# Universal Windows Platform – Reveal Highlight

#### Reveal Highlight shows how to use Reveal Highlight which is a feature of the Fluent Design System in Windows 10

### Step 1

Create a new project Choose a project template with code scaffolding to get started project Blank App (Universal Windows) N A project for a single-page Universal Windows Platform (UWP) app that has no predefined controls or layout. C# Windows Xbox UWP Desktop Create New Universal Windows Platform Project × Select the target and minimum platform versions that your UWP application will support. Windows 10, version 1903 (10.0; Build 18362) Target version: Minimum version: Windows 10, version 1903 (10.0; Build 18362) OK Cancel Which version should I choose?

Follow Setup and Start on how to Install and/or Get Started with Visual Studio 2019 if not already or in Windows 10 choose Start, find and select Visual Studio 2019 then from the Get started screen select Create a new

Then choose Blank App (Universal Windows) and select Next and then in Configure your new project enter the Project name as RevealHighlight and select

Finally, in New Universal Windows Platform Project pick the Target version and Minimum version to be at least Windows 10, version 1903 (10.0; Build 18362) and then select **OK** 

Target Version will control the most recent features of Windows 10 your application can use. To make sure you always have the most recent version, check for any Notifications or Updates in Visual Studio 2019

#### Step 2



#### In the Solution Explorer of Visual Studio 2019 select MainPage.xaml

#### Step 3

View	Project	Build	Debug	Design	Format	
<> Code			F7			
	Designer			Shift+F7	7	

Choose View then **Designer** from the **Menu** in Visual Studio 2019





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#### Step 4

In the **Design** View and **XAML** View of **Visual Studio 2019** will be displayed, and in this between the **Grid** and **/Grid** elements enter the following **XAML**:

```
<Grid Margin="50">
    <Grid.ColumnDefinitions>
        <ColumnDefinition Width="85*"/>
        <ColumnDefinition Width="24*"/>
    </Grid.ColumnDefinitions>
    <Grid.RowDefinitions>
        <RowDefinition Height="Auto"/>
        <RowDefinition Height="*"/>
    </Grid.RowDefinitions>
    <ComboBox Name="Options" Grid.ColumnSpan="2"
    HorizontalAlignment="Stretch"
    SelectionChanged="Options_SelectionChanged"
    VerticalAlignment="Center">
        <ComboBoxItem Content="None" IsSelected="True"/>
        <ComboBoxItem
        Content="SystemControlBackgroundBaseLowRevealBorderBrush"/>
        <ComboBoxItem
        Content="SystemControlBackgroundBaseMediumLowRevealBorderBrush"/>
        <ComboBoxItem
        Content="SystemControlBackgroundBaseMediumRevealBorderBrush"/>
        <ComboBoxItem
        Content="SystemControlBackgroundBaseMediumHighRevealBorderBrush"/>
        <ComboBoxItem
        Content="SystemControlBackgroundBaseHighRevealBorderBrush"/>
    </ComboBox>
    <!-- Viewbox -->
</Grid>
```





## **Universal Windows Platform – Reveal Highlight**

Then below the **<!-- Viewbox -->** line the following **XAML** should be entered:

<viewbox grid.columnspan="2" grid.row="1"></viewbox>
<stackpanel <="" name="Display" spacing="5" td=""></stackpanel>
Orientation="Horizontal" HorizontalAlignment="Center">
<rectangle <="" height="50" td="" width="50"></rectangle>
<pre>StrokeThickness="5" Fill="Black"/&gt;</pre>
<rectangle <="" height="50" td="" width="50"></rectangle>
<pre>StrokeThickness="5" Fill="Gray"/&gt;</pre>
<rectangle <="" height="50" td="" width="50"></rectangle>
<pre>StrokeThickness="5" Fill="Red"/&gt;</pre>
<rectangle <="" height="50" td="" width="50"></rectangle>
<pre>StrokeThickness="5" Fill="Orange"/&gt;</pre>
<rectangle <="" height="50" td="" width="50"></rectangle>
<pre>StrokeThickness="5" Fill="Yellow"/&gt;</pre>
<rectangle <="" height="50" td="" width="50"></rectangle>
<pre>StrokeThickness="5" Fill="Green"/&gt;</pre>
<rectangle <="" height="50" td="" width="50"></rectangle>
<pre>StrokeThickness="5" Fill="Cyan"/&gt;</pre>
<rectangle <="" height="50" td="" width="50"></rectangle>
<pre>StrokeThickness="5" Fill="Blue"/&gt;</pre>
<rectangle <="" height="50" td="" width="50"></rectangle>
<pre>StrokeThickness="5" Fill="Magenta"/&gt;</pre>
<rectangle <="" height="50" td="" width="50"></rectangle>
<pre>StrokeThickness="5" Fill="Purple"/&gt;</pre>

The main block of XAML is a Grid with two Rows, the first Row contains a ComboBox with a selection of RevealBorderBrush options and the second Row contains a ViewBox with Rectangle Controls in a StackPanel

#### Step 5

View	Project	Build	Debug	Design	Format
<> Code			F7		

Choose View then Code from the Menu in Visual Studio 2019





## **Universal Windows Platform – Reveal Highlight** Step 6

Once in the **Code** View, below the end of **public MainPage() { ... }** the following Code should be entered:

```
private void Options_SelectionChanged(object sender,
SelectionChangedEventArgs e)
{
    if (Display != null && Windows.Foundation.Metadata.ApiInformation.
        IsTypePresent("Windows.UI.Xaml.Media.XamlCompositionBrushBase"))
    {
        string value = (string)
        ((ComboBoxItem)Options.SelectedItem).Content;
        foreach (Windows.UI.Xaml.Shapes.Rectangle item in Display.Children)
        {
            item.Stroke = (value != "None" ?
              (RevealBorderBrush)Application.Current.Resources[value] :
                null);
        }
    }
}
```

Options\_SelectionChanged is an event handler that will be triggered when something is selected from the ComboBox. It uses the Windows.Foundation.Metadata.ApiInformation.IsTypePresent Method to check that Windows.UI.Xaml.Media.XamlCompositionBrushBase is present which is used for Reveal Highlight and one of the Selected options will be used to set the Fill of the Overlay Rectangle to a RevealBorderBrush





# **Universal Windows Platform – Reveal Highlight** Step 7

▶ Local Machine ▼

That completes the **Universal Windows Platform** Application, in **Visual Studio 2019** select **Local Machine** to run the Application

## Step 8

Once the Application is running you can use the **ComboBox** to select a **RevealBorderBrush** to use that will be used for the Border of **Rectangle** Controls and will be visible when **Mouse**, **Pen** or **Gaze** is focused on those Controls

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[	SystemControlBackgroundBaseLowRevealBorderBrush		~	
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Step 9



To Exit the Application, select the **Close** button in the top right of the Application



