dotGuacamole Documentation

Release 0

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General

Welcome to the official documentation for .Guacamole the MVVM framework for Unity Editor Applications. We recommend you read the *introduction page* to get an overview of what this documentation has to offer.

The table of contents below and in the sidebar should let you easily access the documentation for your topic of interest. You can also use the search function in the top left corner.

Note: Notice something wrong with our documentation? Feel free to submit a pull request.

If you have a technical question, please feel free to contact us through our keybase team wellfiredltd.technicalsupport

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Warning: This software is still in Alpha, please don't use it for commercial purposes.

The main documentation for the site is organized into the following sections:

CHAPTER 1

About

1.1 Introduction

This page aims at giving a broad presentation of the tool and of the contents of this documentation, so that you know where to start if you are a beginner or where to look if you need info on a specific feature.

1.1.1 Why .Guacamole

Unity provides it's own implementation for writing editor code, that is completely fine to use for small scale projects. When you start to build more complex applications with Unity's provided GUI classes, you will quickly find that your applications become difficult to manage and maintain. One of our biggest grievances with Unity's codebase in general is that it's quite hard to test.

.Guacamole tries to alleviate these problems by introducing the following concepts to Unity Developers.

- Strict separation of concerns brought through Data-Binding and MVVM.
- A flexible, extensible View Framework, with more customisation options.
- An automation framework, allowing users to writing descriptive tests, mimicking user interaction.

1.1.2 About the documentation

This documentation is continuously written, corrected, edited and revamped by members of the .Guacamole team and community. It is edited via text files in the reStructuredText markup language and then compiled into a static website/offline document using the open source Sphinx and ReadTheDocs tools.

Note: You can contribute to .Guacamole's documentation by opening issues through YouTrack or sending patches via pull requests on its GitHub source repository.

1.1.3 Organisation of the documentation

This documentation is organised in five sections, the way it is split up should be relatively intuitive:

- The *General* section contains this introduction as well as general information on the tool It also contains the *Frequently asked questions*.
- The *Getting Started* section is the the first entry point of this documentation, as it contains all the necessary information on using the tool. It starts with the Step by step tutorial which should be the entry point for all new users.
- The *Fundamentals* section is required reading for anyone intending to use .Guacamole, as it contains all the necessary information on using the library. Read this section for an overview of the main concepts used in .Guacamole.
- The *Views* and *Layouts* sections go over every view and layout included with .Guacamole.
- The *Automation* section is optional reading, but goes over the automation of your application. This is incredibly useful for anyone that wants to test their end product in a real world environment.
- Finally, the *Class API reference* is the documentation of the .Profile API. It is generated automatically from a files in the main repository, and the generated files of the documentation are therefore not meant to be modified.

1.2 Frequently asked questions

1.2.1 Someone asks a question?

We should answer it here

CHAPTER 2

Installing

We've tried to package .Guacamole up in easy to use familiar ways, for devs from all backgrounds, you can find it here packages as a Unity Package, a nuget package and you can also compile yourself from source.

Warning: You can currently only compile from source, a nuget package and a unity package will be provided along future releases, once we release our first non-alpha build.

2.1 Unity package

Coming soon

Download the latest .unitypackage from .unitypackage and extract it into your Unity Project. For importing instructions, refer to Unity's documenatation

2.2 Through nuget

Coming soon

Install WellFired.Guacamole directly using either nuget on the command line, or nuget through your Favourite IDE

2.3 Compiling from source

1. To compile the project from source, simply open /solution/WellFired.Guacamole.sln and build with your Favourite IDE.

2. This will build .Guacamole into the /unity directory.

3. You can now open Unity and open the project in the /unity directory

CHAPTER 3

Package Structure

After following the steps in the *Installing* section, you should have the following directories in your Unity Project.

- **/Code** Here you're going to find all *.Guacamole Assemblies* required to use .Guacamole.
- **/GuacamoleApplication** This directory contains assets used by the examples, if you have no intention on looking at the provided samples, feel free to remove this directory.
- **/Test** .Guacamoles ready to use automation framework.

3.1 Dependencies

.Profile has two dependencies, both come included with the installation, however they might conflict with your already existing project, especially if it's a large project, the following assemblies are included with .Profile.

- **NewtonSoft.Json** This isn't the typical NewtonSoft.Json package, it's a custom build package that doesn't use JIT compilation, making it the preferred choice if you plan to target none desktop platforms. It's prepared and developed by WellFired, but it runs against all of Newtonsoft.Jsons unit tests. Prefer this over your installation if you don't want NewtonSoft.Json to use to use JIT compilation.
- **WellFired.Promise** A lightweight promise library.
- **AsyncBridge.Net35.dll** A lightweight implementation of Task for .net framework 3.5 and below.

Tip: You can safely remove either of these assemblies if they conflict with your project, removing them won't harm .Guacamole, .Guacamole will simply default to using the versions contained in your project.

3.2 .Guacamole Assemblies

The .Guacamole projcet comes with some optional assemblies, the following list contains all assemblies in the project as well as a short description of what they are for.

- **/Code/WellFired.Guacamole** *required* This is the core assembly which contains all .Guacamole core functionality
- **/Code/WellFired.Guacamole.Data** *required* All core .Guacamole data types.
- **/Code/WellFired.Guacamole.Drawing** *required* Core .Guacamole drawing implementations.
- **/Code/WellFired.Guacamole.Examples** *optional* A selection of useful examples for anyone to see in action.
- **/Code/Editor/WellFired.Guacamole.Unity.Editor** *required* The Unity Editor specific implementation of .Guacamole.
- **/Code/Editor/WellFired.Guacamole.Examples.Unity.Editor** *optional* The Unity Editor specific implementation of .Guacamole examples.
- **/Test/Automation/WellFired.Guacamole.Automation** *optional* An automation framework for .Guacamole.

CHAPTER 4

Samples

4.1 Topic

Text.

CHAPTER 5

Hello World, .Guacamole Style

5.1 Topic

Text.

CHAPTER 6

Application

6.1 Topic

Text.

CHAPTER 7

Window

7.1 Topic

Text.

CHAPTER 8

Custom Renderer

8.1 Topic

Text.

CHAPTER 9

Data Binding

9.1 Topic

Text.

CHAPTER 10

Device

10.1 Topic

Text.

CHAPTER 11

Label View

11.1 Topic

Text.

CHAPTER 12

Number Entry View

12.1 Topic

Text.

CHAPTER 13

Text Entry View

13.1 Topic

Text.

CHAPTER 14

Button View

14.1 Topic

Text.

CHAPTER 15

Slider View

15.1 Topic

Text.

CHAPTER 16

Toggle View

16.1 Topic

Text.

CHAPTER 17

Image View

17.1 Topic

Text.

CHAPTER 18

List View

18.1 Topic

Text.

CHAPTER 19

Adjacent Layout

19.1 Topic

Text.

CHAPTER 20

Page

20.1 Topic

Text.

CHAPTER 21

Tabbed Page

21.1 Topic

Text.

CHAPTER 22

Master Detail Page

22.1 Topic

Text.

CHAPTER 23

Automation

23.1 Topic

Text.

CHAPTER 24

dotGuacamole API

24.1 Classes

24.1.1 CustomRendererAttribute

Namespace: WellFired.Guacamole

Description

Properties

Type	*ControlType* { get; set; }
Type	*RendererType* { get; set; }

Public Methods

	CustomRendererAttribute (Type controlType, Type rendererType)

Breakdown

- Type **ControlType** { get; set; }
- Type **RendererType** { get; set; }
- **CustomRendererAttribute** (Type controlType, Type rendererType)

24.1.2 AutoAction

Namespace: WellFired

Implements: *WellFired.Guacamole.IAutoAction*

Description

Public Methods

	AutoAction ( )
	AutoAction (Action onAddFirst = null, Action onRemoveLast = null)
void	*Add* (*IDisposable* disposable, Action action)
void	*Remove* (Action action)
void	*Clear* ( )
void	*Invoke* ( )

Breakdown

- **AutoAction** ( )
- **AutoAction** (Action onAddFirst = null, Action onRemoveLast = null)
- void **Add** (*IDisposable* disposable, Action action)
- void **Remove** (Action action)
- void **Clear** ( )
- void **Invoke** ( )

24.1.3 Application

Namespace: WellFired.Guacamole.Automation

Description

Public Static Methods

void	*RaiseEventFor* (this *IApplication* application, string controlId, IEvent raisedEvent)

Breakdown

- void **RaiseEventFor** (this *IApplication* application, string controlId, IEvent raisedEvent)

24.1.4 GuacamoleWindow

Namespace: WellFired.Guacamole.Automation

Description

Public Static Methods

void	*RaiseEventFor* (this *IWindow* window, string controlId, IEvent raisedEvent)

Breakdown

- void **RaiseEventFor** (this *IWindow* window, string controlId, IEvent raisedEvent)

24.1.5 View

Namespace: WellFired.Guacamole.Automation

Description

Public Static Methods

void	*RaiseEventFor* (this *Views.View* view, string controlId, IEvent raisedEvent)

Breakdown

- void **RaiseEventFor** (this *Views.View* view, string controlId, IEvent raisedEvent)

24.1.6 Automation

Namespace: WellFired.Guacamole.Automation

Implements: *WellFired.Guacamole.Automation.IAutomation*

Description

Public Methods

IApplication	*LaunchWith* (Func< *IApplication* > launch)
async Task	*Click* (string viewId)
async Task	*Type* (string viewId, char key)
async Task	*Type* (string viewId, string message)

Breakdown

- *IApplication* **LaunchWith** (Func< *IApplication* > launch)
- async Task **Click** (string viewId)
- async Task **Type** (string viewId, char key)
- async Task **Type** (string viewId, string message)

24.1.7 Cell

Namespace: WellFired.Guacamole

Implements: *WellFired.Guacamole.Cells.ICell*

Inherits: *WellFired.Guacamole.Views.View*

Description

public-static-attrib

readonly *BindableProperty*	*IsSelectedProperty*
readonly *BindableProperty*	*CanMouseOverProperty*

Properties

bool	*IsSelected* { get; set; }
bool	*CanMouseOver* { get; set; }
IListView	*Container* { get; set; }

protected-func

	Cell ( )

Public Methods

void	*RecycleWithNewBindingContext* ( )

Breakdown

- readonly *BindableProperty* **IsSelectedProperty**
- readonly *BindableProperty* **CanMouseOverProperty**
- bool **IsSelected** { get; set; }
- bool **CanMouseOver** { get; set; }

  Description

  If true and the view is not disabled, then the cell can be selected.
- *IListView* **Container** { get; set; }
- **Cell** ( )
- void **RecycleWithNewBindingContext** ( )

24.1.8 HeaderCell

Namespace: WellFired.Guacamole

Inherits: *WellFired.Guacamole.Cells.LabelCell*

Description

Public Methods

	HeaderCell ( )

Breakdown

- **HeaderCell** ( )

24.1.9 ImageCell

Namespace: WellFired.Guacamole

Inherits: *WellFired.Guacamole.Cells.Cell*

Description

public-static-attrib

readonly *BindableProperty*	*ImageSourceProperty*

Properties

IImageSource	*ImageSource* { get; set; }

Public Methods

	ImageCell ( )

Breakdown

- readonly *BindableProperty* **ImageSourceProperty**
- *IImageSource* **ImageSource** { get; set; }
- **ImageCell** ( )

24.1.10 KeyValueCell

Namespace: WellFired.Guacamole

Inherits: *WellFired.Guacamole.Cells.Cell*

Description

KeyValueCell is a cell divided in two. The left part corresponds to the text of the key value, the right part corresponds to the text of the value value. This is useful to display a list of settings with the following fashion : Automatically commit yes API used OpenGL . . . ..

public-static-attrib

readonly *BindableProperty*	*KeyTextProperty*
readonly *BindableProperty*	*ValueTextProperty*
readonly *BindableProperty*	*TextColorProperty*

Properties

string	*KeyText* { get; set; }
string	*ValueText* { get; set; }
UIColor	*TextColor* { get; set; }
int	*ValueWidth* { get; set; }

Public Methods

	KeyValueCell ( )

Breakdown

- readonly *BindableProperty* **KeyTextProperty**
- readonly *BindableProperty* **ValueTextProperty**
- readonly *BindableProperty* **TextColorProperty**
- string **KeyText** { get; set; }
- string **ValueText** { get; set; }
- UIColor **TextColor** { get; set; }
- int **ValueWidth** { get; set; }

  Description

  This is the fixed width occupied by the value content. If for example the cell is filling all the available space horizontally, then the value part will still have the same width, only key part will expand. This ensures that when key value cells are placed under each other, the values are all aligned.

- **KeyValueCell ( )**

24.1.11 LabelCell

Namespace: WellFired.Guacamole

Inherits: *WellFired.Guacamole.Cells.Cell*

Description

public-static-attrib

readonly *BindableProperty*	*FontSizeProperty*
readonly *BindableProperty*	*TextProperty*
readonly *BindableProperty*	*TextColorProperty*
readonly *BindableProperty*	*HorizontalTextAlignProperty*
readonly *BindableProperty*	*VerticalTextAlignProperty*

Properties

int	*FontSize* { get; set; }
string	*Text* { get; set; }
UIColor	*TextColor* { get; set; }
UITextAlign	*HorizontalTextAlign* { get; set; }
UITextAlign	*VerticalTextAlign* { get; set; }

Public Methods

	LabelCell ( )

Breakdown

- readonly *BindableProperty* **FontSizeProperty**
- readonly *BindableProperty* **TextProperty**
- readonly *BindableProperty* **TextColorProperty**
- readonly *BindableProperty* **HorizontalTextAlignProperty**
- readonly *BindableProperty* **VerticalTextAlignProperty**
- int **FontSize** { get; set; }
- string **Text** { get; set; }
- UIColor **TextColor** { get; set; }
- UITextAlign **HorizontalTextAlign** { get; set; }
- UITextAlign **VerticalTextAlign** { get; set; }

- **LabelCell ( )**

24.1.12 Command

Namespace: WellFired

Implements: *WellFired.Guacamole.ICommand*

Inherits: *WellFired.Guacamole.DataBinding.ObservableBase*

Description

Properties

Action	*ExecuteAction* { get; set; }
bool	*CanExecute* { get; set; }

Public Methods

delegate bool	*CanExecuteDelegate* ( )
void	*Execute* ( )

Breakdown

- Action **ExecuteAction** { get; set; }
- bool **CanExecute** { get; set; }
- delegate bool **CanExecuteDelegate** ( )
- void **Execute** ( )

24.1.13 NotifyCollectionChangedEventArgs

Namespace: *WellFired.Guacamole.Data*

Description

Properties

NotifyCollectionChangedAction	*Action* { get; set; }
IList	*NewItems* { get; set; }
int	*NewStartingIndex* { get; set; }
IList	*OldItems* { get; set; }
int	*OldStartingIndex* { get; set; }

Public Methods

	NotifyCollectionChangedEventArgs (NotifyCollectionChangedAction action, object changedItem, int index)
	NotifyCollectionChangedEventArgs (NotifyCollectionChangedAction action)
	NotifyCollectionChangedEventArgs (NotifyCollectionChangedAction action, object changedItem)
	NotifyCollectionChangedEventArgs (NotifyCollectionChangedAction action, IList newItems, IList oldItems)
	NotifyCollectionChangedEventArgs (NotifyCollectionChangedAction action, IList changedItems, int startingIndex)
	NotifyCollectionChangedEventArgs (NotifyCollectionChangedAction action, IList changedItems)
	NotifyCollectionChangedEventArgs (NotifyCollectionChangedAction action, object newItem, object oldItem)
	NotifyCollectionChangedEventArgs (NotifyCollectionChangedAction action, IList newItems, IList oldItems, int startingIndex)
	NotifyCollectionChangedEventArgs (NotifyCollectionChangedAction action, IList changedItems, int index, int oldIndex)
	NotifyCollectionChangedEventArgs (NotifyCollectionChangedAction action, object changedItem, int index, int oldIndex)
	NotifyCollectionChangedEventArgs (NotifyCollectionChangedAction action, object newItem, object oldItem, int index)

Breakdown

- NotifyCollectionChangedAction **Action** { get; set; }
- IList **NewItems** { get; set; }
- int **NewStartingIndex** { get; set; }
- IList **OldItems** { get; set; }
- int **OldStartingIndex** { get; set; }
- **NotifyCollectionChangedEventArgs** (NotifyCollectionChangedAction action, IList changedItems)
- **NotifyCollectionChangedEventArgs** (NotifyCollectionChangedAction action, object changedItem, int index)
- **NotifyCollectionChangedEventArgs** (NotifyCollectionChangedAction action, object changedItem)
- **NotifyCollectionChangedEventArgs** (NotifyCollectionChangedAction action, IList newItems, IList oldItems)
- **NotifyCollectionChangedEventArgs** (NotifyCollectionChangedAction action, IList changedItems, int startingIndex)
- **NotifyCollectionChangedEventArgs** (NotifyCollectionChangedAction action)
- **NotifyCollectionChangedEventArgs** (NotifyCollectionChangedAction action, object newItem, object oldItem)
- **NotifyCollectionChangedEventArgs** (NotifyCollectionChangedAction action, IList newItems, IList oldItems, int startingIndex)
- **NotifyCollectionChangedEventArgs** (NotifyCollectionChangedAction action, IList changedItems, int index, int oldIndex)
- **NotifyCollectionChangedEventArgs** (NotifyCollectionChangedAction action, object changedItem, int index, int oldIndex)

- **NotifyCollectionChangedEventArgs** (NotifyCollectionChangedAction action, object newItem, object oldItem, int index)

24.1.14 ObservableCollection

Namespace: *WellFired.Guacamole.Data*

Implements: *WellFired.Guacamole.Data.Collection.INotifyCollectionChanged*

Description

Properties

PropertyChangedEventHandler	*PropertyChangedDelegate* { get; set; }

Events

NotifyCollectionChangedEventHandler	*CollectionChanged*
PropertyChangedEventHandler	*PropertyChanged*

Public Methods

	ObservableCollection ( )
	ObservableCollection (List< T > list)
void	*Move* (int oldIndex, int newIndex)

protected-func

override void	*ClearItems* ( )
override void	*InsertItem* (int index, T item)
void	*MoveItem* (int oldIndex, int newIndex)
void	*OnCollectionChanged* (*NotifyCollectionChangedEventArgs* e)
void	*OnPropertyChanged* (PropertyChangedEventArgs e)
override void	*RemoveItem* (int index)
override void	*SetItem* (int index, T item)

Breakdown

- PropertyChangedEventHandler **PropertyChangedDelegate** { get; set; }
- NotifyCollectionChangedEventHandler **CollectionChanged**
- PropertyChangedEventHandler **PropertyChanged**
- **ObservableCollection** ( )
- **ObservableCollection** (List< T > list)

- void **Move** (int oldIndex, int newIndex)
- override void **ClearItems** ( )
- override void **InsertItem** (int index, T item)
- void **MoveItem** (int oldIndex, int newIndex)
- void **OnCollectionChanged** (*NotifyCollectionChangedEventArgs* e)
- void **OnPropertyChanged** (PropertyChangedEventArgs e)
- override void **RemoveItem** (int index)
- override void **SetItem** (int index, T item)

24.1.15 SimpleMonitor

Namespace: *WellFired.Guacamole.Data.Collection*

Implements: *WellFired.Guacamole.IDisposable*

Description

Public Properties

bool	*Busy*

Public Methods

void	*Dispose* ( )
void	*Enter* ( )

Breakdown

- bool **Busy**
- void **Dispose** ( )
- void **Enter** ( )

24.1.16 CompositeCollection

Namespace: WellFired.Guacamole

Implements: *WellFired.Guacamole.Data.Collection.INotifyCollectionChanged*

Description

This class is a representation of a two tiered List of Lists. The parent list could be an ObservableCollection, as could any or all of the children. This class allows contiguous access to a list of lists or ObservableCollection of ObservableCollection. The class also implements INotifyCollectionChanged and as such can be used as in the same way as an ObservableCollection.

Public Properties

bool	*IsContiguousCollection*
int	*GroupCount*
object	*this[int i]*
int	*Count*

Events

NotifyCollectionChangedEventHandler	*CollectionChanged*

Public Methods

IEnumerator	*GetEnumerator* ( )
int	*GetEntryCountInGroup* (int group)
	CompositeCollection (ICollection itemSource)
	CompositeCollection ( )
int	*IndexOf* (object item)

Breakdown

- bool **IsContiguousCollection**

  Description

  This flas will tell you if the ItemSource is a grouped ItemSource (I.E. Not contiguous)

- int **GroupCount**

  Description

  Number of group in the composite collection.

- object **this[int i]**

  Description

  Provides array index to a one or two tiered data structure, as though the data structure was linear.

  Parameters

i

- int **Count**

  Description

  Returns the total count of this collection as though it was linear

- NotifyCollectionChangedEventHandler **CollectionChanged**

- IEnumerator **GetEnumerator** ( )

  Description

The enumerator for this data type simply returns our internal representation

- int **GetEntryCountInGroup** (int group)

  Description

  Return the number of item in one group.

  Parameters

group	index of the group starting from 0.

- **CompositeCollection** (ICollection itemSource)

  Description

  Constructs a new instance of TwoTieredCollection from a List. This list can be an observable *Collection*, it's children can also be ObservableCollection.

- **CompositeCollection** ( )
- int **IndexOf** (object item)

  Description

  Returns the index of the passed item

  Parameters

item

24.1.17 UIPaddingConverter

Namespace: *WellFired.Guacamole.Data*

Description

Public Methods

override bool	*CanConvertFrom* (ITypeDescriptorContext context, Type sourceType)
override object	*ConvertFrom* (ITypeDescriptorContext context, CultureInfo culture, object value)

Breakdown

- override bool **CanConvertFrom** (ITypeDescriptorContext context, Type sourceType)
- override object **ConvertFrom** (ITypeDescriptorContext context, CultureInfo culture, object value)

24.1.18 MathUtil

Namespace: WellFired.Guacamole

Description

Public Static Methods

bool	*NearEqual* (float a, float b)

Breakdown

- bool **NearEqual** (float a, float b)

  Description

  Returns true if a is almost the same value as b, using a d of 0.0001f

  Parameters

a
b

24.1.19 BindableContext

Namespace: WellFired.Guacamole

Description

Public Properties

BindableProperty	*BindableProperty*

Properties

string	*SourcePropertyName* { get; set; }
object	*Value* { get; set; }
INotifyPropertyChanged	*SourceObject* { get; set; }
BindingMode	*InstancedBindingMode* { get; set; }
IValueConverter	*InstancedConverter* { get; set; }

Public Methods

	BindableContext (object initialValue)
bool	*SetValueFromDest* (object value)
bool	*SetValueFromSource* ( )

Breakdown

- *BindableProperty* **BindableProperty**

  Description

  This is the property on the destination side.

- string **SourcePropertyName** { get; set; }
- object **Value** { get; set; }

  Description

  This is the current value of the destination property.

- INotifyPropertyChanged **SourceObject** { get; set; }

  Description

  This is the source object destination is bound to.

- BindingMode **InstancedBindingMode** { get; set; }

  Description

  This describe in which way the source and destination are bound. If it is not specified, the bindable property default BindingMode is used.

- *IValueConverter* **InstancedConverter** { get; set; }

  Description

  This can be specify to apply a custom conversion to the value. If not specified, the default ValueConverter is used.

- **BindableContext** (object initialValue)
- bool **SetValueFromDest** (object value)

  Description

  This is called when the value on the destination was changed (In a VMMV context it would be the View).

  Parameters

value

- bool **SetValueFromSource** ( )

  Description

  This is called when the value on the source was changed (In a VMMV context it would be the VM).

24.1.20 BindableObject

Namespace: WellFired.Guacamole

Implements: *WellFired.Guacamole.DataBinding.IBindableObject*

Description

protected-static-attrib

readonly *BindableProperty*	*BindingContextProperty*

Properties

INotifyPropertyChanged	*BindingContext* { get; set; }

Events

PropertyChangedEventHandler	*PropertyChanged*

Public Methods

void	*Bind* (*BindableProperty* bindableProperty, string sourceProperty, *IValueConverter* converter)
void	*Bind* (*BindableProperty* bindableProperty, string sourceProperty, BindingMode? bindingMode = null, *IValueConverter* converter = null)
object	*GetValue* (*BindableProperty* bindableProperty)
bool	*SetValue* (*BindableProperty* bindableProperty, object value)

Breakdown

- readonly *BindableProperty* **BindingContextProperty**
- INotifyPropertyChanged **BindingContext** { get; set; }
- PropertyChangedEventHandler **PropertyChanged**
- void **Bind** (*BindableProperty* bindableProperty, string sourceProperty, *IValueConverter* converter)
- void **Bind** (*BindableProperty* bindableProperty, string sourceProperty, BindingMode? bindingMode = null, *IValueConverter* converter = null)

  Description

  Bind a Property on an object to this Property.

  Parameters

bind-ableProperty	
source-Prop-erty	
bindingMode	If this is not passed, we will default to using the binding monde on the passed property.
converter	An optional converter that will convert from dource type to dest type and vice versa

- object **GetValue** (*BindableProperty* bindableProperty)
- bool **SetValue** (*BindableProperty* bindableProperty, object value)

24.1.21 BindableProperty

Namespace: WellFired.Guacamole

Description

Properties

string	*PropertyName* { get; set; }
object	*DefaultValue* { get; set; }
Type	*PropertyType* { get; set; }
BindingMode	*BindingMode* { get; set; }

Public Static Methods

BindableProp-erty	Create (TB defaultValue, BindingMode bindingMode, Expression< Func< TA, TB >> getter)

Breakdown

- string **PropertyName** { get; set; }
- object **DefaultValue** { get; set; }
- Type **PropertyType** { get; set; }
- BindingMode **BindingMode** { get; set; }
- *BindableProperty* **Create< TA, TB >** (TB defaultValue, BindingMode bindingMode, Expression< Func< TA, TB >> getter)

24.1.22 CellBindingContextBase

Namespace: *WellFired.Guacamole.DataBinding*

Inherits: *WellFired.Guacamole.DataBinding.ObservableBase*

Description

Properties

bool	*IsSelected* { get; set; }

Public Methods

	CellBindingContextBase ( )

Breakdown

- bool **IsSelected** { get; set; }
- **CellBindingContextBase** ( )

24.1.23 GroupHeaderBindingContext

Namespace: *WellFired.Guacamole.DataBinding*

Implements: *WellFired.Guacamole.Cells.IDefaultCellContext*

Description

Events

PropertyChangedEventHandler	*PropertyChanged*

Properties

bool	*IsSelected* { get; set; }
string	*CellLabelText* { get; set; }

Public Methods

	GroupHeaderBindingContext (string cellLabelText)

protected-func

void	SetProperty (ref TPropertyType storage, TPropertyType value, string propertyName = @"")

Breakdown

- PropertyChangedEventHandler **PropertyChanged**
- bool **IsSelected** { get; set; }
- string **CellLabelText** { get; set; }
- **GroupHeaderBindingContext** (string cellLabelText)
- void **SetProperty< TPropertyType >** (ref TPropertyType storage, TPropertyType value, string propertyName = @"")

24.1.24 ImageCellBindingContext

Namespace: *WellFired.Guacamole.DataBinding*

Inherits: *WellFired.Guacamole.DataBinding.Cells.CellBindingContextBase*

Description

Properties

IImageSource	*ImageSource* { get; set; }

Public Methods

	ImageCellBindingContext (Uri uri)

Breakdown

- *IImageSource* **ImageSource** { get; set; }
- **ImageCellBindingContext** (Uri uri)

24.1.25 LabelCellBindingContext

Namespace: *WellFired.Guacamole.DataBinding*

Implements: *WellFired.Guacamole.Cells.IDefaultCellContext*

Inherits: *WellFired.Guacamole.DataBinding.Cells.CellBindingContextBase*

Description

Properties

string	*CellLabelText* { get; set; }

Public Methods

	LabelCellBindingContext (string cellLabelText)

Breakdown

- string **CellLabelText** { get; set; }
- **LabelCellBindingContext** (string cellLabelText)

24.1.26 PageBindingContextBase

Namespace: *WellFired.Guacamole.DataBinding*

Inherits: *WellFired.Guacamole.DataBinding.ObservableBase*

Description

Properties

string	*Title* { get; set; }

Breakdown

- string **Title** { get; set; }

24.1.27 Extensions

Namespace: *WellFired.Guacamole.DataBinding*

Description

Public Static Methods

bool	*TryConvertToInt32* (this decimal decimalValue, out int intValue)
decimal	*ConvertToDecimal* (this int intValue)
double	*ConvertToDouble* (this int intValue)

Breakdown

- bool **TryConvertToInt32** (this decimal decimalValue, out int intValue)
- decimal **ConvertToDecimal** (this int intValue)
- double **ConvertToDouble** (this int intValue)

24.1.28 ValueConverter

Namespace: *WellFired.Guacamole.DataBinding*

Implements: *WellFired.Guacamole.DataBinding.Converter.IValueConverter*

Description

Public Methods

object	*Convert* (object value, Type targetType, object parameter, CultureInfo culture)
object	*ConvertBack* (object value, Type targetType, object parameter, CultureInfo culture)

Breakdown

- object **Convert** (object value, Type targetType, object parameter, CultureInfo culture)
- object **ConvertBack** (object value, Type targetType, object parameter, CultureInfo culture)

24.1.29 ConverterHelper

Namespace: WellFired.Guacamole

Description

Public Static Methods

object	ConvertTo (object paramater)

Breakdown

- object **ConvertTo< T >** (object paramater)

24.1.30 DataTemplate

Namespace: WellFired.Guacamole

Description

Properties

Type	*Type* { get; set; }

Public Static Methods

DataTemplate	*Of* (Type type)
DataTemplate	*Of* (Func< object, *IBindableObject* > builder)

Public Methods

IBindableObject	*Create* (object caller)
IBindableObject	*Create* (object caller, object objectRetrieval)

Breakdown

- Type **Type** { get; set; }
- *DataTemplate* **Of** (Type type)
- *DataTemplate* **Of** (Func< object, *IBindableObject* > builder)
- *IBindableObject* **Create** (object caller)
- *IBindableObject* **Create** (object caller, object objectRetrieval)

24.1.31 BindingExistsException

Namespace: *WellFired.Guacamole.DataBinding*

Description

Public Properties

override string	*Message*

Public Methods

	BindingExistsException (string bindablePropertyName, string newSourceProperty, string originalSourceProperty)

Breakdown

- override string **Message**
- **BindingExistsException** (string bindablePropertyName, string newSourceProperty, string originalSourceProperty)

24.1.32 PropertyNotFoundException

Namespace: *WellFired.Guacamole.DataBinding*

Description

Public Properties

override string	*Message*

Public Methods

	PropertyNotFoundException **(** string bindablePropertyName, string backstoreType, string unexistingBackstoreProperty **)**

Breakdown

- override string **Message**
- **PropertyNotFoundException (** string bindablePropertyName, string backstoreType, string unexistingBackstoreProperty **)**

24.1.33 SetValueFromDestException

Namespace: *WellFired.Guacamole.DataBinding*

Inherits: *WellFired.Guacamole.Exceptions.GuacamoleUserFacingException*

Description

Public Methods

	SetValueFromDestException **(** INotifyPropertyChanged bindableObject, string propertyPropertyName, string targetProperty, object value, Exception exception **)**
override string	*UserFacingError* **( )**

Breakdown

- **SetValueFromDestException (** INotifyPropertyChanged bindableObject, string propertyPropertyName, string targetProperty, object value, Exception exception **)**
- override string **UserFacingError ( )**

24.1.34 SetValueFromSourceException

Namespace: *WellFired.Guacamole.DataBinding*

Inherits: *WellFired.Guacamole.Exceptions.GuacamoleUserFacingException*

Description

Public Methods

	SetValueFromSourceException (INotifyPropertyChanged bindableObject, string propertyPropertyName, string targetProperty, object value, Exception exception)
override string	*UserFacingError* ( )

Breakdown

- **SetValueFromSourceException** (INotifyPropertyChanged bindableObject, string propertyPropertyName, string targetProperty, object value, Exception exception)
- override string **UserFacingError** ( )

24.1.35 GetterInfo

Namespace: WellFired.Guacamole

Description

Public Static Methods

void	GetInfo (Expression< Func< TA, TB >> getter, out string propertyName, out Type propertyType)

Breakdown

- void **GetInfo< TA, TB >** (Expression< Func< TA, TB >> getter, out string propertyName, out Type propertyType)

  Description

  Extract the property name and property type from an Expression. This is a convenient way to get something similar to reflexion without the hassle of using non-refactorable string values. If the expression is v => v.Text and that Text is a property belonging to v of type string, then the returned name will be "Text" and the return type will be string.

  Parameters

getter	the expression returning the property we want to get name and type.
propertyName	
propertyType	

24.1.36 ObservableBase

Namespace: WellFired.Guacamole

Description

Events

PropertyChangedEventHandler	*PropertyChanged*

protected-func

bool	SetProperty (ref T storage, T value, string propertyName = @"")

Breakdown

- PropertyChangedEventHandler **PropertyChanged**
- bool **SetProperty< T >** (ref T storage, T value, string propertyName = @"")

24.1.37 ReflectionCache

Namespace: WellFired.Guacamole

Description

Properties

MemberInfo[]	*Members* { get; set; }

Public Methods

MemberInfo	*GetMember* (string name)

Public Static Methods

ReflectionCache	Get ( )
ReflectionCache	*Get* (Type type)

Breakdown

- MemberInfo[] **Members** { get; set; }
- MemberInfo **GetMember** (string name)
- *ReflectionCache* **Get< T >** ( )
- *ReflectionCache* **Get** (Type type)

24.1.38 ReflectionExt

Namespace: WellFired.Guacamole

Description

Public Static Methods

object	*GetMemberValue* (this MemberInfo member, object instance)
bool	HasAttribute (this MemberInfo m)
T	GetAttribute (this object m, string memberName)
Type	*GetMemberType* (this MemberInfo member)
Type	*GetParamaterType* (this MemberInfo member)
void	*SetMemberValue* (this MemberInfo member, object instance, object value)
T	GetAttribute (this MemberInfo m)
object	*GetMemberValue* (this object instance, string propertyName)
T	GetMemberValue (this MemberInfo member, object instance)
MemberInfo[]	*GetRuntimeMembers* (this Type t)
MemberInfo	*GetRuntimeMember* (this Type t, string name)
bool	*IsEnum* (this Type t)
bool	*IsAssignable* (this Type desiredType, object param)

Breakdown

- T **GetAttribute< T >** (this MemberInfo m)
- object **GetMemberValue** (this MemberInfo member, object instance)
- T **GetAttribute< T >** (this object m, string memberName)
- Type **GetMemberType** (this MemberInfo member)
- Type **GetParamaterType** (this MemberInfo member)
- void **SetMemberValue** (this MemberInfo member, object instance, object value)
- bool **HasAttribute< T >** (this MemberInfo m)
- object **GetMemberValue** (this object instance, string propertyName)
- T **GetMemberValue< T >** (this MemberInfo member, object instance)
- MemberInfo[] **GetRuntimeMembers** (this Type t)
- MemberInfo **GetRuntimeMember** (this Type t, string name)
- bool **IsEnum** (this Type t)
- bool **IsAssignable** (this Type desiredType, object param)

24.1.39 SelectedItemChangedEventArgs

Namespace: WellFired.Guacamole

Description

Properties

object	*SelectedItem* { get; set; }

Public Methods

	SelectedItemChangedEventArgs (object selectedItem)

Breakdown

- object **SelectedItem** { get; set; }
- **SelectedItemChangedEventArgs** (object selectedItem)

24.1.40 DataAccess

Namespace: WellFired.Guacamole.DataStorage

Implements: *WellFired.Guacamole.DataStorage.Data.IDataAccess*, *WellFired.Guacamole.DataStorage.Data.Synchronization.IStoredI*

Description

DataAccess is a hub to access data provided by a IDataStorageService". It offers : <list type="bullet"> the possibility to synchronize your IDataProxy with the stored data if ever it is changed (by modifying a file on a file storage for example) A mechanism to ensure your data is always updated to its last version before to track it The possibility to save content of your IDataProxy data in the storage only when you request it and only if data in your proxy was modified, avoiding to constantly write to the storage Note that a *DataAccess* is thread safe with himself. If ever you have several instance of it tracking data in the same emplacement, you may want to make use of the possibility of assigning a thread synchronizer id in the constructor method.

Public Static Methods

void	*InitializeSharedThreadLock* (*IKeyBasedReadWriteLock* readWriteLock, bool forceReinitialization = false)

Public Methods

	DataAccess (*IDataStorageService* dataStorageService, *IDataCacher* dataCacher, *IStoredDataUpdater* storedDataUpdater, *IStoredDataWatcher* storedDataWatcher = null, string synchronizeID = null)
void	*Track* (string key, *IDataProxy* dataProxy)
void	*Save* (string key)
void	*DoStoredDataChanged* (string key)

Breakdown

- void **InitializeSharedThreadLock** (*IKeyBasedReadWriteLock* readWriteLock, bool forceReinitialization = false)
- **DataAccess** (*IDataStorageService* dataStorageService, *IDataCacher* dataCacher, *IStoredDataUpdater* storedDataUpdater, *IStoredDataWatcher* storedDataWatcher = null, string synchronizeID = null)

  Description

  Constructor of *DataAccess*

  Parameters

dataStorageService	The key base storage service where data is stored
dataCacher	The cacher ensuring the cached data is updated correctly
storedDataUpdater	The object in charge of updating the data to its current version
storedDataWatcher	An optional data watcher if the storage offers the possibility to detect data changes.
synchronizeID	Two *DataAccess* sharing the same id will work in a thread safe environment. For example, data will not be read while it is being updated. Note that it is key based. If one key of the storage is being saved, it will not prevent other threads from writing in different key locations. Also, if no id is specified then a unique id based on .Net GUID implementation will be generated.

- void **Track** (string key, *IDataProxy* dataProxy)

  Description

  Load stored data in your data proxy and ensure any changes to the stored data is propagated to your data proxy.

  Parameters

key	The key where is located the data
dataProxy	Your data proxy. An implementation of the proxy is provided by DataProxy<T>

- void **Save** (string key)

  Description

  Force *DataAccess* to save the data from your data proxy in the storage. It will save it only if data changed in your proxy.

  Parameters

key	The key where is located the data

- void **DoStoredDataChanged** (string key)

24.1.41 ProxyDataAlreadyAssignedException

Namespace: WellFired.Guacamole.DataStorage.Data

Description

Public Properties

override string	*Message*

Public Methods

	ProxyDataAlreadyAssignedException (string key)

Breakdown

- override string **Message**
- **ProxyDataAlreadyAssignedException** (string key)

24.1.42 JSONSerializer

Namespace: WellFired.Guacamole.DataStorage.Data

Implements: *WellFired.Guacamole.DataStorage.Data.Serialization.ISerializer*

Description

Public Methods

	JSONSerializer ( )
	JSONSerializer (IContractResolver contractResolver)
string	*Serialize* (object data, bool indented = true)
T	Unserialize (string serializedData)

Breakdown

- **JSONSerializer** ( )
- **JSONSerializer** (IContractResolver contractResolver)
- string **Serialize** (object data, bool indented = true)
- T **Unserialize< T >** (string serializedData)

24.1.43 DataCacher

Namespace: WellFired.Guacamole.DataStorage.Data

Implements: *WellFired.Guacamole.DataStorage.Data.Synchronization.IDataCacher*

Description

Public Methods

void	*Cache* (string key, *IDataProxy* dataProxy)
string	*GetData* (string key)
bool	*DidDataChanged* (string key)
void	*UpdateData* (string key, string dataContent)
void	*ResetDataChanged* (string key)

Breakdown

- void **Cache** (string key, *IDataProxy* dataProxy)
- string **GetData** (string key)
- bool **DidDataChanged** (string key)
- void **UpdateData** (string key, string dataContent)
- void **ResetDataChanged** (string key)

24.1.44 DataProxy

Namespace: WellFired.Guacamole.DataStorage.Data

Implements: *WellFired.Guacamole.DataStorage.Data.Synchronization.IDataProxy*

Description

Any implementation of this class will have the possibility to have its properties to be synchronized with the stored data of the generic type through the *DataAccess*. The stored data format must be JSON.

Properties

bool	*DataChanged* { get; set; }

Public Methods

void	*InjectData* (string data)
string	*GetData* ( )
void	*ResetDataChanged* ( )

protected-func

void	SetProperty (ref TY storage, TY value, string propertyName = @"")

Breakdown

- bool **DataChanged** { get; set; }
- void **InjectData** (string data)

  Description

  Allows to inject serialized data into the data proxy to initialize it.
- string **GetData** ( )

  Description

  Allows to get serialized data from the proxy.
- void **ResetDataChanged** ( )

  Description

  After calling this method, *DataChanged* will return until the data from the proxy is modified.
- void **SetProperty< TY >** (ref TY storage, TY value, string propertyName = @"")

24.1.45 FieldReflector

Namespace: WellFired.Guacamole.DataStorage.Data

Description

Public Methods

	FieldReflector (T data, object proxy)
void	*ReflectPropertyToFields* (string fieldName, object value)
void	*ReflectFieldsToProperties* ( )

Breakdown

- **FieldReflector** (T data, object proxy)
- void **ReflectPropertyToFields** (string fieldName, object value)
- void **ReflectFieldsToProperties** ( )

24.1.46 FileSystemDataWatcher

Namespace: WellFired.Guacamole.DataStorage.Data

Implements: *WellFired.Guacamole.DataStorage.Data.Synchronization.IStoredDataWatcher*

Description

Public Methods

	FileSystemDataWatcher (string dataPath, Func< bool > isFocusedFunc = null)
void	*Watch* (string key)
void	*Suspend* (string key)
void	*Resume* (string key)
void	*SetListener* (*IStoredDataWatcherListener* listener)

Breakdown

- **FileSystemDataWatcher** (string dataPath, Func< bool > isFocusedFunc = null)
- void **Watch** (string key)
- void **Suspend** (string key)
- void **Resume** (string key)
- void **SetListener** (*IStoredDataWatcherListener* listener)

24.1.47 StoredDataUpdater

Namespace: WellFired.Guacamole.DataStorage.Data

Implements: *WellFired.Guacamole.DataStorage.Data.VersionUpdater.IStoredDataUpdater*

Description

Public Methods

	StoredDataUpdater (IEnumerable< *IVersionUpdater* > versionUpdaters = null)
void	*UpdateStoredData* ( )

Breakdown

- **StoredDataUpdater** (IEnumerable< *IVersionUpdater* > versionUpdaters = null)
- void **UpdateStoredData** ( )

24.1.48 AlreadyInitializeException

Namespace: WellFired.Guacamole.DataStorage

Description

Public Properties

override string	*Message*

Breakdown

- override string **Message**

24.1.49 KeyBasedReadWriteLock

Namespace: WellFired.Guacamole.DataStorage

Implements: *WellFired.Guacamole.DataStorage.Synchronization.IKeyBasedReadWriteLock*

Description

Public Methods

void	*EnterReadLock* (string key)
void	*ExitReadLock* (string key)
void	*EnterWriteLock* (string key)
void	*ExitWriteLock* (string key)
void	*Dispose* ( )

Breakdown

- void **EnterReadLock** (string key)
- void **ExitReadLock** (string key)
- void **EnterWriteLock** (string key)
- void **ExitWriteLock** (string key)
- void **Dispose** ( )

24.1.50 ThreadSynchronizer

Namespace: WellFired.Guacamole.DataStorage

Description

Public Methods

	ThreadSynchronizer (*IKeyBasedReadWriteLock* readWriteLock)
void	*EnterReadLock* (string key)
void	*ExitReadLock* (string key)
void	*EnterWriteLock* (string key)
void	*ExitWriteLock* (string key)

Breakdown

- **ThreadSynchronizer** (*IKeyBasedReadWriteLock* readWriteLock)
- void **EnterReadLock** (string key)
- void **ExitReadLock** (string key)
- void **EnterWriteLock** (string key)
- void **ExitWriteLock** (string key)

24.1.51 ComputerDataStorage

Namespace: WellFired.Guacamole.DataStorage

Inherits: *WellFired.Guacamole.DataStorage.Types.IsolatedFileStorageService*

Description

ComputerDataStorage is used to save data that should be shared between applications in a key value fashion. on MacOs it is saved at /Users/[current user]/.local/share/[Company Name]/[Application Name]/Keys. On Window at C:[current user][Company Name][Application Name] and on Linux at /home/jariq/.local/share/[Company Name]/[Application Name]/Keys

Public Methods

	ComputerDataStorage (string applicationName, string companyName, Platform platform)

Breakdown

- **ComputerDataStorage** (string applicationName, string companyName, Platform platform)

24.1.52 FileStorageService

Namespace: WellFired.Guacamole.DataStorage

Implements: *WellFired.Guacamole.DataStorage.Types.IDataStorageService*

Description

Store textual data in a key/value fashion, key being the file and value the data saved inside. This file is saved a the path indicated in the constructor. The class is thread safe, therefore different instances of *FileStorageService* can read and write at the same location on different threads.

Properties

string	*Location* { get; set; }

Public Static Methods

void	*InitializeSharedThreadLock* (*IKeyBasedReadWriteLock* readWriteLock, bool forceReinitialization = false)

Public Methods

	FileStorageService (string savingFolder)
string	*Read* (string key)
void	*Write* (string data, string key)
void	*Delete* (string key)
bool	*Exists* (string key)

Breakdown

- string **Location** { get; set; }
- void **InitializeSharedThreadLock** (*IKeyBasedReadWriteLock* readWriteLock, bool forceReinitialization = false)
- **FileStorageService** (string savingFolder)
- string **Read** (string key)

  Description

  Reads the data that is associated with the given key.

- void **Write** (string data, string key)

  Description

  Write the file key inside *Location*. If some directories are missing in the path, they are created.

  Parameters

data
key

- void **Delete** (string key)

Description

Delete the data associated to a given key

- bool **Exists** (string key)

Description

Returns true if there is data associated to this key

24.1.53 IsolatedFileStorageService

Namespace: WellFired.Guacamole.DataStorage

Implements: *WellFired.Guacamole.DataStorage.Types.IDataStorageService*

Description

Store textual data in a key/value fashion, key being the file and value the data saved inside. This file is saved a the path indicated in the constructor. The class is thread safe, therefore different instances of T:WellFired.Guacamole.DataStorage.Types.IsolatedFileStorageService can read and write at the same location on different threads.

Properties

string	*Location* { get; set; }

Public Static Methods

void	*InitializeSharedThreadLock* (*IKeyBasedReadWriteLock* readWriteLock, bool forceReinitialization = false)

Public Methods

	IsolatedFileStorageService (string subFolder = “data”)
string	*Read* (string key)
void	*Write* (string data, string key)
void	*Delete* (string key)
bool	*Exists* (string key)
void	*Clear* ( )

Breakdown

- string **Location** { get; set; }
- void **InitializeSharedThreadLock** (*IKeyBasedReadWriteLock* readWriteLock, bool forceReinitialization = false)
- **IsolatedFileStorageService** (string subFolder = “data”)

- string **Read** (string key)

  Description

  Reads the data that is associated with the given key.

- void **Write** (string data, string key)

  Description

  Write the file key inside *Location*. If some directories are missing in the path, they are created.

  Parameters

data
key

- void **Delete** (string key)

  Description

  Delete the data associated to a given key

- bool **Exists** (string key)

  Description

  Returns true if there is data associated to this key

- void **Clear** ( )

24.1.54 ConsoleLogger

Namespace: WellFired.Guacamole

Implements: *WellFired.Guacamole.Diagnostics.ILogger*

Description

Public Methods

void	*LogMessage* (string message)
void	*LogWarning* (string message)
void	*LogError* (string message)

Breakdown

- void **LogMessage** (string message)
- void **LogWarning** (string message)
- void **LogError** (string message)

24.1.55 DefaultLogger

Namespace: WellFired.Guacamole

Implements: *WellFired.Guacamole.Diagnostics.ILogger*

Description

Public Methods

void	*LogMessage* (string message)
void	*LogWarning* (string message)
void	*LogError* (string message)

Breakdown

- void **LogMessage** (string message)
- void **LogWarning** (string message)
- void **LogError** (string message)

24.1.56 Logger

Namespace: WellFired.Guacamole

Description

Public Static Methods

void	*RegisterLogger* (*ILogger* logger)
void	*UnregisterLogger* (*ILogger* logger)
void	*LogMessage* (string message)
void	*LogWarning* (string message)
void	*LogError* (string message)

Breakdown

- void **RegisterLogger** (*ILogger* logger)
- void **UnregisterLogger** (*ILogger* logger)
- void **LogMessage** (string message)
- void **LogWarning** (string message)
- void **LogError** (string message)

24.1.57 Disposable

Namespace: WellFired

Implements: *WellFired.Guacamole.IDisposable*

Description

Public Methods

	Disposable ( )
void	*AddDisposedCallback* (Action action)
void	*Dispose* ( )

Breakdown

- **Disposable** ( )
- void **AddDisposedCallback** (Action action)
- void **Dispose** ( )

24.1.58 Circle

Namespace: *WellFired.Guacamole.Drawing*

Description

Public Static Methods

void	*WithoutAA* (int centerX, int centerY, int radius, Action< int, int > plot)
void	*OutlineWithAA* (int xm, int ym, int r, Action< int, int, byte > plot)
void	*QuarterOutlineWithAA* (QuarterCircle.Quarter quarter, int xm, int ym, int r, Action< int, int, byte > plot)

Breakdown

- void **WithoutAA** (int centerX, int centerY, int radius, Action< int, int > plot)
- void **OutlineWithAA** (int xm, int ym, int r, Action< int, int, byte > plot)
- void **QuarterOutlineWithAA** (QuarterCircle.Quarter quarter, int xm, int ym, int r, Action< int, int, byte > plot)

24.1.59 Line

Namespace: *WellFired.Guacamole.Drawing*

Description

Public Static Methods

void	*WithoutAA* (int x0, int y0, int x1, int y1, Action< int, int > plot)
void	*WithAA* (int x0, int y0, int x1, int y1, Action< int, int, byte > plot)
void	*DoWithWidthAndAA* (int x0, int y0, int x1, int y1, double wd, Action< int, int, byte > plot)
void	*DoWithWidth* (int x0, int y0, int x1, int y1, double wd, Action< int, int > plot)

Breakdown

- void **WithoutAA** (int x0, int y0, int x1, int y1, Action< int, int > plot)
- void **WithAA** (int x0, int y0, int x1, int y1, Action< int, int, byte > plot)
- void **DoWithWidthAndAA** (int x0, int y0, int x1, int y1, double wd, Action< int, int, byte > plot)
- void **DoWithWidth** (int x0, int y0, int x1, int y1, double wd, Action< int, int > plot)

24.1.60 AlphaBlend

Namespace: *WellFired.Guacamole.Drawing*

Description

Public Static Methods

Layer.Layer	*Blend* (*Layer.Layer* source, *Layer.Layer* destination)
byte	*Perform* (byte source, byte destination, byte alpha)

Breakdown

- *Layer.Layer* **Blend** (*Layer.Layer* source, *Layer.Layer* destination)

  Description

  Perform a normal blend on two layers. This algorithm will write the result to the destination Layer. It will also return this layer, so that you can Chain operations.

  Parameters

source	The source layer should be the layer you're trying to render on top.
destination	The destination layer should be the layer that already exists

- byte **Perform** (byte source, byte destination, byte alpha)

  Description

  Performs a normal Alpha blend.

  Parameters

source
destination
alpha

24.1.61 Blend

Namespace: *WellFired.Guacamole.Drawing*

Description

Public Static Methods

void	*Perform* (*Layer.Layer* source, *Layer.Layer* destination, BlendOperation blendOperation)

Breakdown

- void **Perform** (*Layer.Layer* source, *Layer.Layer* destination, BlendOperation blendOperation)

  Description

  Perform a blend on two layers. This algorithm will write the result to the destination Layer. It will also return this layer, so that you can Chain operations.

  Parameters

source	The source layer should be the layer you're trying to render on top.
destination	The destination layer should be the layer that already exists
blendOperation	The blend operation we will perform between these two layers.

24.1.62 EraseAlphaBlend

Namespace: *WellFired.Guacamole.Drawing*

Description

Public Static Methods

Layer.Layer	*Blend* (*Layer.Layer* source, *Layer.Layer* destination)

Breakdown

- *Layer.Layer* **Blend** (*Layer.Layer* source, *Layer.Layer* destination)

  Description

  Perform a erase blend on two layers. This algorithm will write the result to the destination Layer. It will also return this layer, so that you can Chain operations.

  Parameters

source	The source layer should be the layer you're trying to render on top.
destination	The destination layer should be the layer that already exists

24.1.63 MaxRgbBlendABlend

Namespace: *WellFired.Guacamole.Drawing*

Description

Public Static Methods

Layer.Layer	*Blend* (*Layer.Layer* source, *Layer.Layer* destination)
byte	*Perform* (byte source, byte destination, byte alpha)

Breakdown

- *Layer.Layer* **Blend** (*Layer.Layer* source, *Layer.Layer* destination)

  Description

  Perform a normal blend on two layers. This algorithm will write the result to the destination Layer. It will also return this layer, so that you can Chain operations.

  Parameters

source	The source layer should be the layer you're trying to render on top.
destination	The destination layer should be the layer that already exists

- byte **Perform** (byte source, byte destination, byte alpha)

  Description

  Performs a normal Alpha blend.

  Parameters

source
destination
alpha

24.1.64 ReplaceAlphaBlend

Namespace: *WellFired.Guacamole.Drawing*

Description

Public Static Methods

Layer.Layer	*Blend* (*Layer.Layer* source, *Layer.Layer* destination)

Breakdown

- *Layer.Layer* **Blend** (*Layer.Layer* source, *Layer.Layer* destination)

  Description

  Perform a erase blend on two layers. This algorithm will write the result to the destination Layer. It will also return this layer, so that you can Chain operations.

  Parameters

source	The source layer should be the layer you're trying to render on top.
destination	The destination layer should be the layer that already exists

24.1.65 ArrayExtensions

Namespace: *WellFired.Guacamole.Drawing*

Description

Public Static Methods

void	FastFill (this T[] destinationArray, params T[] value)

Breakdown

- void **FastFill< T >** (this T[] destinationArray, params T[] value)

  Description

  This fills a ray with a given value and is faster than a single for loop.

  Parameters

destinationArray
value

24.1.66 CornerMaskExtensions

Namespace: *WellFired.Guacamole.Drawing*

Description

Public Static Methods

bool	*Is* (this CornerMask source, CornerMask cornerMask)

Breakdown

- bool **Is** (this CornerMask source, CornerMask cornerMask)

24.1.67 OutlineMaskExtensions

Namespace: *WellFired.Guacamole.Drawing*

Description

Public Static Methods

bool	*Is* (this OutlineMask source, OutlineMask cornerMask)

Breakdown

- bool **Is** (this OutlineMask source, OutlineMask cornerMask)

24.1.68 UIColorExtensions

Namespace: *WellFired.Guacamole.Drawing*

Description

Public Static Methods

bool	*IsTheSameForFloodFill* (this UIColor replace, UIColor with)
UIColor	*GetBlend* (UIColor replace, UIColor with)

Breakdown

- bool **IsTheSameForFloodFill** (this UIColor replace, UIColor with)
- UIColor **GetBlend** (UIColor replace, UIColor with)

24.1.69 GraphicsPath

Namespace: WellFired.Guacamole

Description

Public Methods

void	*FromCircle* (Vector center, double radius, double thickness, ByteColor background, ByteColor outline)
void	*FromDonut* (Vector center, double radius, double holeRadius, ByteColor background)
void	*FromRoundedCornerRect* (Rect rect, double radius, double thickness, ByteColor background, ByteColor outline, CornerMask cornerMask, OutlineMask outlineMask)
void	*FromRect* (Rect rect, double thickness, ByteColor background, ByteColor outline, OutlineMask outlineMask)
void	*FromLine* (Vector startPoint, Vector endPoint)
void	*FromCircleQuarter* (QuarterCircle.Quarter quarter, Vector center, double radius, double thickness, ByteColor background, ByteColor outline)
void	*FromRectDefinedEllipse* (Rect rect)
void	*FromRasterizableShape* (*IRasterizableShape* shape)
byte[]	*Draw* (int width, int height)

Breakdown

- void **FromCircle** (Vector center, double radius, double thickness, ByteColor background, ByteColor outline)
- void **FromDonut** (Vector center, double radius, double holeRadius, ByteColor background)
- void **FromRoundedCornerRect** (Rect rect, double radius, double thickness, ByteColor background, ByteColor outline, CornerMask cornerMask, OutlineMask outlineMask)
- void **FromRect** (Rect rect, double thickness, ByteColor background, ByteColor outline, OutlineMask outlineMask)
- void **FromLine** (Vector startPoint, Vector endPoint)
- void **FromCircleQuarter** (QuarterCircle.Quarter quarter, Vector center, double radius, double thickness, ByteColor background, ByteColor outline)
- void **FromRectDefinedEllipse** (Rect rect)
- void **FromRasterizableShape** (*IRasterizableShape* shape)
- byte[] **Draw** (int width, int height)

24.1.70 ImageFill

Namespace: WellFired.Guacamole

Description

Public Methods

void	*Fill* (*RawImage* image, Pixel sourcePoint, ByteColor fillColor, FillStyle fillStyle)

Breakdown

- void **Fill** (*RawImage* image, Pixel sourcePoint, ByteColor fillColor, FillStyle fillStyle)

24.1.71 Layer

Namespace: *WellFired.Guacamole.Drawing*

Description

Properties

int	*Size* { get; set; }
byte[]	*Data* { get; set; }

Public Methods

	Layer (byte[] data)
	Layer (int width, int height, *IRasterizableShape* shape)

Breakdown

- int **Size** { get; set; }
- byte[] **Data** { get; set; }
- **Layer** (byte[] data)
- **Layer** (int width, int height, *IRasterizableShape* shape)

24.1.72 Operation

Namespace: *WellFired.Guacamole.Drawing*

Description

Public Static Methods

Layer	*Subtract* (*Layer* source, *Layer* destination)

Breakdown

- *Layer* **Subtract** (*Layer* source, *Layer* destination)

  Description

  Subtracts one layer from another It will also return this layer, so that you can Chain operations.

  Parameters

source	The source layer should be the layer you're trying to render on top.
destination	The destination layer should be the layer that already exists

24.1.73 RawImage

Namespace: WellFired.Guacamole

Description

Public Properties

int	*Stride*
int	*Length*

Properties

byte[]	*Data* { get; set; }
int	*Width* { get; set; }
int	*Height* { get; set; }
byte	*this[int i]* { get; set; }
ByteColor	*this[int x, int y]* { get; set; }

Breakdown

- int **Stride**
- int **Length**
- byte[] **Data** { get; set; }
- int **Width** { get; set; }
- int **Height** { get; set; }
- byte **this[int i]** { get; set; }
- ByteColor **this[int x, int y]** { get; set; }

24.1.74 Circle

Namespace: *WellFired.Guacamole.Drawing*

Implements: *WellFired.Guacamole.Drawing.Shapes.IRasterizableShape*

Description

Public Methods

	Circle (Vector center, double radius, double thickness, ByteColor background, ByteColor outline)
void	*Rasterize* (byte[] byteData, int width, int height)

Breakdown

- **Circle** (Vector center, double radius, double thickness, ByteColor background, ByteColor outline)
- void **Rasterize** (byte[] byteData, int width, int height)

24.1.75 CircleFill

Namespace: *WellFired.Guacamole.Drawing*

Implements: *WellFired.Guacamole.Drawing.Shapes.IRasterizableShape*

Description

Public Methods

	CircleFill (Vector center, double radius, ByteColor color)
void	*Rasterize* (byte[] byteData, int width, int height)

Breakdown

- **CircleFill** (Vector center, double radius, ByteColor color)
- void **Rasterize** (byte[] byteData, int width, int height)

24.1.76 CircleOutline

Namespace: *WellFired.Guacamole.Drawing*

Implements: *WellFired.Guacamole.Drawing.Shapes.IRasterizableShape*

Description

Public Methods

	CircleOutline (Vector center, double radius, ByteColor color)
void	*Rasterize* (byte[] byteData, int width, int height)

Breakdown

- **CircleOutline** (Vector center, double radius, ByteColor color)
- void **Rasterize** (byte[] byteData, int width, int height)

24.1.77 DonutFill

Namespace: *WellFired.Guacamole.Drawing*

Implements: *WellFired.Guacamole.Drawing.Shapes.IRasterizableShape*

Description

Public Methods

	DonutFill (Vector center, double radius, double holeRadius, ByteColor background)
void	*Rasterize* (byte[] byteData, int width, int height)

Breakdown

- **DonutFill** (Vector center, double radius, double holeRadius, ByteColor background)
- void **Rasterize** (byte[] byteData, int width, int height)

24.1.78 Line

Namespace: *WellFired.Guacamole.Drawing*

Implements: *WellFired.Guacamole.Drawing.Shapes.IRasterizableShape*

Description

Public Methods

	Line (Vector startPoint, Vector endPoint, double thickness, ByteColor outline)
void	*Rasterize* (byte[] byteData, int width, int height)

Breakdown

- **Line** (Vector startPoint, Vector endPoint, double thickness, ByteColor outline)
- void **Rasterize** (byte[] byteData, int width, int height)

24.1.79 Quarter

Namespace: *WellFired.Guacamole.Drawing*

Implements: *WellFired.Guacamole.Drawing.Shapes.IRasterizableShape*

Description

Public Methods

	Quarter (QuarterCircle.Quarter quarter, Vector center, double radius, double thickness, ByteColor background, ByteColor outline)
void	*Rasterize* (byte[] byteData, int width, int height)

Breakdown

- **Quarter** (QuarterCircle.Quarter quarter, Vector center, double radius, double thickness, ByteColor background, ByteColor outline)
- void **Rasterize** (byte[] byteData, int width, int height)

24.1.80 QuarterCircle

Namespace: *WellFired.Guacamole.Drawing*

Implements: *WellFired.Guacamole.Drawing.Shapes.IRasterizableShape*

Description

Public Methods

	QuarterCircle (Quarter quarter, Vector center, double radius, double thickness, ByteColor background, ByteColor outline)
void	*Rasterize* (byte[] byteData, int width, int height)

Breakdown

- **QuarterCircle** (Quarter quarter, Vector center, double radius, double thickness, ByteColor background, ByteColor outline)
- void **Rasterize** (byte[] byteData, int width, int height)

24.1.81 QuarterDonutFill

Namespace: *WellFired.Guacamole.Drawing*

Implements: *WellFired.Guacamole.Drawing.Shapes.IRasterizableShape*

Description

Public Methods

	QuarterDonutFill (QuarterCircle.Quarter quarter, Vector center, double radius, double holeRadius, ByteColor background)
void	*Rasterize* (byte[] byteData, int width, int height)

Breakdown

- **QuarterDonutFill** (QuarterCircle.Quarter quarter, Vector center, double radius, double holeRadius, ByteColor background)
- void **Rasterize** (byte[] byteData, int width, int height)

24.1.82 QuarterFill

Namespace: *WellFired.Guacamole.Drawing*

Implements: *WellFired.Guacamole.Drawing.Shapes.IRasterizableShape*

Description

Public Methods

	QuarterFill (QuarterCircle.Quarter quarter, Vector center, double radius, ByteColor color)
void	*Rasterize* (byte[] byteData, int width, int height)

Breakdown

- **QuarterFill** (QuarterCircle.Quarter quarter, Vector center, double radius, ByteColor color)
- void **Rasterize** (byte[] byteData, int width, int height)

24.1.83 QuarterOutline

Namespace: *WellFired.Guacamole.Drawing*

Implements: *WellFired.Guacamole.Drawing.Shapes.IRasterizableShape*

Description

Public Methods

	QuarterOutline (QuarterCircle.Quarter quarter, Vector center, double radius, ByteColor color)
void	*Rasterize* (byte[] byteData, int width, int height)

Breakdown

- **QuarterOutline** (QuarterCircle.Quarter quarter, Vector center, double radius, ByteColor color)
- void **Rasterize** (byte[] byteData, int width, int height)

24.1.84 RectDefinedEllipse

Namespace: *WellFired.Guacamole.Drawing*

Implements: *WellFired.Guacamole.Drawing.Shapes.IRasterizableShape*

Description

Public Methods

	RectDefinedEllipse (Rect rect, double thickness)
void	*Rasterize* (*RawImage* image, UIColor color)
void	*RasterizeWithAA* (*RawImage* image, UIColor color)
void	*RasterizeWithWidthAndAA* (*RawImage* image, UIColor color)
void	*Rasterize* (byte[] byteData, int width, int height)

Breakdown

- **RectDefinedEllipse** (Rect rect, double thickness)
- void **Rasterize** (*RawImage* image, UIColor color)
- void **RasterizeWithAA** (*RawImage* image, UIColor color)
- void **RasterizeWithWidthAndAA** (*RawImage* image, UIColor color)
- void **Rasterize** (byte[] byteData, int width, int height)

24.1.85 RoundedCornerRect

Namespace: *WellFired.Guacamole.Drawing*

Implements: *WellFired.Guacamole.Drawing.Shapes.IRasterizableShape*

Description

Public Methods

	RoundedCornerRect (Rect rect, double radius, double thickness, ByteColor background, ByteColor outline, CornerMask cornerMask, OutlineMask outlineMask)
void	*Rasterize* (byte[] byteData, int width, int height)

Breakdown

- **RoundedCornerRect** (Rect rect, double radius, double thickness, ByteColor background, ByteColor outline, CornerMask cornerMask, OutlineMask outlineMask)
- void **Rasterize** (byte[] byteData, int width, int height)

24.1.86 SquareRect

Namespace: WellFired.Guacamole

Implements: *WellFired.Guacamole.Drawing.Shapes.IRasterizableShape*

Description

Public Methods

	SquareRect (Rect rect, double thickness, ByteColor background, ByteColor outline, OutlineMask outlineMask)
void	*Rasterize* (byte[] byteData, int width, int height)

Breakdown

- **SquareRect** (Rect rect, double thickness, ByteColor background, ByteColor outline, OutlineMask outlineMask)
- void **Rasterize** (byte[] byteData, int width, int height)

24.1.87 ClickEvent

Namespace: WellFired.Guacamole

Implements: WellFired.Guacamole.Event.IEvent

Description

Properties

int	*Button* { get; set; }

Breakdown

- int **Button** { get; set; }

24.1.88 TypeEvent

Namespace: WellFired.Guacamole

Implements: WellFired.Guacamole.Event.IEvent

Description

Properties

char	*Key* { get; set; }

Breakdown

- char **Key** { get; set; }

24.1.89 DataTemplateTypeDidntCreateAPage

Namespace: WellFired.Guacamole

Inherits: *WellFired.Guacamole.Exceptions.GuacamoleUserFacingException*

Description

Public Methods

	DataTemplateTypeDidntCreateAPage (*View* view, object bindableObject, *IBindableObject* newPage)
override string	*UserFacingError* ( )

Breakdown

- **DataTemplateTypeDidntCreateAPage** (*View* view, object bindableObject, *IBindableObject* newPage)
- override string **UserFacingError** ( )

24.1.90 DataTemplateTypeIsNotBindableException

Namespace: WellFired.Guacamole

Inherits: *WellFired.Guacamole.Exceptions.GuacamoleUserFacingException*

Description

Public Methods

	DataTemplateTypeIsNotBindableException (Type type, object caller)
override string	*UserFacingError* ( )

Breakdown

- **DataTemplateTypeIsNotBindableException** (Type type, object caller)
- override string **UserFacingError** ( )

24.1.91 GuacamoleUserFacingException

Namespace: WellFired.Guacamole

Description

Public Methods

abstract string	*UserFacingError* ( )

Breakdown

- abstract string **UserFacingError** ( )

24.1.92 ImageSourceCouldntFindFileException

Namespace: WellFired.Guacamole

Inherits: *WellFired.Guacamole.Exceptions.GuacamoleUserFacingException*

Description

Public Methods

	ImageSourceCouldntFindFileException (string sourceFilename)
override string	*UserFacingError* ( )

Breakdown

- **ImageSourceCouldntFindFileException** (string sourceFilename)
- override string **UserFacingError** ( )

24.1.93 ImageSourceDoesntHaveAccessException

Namespace: WellFired.Guacamole

Inherits: *WellFired.Guacamole.Exceptions.GuacamoleUserFacingException*

Description

Public Methods

	ImageSourceDoesntHaveAccessException (string sourceFilename)
override string	*UserFacingError* ( )

Breakdown

- **ImageSourceDoesntHaveAccessException** (string sourceFilename)
- override string **UserFacingError** ( )

24.1.94 NativeRendererCannotBeFound

Namespace: WellFired.Guacamole

Description

Public Properties

override string	*Message*

Public Methods

	NativeRendererCannotBeFound **(** string forControl **)**

Breakdown

- override string **Message**
- **NativeRendererCannotBeFound** **(** string forControl **)**

24.1.95 TabbedPagePageShouldntAlreadyHaveBindingContext

Namespace: WellFired.Guacamole

Inherits: *WellFired.Guacamole.Exceptions.GuacamoleUserFacingException*

Description

Public Methods

	TabbedPagePageShouldntAlreadyHaveBindingContext **(** *TabbedPage* tabbedPage, object bindingContext, *IBindableObject* newPage **)**
override string	*UserFacingError* **( )**

Breakdown

- **TabbedPagePageShouldntAlreadyHaveBindingContext** **(** *TabbedPage* tabbedPage, object bindingContext, *IBindableObject* newPage **)**
- override string **UserFacingError** **( )**

24.1.96 ViewRenderingException

Namespace: WellFired.Guacamole

Description

Public Properties

override string	*Message*

Public Methods

	ViewRenderingException (Type viewType, string id, string message, string stacktrace)

Breakdown

- override string **Message**
- **ViewRenderingException** (Type viewType, string id, string message, string stacktrace)

24.1.97 ColorExtensions

Namespace: WellFired.Guacamole

Description

Public Static Methods

ByteColor	*ToByteColor* (this UIColor color)

Breakdown

- ByteColor **ToByteColor** (this UIColor color)

24.1.98 DelegateExtensions

Namespace: WellFired.Guacamole

Description

Public Static Methods

bool	*AlreadyHasSubscriber* (this Delegate container, Delegate entry)

Breakdown

- bool **AlreadyHasSubscriber** (this Delegate container, Delegate entry)

24.1.99 FloatExtensions

Namespace: WellFired.Guacamole

Description

Public Static Methods

byte	*AsByte* (this float value)

Breakdown

- byte **AsByte** (this float value)

24.1.100 FileSystem

Namespace: WellFired.Guacamole

Implements: *WellFired.Guacamole.FileSystem.IFileSystem*

Description

Public Methods

Task< Stream >	*GetStream* (string path, FileMode mode, CancellationToken cancellationToken)

Breakdown

- Task< Stream > **GetStream** (string path, FileMode mode, CancellationToken cancellationToken)

24.1.101 FileSourceHandler

Namespace: WellFired.Guacamole

Implements: *WellFired.Guacamole.Image.ISourceHandler*

Description

Public Methods

	FileSourceHandler (string location, *IFileSystem* fileSystem)
async Task< *IImageSourceWrapper* >	*Handle* (CancellationToken cancellationToken)
override string	*ToString* ( )

Breakdown

- **FileSourceHandler** (string location, *IFileSystem* fileSystem)
- async Task< *IImageSourceWrapper* > **Handle** (CancellationToken cancellationToken)
- override string **ToString** ( )

24.1.102 ImageData

Namespace: WellFired.Guacamole

Description

Public Static Methods

byte[]	*BuildEllipse* (int width, int height, UIColor backgroundColor, UIColor outlineColor, double thickness)
byte[]	*BuildCircle* (int width, int height, UIColor backgroundColor, UIColor outlineColor, double thickness)
byte[]	*BuildCircleQuarter* (QuarterCircle.Quarter quarter, int width, int height, UIColor backgroundColor, UIColor outlineColor, double thickness)
byte[]	*BuildRect* (int width, int height, UIColor backgroundColor, UIColor outlineColor, double thickness, OutlineMask outlineMask)
byte[]	*BuildRounded* (int width, int height, UIColor backgroundColor, UIColor outlineColor, double radius, double thickness, CornerMask cornerMask, OutlineMask outlineMask)
byte[]	*ToRgbByteData* (:ref:‘UIColor<structwellfired_guacamole_data_uicolor>‘[] colors)
byte[]	*ToRgbaByteData* (:ref:‘UIColor<structwellfired_guacamole_data_uicolor>‘[] colors)
byte[]	*ToArgbByteData* (:ref:‘UIColor<structwellfired_guacamole_data_uicolor>‘[] colors)
:ref:‘UIColor<structwellfired_guacamole_data_uicolor>‘[]	*FromRgbByteData* (byte[] colors)

Breakdown

- byte[] **BuildEllipse** (int width, int height, UIColor backgroundColor, UIColor outlineColor, double thickness)

  Description

  A helpful utility method that allows us to quickly create a elipse texture inside a rect.

  Parameters

width
height
backgroundColor
outlineColor
thickness

- byte[] **BuildCircle** (int width, int height, UIColor backgroundColor, UIColor outlineColor, double thickness)

Description

A helpful utility method that allows us to quickly create a circle texture

Parameters

width
height
backgroundColor
outlineColor
thickness

- byte[] **BuildCircleQuarter** (QuarterCircle.Quarter quarter, int width, int height, UIColor backgroundColor, UIColor outlineColor, double thickness)

Description

A helpful utility method that allows us to quickly create a quarter circle

Parameters

quarter
width
height
backgroundColor
outlineColor
thickness

- byte[] **BuildRect** (int width, int height, UIColor backgroundColor, UIColor outlineColor, double thickness, OutlineMask outlineMask)

Description

A helpful utility method that allows us to quickly create a square texture

Parameters

width
height
backgroundColor
outlineColor
thickness
outlineMask

- byte[] **BuildRounded** (int width, int height, UIColor backgroundColor, UIColor outlineColor, double radius, double thickness, CornerMask cornerMask, OutlineMask outlineMask)

Description

This is a helpful Utility method that allows you to create a texture with rounded corners.

Parameters

width
height
backgroundColor
outlineColor
radius
thickness
cornerMask
outlineMask

- byte[] **ToRgbByteData** (:ref:‘UIColor<structwellfired_guacamole_data_uicolor>‘[] colors)
- byte[] **ToRgbaByteData** (:ref:‘UIColor<structwellfired_guacamole_data_uicolor>‘[] colors)
- byte[] **ToArgbByteData** (:ref:‘UIColor<structwellfired_guacamole_data_uicolor>‘[] colors)
- :ref:‘UIColor<structwellfired_guacamole_data_uicolor>‘[] **FromRgbaByteData** (byte[] colors)

24.1.103 ImageShapeDefinition

Namespace: WellFired.Guacamole

Description

Properties

ImageShape	*Shape* { get; set; }
UIColor	*Color* { get; set; }
int	*Size* { get; set; }
UIColor	*OutlineColor* { get; set; }
double	*Thickness* { get; set; }

public-static-attrib

ISourceHandler	*DefaultHandler*

Breakdown

- ImageShape **Shape** { get; set; }
- UIColor **Color** { get; set; }
- int **Size** { get; set; }
- UIColor **OutlineColor** { get; set; }
- double **Thickness** { get; set; }
- *ISourceHandler* **DefaultHandler**

24.1.104 ImageShapeDefinitionHandler

Namespace: WellFired.Guacamole

Implements: *WellFired.Guacamole.Image.ISourceHandler*

Description

Public Methods

	ImageShapeDefinitionHandler (*ImageShapeDefinition* imageShapeDefinition)
async Task< *IImageSourceWrapper* >	*Handle* (CancellationToken cancellationToken)
override string	*ToString* ( )

Breakdown

- **ImageShapeDefinitionHandler** (*ImageShapeDefinition* imageShapeDefinition)
- async Task< *IImageSourceWrapper* > **Handle** (CancellationToken cancellationToken)
- override string **ToString** ( )

24.1.105 ImageSource

Namespace: WellFired.Guacamole

Implements: *WellFired.Guacamole.Image.IImageSource*

Description

Properties

Action< *LoadedImage* >	*OnComplete* { get; set; }
UIPadding	*NineSliceDefinition* { get; set; }

Public Methods

async Task< *LoadedImage* >	*Load* ( )
void	*Cancel* ( )
override string	*ToString* ( )

Public Static Methods

IImage-Source	*From* (string location, *IFileSystem* fileSystem = default(*IFileSystem*))
IImage-Source	*From* (string location, UIPadding nineSliceDefinition, *IFileSystem* fileSystem = default(*IFileSystem*))
IImage-Source	*From* (Uri location, *IWebRequestHandler* webRequestHandler = default(*IWebRequestHandler*))
IImage-Source	*From* (Uri location, UIPadding nineSliceDefinition, *IWebRequestHandler* webRequestHandler = default(*IWebRequestHandler*))
IImage-Source	*From* (Stream stream)
IImage-Source	*From* (ImageShape imageShape, double thickness, UIColor color)
IImage-Source	*From* (ImageShape imageShape, double thickness, UIColor color, UIColor outlineColor)

Breakdown

- Action< *LoadedImage* > **OnComplete** { get; set; }
- UIPadding **NineSliceDefinition** { get; set; }
- async Task< *LoadedImage* > **Load** ( )

  Description

  Load the image. If loading is cancelled, then the task will most probably returns a null value when cancellation finished.

- void **Cancel** ( )

  Description

  Cancel the current loading process. We can cancel our async tasks at any time, but when it is cancelled exactly the task depends on how the different handlers handle the cancellation token.

- override string **ToString** ( )
- *IImageSource* **From** (string location, *IFileSystem* fileSystem = default(*IFileSystem*))

  Description

  The image passed should be a per platform image location, see the documentation for your desired platform for more information.

  Parameters

location	
fileSystem	An optional IFileSystem can be used if you require custom behaviour

- *IImageSource* **From** (string location, UIPadding nineSliceDefinition, *IFileSystem* fileSystem = default(*IFileSystem*))

  Description

The image passed should be a per platform image location, see the documentation for your desired platform for more information. Users can provide Nine Slice *Data* if needed when loading a texture from disk. I.E. We have a texture of 64 x 64, but decide to slice at (2,2) -> (62, 62), you would use UIPadding.Of(6)

Parameters

location	
nineSliceDefinition	
fileSystem	An optional IFileSystem can be used if you require custom behaviour

- *IImageSource* **From (** Uri location, *IWebRequestHandler* webRequestHandler = default(*IWebRequestHandler*) **)**

Description

Here you can pass a URI to load an image from. Any URI should be valid.

Parameters

location
webRequestHandler

- *IImageSource* **From (** Uri location, UIPadding nineSliceDefinition, *IWebRequestHandler* webRequestHandler = default(*IWebRequestHandler*) **)**

Description

Here you can pass a URI to load an image from. Any URI should be valid. Users can provide Nine Slice *Data* if needed when loading a texture from disk. I.E. We have a texture of 64 x 64, but decide to slice at (2,2) -> (62, 62), you would use UIPadding.Of(6)

Parameters

location	
nineSliceDefinition	
webRequestHandler	An optional IWebRequestHandler can be used if you require custom behaviour

- *IImageSource* **From (** Stream stream **)**

Description

Load an image from a stream.

Parameters

stream

- *IImageSource* **From (** ImageShape imageShape, double thickness, UIColor color **)**

Description

Loads an *Image* from a shape definition

Parameters

imageShape
thickness
color

- *IImageSource* **From** (ImageShape imageShape, double thickness, UIColor color, UIColor outlineColor)

  Description

  Loads an *Image* from a shape definition

  Parameters

imageShape
thickness
color
outlineColor

24.1.106 ImageSourceWrapper

Namespace: WellFired.Guacamole

Implements: *WellFired.Guacamole.Image.IImageSourceWrapper*

Description

Properties

byte[]	*Data* { get; set; }
ImageType	*ImageType* { get; set; }

Public Methods

	ImageSourceWrapper (Stream stream, ImageType imageType)

Breakdown

- byte[] **Data** { get; set; }
- ImageType **ImageType** { get; set; }
- **ImageSourceWrapper** (Stream stream, ImageType imageType)

24.1.107 LoadedImage

Namespace: WellFired.Guacamole

Description

Properties

ImageType	*Type* { get; set; }
byte[]	*Data* { get; set; }

Public Static Methods

LoadedImage	*From* (*IImageSourceWrapper* imageSourceWrapper)

Breakdown

- ImageType **Type** { get; set; }
- byte[] **Data** { get; set; }
- *LoadedImage* **From** (*IImageSourceWrapper* imageSourceWrapper)

24.1.108 StreamSourceHandler

Namespace: WellFired.Guacamole

Implements: *WellFired.Guacamole.Image.ISourceHandler*

Description

Public Methods

	StreamSourceHandler (Stream stream)
async Task< *IImageSourceWrapper* >	*Handle* (CancellationToken cancellationToken)
override string	*ToString* ( )

Breakdown

- **StreamSourceHandler** (Stream stream)
- async Task< *IImageSourceWrapper* > **Handle** (CancellationToken cancellationToken)
- override string **ToString** ( )

24.1.109 UriSourceHandler

Namespace: WellFired.Guacamole

Implements: *WellFired.Guacamole.Image.ISourceHandler*

Description

Public Methods

	UriSourceHandler (Uri uri, *IWebRequestHandler* webRequestHandler)
async Task< *IImageSourceWrapper* >	*Handle* (CancellationToken cancellationToken)
override string	*ToString* ( )

Breakdown

- **UriSourceHandler** (Uri uri, *IWebRequestHandler* webRequestHandler)
- async Task< *IImageSourceWrapper* > **Handle** (CancellationToken cancellationToken)
- override string **ToString** ( )

24.1.110 AdjacentLayout

Namespace: WellFired.Guacamole

Implements: *WellFired.Guacamole.Layouts.ILayoutChildren*

Description

Properties

OrientationOptions	*Orientation* { get; set; }
int	*Spacing* { get; set; }
LayoutOptions	*VerticalLayout* { get; set; }
LayoutOptions	*HorizontalLayout* { get; set; }

Public Methods

void	*Layout* (ICollection< *ILayoutable* > layoutables, UIRect availableSpace, UIPadding containerPadding)
UIRect	*CalculateValidRectRequest* (IEnumerable< *ILayoutable* > layoutables, UISize minSize)
void	*AttemptToFullfillRequests* (ICollection< *ILayoutable* > children, UIRect availableSpace, UIPadding containerPadding, LayoutOptions horizontalLayout, LayoutOptions verticalLayout)

Public Static Methods

ILayoutChildren	*Of* (OrientationOptions orientation)
ILayoutChildren	*Of* (OrientationOptions orientation, int spacing)
ILayoutChildren	*Of* (OrientationOptions orientation, int spacing, LayoutOptions horizontalLayoutOptions, LayoutOptions verticalLayoutOptions)

Breakdown

- OrientationOptions **Orientation** { get; set; }
- int **Spacing** { get; set; }
- LayoutOptions **VerticalLayout** { get; set; }
- LayoutOptions **HorizontalLayout** { get; set; }
- void **Layout** (ICollection< *ILayoutable* > layoutables, UIRect availableSpace, UIPadding containerPadding)

  Parameters

layoutables	The layoutables that we will layout.
availableSpace	The space available to these objects. Please be aware that this may have changed since AttemptToFullfillRequests was called.
containerPadding	The parents padding.

- UIRect **CalculateValidRectRequest** (IEnumerable< *ILayoutable* > layoutables, UISize minSize)

  Parameters

layoutables	The things we are going to calculate the size on.
minSize	The minimum total size that these children can take up.

- void **AttemptToFullfillRequests** (ICollection< *ILayoutable* > children, UIRect availableSpace, UIPadding containerPadding, LayoutOptions horizontalLayout, LayoutOptions verticalLayout)

  Parameters

children	The Children that we will layout.
availableSpace	The space that is available for these children to be layouted in.
containerPadding	The parents padding.
horizontalLayout	
verticalLayout	

- *ILayoutChildren* **Of** (OrientationOptions orientation)
- *ILayoutChildren* **Of** (OrientationOptions orientation, int spacing)
- *ILayoutChildren* **Of** (OrientationOptions orientation, int spacing, LayoutOptions horizontalLayoutOptions, LayoutOptions verticalLayoutOptions)

24.1.111 AdjacentLayoutCellCalculator

Namespace: WellFired.Guacamole

Description

Public Static Methods

void	*Calculate* (ICollection< *ILayoutable* > cellArray, UIRect availableSpace, OrientationOptions orientation, int spacing)

Breakdown

- void **Calculate** (ICollection< *ILayoutable* > cellArray, UIRect availableSpace, OrientationOptions orientation, int spacing)

24.1.112 VirtualCell

Namespace: WellFired.Guacamole

Implements: *WellFired.Guacamole.Layouts.IVirtualCell*

Description

Properties

UIRect	*PositionInCell* { get; set; }
UIRect	*Rect* { get; set; }
ILayoutable	*Layoutable* { get; set; }

Public Methods

void	*CalculatePositionInCell* ( )

Breakdown

- UIRect **PositionInCell** { get; set; }
- UIRect **Rect** { get; set; }
- *ILayoutable* **Layoutable** { get; set; }
- void **CalculatePositionInCell** ( )

24.1.113 ListViewMasterDetailPage

Namespace: WellFired.Guacamole.Pages

Inherits: *WellFired.Guacamole.Pages.MasterDetailPage.MasterDetailPage*

Description

Public Methods

	ListViewMasterDetailPage (*ListView* master, *IView* detail)

Breakdown

- **ListViewMasterDetailPage** (*ListView* master, *IView* detail)

24.1.114 MasterDetailPage

Namespace: WellFired.Guacamole.Pages

Inherits: *WellFired.Guacamole.Pages.Page*

Description

The master detail page is a typical MasterDetail page. It allows you to specify a LayoutableView for the Master and a layoutable view for the Detail. It's important that the user is aware they need to change the Detail themselves. For this, you can call SetDetail. if you're looking for a view that takes care of this for you, please use the less flexible but equaly as useful *ListViewMasterDetailPage*

Public Methods

	MasterDetailPage (*ILayoutable* master, *IView* detail)
override void	*InvalidateRectRequest* ( )

protected-func

void	*SetDetail* (*ILayoutable* layoutable)

Breakdown

- **MasterDetailPage** (*ILayoutable* master, *IView* detail)
- override void **InvalidateRectRequest** ( )
- void **SetDetail** (*ILayoutable* layoutable)

24.1.115 MasterPageItem

Namespace: WellFired.Guacamole.Pages

Implements: *WellFired.Guacamole.Cells.IDefaultCellContext*

Inherits: *WellFired.Guacamole.DataBinding.ObservableBase*

Description

Properties

string	*CellLabelText* { get; set; }
bool	*IsSelected* { get; set; }
Type	*TargetType* { get; set; }

Public Methods

	MasterPageItem (string title, Type targetType, bool isSelected)
	MasterPageItem (string title, Type targetType)

Breakdown

- string **CellLabelText** { get; set; }
- bool **IsSelected** { get; set; }
- Type **TargetType** { get; set; }
- **MasterPageItem** (string title, Type targetType, bool isSelected)
- **MasterPageItem** (string title, Type targetType)

24.1.116 Page

Namespace: WellFired.Guacamole

Inherits: *WellFired.Guacamole.Views.View*

Description

public-static-attrib

readonly *BindableProperty*	*TitleProperty*

Properties

string	*Title* { get; set; }

Public Methods

	Page ( )

Breakdown

- readonly *BindableProperty* **TitleProperty**
- string **Title** { get; set; }
- **Page** ( )

24.1.117 TabbedPage

Namespace: WellFired.Guacamole

Inherits: *WellFired.Guacamole.Views.ItemsView*

Description

public-static-attrib

readonly *BindableProperty*	*SelectedPageProperty*

Properties

object	*SelectedPage* { get; set; }

Public Methods

	TabbedPage ( )
override void	*SetStyleDictionary* (*IStyleDictionary* styleDictionary)

protected-func

override void	*ItemSourceChanged* ( )
override void	*ItemSourceCleared* ( )
override void	*ItemAdded* (object item, int index)
override void	*ItemRemoved* (object item)
override void	*ItemReplaced* (object oldItem, object newItem, int index)
override void	*OnBindablePropertyChanged* (object sender, PropertyChangedEventArgs e)

Breakdown

- readonly *BindableProperty* **SelectedPageProperty**
- object **SelectedPage** { get; set; }

  Description

  Selected *Page* is the value of the backstore that should have corresponding tab view displayed. Note that the selected page should belong to the list of ItemsView.ItemSource.

- **TabbedPage ( )**
- override void **SetStyleDictionary (** *IStyleDictionary* styleDictionary **)**

  Description

  Applies the styles defined by a dictionary to the view's content and all its children.

  Parameters

styleDictionary

- override void **ItemSourceChanged ( )**

  Description

  This is called when the whole ItemSource is changed. I.E. ItemSource = new collection();

- override void **ItemSourceCleared ( )**

  Description

  This is called when the ItemSource is cleared. I.E. ItemSource.Clear(); Note : This is only called if ItemSource is an ObservableCollection.

- override void **ItemAdded (** object item, int index **)**

  Description

  This is called when a new Item is added to the ItemSource. Note : This is only called if ItemSource is an ObservableCollection.

  Parameters

item	The new item
index	The new position this element was added at.

- override void **ItemRemoved (** object item **)**

  Description

  This is called when an item is removed from the ItemSource Note : This is only called if ItemSource is an ObservableCollection.

  Parameters

item	The removed Item

- override void **ItemReplaced (** object oldItem, object newItem, int index **)**

  Description

  This is called when an item is replaced within the ItemSource. Note : This is only called if ItemSource is an ObservableCollection.

  Parameters

oldItem	The item that used to exist
newItem	The new item
index	The index into the ItemSource that you will find this item

- override void **OnBindablePropertyChanged (** object sender, PropertyChangedEventArgs e **)**

24.1.118 TabbedPageButtonView

Namespace: WellFired.Guacamole

Inherits: *WellFired.Guacamole.Views.ButtonView*

Description

public-static-attrib

readonly *BindableProperty*	*IsSelectedProperty*

Properties

bool	*IsSelected* { get; set; }

Public Methods

	TabbedPageButtonView ( )

Breakdown

- readonly *BindableProperty* **IsSelectedProperty**
- bool **IsSelected** { get; set; }
- **TabbedPageButtonView** ( )

24.1.119 MainThreadRunner

Namespace: WellFired.Guacamole

Description

Public Static Methods

void	*ExecuteOnMainThread* (Action action)
void	*ExecuteBeforeLayout* (Action action)

Public Methods

void	*ProcessPreLayoutActions* ( )
void	*ProcessMainThreadActions* ( )

Breakdown

- void **ExecuteOnMainThread** (Action action)

  Description

  Queues an action to be executed on the main thread.

  Parameters

action

- void **ExecuteBeforeLayout** (Action action)

  Description

  Queues an action to be executed on the main thread before the UI is layouted. Any action having an impact on the UI should be executed here to ensure the UI changes are layouted correctly before to be rended.

  Parameters

action

- void **ProcessPreLayoutActions** ( )

  Description

  Execute actions on the main thread before the UI is layouted.

- void **ProcessMainThreadActions** ( )

  Description

  Execute actions on the main thread.

24.1.120 NativeRendererHelper

Namespace: WellFired.Guacamole

Description

Properties

Assembly	*LaunchedAssembly* { get; set; }

Public Static Methods

void	*ImportExternalRenderers* (Assembly assembly)
INativeRenderer	*CreateNativeRendererFor* (Type controlType)

Breakdown

- Assembly **LaunchedAssembly** { get; set; }
- void **ImportExternalRenderers** (Assembly assembly)
- *INativeRenderer* **CreateNativeRendererFor** (Type controlType)

24.1.121 Conditional

Namespace: WellFired.Guacamole

Implements: *WellFired.Guacamole.Styling.IConditional*

Description

Properties

BindableProperty	*Property* { get; set; }
object	*Value* { get; set; }

Breakdown

- *BindableProperty* **Property** { get; set; }
- object **Value** { get; set; }

24.1.122 Setter

Namespace: WellFired.Guacamole

Implements: *WellFired.Guacamole.Styling.ISetter*

Description

Properties

BindableProperty	*Property* { get; set; }
object	*Value* { get; set; }

Breakdown

- *BindableProperty* **Property** { get; set; }
- object **Value** { get; set; }

24.1.123 Style

Namespace: WellFired.Guacamole

Implements: *WellFired.Guacamole.Styling.IStyle*

Description

Properties

IList< *ISetter* >	*Setters* { get; set; }
IList< *ITrigger* >	*Triggers* { get; set; }

Breakdown

- IList< *ISetter* > **Setters** { get; set; }
- IList< *ITrigger* > **Triggers** { get; set; }

24.1.124 StyleDictionary

Namespace: WellFired.Guacamole

Implements: *WellFired.Guacamole.Styling.IStyleDictionary*

Description

Public Methods

	StyleDictionary ( )
	StyleDictionary (*ILogger* logger)
	StyleDictionary (*ILogger* logger, IDictionary< Type, *Style* > from)
void	*Add* (*Style* aStyle, Type forViewType)
Style	*Get* (Type forViewType)

Breakdown

- **StyleDictionary** ( )
- **StyleDictionary** (*ILogger* logger)
- **StyleDictionary** (*ILogger* logger, IDictionary< Type, *Style* > from)
- void **Add** (*Style* aStyle, Type forViewType)

  Description

  Will add aStyle for a given view, will log a warning if constructed with a logger.

  Parameters

aStyle	The *Style* we'd like to add to the dictionary.
forViewType	The view type that we would associate with this view type.

- *Style* **Get** (Type forViewType)

  Description

  Will return the style for a given View Type.

  Parameters

forViewType	The view type for which we'd like to find a style.

24.1.125 ButtonView

Namespace: WellFired.Guacamole.Styling

Description

public-static-attrib

readonly *Style*	*Style*

Breakdown

- readonly *Style* **Style**

24.1.126 HeaderCell

Namespace: WellFired.Guacamole.Styling

Description

public-static-attrib

readonly *Style*	*Style*

Breakdown

- readonly *Style* **Style**

24.1.127 ImageCell

Namespace: WellFired.Guacamole.Styling

Description

public-static-attrib

readonly *Style*	*Style*

Breakdown

- readonly *Style* **Style**

24.1.128 ImageView

Namespace: WellFired.Guacamole.Styling

Description

public-static-attrib

readonly *Style*	*Style*

Breakdown

- readonly *Style* **Style**

24.1.129 KeyValueCell

Namespace: WellFired.Guacamole.Styling

Description

public-static-attrib

readonly *Style*	*Style*

Breakdown

- readonly *Style* **Style**

24.1.130 LabelCell

Namespace: WellFired.Guacamole.Styling

Description

public-static-attrib

readonly *Style*	*Style*

Breakdown

- readonly *Style* **Style**

24.1.131 LabelView

Namespace: WellFired.Guacamole.Styling

Description

public-static-attrib

readonly *Style*	*Style*

Breakdown

- readonly *Style* **Style**

24.1.132 ListView

Namespace: WellFired.Guacamole.Styling

Description

public-static-attrib

readonly *Style*	*Style*

Breakdown

- readonly *Style* **Style**

24.1.133 SliderView

Namespace: WellFired.Guacamole.Styling

Description

public-static-attrib

readonly *Style*	*Style*

Breakdown

- readonly *Style* **Style**

24.1.134 TabbedPageButton

Namespace: WellFired.Guacamole.Styling

Description

public-static-attrib

readonly *Style*	*Style*

Breakdown

- readonly *Style* **Style**

24.1.135 TextEntryView

Namespace: WellFired.Guacamole.Styling

Description

public-static-attrib

readonly *Style*	*Style*

Breakdown

- readonly *Style* **Style**

24.1.136 ToggleView

Namespace: WellFired.Guacamole.Styling

Description

public-static-attrib

readonly *Style*	*Style*

Breakdown

- readonly *Style* **Style**

24.1.137 Trigger

Namespace: WellFired.Guacamole

Implements: *WellFired.Guacamole.Styling.ITrigger*

Description

Properties

BindableProperty	*Property* { get; set; }
object	*Value* { get; set; }
IList< *ISetter* >	*Setters* { get; set; }
IList< *IConditional* >	*Conditionals* { get; set; }

Public Methods

void	*Fire* (*IBindableObject* bindableObject)

Breakdown

- *BindableProperty* **Property** { get; set; }
- object **Value** { get; set; }
- IList< *ISetter* > **Setters** { get; set; }
- IList< *IConditional* > **Conditionals** { get; set; }
- void **Fire** (*IBindableObject* bindableObject)

24.1.138 Application

Namespace: WellFired.Guacamole.Unity

Implements: *WellFired.Guacamole.IApplication*

Description

Public Properties

IWindow	*MainWindow*
bool	*IsRunning*

Public Methods

IApplication	*Launch* (*InitializationContext* initializationContext, Type persistantType = null)
void	*Teardown* ( )
void	*Update* ( )

Breakdown

- *IWindow* **MainWindow**
- bool **IsRunning**
- *IApplication* **Launch** (*InitializationContext* initializationContext, Type persistantType = null)
- void **Teardown** ( )
- void **Update** ( )

24.1.139 ObservableScriptableObject

Namespace: WellFired.Guacamole.Unity.Editor

Description

Events

PropertyChangedEventHandler	*PropertyChanged*

protected-func

bool	SetProperty (ref T storage, T value, string propertyName = @"")

Breakdown

- PropertyChangedEventHandler **PropertyChanged**
- bool **SetProperty< T >** (ref T storage, T value, string propertyName = @"")

  Description

  Sets the property if the objects are different (This is in order to prevent recursion with two way binding). This will return a boolean that states the outcome of the operation.

24.1.140 ObservableScriptableObjectEditor

Namespace: WellFired.Guacamole.Unity.Editor

Description

Public Methods

override void	*OnInspectorGUI* ( )

Breakdown

- override void **OnInspectorGUI** ( )

24.1.141 PropertyField

Namespace: WellFired.Guacamole.Unity.Editor.DataBinding

Description

Properties

PropertyInfo	*Info* { get; set; }
SerializedPropertyType	*Type* { get; set; }

Public Properties

string	*Name*

Public Methods

	PropertyField (object obj, PropertyInfo info, SerializedPropertyType type)
object	*GetValue* ( )
void	*SetValue* (object value)

Public Static Methods

bool	*GetPropertyType* (PropertyInfo info, out SerializedPropertyType propertyType)

Breakdown

- PropertyInfo **Info** { get; set; }
- SerializedPropertyType **Type** { get; set; }
- string **Name**
- **PropertyField** (object obj, PropertyInfo info, SerializedPropertyType type)
- object **GetValue** ( )
- void **SetValue** (object value)
- bool **GetPropertyType** (PropertyInfo info, out SerializedPropertyType propertyType)

24.1.142 Logger

Namespace: WellFired.Guacamole.Unity.Editor

Description

Properties

ILogger	*UnityLogger* { get; set; }

Public Methods

void	*LogMessage* (string message)
void	*LogWarning* (string message)
void	*LogError* (string message)

Breakdown

- ILogger **UnityLogger** { get; set; }
- void **LogMessage** (string message)
- void **LogWarning** (string message)
- void **LogError** (string message)

24.1.143 EditorGUIExtensions

Namespace: WellFired.Guacamole.Unity.Editor

Description

public-static-attrib

FieldInfo	*ActiveEditorFieldInfo*
object	*ActiveEditor*

Breakdown

- FieldInfo **ActiveEditorFieldInfo**
- object **ActiveEditor**

24.1.144 EditorGUIUtilityExtensions

Namespace: WellFired.Guacamole.Unity.Editor

Description

public-static-attrib

FieldInfo	*LastControlIDFieldInfo*
int	*LastControlId*

Breakdown

- FieldInfo **LastControlIDFieldInfo**
- int **LastControlId**

24.1.145 ImageSourceExtensions

Namespace: WellFired.Guacamole.Unity.Editor

Description

Public Static Methods

async Task< Texture2D >	*ToUnityTexture* (this *IImageSource* source, *LoadedImage* loadedImage)

Breakdown

- async Task< Texture2D > **ToUnityTexture** (this *IImageSource* source, *LoadedImage* loadedImage)

24.1.146 ShapeParameters

Namespace: WellFired.Guacamole.Unity.Editor

Description

Public Methods

override bool	*Equals* (object obj)
override int	*GetHashCode* ( )

Public Static Methods

ShapeParameters	*Create* (int width, int height, UIColor backgroundColor, UIColor outlineColor, double radius, double thickness, CornerMask cornerMask, OutlineMask outlineMask)

Breakdown

- override bool **Equals** (object obj)
- override int **GetHashCode** ( )
- *ShapeParameters* **Create** (int width, int height, UIColor backgroundColor, UIColor outlineColor, double radius, double thickness, CornerMask cornerMask, OutlineMask outlineMask)

24.1.147 Texture2DExtensions

Namespace: WellFired.Guacamole.Unity.Editor

Description

Public Static Methods

Texture2D	*CreateTexture* (int width, int height, Color colour)
Texture2D	*CreateRoundedTexture* (int width, int height, UIColor backgroundColor, UIColor outlineColor, double radius, double thickness, CornerMask cornerMask, OutlineMask outlineMask)

Breakdown

- Texture2D **CreateTexture** (int width, int height, Color colour)
- Texture2D **CreateRoundedTexture** (int width, int height, UIColor backgroundColor, UIColor outlineColor, double radius, double thickness, CornerMask cornerMask, OutlineMask outlineMask)

24.1.148 TextViewExtensions

Namespace: WellFired.Guacamole.Unity.Editor

Description

Public Static Methods

UISize	*CalculateNativeSizeWithWordWrap* (*IView* view, Vector2 nativeSize, GUIContent content, GUIStyle style)
bool	*HasHeightChanged* (UIRect renderRect, GUIContent content, GUIStyle style)

Breakdown

- UISize **CalculateNativeSizeWithWordWrap** (*IView* view, Vector2 nativeSize, GUIContent content, GUIStyle style)
- bool **HasHeightChanged** (UIRect renderRect, GUIContent content, GUIStyle style)

24.1.149 UIColorExtensions

Namespace: WellFired.Guacamole.Unity.Editor

Description

Public Static Methods

Color	*ToUnityColor* (this UIColor source)

Breakdown

- Color **ToUnityColor** (this UIColor source)

24.1.150 UIExtensions

Namespace: WellFired.Guacamole.Unity.Editor

Description

Public Static Methods

Rect	*ToUnityRect* (this UIRect source)

Breakdown

- Rect **ToUnityRect** (this UIRect source)

24.1.151 UIPaddingExtensions

Namespace: WellFired.Guacamole.Unity.Editor

Description

Public Static Methods

RectOffset	*ToRectOffset* (this UIPadding padding)

Breakdown

- RectOffset **ToRectOffset** (this UIPadding padding)

24.1.152 UISizeExtensions

Namespace: WellFired.Guacamole.Unity.Editor

Description

Public Static Methods

Vector2	*ToUnityVector2* (this UISize source)

Breakdown

- Vector2 **ToUnityVector2** (this UISize source)

24.1.153 UITextAlignExtensions

Namespace: WellFired.Guacamole.Unity.Editor

Description

Public Static Methods

TextAnchor	*Combine* (UITextAlign horizontalAlign, UITextAlign verticalAlign)

Breakdown

- TextAnchor **Combine** (UITextAlign horizontalAlign, UITextAlign verticalAlign)

24.1.154 UITextClippingExtensions

Namespace: WellFired.Guacamole.Unity.Editor

Description

Public Static Methods

TextClipping	*ToUnityClipping* (this UITextClipping clipping)

Breakdown

- TextClipping **ToUnityClipping** (this UITextClipping clipping)

24.1.155 UnityColorExtensions

Namespace: WellFired.Guacamole.Unity.Editor

Description

Public Static Methods

UIColor	*ToUIColor* (this Color source)

Breakdown

- UIColor **ToUIColor** (this Color source)

24.1.156 UnityEventExtension

Namespace: WellFired.Guacamole.Unity.Editor

Description

Public Static Methods

bool	*LeftMouseDown* (this UnityEngine.Event unityEvent)
bool	*LeftMouseUp* (this UnityEngine.Event unityEvent)

Breakdown

- bool **LeftMouseDown** (this UnityEngine.Event unityEvent)
- bool **LeftMouseUp** (this UnityEngine.Event unityEvent)

24.1.157 UnityRectExtensions

Namespace: WellFired.Guacamole.Unity.Editor

Description

Public Static Methods

UIRect	*ToUIRect* (this Rect source)

Breakdown

- UIRect **ToUIRect** (this Rect source)

24.1.158 UnityVector2Extensions

Namespace: WellFired.Guacamole.Unity.Editor

Description

Public Static Methods

UISize	*ToUISize* (this Vector2 source)
UILocation	*ToUILocation* (this Vector2 source)

Breakdown

- UISize **ToUISize** (this Vector2 source)
- UILocation **ToUILocation** (this Vector2 source)

24.1.159 GuacamoleWindow

Namespace: WellFired.Guacamole.Unity

Implements: *WellFired.Guacamole.IWindow*

Description

Properties

bool	*CloseAfterNextUpdate* { get; set; }
string	*Title* { get; set; }
UIRect	*Rect* { get; set; }
UISize	*MinSize* { get; set; }
UISize	*MaxSize* { get; set; }
Window	*MainContent* { get; set; }

Public Properties

bool	*AllowMultiple*

Public Methods

void	*Launch* (*IInitializationContext* initializationContext)
void	*OnEnable* ( )
void	*OnDisable* ( )
void	*OnGUI* ( )
bool	*MatchesMainContent* (Type mainContent)

Breakdown

- bool **CloseAfterNextUpdate** { get; set; }
- string **Title** { get; set; }
- UIRect **Rect** { get; set; }
- UISize **MinSize** { get; set; }
- UISize **MaxSize** { get; set; }
- *Window* **MainContent** { get; set; }
- bool **AllowMultiple**
- void **Launch** (*IInitializationContext* initializationContext)
- void **OnEnable** ( )
- void **OnDisable** ( )
- void **OnGUI** ( )
- bool **MatchesMainContent** (Type mainContent)

24.1.160 GuacamoleWindowLauncher

Namespace: WellFired.Guacamole.Unity

Description

package-static-func

GuacamoleWindow	*LaunchWindow* (Type mainContent)

Breakdown

- *GuacamoleWindow* **LaunchWindow** (Type mainContent)

24.1.161 InitializationContext

Namespace: WellFired.Guacamole.Unity

Implements: *WellFired.Guacamole.InitializationContext.IInitializationContext*

Description

Properties

Type	*MainContentType* { get; set; }
Type	*MainViewModelType* { get; set; }
Assembly[]	*ExternalRenderersAssemblies* { get; set; }
UIRect	*UIRect* { get; set; }
ScriptableObject	*PersistantData* { get; set; }
Context	*Context* { get; set; }

Public Properties

UISize	*MaxSize*
UISize	*MinSize*
string	*Title*
string	*ApplicationName*
string	*CompanyName*
bool	*AllowMultiple*

Public Methods

	InitializationContext (*Context* context)
void	*ValidateSetup* ( )

Breakdown

- Type **MainContentType** { get; set; }
- Type **MainViewModelType** { get; set; }

- Assembly[] **ExternalRenderersAssemblies** { get; set; }
- UIRect **UIRect** { get; set; }
- ScriptableObject **PersistantData** { get; set; }
- *Context* **Context** { get; set; }
- UISize **MaxSize**
- UISize **MinSize**
- string **Title**
- string **ApplicationName**
- string **CompanyName**
- bool **AllowMultiple**
- **InitializationContext** (*Context* context)
- void **ValidateSetup** ( )

24.1.162 LaunchableApplication

Namespace: WellFired.Guacamole.Unity

Description

protected-static-func

IApplication	Launch (UIRect uiRect, UISize minSize, string title = null, bool allowMultiple = true, string applicationName = "Guacamole", string companyName = "Guacamole", Type persistantType = null, Assembly[] externalRenderersAssemblies = null)
IApplication	Launch (UIRect uiRect, UISize minSize, string title = null, bool allowMultiple = true, string applicationName = "Guacamole", string companyName = "WellFired", Type persistantType = null, Assembly[] externalRenderersAssemblies = null)

Breakdown

- *IApplication* **Launch< TWindow >** (UIRect uiRect, UISize minSize, string title = null, bool allowMultiple = true, string applicationName = "Guacamole", string companyName = "Guacamole", Type persistantType = null, Assembly[] externalRenderersAssemblies = null)

  Description

  Will launch a window with the passed parameters

  Parameters

uiRect	The initial size of the window to be launched
minSize	The minimum size this window can become
title	The title of this window
allowMultiple	Can we allow multiple of these windows to be opened?
applicationName	The application name is used internally to cache application specific data
companyName	The company name is used internally to cache application specific data
persistantType	The type of Persistent data we want to provide to this window. Guacamole will handle instantiation and passing the data. Ensure you have a parameterless constructor on this type
externalRenderersAssemblies	Assemblies providing the attributes CustomRendererAttribute to import renderers external to Guacamole

- *IApplication* **Launch< TWindow, TViewModel >** (UIRect uiRect, UISize minSize, string title = null, bool allowMultiple = true, string applicationName = "Guacamole", string companyName = "WellFired", Type persistantType = null, Assembly[] externalRenderersAssemblies = null)

  Description

  Will launch a window with the passed parameters, This method will also cause Guacamole to construct an object of Type TViewModel and inject any systemic services. This ViewModel will be automatically assigned to the window as a binding context.

  Parameters

uiRect	The initial size of the window to be launched
minSize	The minimum size this window can become
title	The title of this window
allowMultiple	Can we allow multiple of these windows to be opened?
applicationName	The application name is used internally to cache application specific data
companyName	The company name is used internally to cache application specific data
persistantType	The type of Persistent data we want to provide to this window. Guacamole will handle instantiation and passing the data. Ensure you have a parameterless constructor on this type

24.1.163 BaseCellRenderer

Namespace: WellFired.Guacamole.Unity.Editor.NativeControls

Inherits: *WellFired.Guacamole.Unity.Editor.NativeControls.Views.BaseRenderer*

Description

Public Methods

override void	*Render* (UIRect renderRect)

Breakdown

- override void **Render** (UIRect renderRect)

24.1.164 ImageCellRenderer

Namespace: WellFired.Guacamole.Unity.Editor.NativeControls

Inherits: *WellFired.Guacamole.Unity.Editor.NativeControls.Cells.BaseCellRenderer*

Description

Public Properties

override UISize	*NativeSize*

Public Methods

override void	*Render* (UIRect renderRect)
override async void	*OnViewPropertyChanged* (object sender, PropertyChangedEventArgs e)

Breakdown

- override UISize **NativeSize**
- override void **Render** (UIRect renderRect)
- override async void **OnViewPropertyChanged** (object sender, PropertyChangedEventArgs e)

24.1.165 KeyValueCellRenderer

Namespace: WellFired.Guacamole.Unity.Editor.NativeControls

Inherits: *WellFired.Guacamole.Unity.Editor.NativeControls.Cells.BaseCellRenderer*

Description

Properties

override UISize	*NativeSize* { get; set; }

Public Methods

override void	*Render* (UIRect renderRect)
override void	*OnViewPropertyChanged* (object sender, PropertyChangedEventArgs e)

protected-func

override void	*SetupWithNewStyle* ( )

Breakdown

- override UISize **NativeSize** { get; set; }
- override void **Render** (UIRect renderRect)
- override void **OnViewPropertyChanged** (object sender, PropertyChangedEventArgs e)
- override void **SetupWithNewStyle** ( )

24.1.166 LabelCellRenderer

Namespace: WellFired.Guacamole.Unity.Editor.NativeControls

Inherits: *WellFired.Guacamole.Unity.Editor.NativeControls.Cells.BaseCellRenderer*

Description

Properties

override UISize	*NativeSize* { get; set; }

Public Methods

override void	*Render* (UIRect renderRect)
override void	*OnViewPropertyChanged* (object sender, PropertyChangedEventArgs e)

protected-func

override void	*SetupWithNewStyle* ( )

Breakdown

- override UISize **NativeSize** { get; set; }
- override void **Render** (UIRect renderRect)
- override void **OnViewPropertyChanged** (object sender, PropertyChangedEventArgs e)
- override void **SetupWithNewStyle** ( )

24.1.167 LayoutViewRenderer

Namespace: WellFired.Guacamole.Unity.Editor.NativeControls

Inherits: *WellFired.Guacamole.Unity.Editor.NativeControls.Views.BaseRenderer*

Description

Public Methods

override void	*Render* (UIRect renderRect)

Breakdown

- override void **Render** (UIRect renderRect)

24.1.168 PageRenderer

Namespace: WellFired.Guacamole.Unity.Editor.NativeControls

Inherits: *WellFired.Guacamole.Unity.Editor.NativeControls.Views.BaseRenderer*

Description

Public Methods

override void	*Render* (UIRect renderRect)

Breakdown

- override void **Render** (UIRect renderRect)

24.1.169 TabbedPageRenderer

Namespace: WellFired.Guacamole.Unity.Editor.NativeControls

Inherits: *WellFired.Guacamole.Unity.Editor.NativeControls.Views.BaseRenderer*

Description

Public Methods

override void	*Render* (UIRect renderRect)

Breakdown

- override void **Render** (UIRect renderRect)

24.1.170 BaseRenderer

Namespace: WellFired.Guacamole.Unity.Editor.NativeControls

Implements: *WellFired.Guacamole.Renderer.INativeRenderer*

Description

Properties

View	*Control* { get; set; }
Rect	*UnityRect* { get; set; }
GUIStyle	*Style* { get; set; }

Public Properties

UISize	*NativeSize*

Public Methods

void	*Create* ( )
void	*Render* (UIRect renderRect)
void	*OnViewPropertyChanged* (object sender, PropertyChangedEventArgs e)
void	*ResetStyle* ( )
void	*FocusControl* ( )
bool	*PushMaskStack* (UIRect maskRect)
void	*PopMaskStack* ( )
void	*RecycleWithNewBindingContext* ( )

protected-func

void	*SetupWithNewStyle* ( )

Breakdown

- *View* **Control** { get; set; }
- Rect **UnityRect** { get; set; }
- GUIStyle **Style** { get; set; }
- UISize **NativeSize**
- void **Create** ( )
- void **Render** (UIRect renderRect)
- void **OnViewPropertyChanged** (object sender, PropertyChangedEventArgs e)
- void **ResetStyle** ( )
- void **FocusControl** ( )
- bool **PushMaskStack** (UIRect maskRect)

  Description

  When PushMaskStack is called, the rect that is passed to Push defines the mask rect. If you call Push, you must also call Pop. I.E. PushMaskStack(rect) DoSomeRendering() *PopMaskStack()* Not all NativeViews will push a MaskStack

  Parameters

maskRect	The rect with which you want to mask

- void **PopMaskStack** ( )

  Description

  You must call PopMaskStack after a call to PushMaskStack, once you've finished rendering into that masked area.

- void **RecycleWithNewBindingContext** ( )

  Description

  When a view has been recycled, this method will be called. Currently only works for Cells.

- void **SetupWithNewStyle** ( )

24.1.171 ButtonViewRenderer

Namespace: WellFired.Guacamole.Unity.Editor.NativeControls

Inherits: *WellFired.Guacamole.Unity.Editor.NativeControls.Views.BaseRenderer*

Description

Properties

override UISize	*NativeSize* { get; set; }

Public Methods

override void	*Render* (UIRect renderRect)
override void	*OnViewPropertyChanged* (object sender, PropertyChangedEventArgs e)

protected-func

override void	*SetupWithNewStyle* ( )

Breakdown

- override UISize **NativeSize** { get; set; }
- override void **Render** (UIRect renderRect)
- override void **OnViewPropertyChanged** (object sender, PropertyChangedEventArgs e)
- override void **SetupWithNewStyle** ( )

24.1.172 FilterViewViewRenderer

Namespace: WellFired.Guacamole.Unity.Editor.NativeControls

Inherits: *WellFired.Guacamole.Unity.Editor.NativeControls.Views.TextEntryViewRenderer*

Description

Public Methods

override void	*OnViewPropertyChanged* (object sender, PropertyChangedEventArgs e)

Breakdown

- override void **OnViewPropertyChanged** (object sender, PropertyChangedEventArgs e)

24.1.173 ImageCreatorHandler

Namespace: WellFired.Guacamole.Unity.Editor.NativeControls

Description

Public Methods

async Task< Texture2D >	*UpdatedImageSource* (*IImageSource* imageSource)

Breakdown

- async Task< Texture2D > **UpdatedImageSource** (*IImageSource* imageSource)

24.1.174 ImageLoader

Namespace: WellFired.Guacamole.Unity.Editor.NativeControls

Description

Public Methods

async Task< Texture2D >	*LoadImage* (*IImageSource* imageSource, Func< bool > isImageStillAwaited)

Breakdown

- async Task< Texture2D > **LoadImage** (*IImageSource* imageSource, Func< bool > isImageStillAwaited)

  Description

  Load an image from an image source. Since loading is asynchronous, it's very possible that once the image is loaded the calling entity does not require it anymore. In this case a null value is returned.

  Parameters

imageSource	The source from where the image is loaded
isImageStillAwaited	A delegate informing if the loaded image is still required or not by the calling entity

24.1.175 ImageViewRenderer

Namespace: WellFired.Guacamole.Unity.Editor.NativeControls

Inherits: *WellFired.Guacamole.Unity.Editor.NativeControls.Views.BaseRenderer*

Description

Public Properties

override UISize	*NativeSize*

Public Methods

override void	*Render* (UIRect renderRect)
override void	*OnViewPropertyChanged* (object sender, PropertyChangedEventArgs e)

Breakdown

- override UISize **NativeSize**
- override void **Render** (UIRect renderRect)
- override void **OnViewPropertyChanged** (object sender, PropertyChangedEventArgs e)

24.1.176 LabelViewRenderer

Namespace: WellFired.Guacamole.Unity.Editor.NativeControls

Inherits: *WellFired.Guacamole.Unity.Editor.NativeControls.Views.BaseRenderer*

Description

Properties

override UISize	*NativeSize* { get; set; }

protected-func

override void	*SetupWithNewStyle* ( )

Public Methods

override void	*Render* (UIRect renderRect)
override void	*OnViewPropertyChanged* (object sender, PropertyChangedEventArgs e)

Breakdown

- override UISize **NativeSize** { get; set; }
- override void **SetupWithNewStyle** ( )
- override void **Render** (UIRect renderRect)
- override void **OnViewPropertyChanged** (object sender, PropertyChangedEventArgs e)

24.1.177 ListViewRenderer

Namespace: WellFired.Guacamole.Unity.Editor.NativeControls

Inherits: *WellFired.Guacamole.Unity.Editor.NativeControls.Views.BaseRenderer*

Description

Public Methods

override void	*Render* (UIRect renderRect)
override void	*OnViewPropertyChanged* (object sender, PropertyChangedEventArgs e)
override bool	*PushMaskStack* (UIRect maskRect)
override void	*PopMaskStack* ( )

protected-func

override void	*SetupWithNewStyle* ( )

Breakdown

- override void **Render** (UIRect renderRect)
- override void **OnViewPropertyChanged** (object sender, PropertyChangedEventArgs e)
- override bool **PushMaskStack** (UIRect maskRect)

  Description

  When PushMaskStack is called, the rect that is passed to Push defines the mask rect. If you call Push, you must also call Pop. I.E. PushMaskStack(rect) DoSomeRendering() *PopMaskStack()* Not all NativeViews will push a MaskStack

  Parameters

maskRect	The rect with which you want to mask

- override void **PopMaskStack** ( )

  Description

  You must call PopMaskStack after a call to PushMaskStack, once you've finished rendering into that masked area.

- override void **SetupWithNewStyle** ( )

24.1.178 NumberEntryViewRenderer

Namespace: WellFired.Guacamole.Unity.Editor.NativeControls

Inherits: *WellFired.Guacamole.Unity.Editor.NativeControls.Views.BaseRenderer*

Description

Properties

override UISize	*NativeSize* { get; set; }

protected-func

override void	*SetupWithNewStyle* ( )

Public Methods

override void	*Render* (UIRect renderRect)
override void	*OnViewPropertyChanged* (object sender, PropertyChangedEventArgs e)

Breakdown

- override UISize **NativeSize** { get; set; }
- override void **SetupWithNewStyle** ( )
- override void **Render** (UIRect renderRect)
- override void **OnViewPropertyChanged** (object sender, PropertyChangedEventArgs e)

24.1.179 SliderViewRenderer

Namespace: WellFired.Guacamole.Unity.Editor.NativeControls

Inherits: *WellFired.Guacamole.Unity.Editor.NativeControls.Views.BaseRenderer*

Description

Public Properties

override UISize	*NativeSize*

Public Methods

override void	*Render* (UIRect renderRect)
override void	*OnViewPropertyChanged* (object sender, PropertyChangedEventArgs e)

Breakdown

- override UISize **NativeSize**
- override void **Render** (UIRect renderRect)
- override void **OnViewPropertyChanged** (object sender, PropertyChangedEventArgs e)

24.1.180 TabbedPageButtonViewRenderer

Namespace: WellFired.Guacamole.Unity.Editor.NativeControls

Inherits: *WellFired.Guacamole.Unity.Editor.NativeControls.Views.ButtonViewRenderer*

Description

Public Methods

override void	*OnViewPropertyChanged* (object sender, PropertyChangedEventArgs e)

Breakdown

- override void **OnViewPropertyChanged** (object sender, PropertyChangedEventArgs e)

24.1.181 TextEntryViewRenderer

Namespace: WellFired.Guacamole.Unity.Editor.NativeControls

Inherits: *WellFired.Guacamole.Unity.Editor.NativeControls.Views.BaseRenderer*

Description

Properties

override UISize	*NativeSize* { get; set; }

protected-func

override void	*SetupWithNewStyle* ( )

Public Methods

override void	*Create* ( )
override void	*Render* (UIRect renderRect)
override void	*OnViewPropertyChanged* (object sender, PropertyChangedEventArgs e)

Breakdown

- override UISize **NativeSize** { get; set; }
- override void **SetupWithNewStyle** ( )
- override void **Create** ( )
- override void **Render** (UIRect renderRect)

- override void **OnViewPropertyChanged** (object sender, PropertyChangedEventArgs e)

24.1.182 ToggleViewRenderer

Namespace: WellFired.Guacamole.Unity.Editor.NativeControls

Inherits: *WellFired.Guacamole.Unity.Editor.NativeControls.Views.BaseRenderer*

Description

Public Properties

override UISize	*NativeSize*

Public Methods

override void	*Create* ( )
override void	*Render* (UIRect renderRect)
override void	*OnViewPropertyChanged* (object sender, PropertyChangedEventArgs e)

Breakdown

- override UISize **NativeSize**
- override void **Create** ( )
- override void **Render** (UIRect renderRect)
- override void **OnViewPropertyChanged** (object sender, PropertyChangedEventArgs e)

24.1.183 ViewContainerRenderer

Namespace: WellFired.Guacamole.Unity.Editor.NativeControls

Inherits: *WellFired.Guacamole.Unity.Editor.NativeControls.Views.BaseRenderer*

Description

Public Methods

override void	*Render* (UIRect renderRect)

Breakdown

- override void **Render** (UIRect renderRect)

24.1.184 ViewRenderer

Namespace: WellFired.Guacamole.Unity.Editor.NativeControls

Inherits: *WellFired.Guacamole.Unity.Editor.NativeControls.Views.BaseRenderer*

Description

Public Methods

override void	*Render* (UIRect renderRect)

Breakdown

- override void **Render** (UIRect renderRect)

24.1.185 WindowRenderer

Namespace: WellFired.Guacamole.Unity.Editor.NativeControls

Inherits: *WellFired.Guacamole.Unity.Editor.NativeControls.Views.BaseRenderer*

Description

Public Methods

override void	*Render* (UIRect renderRect)

Breakdown

- override void **Render** (UIRect renderRect)

24.1.186 UnityPlatformProvider

Namespace: WellFired.Guacamole.Unity.Editor

Implements: *WellFired.Guacamole.Platforms.IPlatformProvider*

Description

An implementation of the Platform Provider for the Unity Engine Platform

Public Properties

string	*ProjectPath*
string	*AssetPath*
bool	*PlatformHasFocus*

Public Methods

	UnityPlatformProvider (string applicationName, string companyName)
IDataStorageService	*GetPersonalDataStorage* ( )
IDataStorageService	*GetTeamSharedDataStorage* ( )
string	*OpenFolderPicker* (string title, string folder, string defaultName)
string	*PathToSharedData* (string file)
string	*PathToPersonalData* (string file)
string[]	*FindAssets* (string search)
void	*SelectAsset* (string assetPath)
void	*ShowLocation* (string path)

Breakdown

- string **ProjectPath**
- string **AssetPath**
- bool **PlatformHasFocus**
- **UnityPlatformProvider** (string applicationName, string companyName)
- *IDataStorageService* **GetPersonalDataStorage** ( )

  Description

  With this, you can get some persistent data storage, you should be able to store strings of data in here. Think of it as a Key Value Store. This storage is personal because only used by a specific user/machine

- *IDataStorageService* **GetTeamSharedDataStorage** ( )

  Description

  With this, you can get some persistent data storage, you should be able to store strings of data in here. Think of it as a Key Value Store. This storage is team shared because can be shared with the whole team through a vcs for example.

- string **OpenFolderPicker** (string title, string folder, string defaultName)

  Description

  Allow you to open a folder picker. Since it involves UI, for most platform this function should be called on the UI thread.

  Parameters

title	Title display on top of the popup window
folder	The folder that should be opened when the folder opens
defaultName	The default folder to return if no folder is selected

- string **PathToSharedData** (string file)

  Description

  Call this method to be returned the full path to a relative team-shared file. If your team-shared data is located at /path/to/your/shared/data, then calling the function with "Images/Doges.jpeg" will return /path/to/your/shared/data/Images/Doge.jpg.

Parameters

file

- string **PathToPersonalData** (string file)

  Description

  Call this method to be returned the full path to a relative personal file. If your personal data is located at /path/to/your/personal/data, then calling the function with "Images/Doges.jpeg" will return /path/to/your/personal/data/Images/Doge.jpg.

  Parameters

file

- string[] **FindAssets** (string search)

  Description

  This method allows to search through the assets of the project.

  Parameters

search	String specifying how to filter the result. On some platforms such as Unity, it's possible to specify the type and the label of the asset. For example, "co l:concrete l:architecture t:texture2D" will return all the textures containing "co" in their name and with labels concrete and architecture.

- void **SelectAsset** (string assetPath)

  Description

  This method allows to select a specific asset in the project.

  Parameters

assetPath

- void **ShowLocation** (string path)

  Description

  Opens the explorer and displays the file or folder located at indicated absolute path.

  Parameters

path	The path of the file or folder

24.1.187 DisposableMonoBehaviour

Namespace: WellFired.Guacamole.Unity

Implements: *WellFired.Guacamole.IDisposable*

Description

Public Methods

void	*Dispose* ( )
void	*Awake* ( )
void	*OnDestroy* ( )

protected-func

void	*OnDispose* ( )
void	*DisposeOf* (params System.IDisposable[] disposables)

Breakdown

- void **Dispose** ( )
- void **Awake** ( )
- void **OnDestroy** ( )
- void **OnDispose** ( )
- void **DisposeOf** (params System.IDisposable[] disposables)

24.1.188 ButtonView

Namespace: WellFired.Guacamole

Implements: *WellFired.Guacamole.Views.IClickable*

Inherits: *WellFired.Guacamole.Views.View*

Description

public-static-attrib

readonly *BindableProperty*	*TextProperty*
readonly *BindableProperty*	*TextColorProperty*
readonly *BindableProperty*	*HorizontalTextAlignProperty*
readonly *BindableProperty*	*VerticalTextAlignProperty*
readonly *BindableProperty*	*ButtonPressedCommandProperty*

Properties

string	*Text* { get; set; }
UIColor	*TextColor* { get; set; }
UITextAlign	*HorizontalTextAlign* { get; set; }
UITextAlign	*VerticalTextAlign* { get; set; }
ICommand	*ButtonPressedCommand* { get; set; }

Public Methods

	ButtonView ( )
void	*Click* (int button)

Breakdown

- readonly *BindableProperty* **TextProperty**
- readonly *BindableProperty* **TextColorProperty**
- readonly *BindableProperty* **HorizontalTextAlignProperty**
- readonly *BindableProperty* **VerticalTextAlignProperty**
- readonly *BindableProperty* **ButtonPressedCommandProperty**
- string **Text** { get; set; }
- UIColor **TextColor** { get; set; }
- UITextAlign **HorizontalTextAlign** { get; set; }
- UITextAlign **VerticalTextAlign** { get; set; }
- *ICommand* **ButtonPressedCommand** { get; set; }
- **ButtonView** ( )
- void **Click** (int button)

24.1.189 CellHelper

Namespace: WellFired.Guacamole

Description

Public Static Methods

ICell	*CreateDefaultCell* (object bindingContext, *IListView* container, *IStyleDictionary* styleDictionary)
ICell	*CreateCellWith* (object caller, *DataTemplate* itemTemplate, object bindingContext, *IListView* container, *IStyleDictionary* styleDictionary)
void	*ReUseCell* (*ICell* entry, object bindingContext)

Breakdown

- *ICell* **CreateDefaultCell** (object bindingContext, *IListView* container, *IStyleDictionary* styleDictionary)
- *ICell* **CreateCellWith** (object caller, *DataTemplate* itemTemplate, object bindingContext, *IListView* container, *IStyleDictionary* styleDictionary)
- void **ReUseCell** (*ICell* entry, object bindingContext)

24.1.190 DistinctKeyComparer

Namespace: WellFired.Guacamole

Description

Public Methods

bool	*Equals* (string[] x, string[] y)
int	*GetHashCode* (string[] obj)

Breakdown

- bool **Equals** (string[] x, string[] y)
- int **GetHashCode** (string[] obj)

24.1.191 FilterView

Namespace: WellFired.Guacamole

Inherits: *WellFired.Guacamole.Views.TextEntryView*

Description

public-static-attrib

readonly *BindableProperty*	*KeyValueSearchProperty*
readonly *BindableProperty*	*SimpleSearchProperty*

Properties

Dictionary< string, string >	*KeyValueSearch* { get; set; }
List< string >	*SimpleSearch* { get; set; }

Public Methods

	FilterView ( )
void	*Search* ( )

Breakdown

- readonly *BindableProperty* **KeyValueSearchProperty**
- readonly *BindableProperty* **SimpleSearchProperty**
- Dictionary< string, string > **KeyValueSearch** { get; set; }
- List< string > **SimpleSearch** { get; set; }
- **FilterView** ( )
- void **Search** ( )

24.1.192 ImageView

Namespace: WellFired.Guacamole

Inherits: *WellFired.Guacamole.Views.View*

Description

public-static-attrib

readonly *BindableProperty*	*ImageSourceProperty*

Properties

IImageSource	*ImageSource* { get; set; }

Public Methods

	ImageView ( )

Breakdown

- readonly *BindableProperty* **ImageSourceProperty**
- *IImageSource* **ImageSource** { get; set; }
- **ImageView** ( )

24.1.193 ItemSelector

Namespace: WellFired.Guacamole

Description

Public Methods

	ItemSelector (*IListView* listView)
void	*SelectItem* ( )
void	*RegisterNewSelectedItems* ( )

Breakdown

- **ItemSelector** (*IListView* listView)
- void **SelectItem** ( )
- void **RegisterNewSelectedItems** ( )

  Description

  Called when the observable collection of selected items is replaced by a new one

24.1.194 ItemsView

Namespace: WellFired.Guacamole

Implements: *WellFired.Guacamole.Views.IItemsView*

Inherits: *WellFired.Guacamole.Views.ViewWithChildren*

Description

This class takes care of the complexities of *ItemsView*, such as the *ListView*, here, we take care of ItemSources that may or may not be observable collections. we take the slightly complex notification system from .net and whittle it down into easier to understand methods. (I hope).

public-static-attrib

readonly *BindableProperty*	*ItemSourceProperty*
readonly *BindableProperty*	*ItemTemplateProperty*
readonly *BindableProperty*	*HeaderTemplateProperty*

protected-attrib

CompositeCollection	*CompositeCollection*
bool	*IsItemSourceContiguous*
int	*ItemSourceCount*

Properties

IList	*ItemSource* { get; set; }
DataTemplate	*ItemTemplate* { get; set; }
DataTemplate	*HeaderTemplate* { get; set; }

protected-func

abstract void	*ItemSourceChanged* ( )
abstract void	*ItemSourceCleared* ( )
abstract void	*ItemAdded* (object item, int index)
abstract void	*ItemRemoved* (object item)
abstract void	*ItemReplaced* (object oldItem, object newItem, int index)
object	*GetItem* (int index)
int	*GetIndexOf* (object item)
override void	*OnBindablePropertyChanged* (object sender, PropertyChangedEventArgs e)

Breakdown

- readonly *BindableProperty* **ItemSourceProperty**
- readonly *BindableProperty* **ItemTemplateProperty**
- readonly *BindableProperty* **HeaderTemplateProperty**
- *CompositeCollection* **CompositeCollection**
- bool **IsItemSourceContiguous**

  Description

  This bool will return true if the ItemSource is built from a collection that is sequential, false if it is grouped

- int **ItemSourceCount**

  Description

  Returns the count of our ItemSource

- IList **ItemSource** { get; set; }
- *DataTemplate* **ItemTemplate** { get; set; }
- *DataTemplate* **HeaderTemplate** { get; set; }
- abstract void **ItemSourceChanged** ( )

  Description

  This is called when the whole ItemSource is changed. I.E. ItemSource = new collection();

- abstract void **ItemSourceCleared** ( )

  Description

  This is called when the ItemSource is cleared. I.E. ItemSource.Clear(); Note : This is only called if ItemSource is an ObservableCollection.

- abstract void **ItemAdded** (object item, int index)

Description

This is called when a new Item is added to the ItemSource. Note : This is only called if ItemSource is an ObservableCollection.

Parameters

item	The new item
index	The new position this element was added at.

- abstract void **ItemRemoved (** object item **)**

  Description

  This is called when an item is removed from the ItemSource Note : This is only called if ItemSource is an ObservableCollection.

  Parameters

item	The removed Item

- abstract void **ItemReplaced (** object oldItem, object newItem, int index **)**

  Description

  This is called when an item is replaced within the ItemSource. Note : This is only called if ItemSource is an ObservableCollection.

  Parameters

oldItem	The item that used to exist
newItem	The new item
index	The index into the ItemSource that you will find this item

- object **GetItem (** int index **)**

  Description

  This method allows an inheritted view to retrieve an item from the *ItemsView*'s ItemSource

  Parameters

index

- int **GetIndexOf (** object item **)**

  Description

  Returns the index of the specified item in the CompositeCollection

  Parameters

item

- override void **OnBindablePropertyChanged (** object sender, PropertyChangedEventArgs e **)**

24.1.195 LabelView

Namespace: WellFired.Guacamole

Inherits: *WellFired.Guacamole.Views.View*

Description

public-static-attrib

readonly *BindableProperty*	*FontSizeProperty*
readonly *BindableProperty*	*WordWrapProperty*
readonly *BindableProperty*	*ClippingProperty*
readonly *BindableProperty*	*TextProperty*
readonly *BindableProperty*	*TextColorProperty*
readonly *BindableProperty*	*HorizontalTextAlignProperty*
readonly *BindableProperty*	*VerticalTextAlignProperty*

Properties

int	*FontSize* { get; set; }
bool	*WordWrap* { get; set; }
UITextClipping	*Clipping* { get; set; }
string	*Text* { get; set; }
UIColor	*TextColor* { get; set; }
UITextAlign	*HorizontalTextAlign* { get; set; }
UITextAlign	*VerticalTextAlign* { get; set; }

Public Methods

	LabelView ( )

Breakdown

- readonly *BindableProperty* **FontSizeProperty**
- readonly *BindableProperty* **WordWrapProperty**
- readonly *BindableProperty* **ClippingProperty**
- readonly *BindableProperty* **TextProperty**
- readonly *BindableProperty* **TextColorProperty**
- readonly *BindableProperty* **HorizontalTextAlignProperty**
- readonly *BindableProperty* **VerticalTextAlignProperty**
- int **FontSize** { get; set; }
- bool **WordWrap** { get; set; }
- UITextClipping **Clipping** { get; set; }

- string **Text** { get; set; }
- UIColor **TextColor** { get; set; }
- UITextAlign **HorizontalTextAlign** { get; set; }
- UITextAlign **VerticalTextAlign** { get; set; }
- **LabelView** ( )

24.1.196 LayoutView

Namespace: WellFired.Guacamole

Implements: *WellFired.Guacamole.Layouts.ICanLayout*

Inherits: *WellFired.Guacamole.Views.ViewWithChildren*

Description

public-static-attrib

readonly *BindableProperty*	*LayoutProperty*

Properties

ILayoutChildren	*Layout* { get; set; }

Public Methods

	LayoutView ( )

Public Static Methods

LayoutView	*WithAdjacentHorizontal* (IList< *ILayoutable* > children)
LayoutView	*WithAdjacentVertical* (IList< *ILayoutable* > children)
LayoutView	*With* (IList< *ILayoutable* > children, *ILayoutChildren* layout)

Breakdown

- readonly *BindableProperty* **LayoutProperty**
- *ILayoutChildren* **Layout** { get; set; }
- **LayoutView** ( )
- *LayoutView* **WithAdjacentHorizontal** (IList< *ILayoutable* > children)
- *LayoutView* **WithAdjacentVertical** (IList< *ILayoutable* > children)
- *LayoutView* **With** (IList< *ILayoutable* > children, *ILayoutChildren* layout)

24.1.197 ListView

Namespace: WellFired.Guacamole

Implements: *WellFired.Guacamole.Views.IListensToVdsChanges*, *WellFired.Guacamole.Views.IListView*

Inherits: *WellFired.Guacamole.Views.ItemsView*

Description

The *ListView* is a *View* that supports dynamic content and scrollable views. It can have an Orientation of either Horizontal or Vertical. On top of that, the view can be set to have a dynamic data source, if the ItemSource is an ObservableCollection, when you add, remove, insert or in any way change that collection, the *ListView* will be set to update dynamically. The *ListView* contains a series of visible cells. These visible cells are recycled for performance reasons. To calculate what should be visible we use the *VdsCalculator*, that operates on a Visual *Data* Set. If our view is big enough to view 4 entries at once, our VDS will be the four indicies into this data those visible elements represent. Entries leaving or entering the VDS are what trigger new cells to be created.

public-static-attrib

readonly *BindableProperty*	*ScrollOffsetProperty*
readonly *BindableProperty*	*SpacingProperty*
readonly *BindableProperty*	*SelectedItemProperty*
readonly *BindableProperty*	*SelectedItemsProperty*
readonly *BindableProperty*	*EntrySizeProperty*
readonly *BindableProperty*	*HeaderSizeProperty*
readonly *BindableProperty*	*OrientationProperty*
readonly *BindableProperty*	*AvailableSpaceProperty*
readonly *BindableProperty*	*CanScrollProperty*
readonly *BindableProperty*	*CanMultiSelectProperty*
readonly *BindableProperty*	*ScrollBarBackgroundColorProperty*
readonly *BindableProperty*	*ScrollBarOutlineColorProperty*
readonly *BindableProperty*	*ScrollBarCornerRadiusProperty*
readonly *BindableProperty*	*ScrollBarCornerMaskProperty*
readonly *BindableProperty*	*ScrollBarOutlineThicknessProperty*
readonly *BindableProperty*	*ScrollBarOutlineMaskProperty*
readonly *BindableProperty*	*ScrollBarSizeProperty*
readonly *BindableProperty*	*ShouldShowScrollBarProperty*

Properties

UIColor	*ScrollBarBackgroundColor* { get; set; }
int	*Spacing* { get; set; }
INotifyPropertyChanged	*SelectedItem* { get; set; }
:ref:'ObservableCollection<classwellfired_guacamole_data_collection_observablecollection_1_1_observable_collection_3_01_t_01_4>' INotifyPropertyChanged >	*SiblingItems* { get; set; }
int	*EntrySize* { get; set; }
int	*HeaderSize* { get; set; }
OrientationOptions	*Orientation* { get; set; }
float	*AvailableSpace* { get; set; }
bool	*CanScroll* { get; set; }
float	*ScrollOffset* { get; set; }
bool	*CanMultiSelect* { get; set; }
UIColor	*ScrollBarOutlineColor* { get; set; }
double	*ScrollBarCornerRadius* { get; set; }
CornerMask	*ScrollBarCornerMask* { get; set; }
double	*ScrollBarOutlineThickness* { get; set; }
OutlineMask	*ScrollBarOutlineMask* { get; set; }
int	*ScrollBarSize* { get; set; }
bool	*ShouldShowScrollBar* { get; set; }
int	*TotalContentSize* { get; set; }
float	*InitialOffset* { get; set; }
Action< INotifyPropertyChanged, *SelectedItemChangedEventArgs* >	*OnItemSelected* { get; set; }

Public Methods

	ListView ( )
void	*ScrollTo* (object item)
int	*GetEntrySizeFor* (object data)
void	*ItemLeftVds* (int vdsIndex)
void	*ItemEnteredVds* (int vdsIndex, bool front)

protected-func

override void	*ItemSourceChanged* ( )
override void	*ItemSourceCleared* ( )
override void	*ItemAdded* (object item, int index)
override void	*ItemRemoved* (object item)
override void	*ItemReplaced* (object oldItem, object newItem, int index)
override void	*OnBindablePropertyChanged* (object sender, PropertyChangedEventArgs e)

Breakdown

- readonly *BindableProperty* **CanMultiSelectProperty**
- readonly *BindableProperty* **ScrollOffsetProperty**
- readonly *BindableProperty* **SelectedItemProperty**
- readonly *BindableProperty* **SelectedItemsProperty**
- readonly *BindableProperty* **EntrySizeProperty**
- readonly *BindableProperty* **HeaderSizeProperty**
- readonly *BindableProperty* **OrientationProperty**
- readonly *BindableProperty* **AvailableSpaceProperty**
- readonly *BindableProperty* **CanScrollProperty**
- readonly *BindableProperty* **SpacingProperty**
- readonly *BindableProperty* **ScrollBarBackgroundColorProperty**
- readonly *BindableProperty* **ScrollBarOutlineColorProperty**
- readonly *BindableProperty* **ScrollBarCornerRadiusProperty**
- readonly *BindableProperty* **ScrollBarCornerMaskProperty**
- readonly *BindableProperty* **ScrollBarOutlineThicknessProperty**
- readonly *BindableProperty* **ScrollBarOutlineMaskProperty**
- readonly *BindableProperty* **ScrollBarSizeProperty**
- readonly *BindableProperty* **ShouldShowScrollBarProperty**
- bool **CanMultiSelect** { get; set; }
- UIColor **ScrollBarBackgroundColor** { get; set; }
- INotifyPropertyChanged **SelectedItem** { get; set; }
- :ref:‘ObservableCollection<classwellfired_guacamole_data_collection_observablecollection>‘< INotifyPropertyChanged > **SelectedItems** { get; set; }
- int **EntrySize** { get; set; }

  Description

  The size of one Entry into this List *View*, for the moment, each entry should be the same size, though this might change in the future. The EntrySize refers to the size in the direction of Orientation. I.E. If the Orientation is Vertical, the EntrySize is the EntryHeight, if the Orientation is Horizontal, the EntrySize refers to the width.

- int **HeaderSize** { get; set; }

  Description

  The size of one Header Entry into this List *View*, for the moment, each Header Entry should be the same size, though this might change in the future. The HeaderSize refers to the size in the direction of Orientation. I.E. If the Orientation is Vertical, the HeaderSize is the EntryHeight, if the Orientation is Horizontal, the HeaderSize refers to the width.

- OrientationOptions **Orientation** { get; set; }
- float **AvailableSpace** { get; set; }
- bool **CanScroll** { get; set; }
- float **ScrollOffset** { get; set; }
- int **Spacing** { get; set; }
- UIColor **ScrollBarOutlineColor** { get; set; }
- double **ScrollBarCornerRadius** { get; set; }
- CornerMask **ScrollBarCornerMask** { get; set; }
- double **ScrollBarOutlineThickness** { get; set; }
- OutlineMask **ScrollBarOutlineMask** { get; set; }
- int **ScrollBarSize** { get; set; }
- bool **ShouldShowScrollBar** { get; set; }
- int **TotalContentSize** { get; set; }

  Description

  The total width for horizontal list view, or the total height for vertical list view, after suming up the size of each items.

- float **InitialOffset** { get; set; }

  Description

  The position where the first child should be rendered. A negative value indicate that the first child is rendered above the list view position (or on the left for a horizontal list view), meaning part of it is outside of the list view. This happens when scrolling, or when adding and removing children from the list of cells to render.

- Action< INotifyPropertyChanged, *SelectedItemChangedEventArgs* > **OnItemSelected** { get; set; }
- **ListView** ( )
- void **ScrollTo** (object item)

  Description

  ScrollTo a specific item.

  Parameters

item	The item you wish to scroll to. This should be the items bindableObject, not the visual element.

- int **GetEntrySizeFor** (object data)

Description

This method will return the EntrySize for a given element in the ItemSource if grouping is not enabled, we will always immediately return the default entry size, if grouping is enabled, we shall return either the HeaderSize or the EntrySize depending on which element is passed.

Parameters

data	The Bound object whos size we want to check.

- void **ItemLeftVds (** int vdsIndex **)**

Description

When an item becomes invisible, we cache the cell and remove it from the children.

Parameters

vdsIndex

- void **ItemEnteredVds (** int vdsIndex, bool front **)**

Description

When an item becomes visible, we get a cell from the cache and we inject the data in it.

Parameters

vdsIndex	
front	indicate if the item added is on the top of already visible children, or if it is at the bottom (left or right for horizontal list view)

- override void **ItemSourceChanged ( )**

Description

This is called when the whole ItemSource is changed. I.E. ItemSource = new collection();

- override void **ItemSourceCleared ( )**

Description

This is called when the ItemSource is cleared. I.E. ItemSource.Clear(); Note : This is only called if ItemSource is an ObservableCollection.

- override void **ItemAdded (** object item, int index **)**

Description

This is called when a new Item is added to the ItemSource. Note : This is only called if ItemSource is an ObservableCollection.

Parameters

item	The new item
index	The new position this element was added at.

- override void **ItemRemoved** (object item)

  Description

  This is called when an item is removed from the ItemSource Note : This is only called if ItemSource is an ObservableCollection.

  Parameters

item	The removed Item

- override void **ItemReplaced** (object oldItem, object newItem, int index)

  Description

  This is called when an item is replaced within the ItemSource. Note : This is only called if ItemSource is an ObservableCollection.

  Parameters

oldItem	The item that used to exist
newItem	The new item
index	The index into the ItemSource that you will find this item

- override void **OnBindablePropertyChanged** (object sender, PropertyChangedEventArgs e)

24.1.198 ListViewHelper

Namespace: WellFired.Guacamole

Description

Public Static Methods

UIRect	*CalculateValidRectRequest* (*IListView* listView)
void	*Layout* (*IListView* listView, UIRect availableSpace, UIPadding containerPadding)
float	*ClampScroll* (float totalAvailableSpace, float totalContentSize, float value)
float	*MaxScrollFor* (float totalAvailableSpace, float totalContentSize)
void	*ConstrainToCell* (*IListView* listView, *ILayoutable* child)

Breakdown

- UIRect **CalculateValidRectRequest** (*IListView* listView)
- void **Layout** (*IListView* listView, UIRect availableSpace, UIPadding containerPadding)
- float **ClampScroll** (float totalAvailableSpace, float totalContentSize, float value)
- float **MaxScrollFor** (float totalAvailableSpace, float totalContentSize)
- void **ConstrainToCell** (*IListView* listView, *ILayoutable* child)

24.1.199 NumberEntryView

Namespace: WellFired.Guacamole

Implements: *WellFired.Guacamole.Views.ITypeable*

Inherits: *WellFired.Guacamole.Views.View*

Description

public-static-attrib

readonly *BindableProperty*	*NumberProperty*
readonly *BindableProperty*	*TextColorProperty*
readonly *BindableProperty*	*HorizontalTextAlignProperty*
readonly *BindableProperty*	*VerticalTextAlignProperty*

Properties

float	*Number* { get; set; }
UIColor	*TextColor* { get; set; }
UITextAlign	*HorizontalTextAlign* { get; set; }
UITextAlign	*VerticalTextAlign* { get; set; }

Public Methods

	NumberEntryView ( )
void	*Type* (char key)

Breakdown

- readonly *BindableProperty* **NumberProperty**
- readonly *BindableProperty* **TextColorProperty**
- readonly *BindableProperty* **HorizontalTextAlignProperty**
- readonly *BindableProperty* **VerticalTextAlignProperty**
- float **Number** { get; set; }
- UIColor **TextColor** { get; set; }
- UITextAlign **HorizontalTextAlign** { get; set; }
- UITextAlign **VerticalTextAlign** { get; set; }
- **NumberEntryView** ( )
- void **Type** (char key)

24.1.200 SizingHelper

Namespace: WellFired.Guacamole

Description

Public Static Methods

float	*GetImportantSize* (OrientationOptions orientation, UIRect rectRequest)
UISize	*ZeroUnImportantSize* (OrientationOptions orientation, UISize size)
float	*GetImportantSize* (OrientationOptions orientation, UISize size)
float	*GetImportantValue* (OrientationOptions orientation, float x, float y)

Breakdown

- float **GetImportantSize** (OrientationOptions orientation, UIRect rectRequest)
- UISize **ZeroUnImportantSize** (OrientationOptions orientation, UISize size)
- float **GetImportantSize** (OrientationOptions orientation, UISize size)
- float **GetImportantValue** (OrientationOptions orientation, float x, float y)

24.1.201 SliderView

Namespace: WellFired.Guacamole

Inherits: *WellFired.Guacamole.Views.View*

Description

public-static-attrib

readonly *BindableProperty*	*MinValueProperty*
readonly *BindableProperty*	*MaxValueProperty*
readonly *BindableProperty*	*ValueProperty*
readonly *BindableProperty*	*ThumbBackgroundColorProperty*
readonly *BindableProperty*	*ThumbOutlineColorProperty*
readonly *BindableProperty*	*ThumbCornerRadiusProperty*
readonly *BindableProperty*	*ThumbCornerMaskProperty*

Properties

double	*MinValue* { get; set; }
double	*MaxValue* { get; set; }
double	*Value* { get; set; }
UIColor	*ThumbBackgroundColor* { get; set; }
UIColor	*ThumbOutlineColor* { get; set; }
double	*ThumbCornerRadius* { get; set; }
CornerMask	*ThumbCornerMask* { get; set; }

Public Methods

	SliderView ( )

Breakdown

- readonly *BindableProperty* **MinValueProperty**
- readonly *BindableProperty* **MaxValueProperty**
- readonly *BindableProperty* **ValueProperty**
- readonly *BindableProperty* **ThumbBackgroundColorProperty**
- readonly *BindableProperty* **ThumbOutlineColorProperty**
- readonly *BindableProperty* **ThumbCornerRadiusProperty**
- readonly *BindableProperty* **ThumbCornerMaskProperty**
- double **MinValue** { get; set; }
- double **MaxValue** { get; set; }
- double **Value** { get; set; }
- UIColor **ThumbBackgroundColor** { get; set; }
- UIColor **ThumbOutlineColor** { get; set; }
- double **ThumbCornerRadius** { get; set; }
- CornerMask **ThumbCornerMask** { get; set; }
- **SliderView** ( )

24.1.202 StyleHelper

Namespace: WellFired.Guacamole

Description

Public Static Methods

void	*ProcessTriggers* (IEnumerable< *ITrigger* > triggers, *IBindableObject* bindableObject, string propertyName)
bool	*ShouldFiredTrigger* (*ITrigger* trigger, *IBindableObject* bindableObject, string propertyName)

Breakdown

- void **ProcessTriggers** (IEnumerable< *ITrigger* > triggers, *IBindableObject* bindableObject, string propertyName)
- bool **ShouldFiredTrigger** (*ITrigger* trigger, *IBindableObject* bindableObject, string propertyName)

24.1.203 TextEntryView

Namespace: WellFired.Guacamole

Implements: *WellFired.Guacamole.Views.ITypeable*

Inherits: *WellFired.Guacamole.Views.View*

Description

public-static-attrib

readonly *BindableProperty*	*TextProperty*
readonly *BindableProperty*	*TextColorProperty*
readonly *BindableProperty*	*HorizontalTextAlignProperty*
readonly *BindableProperty*	*VerticalTextAlignProperty*
readonly *BindableProperty*	*PlaceholderTextProperty*
readonly *BindableProperty*	*PlaceholderTextColorProperty*
readonly *BindableProperty*	*PlaceholderHorizontalTextAlignProperty*
readonly *BindableProperty*	*PlaceholderVerticalTextAlignProperty*
readonly *BindableProperty*	*OnInputEnterProperty*
readonly *BindableProperty*	*OnFocusLostProperty*

Properties

string	*Text* { get; set; }
UIColor	*TextColor* { get; set; }
UITextAlign	*HorizontalTextAlign* { get; set; }
UITextAlign	*VerticalTextAlign* { get; set; }
string	*PlaceholderText* { get; set; }
UIColor	*PlaceholderTextColor* { get; set; }
UITextAlign	*PlaceholderHorizontalTextAlign* { get; set; }
UITextAlign	*PlaceholderVerticalTextAlign* { get; set; }
Command	*OnInputEnter* { get; set; }
Command	*OnFocusLost* { get; set; }

Public Methods

	TextEntryView ( )
void	*Type* (char key)

Breakdown

- readonly *BindableProperty* **TextProperty**
- readonly *BindableProperty* **TextColorProperty**
- readonly *BindableProperty* **HorizontalTextAlignProperty**
- readonly *BindableProperty* **VerticalTextAlignProperty**
- readonly *BindableProperty* **PlaceholderTextProperty**
- readonly *BindableProperty* **PlaceholderTextColorProperty**
- readonly *BindableProperty* **PlaceholderHorizontalTextAlignProperty**
- readonly *BindableProperty* **PlaceholderVerticalTextAlignProperty**
- readonly *BindableProperty* **OnInputEnterProperty**
- readonly *BindableProperty* **OnFocusLostProperty**
- string **Text** { get; set; }
- UIColor **TextColor** { get; set; }
- UITextAlign **HorizontalTextAlign** { get; set; }
- UITextAlign **VerticalTextAlign** { get; set; }
- string **PlaceholderText** { get; set; }
- UIColor **PlaceholderTextColor** { get; set; }
- UITextAlign **PlaceholderHorizontalTextAlign** { get; set; }
- UITextAlign **PlaceholderVerticalTextAlign** { get; set; }
- *Command* **OnInputEnter** { get; set; }
- *Command* **OnFocusLost** { get; set; }

- **TextEntryView** ( )
- void **Type** (char key)

24.1.204 ToggleView

Namespace: WellFired.Guacamole

Inherits: *WellFired.Guacamole.Views.View*

Description

public-static-attrib

readonly *BindableProperty*	*OnProperty*
readonly *BindableProperty*	*ButtonPressedCommandProperty*
readonly *BindableProperty*	*OnImageSourceProperty*
readonly *BindableProperty*	*OffImageSourceProperty*

Properties

bool	*On* { get; set; }
IImageSource	*OnImageSource* { get; set; }
IImageSource	*OffImageSource* { get; set; }
ICommand	*ButtonPressedCommand* { get; set; }

Public Methods

	ToggleView ( )
void	*Click* ( )

Breakdown

- readonly *BindableProperty* **OnProperty**
- readonly *BindableProperty* **ButtonPressedCommandProperty**
- readonly *BindableProperty* **OnImageSourceProperty**
- readonly *BindableProperty* **OffImageSourceProperty**
- bool **On** { get; set; }
- *IImageSource* **OnImageSource** { get; set; }
- *IImageSource* **OffImageSource** { get; set; }
- *ICommand* **ButtonPressedCommand** { get; set; }
- **ToggleView** ( )
- void **Click** ( )

24.1.205 VdsCalculator

Namespace: WellFired.Guacamole

Description

Public Static Methods

void	*CalculateVisualDataSet* (float scrollOffset, float visibleControlSize, *CompositeCollection* collection, float headerSize, float entrySize, ref List< int > visibleDataSet, out float initialOffset)
IEnumerable< int >	*CalculateVisualDataSet* (float virtualScrollPosition, int visibleControlSize, int estimatedElementSize, int estimatedContentSize, int spacing)
void	*AdjustForNewVds* (List< int > oldVds, List< int > newVds, *IListensToVdsChanges* listensToVdsChanges)
float	*DesiredScrollFor* (int dataIndex, int maxEntries, Func< int, int > obtainHeight)

Breakdown

- void **CalculateVisualDataSet** (float scrollOffset, float visibleControlSize, *CompositeCollection* collection, float headerSize, float entrySize, ref List< int > visibleDataSet, out float initialOffset)
- IEnumerable< int > **CalculateVisualDataSet** (float virtualScrollPosition, int visibleControlSize, int estimatedElementSize, int estimatedContentSize, int spacing)

  Description

  Given some data that defines a visible control, we can calculate a potentially visible data set, this VDS will simply be a series of indicies into the data that are currently on visible. We calculate this data set using the params that define our view.

  Parameters

virtualScrollPosition	Our Virtual Scroll position.
visibleControlSize	The visual size of the control on screen.
estimatedElementSize	The visual size of each individual element in the *View*.
estimatedContentSize	The visual total size of all of the content.
spacing	

- void **AdjustForNewVds** (List< int > oldVds, List< int > newVds, *IListensToVdsChanges* listensToVdsChanges)
- float **DesiredScrollFor** (int dataIndex, int maxEntries, Func< int, int > obtainHeight)

  Description

  This will get the desired scroll for a specific item in the list.

24.1.206 View

Namespace: WellFired.Guacamole

Implements: *WellFired.Guacamole.Layouts.ILayoutable*, *WellFired.Guacamole.IView*

Description

public-static-attrib

readonly *BindableProperty*	*CornerRadiusProperty*
readonly *BindableProperty*	*EnabledProperty*
readonly *BindableProperty*	*BackgroundColorProperty*
readonly *BindableProperty*	*OutlineColorProperty*
readonly *BindableProperty*	*OutlineThicknessProperty*
readonly *BindableProperty*	*OutlineMaskProperty*
readonly *BindableProperty*	*ControlStateProperty*
readonly *BindableProperty*	*CornerMaskProperty*
readonly *BindableProperty*	*MinSizeProperty*
readonly *BindableProperty*	*MaxSizeProperty*
readonly *BindableProperty*	*HorizontalLayoutProperty*
readonly *BindableProperty*	*VerticalLayoutProperty*
readonly *BindableProperty*	*PaddingProperty*

Properties

UISize	*MinSize* { get; set; }
bool	*Enabled* { get; set; }
LayoutOptions	*VerticalLayout* { get; set; }
UIPadding	*Padding* { get; set; }
Style	*Style* { get; set; }
UIColor	*BackgroundColor* { get; set; }
UIColor	*OutlineColor* { get; set; }
double	*OutlineThickness* { get; set; }
OutlineMask	*OutlineMask* { get; set; }
double	*CornerRadius* { get; set; }
CornerMask	*CornerMask* { get; set; }
LayoutOptions	*HorizontalLayout* { get; set; }
UISize	*MaxSize* { get; set; }
ControlState	*ControlState* { get; set; }
IView	*Content* { get; set; }
UIRect	*RectRequest* { get; set; }
UIRect	*ContentRectRequest* { get; set; }
bool	*ValidRectRequest* { get; set; }
string	*Id* { get; set; }
INativeRenderer	*NativeRenderer* { get; set; }
float	*X* { get; set; }
float	*Y* { get; set; }

protected-attrib

UIRect	*FinalRenderRect*
UIRect	*FinalContentRenderRect*
IStyleDictionary	*StyleDictionary*

Public Methods

	View ( )
void	*Render* (UIRect parentRect)
void	*InvalidateRectRequest* ( )
void	*RaiseEvent* (IEvent raisedEvent)
void	*FocusControl* ( )
void	*SetStyleDictionary* (*IStyleDictionary* styleDictionary)
void	*ResetBindingContext* (INotifyPropertyChanged newBindingContext)

protected-func

void	*OnBindablePropertyChanged* (object sender, PropertyChangedEventArgs e)

Breakdown

- readonly *BindableProperty* **ControlStateProperty**
- readonly *BindableProperty* **CornerRadiusProperty**
- readonly *BindableProperty* **BackgroundColorProperty**
- readonly *BindableProperty* **OutlineColorProperty**
- readonly *BindableProperty* **OutlineThicknessProperty**
- readonly *BindableProperty* **OutlineMaskProperty**
- readonly *BindableProperty* **EnabledProperty**
- readonly *BindableProperty* **CornerMaskProperty**
- readonly *BindableProperty* **MinSizeProperty**
- readonly *BindableProperty* **MaxSizeProperty**
- readonly *BindableProperty* **HorizontalLayoutProperty**
- readonly *BindableProperty* **VerticalLayoutProperty**
- readonly *BindableProperty* **PaddingProperty**
- LayoutOptions **HorizontalLayout** { get; set; }
- UISize **MinSize** { get; set; }
- LayoutOptions **VerticalLayout** { get; set; }
- UIPadding **Padding** { get; set; }
- *Style* **Style** { get; set; }
- UIColor **BackgroundColor** { get; set; }
- UIColor **OutlineColor** { get; set; }
- double **OutlineThickness** { get; set; }
- OutlineMask **OutlineMask** { get; set; }
- double **CornerRadius** { get; set; }

- CornerMask **CornerMask** { get; set; }
- bool **Enabled** { get; set; }
- UISize **MaxSize** { get; set; }
- ControlState **ControlState** { get; set; }
- *IView* **Content** { get; set; }
- UIRect **RectRequest** { get; set; }
- UIRect **ContentRectRequest** { get; set; }
- bool **ValidRectRequest** { get; set; }
- string **Id** { get; set; }
- *INativeRenderer* **NativeRenderer** { get; set; }
- float **X** { get; set; }
- float **Y** { get; set; }
- UIRect **FinalRenderRect**
- UIRect **FinalContentRenderRect**
- *IStyleDictionary* **StyleDictionary**
- **View** ( )
- void **Render** (UIRect parentRect)
- void **InvalidateRectRequest** ( )
- void **RaiseEvent** (IEvent raisedEvent)
- void **FocusControl** ( )
- void **SetStyleDictionary** (*IStyleDictionary* styleDictionary)

  Description

  Applies the styles defined by a dictionary to the view's content and all its children.

  Parameters

styleDictionary

- void **ResetBindingContext** (INotifyPropertyChanged newBindingContext)
- void **OnBindablePropertyChanged** (object sender, PropertyChangedEventArgs e)

24.1.207 ViewContainer

Namespace: WellFired.Guacamole

Inherits: *WellFired.Guacamole.Views.View*

Description

Public Methods

	ViewContainer ( )

Breakdown

- **ViewContainer** ( )

24.1.208 ViewPaddingCalculation

Namespace: WellFired.Guacamole

Description

Public Static Methods

UISize	*AdjustRectRequestForPadding* (UIPadding padding, UISize size)

Breakdown

- UISize **AdjustRectRequestForPadding** (UIPadding padding, UISize size)

24.1.209 ViewSizingExtensions

Namespace: WellFired.Guacamole

Description

This static class is a bunch of helpfull layout and sizing utilities for views.

Public Static Methods

void	*DoSizingAndLayout* (*IView* view, UIRect availableRegion)
void	*AttemptToFullfillRequests* (*IView* view, UIRect availableSpace)
void	*UpdateContextIfNeeded* (*IBindableObject* bindable)

Breakdown

- void **DoSizingAndLayout** (*IView* view, UIRect availableRegion)

  Description

  A simple utility method that allows you to publically and programatically resize a view, call this on the parent view and all child views will be refreshed automatically.

Parameters

view
availableRegion

- void **AttemptToFullfillRequests** (*IView* view, UIRect availableSpace)

  Description

  This method will traverse the tree from root -> leaf, trying to satisfy Requested Rects. It's possible that requested rects cannot be fullfilled due to constraints on parents, and in this case, requested rects will shrink to fit.

  Parameters

view	The view to fullfill
availableSpace	The space that is available to this view

- void **UpdateContextIfNeeded** (*IBindableObject* bindable)

24.1.210 ViewWithChildren

Namespace: WellFired.Guacamole

Implements: *WellFired.Guacamole.Layouts.IHasChildren*

Inherits: *WellFired.Guacamole.Views.View*

Description

public-static-attrib

readonly *BindableProperty*	*ChildrenProperty*

Properties

IList< *ILayoutable* >	*Children* { get; set; }

protected-func

	ViewWithChildren ( )
override void	*OnBindablePropertyChanged* (object sender, PropertyChangedEventArgs e)

Public Methods

override void	*Render* (UIRect parentRect)
override void	*InvalidateRectRequest* ( )
override void	*SetStyleDictionary* (*IStyleDictionary* styleDictionary)
override void	*ResetBindingContext* (INotifyPropertyChanged newBindingContext)

Breakdown

- readonly *BindableProperty* **ChildrenProperty**
- IList< *ILayoutable* > **Children** { get; set; }
- **ViewWithChildren** ( )
- override void **OnBindablePropertyChanged** (object sender, PropertyChangedEventArgs e)
- override void **Render** (UIRect parentRect)
- override void **InvalidateRectRequest** ( )
- override void **SetStyleDictionary** (*IStyleDictionary* styleDictionary)

  Description

  Applies the styles defined by a dictionary to the view's content and all its children.

  Parameters

styleDictionary

- override void **ResetBindingContext** (INotifyPropertyChanged newBindingContext)

24.1.211 Window

Namespace: WellFired.Guacamole

Inherits: *WellFired.Guacamole.Views.View*

Description

public-static-attrib

readonly *BindableProperty*	*WindowCloseCommandProperty*

Properties

ICommand	*WindowCloseCommand* { get; set; }

Public Methods

	Window (*ILogger* logger, INotifyPropertyChanged persistantData, *IPlatformProvider* platformProvider)
	Window (*ILogger* logger, *IPlatformProvider* platformProvider)
void	*Layout* (UIRect rect)
override void	*Render* (UIRect parentRect)
void	*SetContent* (*IView* content)

Breakdown

- readonly *BindableProperty* **WindowCloseCommandProperty**
- *ICommand* **WindowCloseCommand** { get; set; }
- **Window** (*ILogger* logger, INotifyPropertyChanged persistantData, *IPlatformProvider* platformProvider)
- **Window** (*ILogger* logger, *IPlatformProvider* platformProvider)
- void **Layout** (UIRect rect)
- override void **Render** (UIRect parentRect)
- void **SetContent** (*IView* content)

24.1.212 WebRequestHandler

Namespace: WellFired.Guacamole

Implements: *WellFired.Guacamole.WebRequestHandler.IWebRequestHandler*

Description

Public Methods

async Task< Stream >	*GetStream* (Uri uri, CancellationToken cancellationToken)

Breakdown

- async Task< Stream > **GetStream** (Uri uri, CancellationToken cancellationToken)

24.1.213 Context

Namespace: WellFired.Guacamole

Description

Public Properties

string	*MainContentTypeString*
string	*MainViewModelTypeString*
UISize	*MaxSize*
UISize	*MinSize*
string	*Title*
string	*ApplicationName*
string	*CompanyName*
UIRect	*UIRect*
bool	*AllowMultiple*
string[]	*ExternalRenderersAssembliesStrings*

Properties

Type	*MainContentType* { get; set; }
Type	*MainViewModelType* { get; set; }
Assembly[]	*ExternalRendererAssemblies* { get; set; }

Breakdown

- string **MainContentTypeString**
- string **MainViewModelTypeString**
- UISize **MaxSize**
- UISize **MinSize**
- string **Title**
- string **ApplicationName**
- string **CompanyName**
- UIRect **UIRect**
- bool **AllowMultiple**
- string[] **ExternalRenderersAssembliesStrings**
- Type **MainContentType** { get; set; }
- Type **MainViewModelType** { get; set; }
- Assembly[] **ExternalRendererAssemblies** { get; set; }

24.1.214 ContextCustomSerialization

Namespace: WellFired.Guacamole

Description

This class has for only purpose to serialize some of the *Context* properties in a custom way. For example, UIRect location and size has a direct influence on the value X, Y, Width, Height. We don't want to serialize them.

Public Methods

	ContextCustomSerialization ( )

protected-func

override IList< JsonProperty >	*CreateProperties* (Type type, MemberSerialization memberSerialization)

Breakdown

- **ContextCustomSerialization** ( )
- override IList< JsonProperty > **CreateProperties** (Type type, MemberSerialization memberSerialization)

24.1.215 ContextStorage

Namespace: WellFired.Guacamole

Description

Context storage store the information of each Guacamole Windows that are closed. This is essential in order to reinitialize the window that were not closed when Unity restart or compile. It includes essentially the size of the window, the view type and the view model type. The ids of Guacamole views being unique for each view, the window view id is used as a key in our storage. We also keep track of all the different window contexts saved in the storage to delete each of them after the windows were reloaded.

Public Methods

	ContextStorage (*IDataStorageService* storage, *ISerializer* serializer)
Context	*Load* (string windowID)
void	*Save* (string windowID, *Context* context)
void	*Delete* (string windowID)
void	*CleanUpStoredContexts* ( )

Breakdown

- **ContextStorage** (*IDataStorageService* storage, *ISerializer* serializer)
- *Context* **Load** (string windowID)
- void **Save** (string windowID, *Context* context)
- void **Delete** (string windowID)

- void **CleanUpStoredContexts** ( )

24.1.216 StoredContexts

Namespace: WellFired.Guacamole

Description

Public Properties

List< string >	*ContextIds*

Breakdown

- List< string > **ContextIds**

24.2 Interfaces

24.2.1 IAutomation

Namespace: WellFired.Guacamole

Description

Public Methods

IApplication	*LaunchWith* (Func< *IApplication* > launch)
Task	*Click* (string viewId)
Task	*Type* (string viewId, char key)
Task	*Type* (string viewId, string message)

Breakdown

- *IApplication* **LaunchWith** (Func< *IApplication* > launch)
- Task **Click** (string viewId)
- Task **Type** (string viewId, char key)
- Task **Type** (string viewId, string message)

24.2.2 ICell

Namespace: WellFired.Guacamole

Description

Properties

IListView	*Container* { get; set; }
bool	*IsSelected* { get; set; }

Public Methods

void	*RecycleWithNewBindingContext* ( )
void	*ResetBindingContext* (INotifyPropertyChanged notifyPropertyChanged)

Breakdown

- *IListView* **Container** { get; set; }
- bool **IsSelected** { get; set; }
- void **RecycleWithNewBindingContext** ( )
- void **ResetBindingContext** (INotifyPropertyChanged notifyPropertyChanged)

24.2.3 IDefaultCellContext

Namespace: WellFired.Guacamole

Description

Properties

string	*CellLabelText* { get; set; }

Breakdown

- string **CellLabelText** { get; set; }

24.2.4 ISelectableCell

Namespace: WellFired.Guacamole

Description

Properties

bool	*IsSelected* { get; set; }

Breakdown

- bool **IsSelected** { get; set; }

24.2.5 INotifyCollectionChanged

Namespace: *WellFired.Guacamole.Data*

Description

Events

NotifyCollectionChangedEventHandler	*CollectionChanged*

Breakdown

- NotifyCollectionChangedEventHandler **CollectionChanged**

24.2.6 IValueConverter

Namespace: *WellFired.Guacamole.DataBinding*

Description

Public Methods

object	*Convert* (object value, Type targetType, object parameter, System.Globalization.CultureInfo culture)
object	*ConvertBack* (object value, Type targetType, object parameter, System.Globalization.CultureInfo culture)

Breakdown

- object **Convert** (object value, Type targetType, object parameter, System.Globalization.CultureInfo culture)
- object **ConvertBack** (object value, Type targetType, object parameter, System.Globalization.CultureInfo culture)

24.2.7 IBasicViewModel

Namespace: WellFired.Guacamole

Description

Public Methods

void	*Inject* (*ILogger* logger, INotifyPropertyChanged persistentData, *IPlatformProvider* platformProvider)

Breakdown

- void **Inject (** *ILogger* logger, INotifyPropertyChanged persistentData, *IPlatformProvider* platformProvider)

  Description

  Three services will be injected into your base ViewModel automatically by Guacamole.

  Parameters

logger	The system logger
persistent-Data	This might be a valid object or could be null depending on how you've configured your window
platform-Provider	Providing platform specific functionalities

24.2.8 IBindableObject

Namespace: WellFired.Guacamole

Description

Properties

INotifyPropertyChanged	*BindingContext* { get; set; }

Public Methods

object	*GetValue* (*BindableProperty* bindableProperty)
bool	*SetValue* (*BindableProperty* bindableProperty, object value)

Breakdown

- INotifyPropertyChanged **BindingContext** { get; set; }
- object **GetValue (** *BindableProperty* bindableProperty)
- bool **SetValue (** *BindableProperty* bindableProperty, object value)

24.2.9 IDataAccess

Namespace: WellFired.Guacamole.DataStorage

Description

Public Methods

void	*Save* (string key)
void	*Track* (string key, *IDataProxy* dataProxy)

Breakdown

- void **Save** (string key)
- void **Track** (string key, *IDataProxy* dataProxy)

24.2.10 ISerializer

Namespace: WellFired.Guacamole.DataStorage.Data

Description

Public Methods

string	*Serialize* (object data, bool indented = true)
T	Unserialize (string serializedData)

Breakdown

- string **Serialize** (object data, bool indented = true)
- T **Unserialize< T >** (string serializedData)

24.2.11 IDataCacher

Namespace: WellFired.Guacamole.DataStorage.Data

Description

Public Methods

string	*GetData* (string key)
bool	*DidDataChanged* (string key)
void	*Cache* (string key, *IDataProxy* dataProxy)
void	*UpdateData* (string key, string dataContent)
void	*ResetDataChanged* (string key)

Breakdown

- string **GetData** (string key)
- bool **DidDataChanged** (string key)
- void **Cache** (string key, *IDataProxy* dataProxy)
- void **UpdateData** (string key, string dataContent)
- void **ResetDataChanged** (string key)

24.2.12 IDataProxy

Namespace: WellFired.Guacamole.DataStorage.Data

Description

Classes implementing this interface can be provided to *DataAccess* to synchronize data between your data proxy and any storage. *IDataProxy* can be seen as a cached version of the storage data which is synchronized with the storage. For JSON serialization, DataProxy<T> is already provided.

Properties

bool	*DataChanged* { get; set; }

Public Methods

void	*InjectData* (string data)
string	*GetData* ( )
void	*ResetDataChanged* ( )

Breakdown

- bool **DataChanged** { get; set; }

  Description

  Indicate if the data changed since it was loaded in.

- void **InjectData** (string data)

  Description

  Allows to inject serialized data into the data proxy to initialize it.

  Parameters

data

- string **GetData** ( )

  Description

Allows to get serialized data from the proxy.

- void **ResetDataChanged** ( )

  Description

  After calling this method, *DataChanged* will return until the data from the proxy is modified.

24.2.13 IStoredDataWatcher

Namespace: WellFired.Guacamole.DataStorage.Data

Description

Public Methods

void	*Watch* (string key)
void	*Suspend* (string key)
void	*Resume* (string key)
void	*SetListener* (*IStoredDataWatcherListener* listener)

Breakdown

- void **Watch** (string key)
- void **Suspend** (string key)
- void **Resume** (string key)
- void **SetListener** (*IStoredDataWatcherListener* listener)

24.2.14 IStoredDataWatcherListener

Namespace: WellFired.Guacamole.DataStorage.Data

Description

Public Methods

void	*DoStoredDataChanged* (string key)

Breakdown

- void **DoStoredDataChanged** (string key)

24.2.15 IStoredDataUpdater

Namespace: WellFired.Guacamole.DataStorage.Data

Description

Public Methods

void	*UpdateStoredData* ( )

Breakdown

- void **UpdateStoredData** ( )

24.2.16 IVersionUpdater

Namespace: WellFired.Guacamole.DataStorage.Data

Description

Properties

int	*VersionNo* { get; set; }

Public Methods

bool	*IsCompatibleWithCurrentVersion* ( )
void	*UpdatePreviousVersion* ( )

Breakdown

- int **VersionNo** { get; set; }
- bool **IsCompatibleWithCurrentVersion** ( )
- void **UpdatePreviousVersion** ( )

24.2.17 IKeyBasedReadWriteLock

Namespace: WellFired.Guacamole.DataStorage

Description

Public Methods

void	*EnterReadLock* (string key)
void	*ExitReadLock* (string key)
void	*EnterWriteLock* (string key)
void	*ExitWriteLock* (string key)

Breakdown

- void **EnterReadLock** (string key)
- void **ExitReadLock** (string key)
- void **EnterWriteLock** (string key)
- void **ExitWriteLock** (string key)

24.2.18 IDataStorageService

Namespace: WellFired.Guacamole.DataStorage

Description

This interface defines a simple key value store.

Properties

string	*Location* { get; set; }

Public Methods

string	*Read* (string key)
void	*Write* (string data, string key)
void	*Delete* (string key)
bool	*Exists* (string key)

Breakdown

- string **Location** { get; set; }

  Description

  Indicate the location of the storage.

- string **Read** (string key)

  Description

  Reads the data that is associated with the given key.

  Parameters

key

- void **Write** (string data, string key)

  Description

  Writes the passed data an associates it with the given key.

  Parameters

data
key

- void **Delete** (string key)

  Description

  Delete the data associated to a given key

  Parameters

key

- bool **Exists** (string key)

  Description

  Returns true if there is data associated to this key

  Parameters

key

24.2.19 ILogger

Namespace: WellFired.Guacamole

Description

Public Methods

void	*LogMessage* (string message)
void	*LogWarning* (string message)
void	*LogError* (string message)

Breakdown

- void **LogMessage** (string message)
- void **LogWarning** (string message)
- void **LogError** (string message)

24.2.20 IRasterizableShape

Namespace: *WellFired.Guacamole.Drawing*

Description

Public Methods

void	*Rasterize* (byte[] byteData, int width, int height)

Breakdown

- void **Rasterize** (byte[] byteData, int width, int height)

24.2.21 IFileSystem

Namespace: WellFired.Guacamole

Description

Public Methods

Task< Stream >	*GetStream* (string path, FileMode mode, CancellationToken cancellationToken)

Breakdown

- Task< Stream > **GetStream** (string path, FileMode mode, CancellationToken cancellationToken)

24.2.22 IApplication

Namespace: WellFired

Description

Properties

IWindow	*MainWindow* { get; set; }
bool	*IsRunning* { get; set; }

Public Methods

void	*Teardown* ( )
void	*Update* ( )

Breakdown

- *IWindow* **MainWindow** { get; set; }
- bool **IsRunning** { get; set; }
- void **Teardown** ( )
- void **Update** ( )

24.2.23 IAutoAction

Namespace: WellFired

Description

Public Methods

void	*Add* (*IDisposable* disposable, Action action)
void	*Remove* (Action action)

Breakdown

- void **Add** (*IDisposable* disposable, Action action)
- void **Remove** (Action action)

24.2.24 ICommand

Namespace: WellFired

Description

Properties

bool	*CanExecute* { get; set; }

Public Methods

void	*Execute* ( )

Breakdown

- bool **CanExecute** { get; set; }
- void **Execute** ( )

24.2.25 IDisposable

Namespace: WellFired

Description

Public Methods

void	*AddDisposedCallback* (Action action)

Breakdown

- void **AddDisposedCallback** (Action action)

24.2.26 IImageSource

Namespace: WellFired.Guacamole

Description

Properties

Action< *LoadedImage* >	*OnComplete* { get; set; }
UIPadding	*NineSliceDefinition* { get; set; }

Public Methods

Task< *LoadedImage* >	*Load* ( )
void	*Cancel* ( )

Breakdown

- Action< *LoadedImage* > **OnComplete** { get; set; }
- UIPadding **NineSliceDefinition** { get; set; }
- Task< *LoadedImage* > **Load** ( )
- void **Cancel** ( )

24.2.27 IImageSourceWrapper

Namespace: WellFired.Guacamole

Description

Properties

byte[]	*Data* { get; set; }
ImageType	*ImageType* { get; set; }

Breakdown

- byte[] **Data** { get; set; }
- ImageType **ImageType** { get; set; }

24.2.28 ISourceHandler

Namespace: WellFired.Guacamole

Description

Public Methods

Task< *IImageSourceWrapper* >	*Handle* (CancellationToken cancellationToken)

Breakdown

- Task< *IImageSourceWrapper* > **Handle** (CancellationToken cancellationToken)

24.2.29 IInitializationContext

Namespace: WellFired.Guacamole

Description

Public Methods

void	*ValidateSetup* ( )

Breakdown

- void **ValidateSetup** ( )

24.2.30 IView

Namespace: WellFired

Description

Properties

bool	*ValidRectRequest* { get; set; }
IView	*Content* { get; set; }
UIRect	*RectRequest* { get; set; }
UIRect	*ContentRectRequest* { get; set; }
string	*Id* { get; set; }
UIPadding	*Padding* { get; set; }
INativeRenderer	*NativeRenderer* { get; set; }
UISize	*MinSize* { get; set; }
UISize	*MaxSize* { get; set; }
LayoutOptions	*HorizontalLayout* { get; set; }
LayoutOptions	*VerticalLayout* { get; set; }

Public Methods

void	*SetStyleDictionary* (*IStyleDictionary* styleDictionary)

Breakdown

- UIPadding **Padding** { get; set; }

  Description

  Padding between the view *RectRequest* and its *Content*.

- bool **ValidRectRequest** { get; set; }

  Description

  Flag to determine if *RectRequest* should be recalculated or not. This is used for optimization purpose to avoid recalculating the size requested by a view if there is no reason for it to have changed.

- UIRect **RectRequest** { get; set; }

  Description

  Value used to place a view when rendering it. It is calculated while doing layouting of the different views. When layouting, we first set this value to the size requested by the view, this requested size includes the padding of the view. Then based on the available space we clamp it.

- UIRect **ContentRectRequest** { get; set; }

  Description

  Define the space available to the content. It may be different from *RectRequest* if for example the content of the view is centered, or if the parent view has some padding.

- string **Id** { get; set; }

  Description

This is the id of the view. Most algorithm using it will consider this value to be unique for each views. So it is recommended to assign it with a random and unique fashion (GUID, incremental value), or with an arbitrary value for debugging purpose.

- *IView* **Content { get; set; }**

  Description

  Child view usually rendered inside the bound of the parent view and on top of it.

- *INativeRenderer* **NativeRenderer { get; set; }**

  Description

  This is the renderer used to render the view based on its *RectRequest*.

- UISize **MinSize { get; set; }**

  Description

  The minimum size a view can have with padding included.

- UISize **MaxSize { get; set; }**

  Description

  The maximum size a view can have with padding included.

- LayoutOptions **HorizontalLayout { get; set; }**

  Description

  How the view fills the available space on its horizontal axis

- LayoutOptions **VerticalLayout { get; set; }**

  Description

  How the view fills the available space on its vertical axis

- void **SetStyleDictionary (** *IStyleDictionary* styleDictionary **)**

  Description

  Applies the styles defined by a dictionary to the view's content and all its children.

  Parameters

styleDictionary

24.2.31 IWindow

Namespace: WellFired

Description

Properties

Window	*MainContent* { get; set; }
string	*Title* { get; set; }
UIRect	*Rect* { get; set; }
UISize	*MinSize* { get; set; }
UISize	*MaxSize* { get; set; }

Public Methods

void	*Launch* (*IInitializationContext* initializationContext)

Breakdown

- *Window* **MainContent** { get; set; }
- string **Title** { get; set; }
- UIRect **Rect** { get; set; }
- UISize **MinSize** { get; set; }
- UISize **MaxSize** { get; set; }
- void **Launch** (*IInitializationContext* initializationContext)

24.2.32 ICanLayout

Namespace: WellFired.Guacamole

Description

Properties

ILayoutChildren	*Layout* { get; set; }

Breakdown

- *ILayoutChildren* **Layout** { get; set; }

24.2.33 IHasChildren

Namespace: WellFired.Guacamole

Description

Properties

IList< *ILayoutable* >	*Children* { get; set; }

Breakdown

- IList< *ILayoutable* > **Children** { get; set; }

24.2.34 ILayoutable

Namespace: WellFired.Guacamole

Description

Properties

float	*X* { get; set; }
float	*Y* { get; set; }
UIRect	*RectRequest* { get; set; }
UIRect	*ContentRectRequest* { get; set; }
LayoutOptions	*HorizontalLayout* { get; set; }
LayoutOptions	*VerticalLayout* { get; set; }

Breakdown

- float **X** { get; set; }
- float **Y** { get; set; }
- UIRect **RectRequest** { get; set; }
- UIRect **ContentRectRequest** { get; set; }
- LayoutOptions **HorizontalLayout** { get; set; }
- LayoutOptions **VerticalLayout** { get; set; }

24.2.35 ILayoutChildren

Namespace: WellFired.Guacamole

Description

Layouting is a three step process.

Public Methods

UIRect	*CalculateValidRectRequest* (IEnumerable< *ILayoutable* > layoutables, UISize minSize)
void	*AttemptToFullfillRequests* (ICollection< *ILayoutable* > children, UIRect availableSpace, UIPadding containerPadding, LayoutOptions horizontalLayout, LayoutOptions verticalLayout)
void	*Layout* (ICollection< *ILayoutable* > layoutables, UIRect availableSpace, UIPadding containerPadding)

Breakdown

- UIRect **CalculateValidRectRequest** (IEnumerable< *ILayoutable* > layoutables, UISize minSize)

  Parameters

layoutables	The things we are going to calculate the size on.
minSize	The minimum total size that these children can take up.

- void **AttemptToFullfillRequests** (ICollection< *ILayoutable* > children, UIRect availableSpace, UIPadding containerPadding, LayoutOptions horizontalLayout, LayoutOptions verticalLayout)

  Parameters

children	The Children that we will layout.
availableSpace	The space that is available for these children to be layouted in.
containerPadding	The parents padding.
horizontalLayout	
verticalLayout	

- void **Layout** (ICollection< *ILayoutable* > layoutables, UIRect availableSpace, UIPadding containerPadding)

  Parameters

layoutables	The layoutables that we will layout.
availableSpace	The space available to these objects. Please be aware that this may have changed since AttemptToFullfillRequests was called.
containerPadding	The parents padding.

24.2.36 IVirtualCell

Namespace: WellFired.Guacamole

Description

Properties

UIRect	*PositionInCell* { get; set; }
UIRect	*Rect* { get; set; }
ILayoutable	*Layoutable* { get; set; }

Public Methods

void	*CalculatePositionInCell* ( )

Breakdown

- UIRect **PositionInCell** { get; set; }
- UIRect **Rect** { get; set; }
- *ILayoutable* **Layoutable** { get; set; }
- void **CalculatePositionInCell** ( )

24.2.37 IPlatformProvider

Namespace: WellFired.Guacamole

Description

Provides some platform specific implementations of certain functionalities.

Properties

string	*ProjectPath* { get; set; }
string	*AssetPath* { get; set; }
bool	*PlatformHasFocus* { get; set; }

Public Methods

IDataStorageService	*GetPersonalDataStorage* ( )
IDataStorageService	*GetTeamSharedDataStorage* ( )
string	*OpenFolderPicker* (string title, string folder, string defaultName)
string	*PathToSharedData* (string file)
string	*PathToPersonalData* (string file)
string[]	*FindAssets* (string search)
void	*SelectAsset* (string assetPath)
void	*ShowLocation* (string path)

Breakdown

- string **ProjectPath** { get; set; }

  Description

  Path where the project is saved.

- string **AssetPath** { get; set; }

  Description

Path where the project assets are saved.

- bool **PlatformHasFocus** { get; set; }

  Description

  Indicate if the platform application is focused or not.

- *IDataStorageService* **GetPersonalDataStorage** ( )

  Description

  With this, you can get some persistent data storage, you should be able to store strings of data in here. Think of it as a Key Value Store. This storage is personal because only used by a specific user/machine

- *IDataStorageService* **GetTeamSharedDataStorage** ( )

  Description

  With this, you can get some persistent data storage, you should be able to store strings of data in here. Think of it as a Key Value Store. This storage is team shared because can be shared with the whole team through a vcs for example.

- string **OpenFolderPicker** (string title, string folder, string defaultName)

  Description

  Allow you to open a folder picker. Since it involves UI, for most platform this function should be called on the UI thread.

  Parameters

title	Title display on top of the popup window
folder	The folder that should be opened when the folder opens
defaultName	The default folder to return if no folder is selected

- string **PathToSharedData** (string file)

  Description

  Call this method to be returned the full path to a relative team-shared file. If your team-shared data is located at /path/to/your/shared/data, then calling the function with "Images/Doges.jpeg" will return /path/to/your/shared/data/Images/Doge.jpg.

  Parameters

file

- string **PathToPersonalData** (string file)

  Description

  Call this method to be returned the full path to a relative personal file. If your personal data is located at /path/to/your/personal/data, then calling the function with "Images/Doges.jpeg" will return /path/to/your/personal/data/Images/Doge.jpg.

  Parameters

file

- string[] **FindAssets** (string search)

Description

This method allows to search through the assets of the project.

Parameters

search	String specifying how to filter the result. On some platforms such as Unity, it's possible to specify the type and the label of the asset. For example, "co l:concrete l:architecture t:texture2D" will return all the textures containing "co" in their name and with labels concrete and architecture.

- void **SelectAsset** (string assetPath)

Description

This method allows to select a specific asset in the project.

Parameters

assetPath

- void **ShowLocation** (string path)

Description

Opens the explorer and displays the file or folder located at indicated absolute path.

Parameters

path	The path of the file or folder

24.2.38 INativeRenderer

Namespace: WellFired.Guacamole

Description

Properties

View	*Control* { get; set; }
UISize	*NativeSize* { get; set; }

Public Methods

void	*Create* ( )
void	*Render* (UIRect renderRect)
void	*OnViewPropertyChanged* (object sender, PropertyChangedEventArgs e)
void	*FocusControl* ( )
bool	*PushMaskStack* (UIRect maskRect)
void	*PopMaskStack* ( )
void	*RecycleWithNewBindingContext* ( )

Breakdown

- *View* **Control { get; set; }**
- UISize **NativeSize { get; set; }**
- void **Create ( )**
- void **Render (UIRect renderRect)**
- void **OnViewPropertyChanged (object sender, PropertyChangedEventArgs e)**
- void **FocusControl ( )**
- bool **PushMaskStack (UIRect maskRect)**

  Description

  When PushMaskStack is called, the rect that is passed to Push defines the mask rect. If you call Push, you must also call Pop. I.E. PushMaskStack(rect) DoSomeRendering() *PopMaskStack()* Not all NativeViews will push a MaskStack

  Parameters

maskRect	The rect with which you want to mask

- void **PopMaskStack ( )**

  Description

  You must call PopMaskStack after a call to PushMaskStack, once you've finished rendering into that masked area.

- void **RecycleWithNewBindingContext ( )**

  Description

  When a view has been recycled, this method will be called. Currently only works for Cells.

24.2.39 IConditional

Namespace: WellFired.Guacamole

Description

Properties

BindableProperty	*Property* **{ get; set; }**
object	*Value* **{ get; set; }**

Breakdown

- *BindableProperty* **Property { get; set; }**
- object **Value { get; set; }**

24.2.40 ISetter

Namespace: WellFired.Guacamole

Description

Properties

BindableProperty	*Property* { get; set; }
object	*Value* { get; set; }

Breakdown

- *BindableProperty* **Property** { get; set; }
- object **Value** { get; set; }

24.2.41 IStyle

Namespace: WellFired.Guacamole

Description

Properties

IList< *ISetter* >	*Setters* { get; set; }
IList< *ITrigger* >	*Triggers* { get; set; }

Breakdown

- IList< *ISetter* > **Setters** { get; set; }
- IList< *ITrigger* > **Triggers** { get; set; }

24.2.42 IStyleDictionary

Namespace: WellFired.Guacamole

Description

Public Methods

void	*Add* (*Style* aStyle, Type forViewType)
Style	*Get* (Type forViewType)

Breakdown

- void **Add** (*Style* aStyle, Type forViewType)
- *Style* **Get** (Type forViewType)

24.2.43 ITrigger

Namespace: WellFired.Guacamole

Description

Properties

BindableProperty	*Property* { get; set; }
object	*Value* { get; set; }
IList< *ISetter* >	*Setters* { get; set; }
IList< *IConditional* >	*Conditionals* { get; set; }

Public Methods

void	*Fire* (*IBindableObject* bindableObject)

Breakdown

- *BindableProperty* **Property** { get; set; }
- object **Value** { get; set; }
- IList< *ISetter* > **Setters** { get; set; }
- IList< *IConditional* > **Conditionals** { get; set; }
- void **Fire** (*IBindableObject* bindableObject)

24.2.44 IClickable

Namespace: WellFired.Guacamole

Description

Public Methods

void	*Click* (int button)

Breakdown

- void **Click** (int button)

24.2.45 IItemsView

Namespace: WellFired.Guacamole

Description

Properties

IList	*ItemSource* { get; set; }
DataTemplate	IItemsView { get; set; }
IEnumerable< T >	*ItemSource* { get; set; }

Breakdown

- IList **ItemSource** { get; set; }
- *DataTemplate* **IItemsView< T >::ItemTemplate** { get; set; }
- IEnumerable< T > **ItemSource** { get; set; }

24.2.46 IListensToVdsChanges

Namespace: WellFired.Guacamole

Description

Public Methods

void	*ItemLeftVds* (int vdsIndex)
void	*ItemEnteredVds* (int vdsIndex, bool front)

Breakdown

- void **ItemLeftVds** (int vdsIndex)
- void **ItemEnteredVds** (int vdsIndex, bool front)

24.2.47 IListView

Namespace: WellFired.Guacamole

Description

IListView is the interface used on *Views* of type List. Currently, this is only used for layouting code.

Properties

:ref:‘ObservableCollection<classwellfired_guacamole_data_collection_observablecollection>‘< INotifyPropertyChanged >	*SelectedItems* { get; set; }
Action< INotifyPropertyChanged, *SelectedItemChangedEventArgs* >	*OnItemSelected* { get; set; }
int	*Spacing* { get; set; }
OrientationOptions	*Orientation* { get; set; }
float	*AvailableSpace* { get; set; }
INotifyPropertyChanged	*SelectedItem* { get; set; }
int	*TotalContentSize* { get; set; }
float	*InitialOffset* { get; set; }
int	*ScrollBarSize* { get; set; }
bool	*ShouldShowScrollBar* { get; set; }
bool	*CanScroll* { get; set; }
float	*ScrollOffset* { get; set; }
bool	*CanMultiSelect* { get; set; }

Public Methods

void	*ScrollTo* (object item)
int	*GetEntrySizeFor* (object data)

Breakdown

- int **TotalContentSize** { get; set; }
- :ref:‘ObservableCollection<classwellfired_guacamole_data_collection_observablecollection>‘< INotifyPropertyChanged > **SelectedItems** { get; set; }

  Description

  Adding items to this collection will select these items. When *SelectedItem* is set, every elements of the collection are unselected and the collection resetted event is sent.

- int **Spacing** { get; set; }
- OrientationOptions **Orientation** { get; set; }
- float **AvailableSpace** { get; set; }
- INotifyPropertyChanged **SelectedItem** { get; set; }

  Description

  Setting this value select an item in the list view. It also unselects every other selected items, even if *SelectedItem* is set to null.

- Action< INotifyPropertyChanged, *SelectedItemChangedEventArgs* > **OnItemSelected** { get; set; }

- float **InitialOffset** { get; set; }
- int **ScrollBarSize** { get; set; }
- bool **ShouldShowScrollBar** { get; set; }
- bool **CanScroll** { get; set; }
- float **ScrollOffset** { get; set; }
- bool **CanMultiSelect** { get; set; }

  Description

  If true then several items can be selected by pressing Ctrl or *Command*.

- void **ScrollTo** (object item)

  Description

  ScrollTo a specific item.

  Parameters

item	The item you wish to scroll to. This should be the items bindableObject, not the visual element.

- int **GetEntrySizeFor** (object data)

  Description

  Returns the entry size for the passed BindableObject

  Parameters

data	The object that is bound to a cell

24.2.48 ITypeable

Namespace: WellFired.Guacamole

Description

Public Methods

void	*Type* (char key)

Breakdown

- void **Type** (char key)

24.2.49 IWebRequestHandler

Namespace: WellFired.Guacamole

Description

Public Methods

Task< Stream >	*GetStream* (Uri uri, CancellationToken cancellationToken)

Breakdown

- Task< Stream > **GetStream** (Uri uri, CancellationToken cancellationToken)

24.3 Namespaces

24.3.1 Data

Namespace: WellFired

Description

Breakdown

24.3.2 Collection

Namespace: WellFired.Guacamole

Description

func

delegate void	*NotifyCollectionChangedEventHandler* (object sender, *NotifyCollectionChangedEventArgs* e)

Breakdown

- delegate void **NotifyCollectionChangedEventHandler** (object sender, *NotifyCollectionChangedEventArgs* e)

24.3.3 DataBinding

Namespace: WellFired

Description

Breakdown

24.3.4 Drawing

Namespace: WellFired

Description

Breakdown

24.3.5 Blend

Namespace: WellFired.Guacamole

Description

Breakdown

24.3.6 Image

Namespace: WellFired

Description

Breakdown

24.3.7 Platforms

Namespace: WellFired

Description

Breakdown

24.3.8 Views

Namespace: WellFired

Description

Breakdown

24.4 Enums

24.4.1 CornerMask

Namespace: *WellFired.Guacamole.Data*

Description

None	
TopLeft	
TopRight	
BottomLeft	
BottomRight	
All	
Right	
Left	
Top	
Bottom	
Expand	Your view will expand based on the size of it's content.
Fill	Your view will expand to fill it's parent.
Center	Your view will be centered within it's parent.
Horizontal	
Vertical	
None	
Top	
Right	
Bottom	
Left	
All	
Start	
Middle	
End	
Clip	
Overflow	

24.4.2 NotifyCollectionChangedAction

Namespace: *WellFired.Guacamole.Data.Collection*

Description

Add
Remove
Replace
Move
Reset

24.4.3 BindingMode

Namespace: *WellFired.Guacamole.DataBinding*

Description

OneWay	If I bind a property and change that property on the backing store, it will be reflected on the bound object
TwoWay	If I change either the property or the backing store, the other will be reflected
Read-Only	If I bind a property to the backing store, the only way to modify this property is to modify the one on the backing store

24.4.4 FillStyle

Namespace: *WellFired.Guacamole.Drawing*

Description

Linear

24.4.5 BlendOperation

Namespace: *WellFired.Guacamole.Drawing.Blend*

Description

Normal
Erase
Replace
MaxRgbBlendABlend

24.4.6 ImageShape

Namespace: *WellFired.Guacamole.Image*

Description

Circle
Image
Raw

24.4.7 Platform

Namespace: *WellFired.Guacamole.Platforms*

Description

Unity

24.4.8 ControlState

Namespace: *WellFired.Guacamole.Views*

Description

Normal
Hover
Active
Disabled