

Triggers

Introduction

- ❖ We can define triggers as part of a style definition. Each trigger includes a condition. The trigger sets a specific setter to start a specific action when the condition is true.

Trigger Definition

- ❖ We define a trigger using the Trigger XML element. We define its condition using the property and the value attributes.

Trigger Definition

```
<Window xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
        xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
        xmlns:sys="clr-namespace:System;assembly=mscorlib"
        x:Class="gaga.MainWindow" Width="800" Height="200" Icon="pixpix.png">

    <Window.Resources>
        <Style x:Key="triggered_style" TargetType="TextBox">
            <Setter Property="Width" Value="120"/>
            <Style.Triggers>
                <Trigger Property="Text" Value="">
                    <Setter Property="Background" Value="Yellow"/>
                </Trigger>
            </Style.Triggers>
        </Style>
    </Window.Resources>

    <WrapPanel>
        <TextBox Style="{StaticResource triggered_style}"/>
        <TextBox Width="120"/>
    </WrapPanel>

</Window>
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