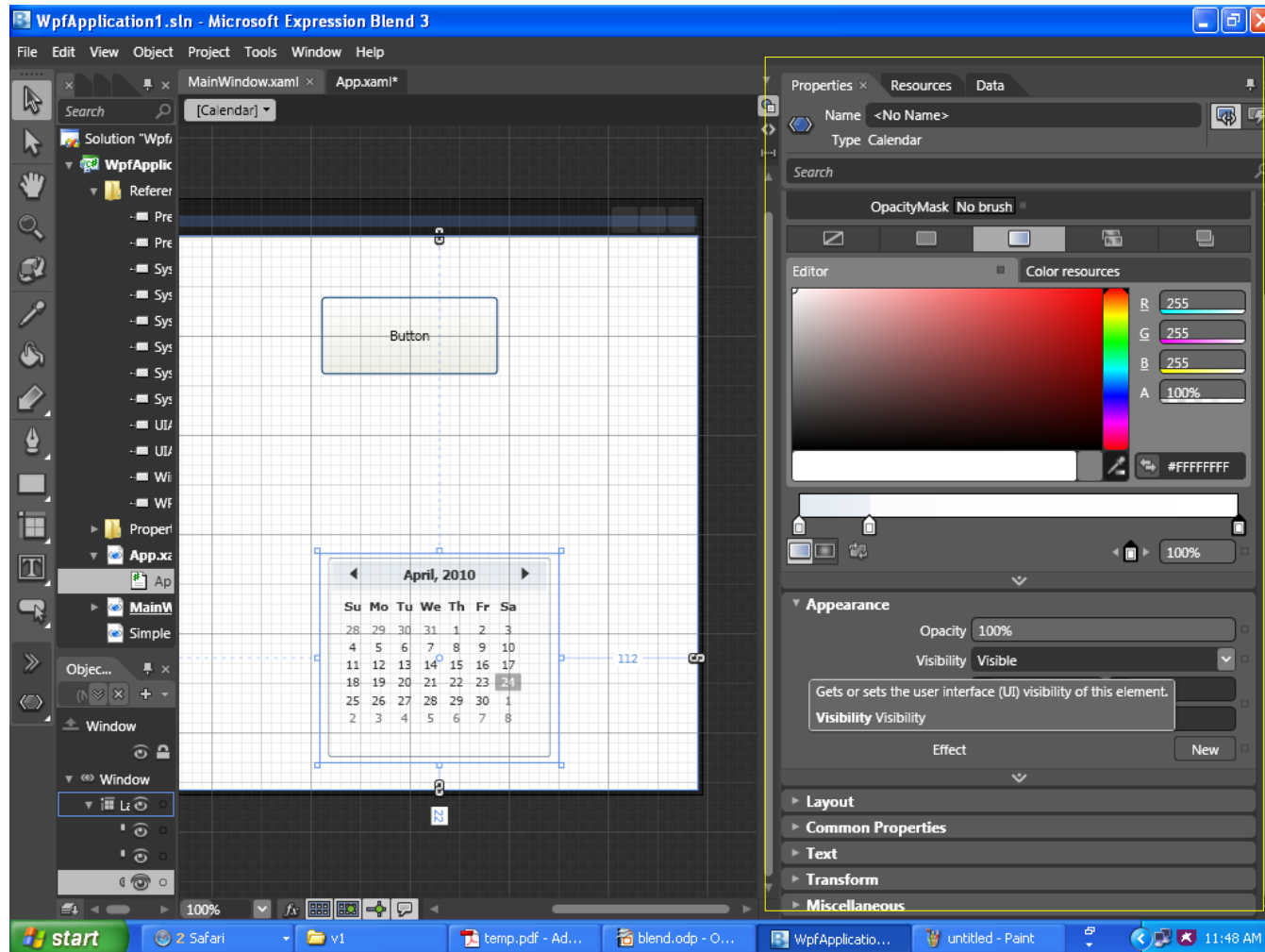
Window Designer



Properties Window

- ❖ This window allows you to view and modify the properties of a selected window control.

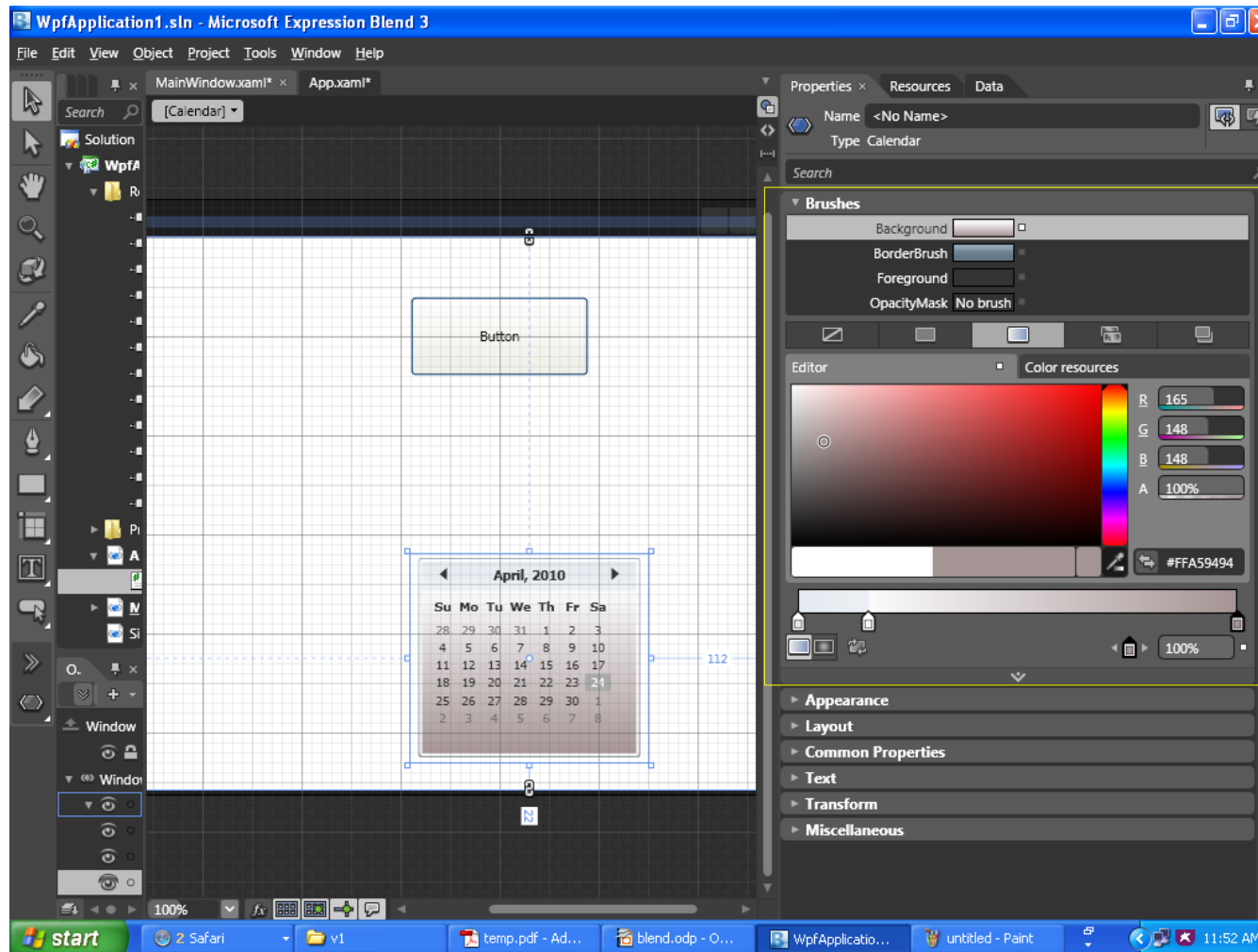
Properties Window



Properties Window > Brushes

- ❖ The brushes determine how an object is filled. We use brushes to determine how to fill thin elements, such as lines, as well.

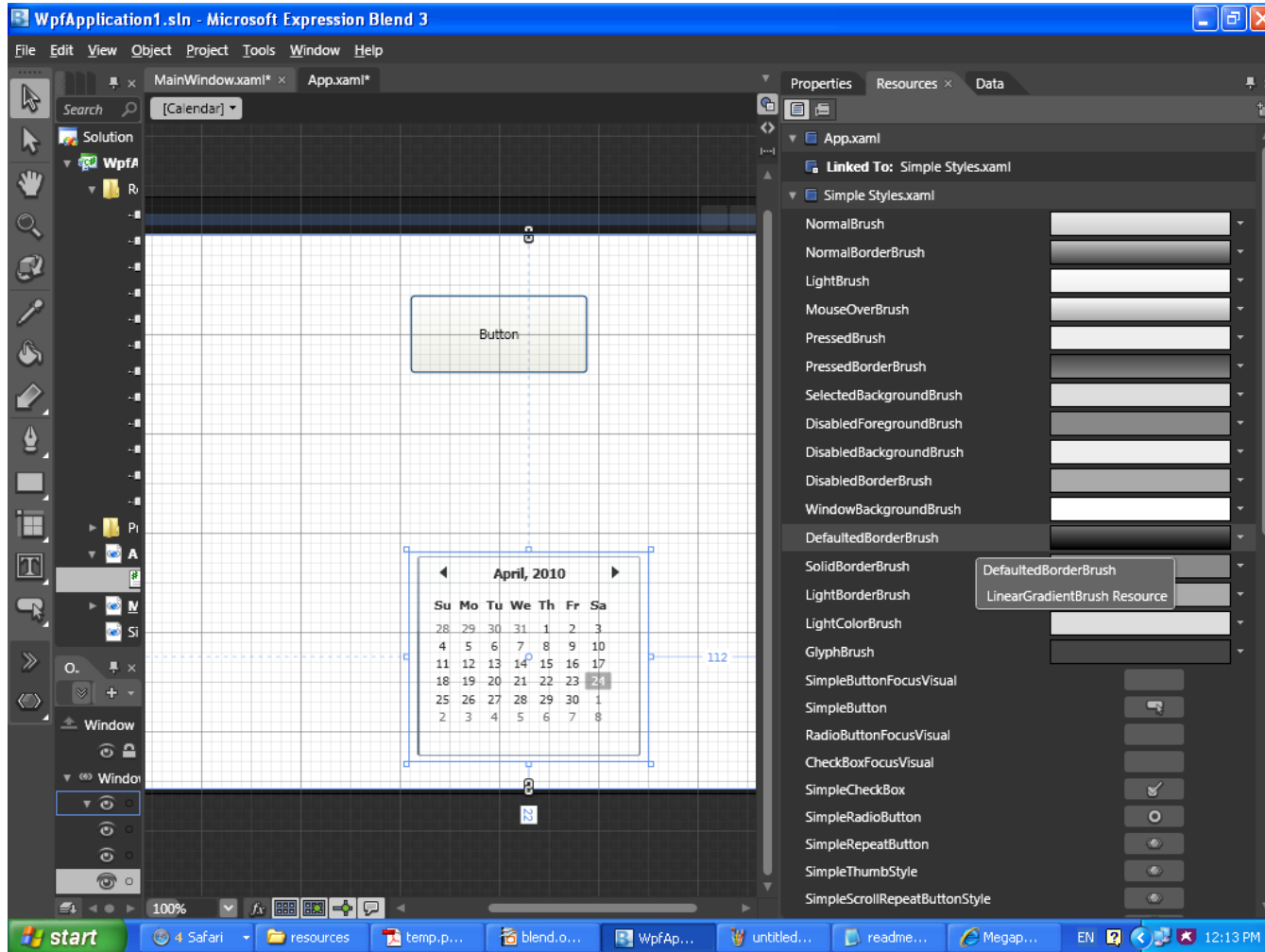
Properties Window > Brushes



Resources Window

- ❖ The resources window allows us to view and edit the resources we use.

Resources Window



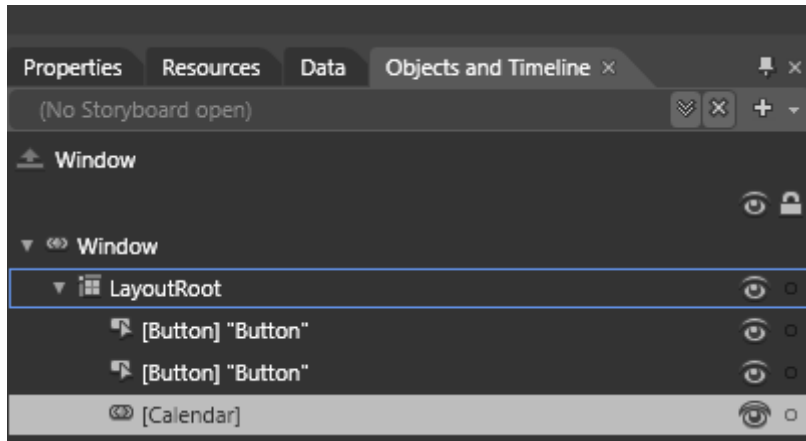
Objects & Time-line

- ❖ The objects and the time-line allow us to edit the objects and create a story time-line.
- ❖ The icon that looks like an eye allow you to change the control visibility. You can use that icon in order to turn on and off its visibility.
- ❖ The icon that looks like a dot (or a padlock) means whether the control properties are locked... or not locked.

Objects & Time-line

- ❖ We can select a group of controls, right click the mouse and select 'Group Into' and then select a container control (such as the Grid or the StackPanel) on which those controls will be placed.

Objects & Time-line



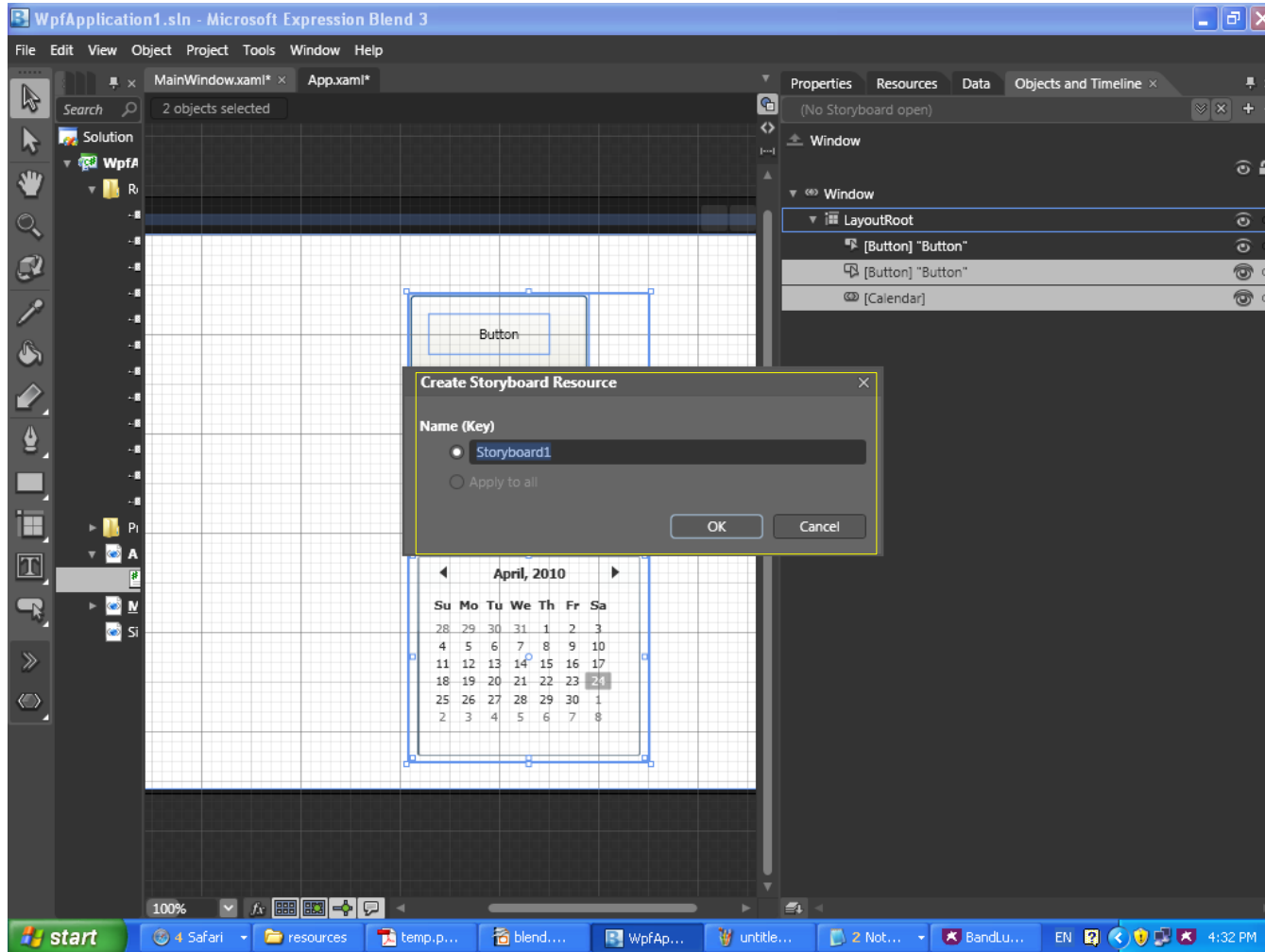
Lock Icon

Visibility Icon

Objects & Time-line

- ❖ In order to create a new story board you should click on the plus icon button and select a name for the new story board.

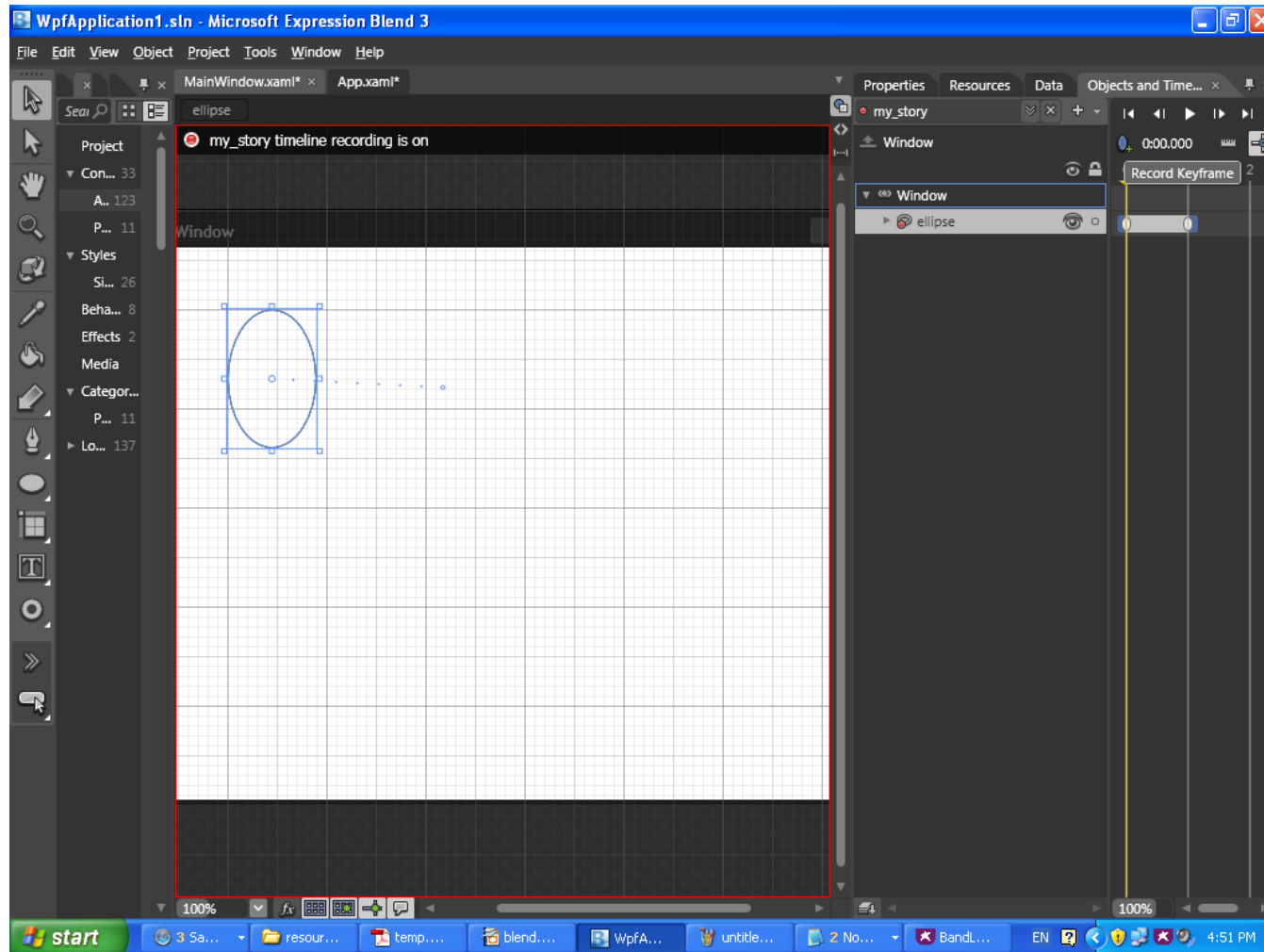
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Objects & Time-line

- ❖ Once a new story board was created we can start creating the animation.
- ❖ The Expression Blend allows us to create an animation in a similar way to Adobe Flash.
- ❖ Pressing the Record Keyframe will duplicate the current key frame.

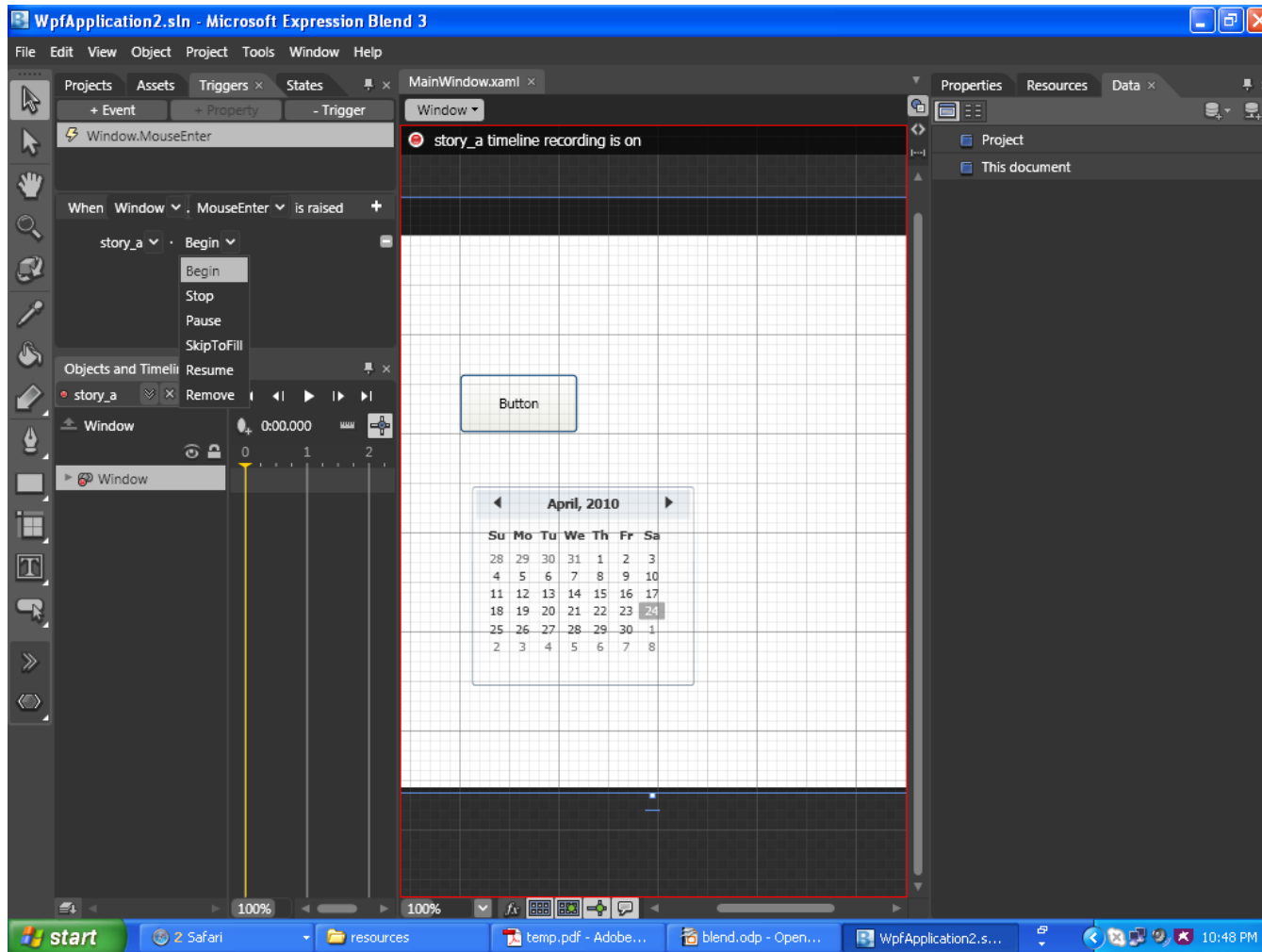
Objects & Time-line



Triggers

- ❖ Once an animation was created we can set the trigger that will start it.
- ❖ By default, the Expression Blend hooks the storyboard to the window loaded event in order to start the animation as soon as the program starts.
- ❖ In order to set a trigger you should click on the control dropdown next to the right of the word 'when' and select the control you want to trigger the animation.

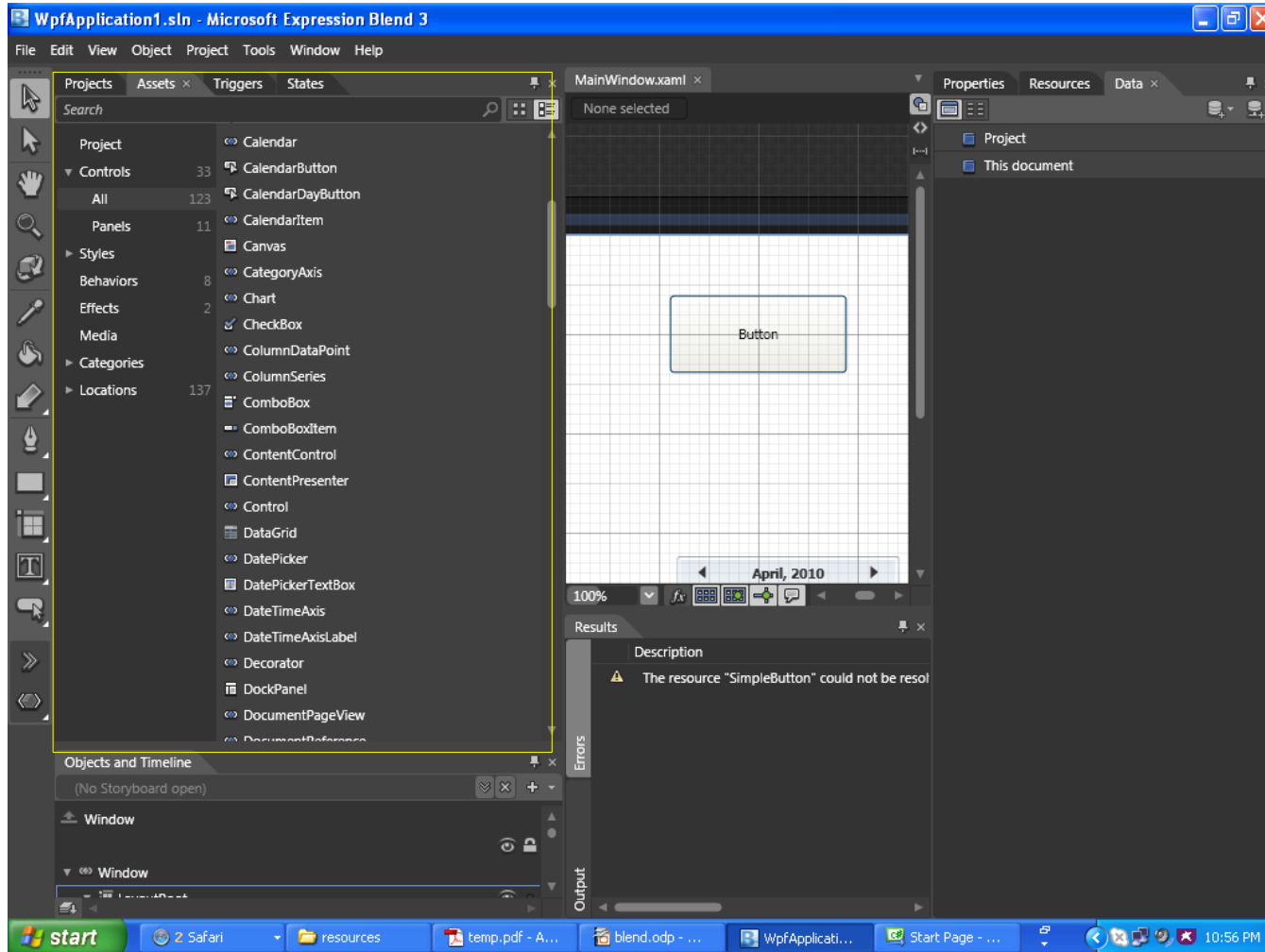
Triggers



Control Toolbox

- ❖ The control toolbox allows us to add controls on the window.

Control Toolbox



The Code

- ❖ Working with Microsoft Expression Blend we can actually work on the same projects on which we work with Microsoft Visual Studio.
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Blend

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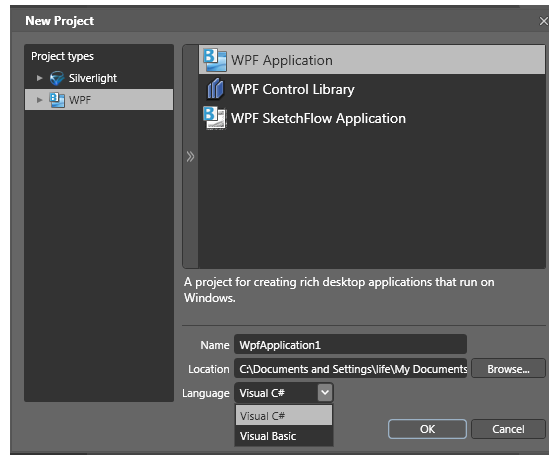
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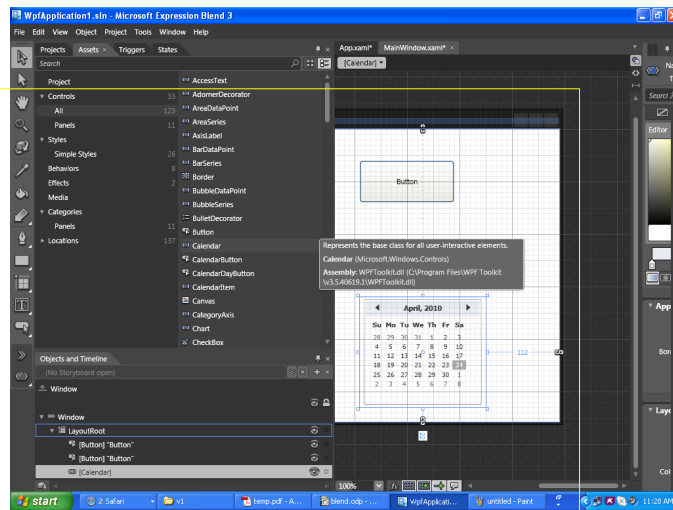
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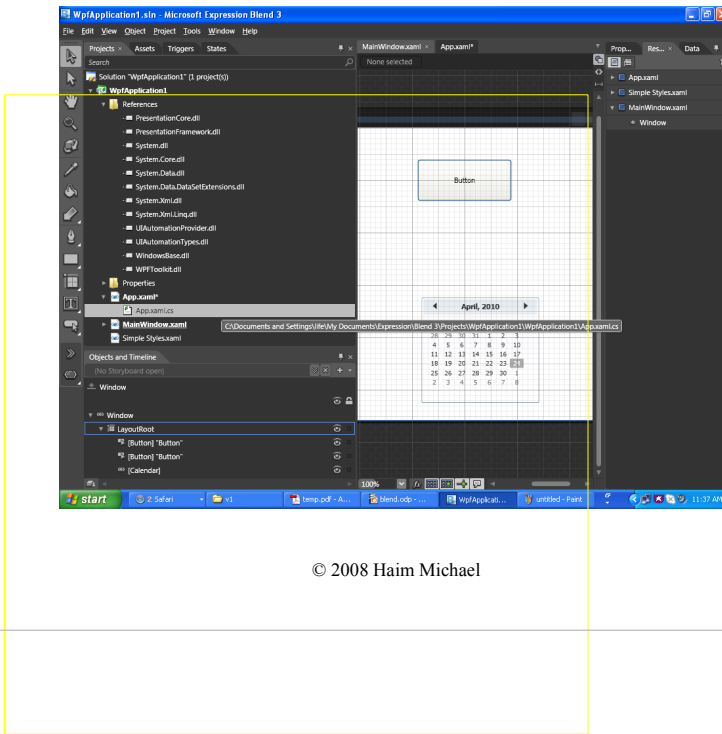
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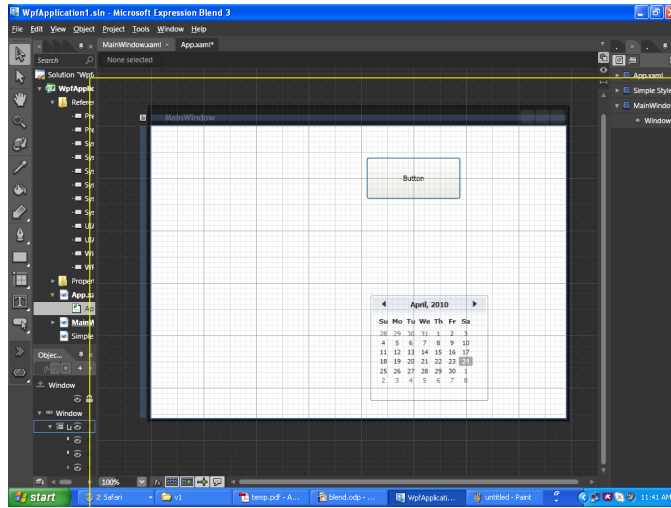
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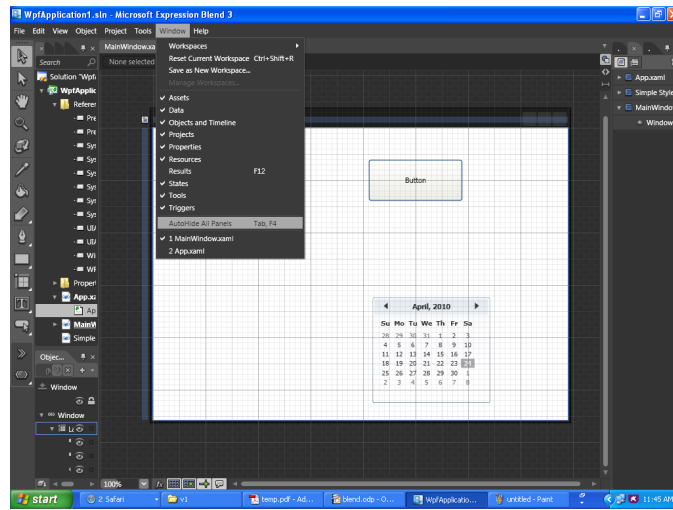
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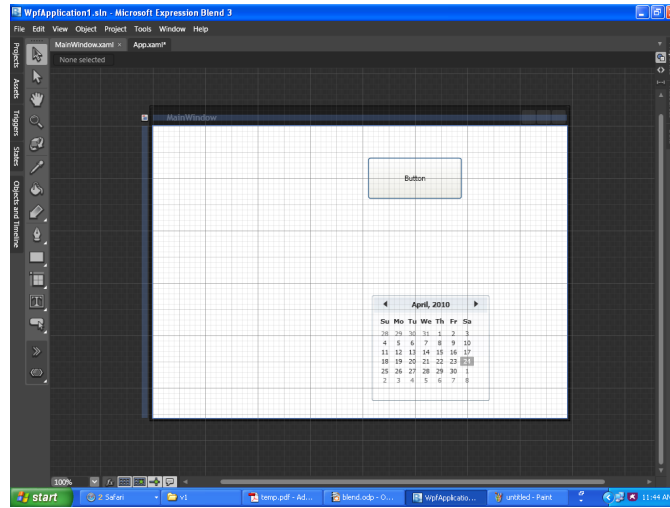


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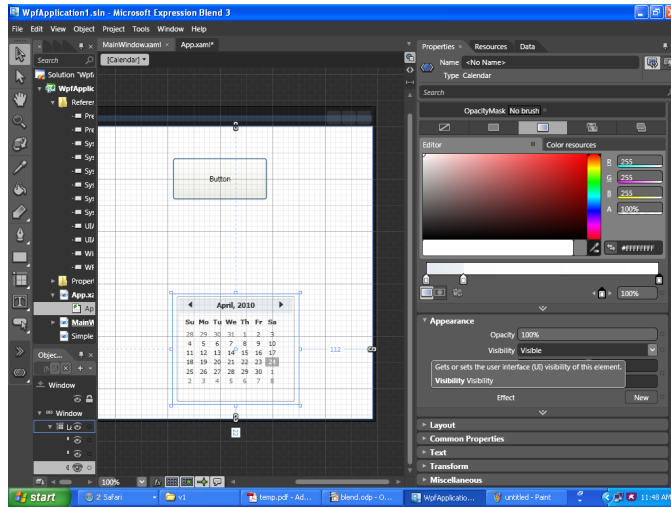
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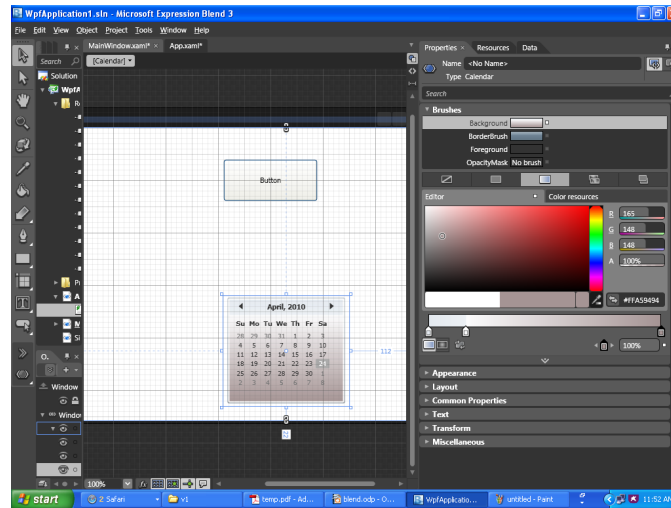
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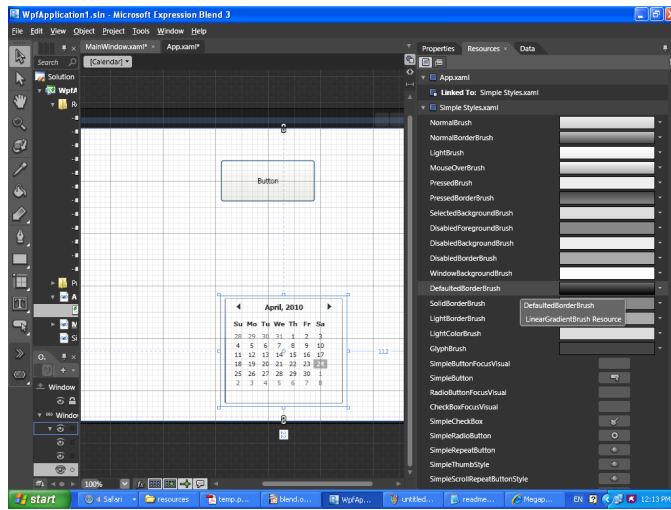
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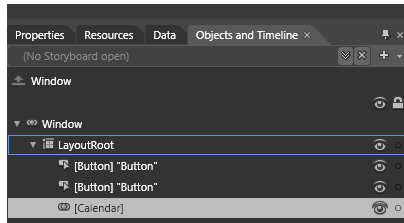
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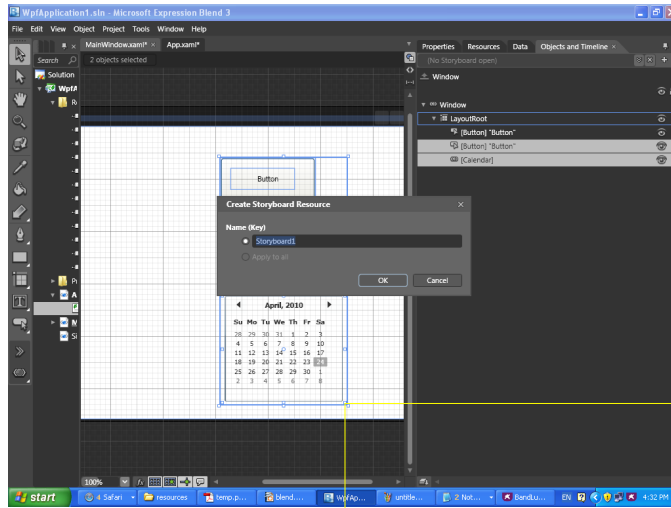
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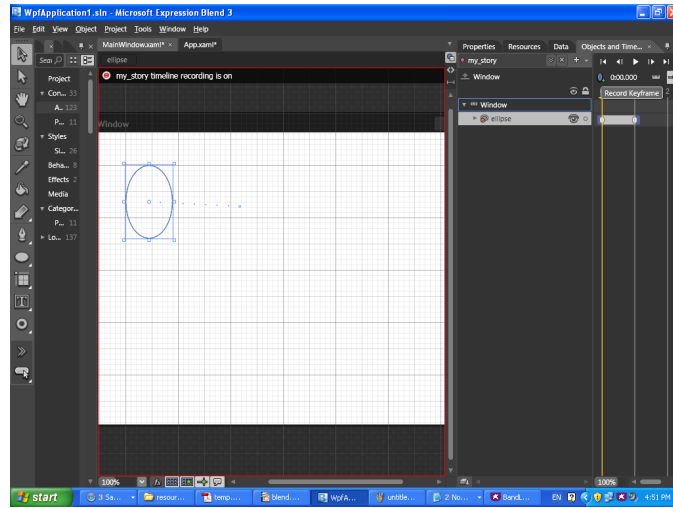
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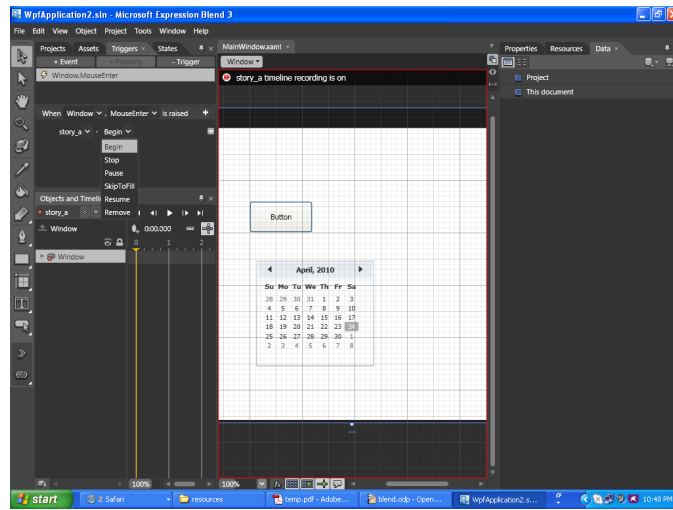
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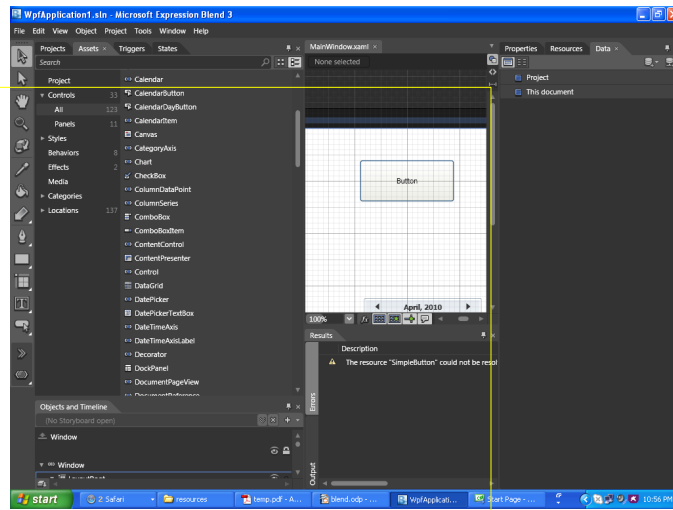
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