



Windows App SDK



Buy me a coffee

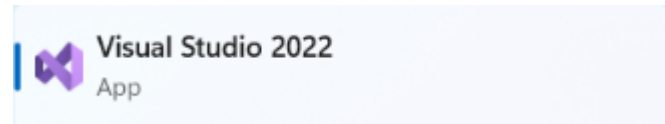
Light Effect

Light Effect shows how you can use **PointLight** with an Element to create a **Light Effect** in an Application using the **Windows App SDK**.

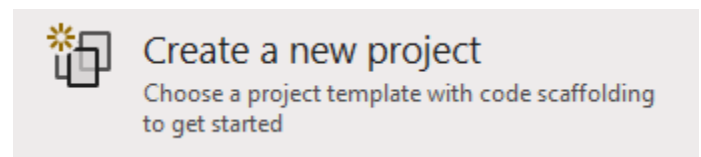
Step 1

Follow **Setup and Start** on how to get **Setup** and **Install** what you need for **Visual Studio 2022** and **Windows App SDK**.

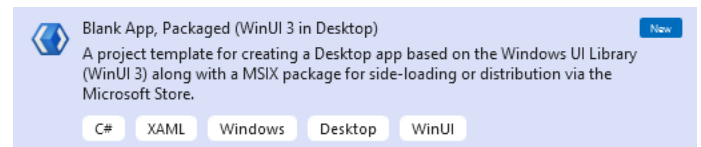
In **Windows 11** choose **Start** and then find or search for **Visual Studio 2022** and then select it.



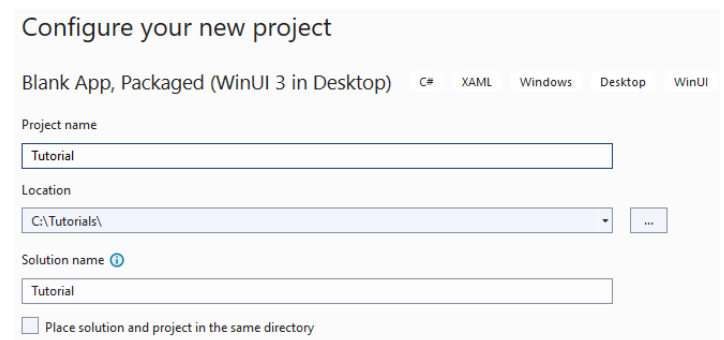
Once **Visual Studio 2022** has started select **Create a new project**.



Then choose the **Blank App, Packages (WinUI in Desktop)** and then select **Next**.

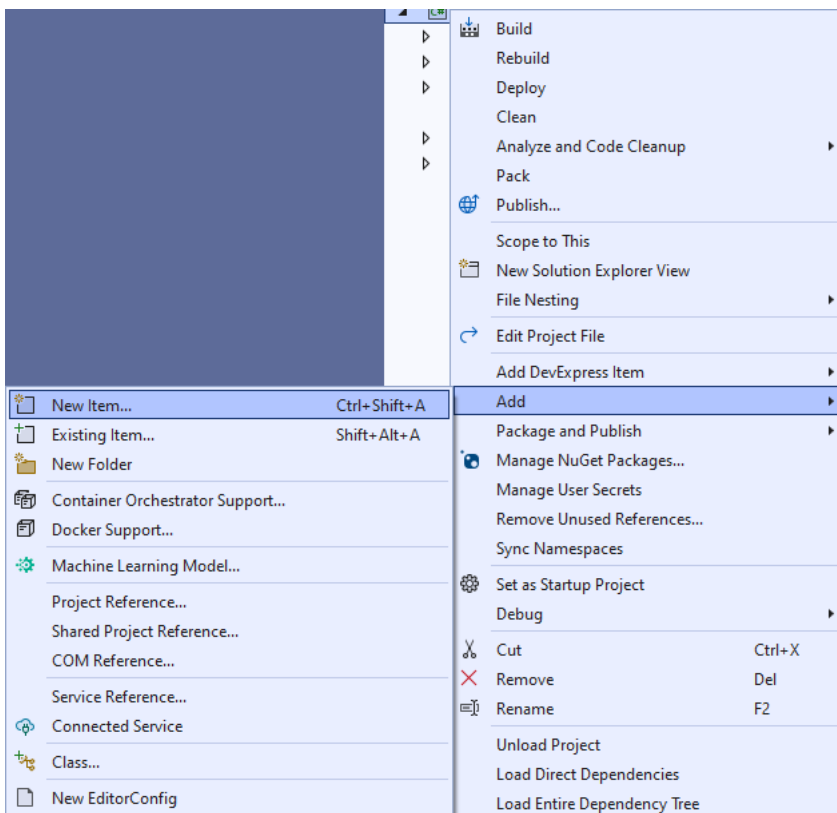


After that in **Configure your new project** type in the **Project name** as *LightEffect*, then select a Location and then select **Create** to start a new **Solution**.



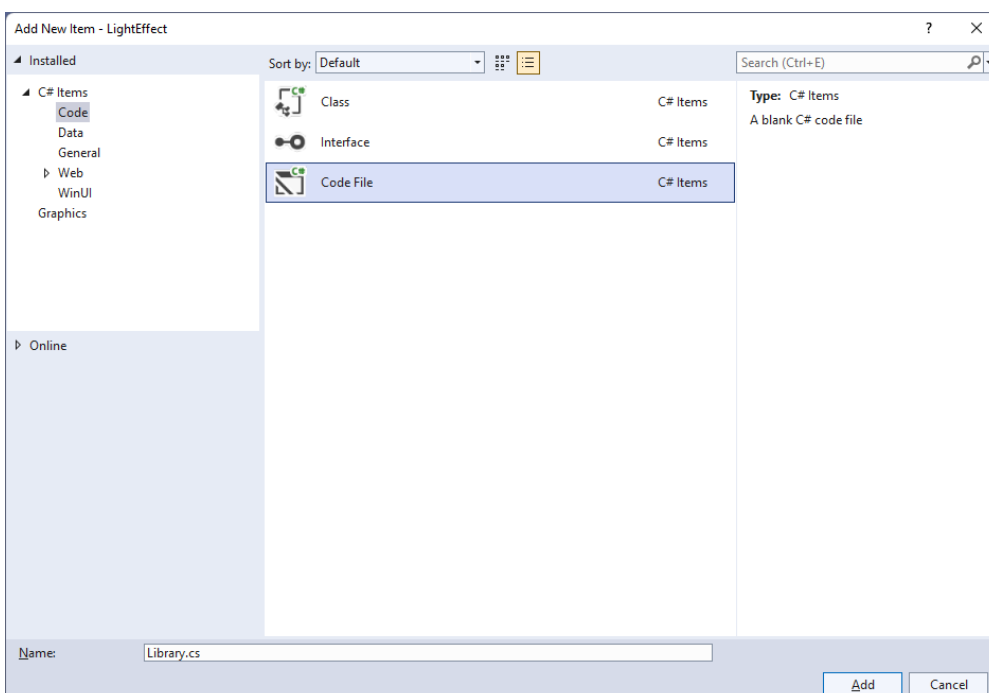
Step 2

Then in **Visual Studio** within **Solution Explorer** for the **Solution**, right click on the **Project** shown below the **Solution** and then select **Add** then **New Item...**



Step 3

Then in **Add New Item** from the **C# Items** list, select **Code** and then select **Code File** from the list next to this, then type in the name of *Library.cs* and then **Click** on **Add**.



Step 4

You will now be in the **View** for the **Code** of *Library.cs*, within this type the following **Code**:

```
using Microsoft.UI;
using Microsoft.UI.Composition;
using Microsoft.UI.Xaml;
using Microsoft.UI.Xaml.Hosting;
using System;

internal class Library
{
    private PointLight _light;

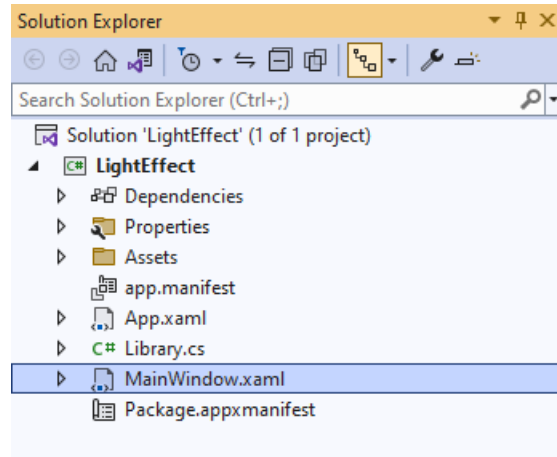
    public void SetLight(FrameworkElement element)
    {
        var visual = ElementCompositionPreview.GetElementVisual(element);
        var compositor = visual.Compositor;
        _light = compositor.CreatePointLight();
        _light.Color = Colors.White;
        _light.CoordinateSpace = visual;
        _light.Targets.Add(visual);
        _light.Offset = new System.Numerics.Vector3(
            -(float)element.ActualWidth * 2,
            (float)element.ActualHeight / 2,
            (float)element.ActualHeight);
        var animation = compositor.CreateScalarKeyFrameAnimation();
        animation.IterationBehavior = AnimationIterationBehavior.Forever;
        animation.InsertKeyFrame(1, 2 * (float)element.ActualWidth);
        animation.Duration = TimeSpan.FromSeconds(5.0f);
        _light.StartAnimation("Offset.X", animation);
    }

    public void ClearLight()
    {
        if (_light != null)
            _light.Targets.RemoveAll();
    }
}
```

The **Class** that has been defined in *Library.cs* has a **Member** for a **PointLight** then there is a **Method** of **SetLight** which will create a **Light Effect** for a **FrameworkElement** by first creating an **Element Visual** with **ElementCompositionPreview** you'll also notice the use of **var**, which means the type of the value doesn't need to be explicitly specified, instead it will be **Inferred**. Then a **Compositor** is obtained from this a **PointLight** is configured where various values are set to display it as needed. There is also an **Animation** used which will make the **PointLight** move across the **FrameworkElement** with the specified **Behaviour**. The other method of **ClearLight** is used to remove the **Light Effect** of the **PointLight**.

Step 5

Then from **Solution Explorer** for the **Solution** double-click on **MainWindow.xaml** to see the **XAML** for the **Main Window**.



Step 6

In the **XAML** for **MainWindow.xaml** there be some **XAML** for a **StackPanel**, this should be **Removed** by removing the following:

```
<StackPanel Orientation="Horizontal"
HorizontalAlignment="Center" VerticalAlignment="Center">
  <Button x:Name="myButton" Click="myButton_Click">Click Me</Button>
</StackPanel>
```

Step 7

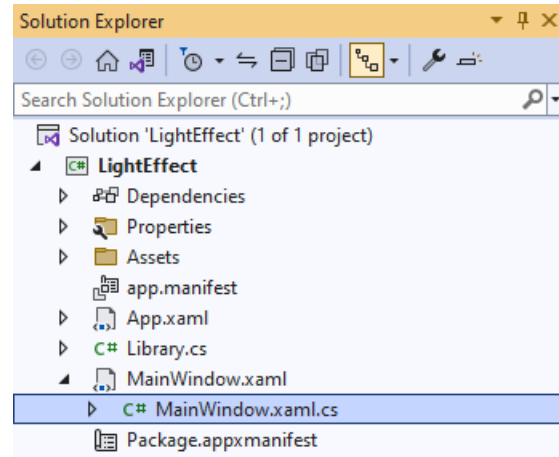
While still in the **XAML** for **MainWindow.xaml** above **</Window>**, type in the following **XAML**:

```
<Grid>
  <Viewbox Margin="25">
    <Rectangle Name="Display" Height="400" Width="400"
      Margin="50" Stretch="Uniform" Fill="#FF5c2d91"/>
  </Viewbox>
  <CommandBar VerticalAlignment="Bottom" HorizontalAlignment="Stretch" >
    <AppBarButton Icon="Accept" Label="Accept" Click="Accept_Click"/>
    <AppBarButton Icon="Cancel" Label="Clear" Click="Clear_Click"/>
  </CommandBar>
</Grid>
```

This **XAML** features a **Grid** with a **ViewBox** which is used to **Scale** elements, then within this is a **Rectangle** which is the **FrameworkElement** that will have the **Light Effect** applied to it. Then there is a **CommandBar** with an **AppBarButton** to apply the **Light Effect** of *Accept* and another to remove it of *Clear*.

Step 8

Then, within **Solution Explorer** for the **Solution** select the arrow next to **MainWindow.xaml** then double-click on **MainWindow.xaml.cs** to see the **Code** for the **Main Window**.



Step 9

In the **Code** for **MainWindow.xaml.cs** there be a **Method** of **myButton_Click(...)** this should be **Removed** by removing the following:

```
private void myButton_Click(object sender, RoutedEventArgs e)
{
    myButton.Content = "Clicked";
}
```

Step 10

Once **myButton_Click(...)** has been removed, type in the following **Code** below the end of the **Constructor** of **public MainWindow() { ... }**:

```
private readonly Library _library = new();

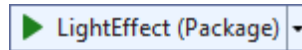
private void Accept_Click(object sender, RoutedEventArgs e)
{
    _library.SetLight(Display);
}

private void Clear_Click(object sender, RoutedEventArgs e)
{
    _library.ClearLight();
}
```

The **Method** of **Accept_Click** will call the **Method** within *Library.cs* of **SetLight** from an **Instance** of **Library** called **_library** created with **new()** and **Clear_Click** will call the **Method** of **ClearLight**.

Step 11

That completes the **Windows App SDK** Application. In **Visual Studio 2022** from the **Toolbar** select **LightEffect (Package)** to **Start** the Application.



Step 12

Once running you should see a **Rectangle** and **CommandBar** with the *Accept* and *Clear* options.

WinUI Desktop



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Step 13

You can select *Apply* to set the **Light Effect** and *Clear* to remove the **Light Effect**

WinUI Desktop



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Step 14

To **Exit** the **Windows App SDK** Application, select the **Close** button from the top right of the Application as that concludes this **Tutorial** for **Windows App SDK** from tutorialr.com!



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