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## Blend for visual studio 2012

Microsoft Blend  
Blend for Visual Studio 2012 screenshot  
Developer(s) Microsoft  
Stable release 2019 v16.4.1 / December 11, 2019; 11 months ago (2019-12-11)[1] Operating System Windows 7, Windows Server 2012, Windows 8, Windows 10[2] Platform DirectX[2] License Same as Visual Studio[3] Website blogs.msdn.microsoft.com/wpf/2015/04/29/blend-for-visual-studio-2015-rc/ Microsoft Blend for Visual Studio (formerly Microsoft Expression Blend) is a user interface design tool developed and sold by Microsoft to create graphical interfaces for web and desktop applications that combine the features of these two types of applications. It is an interactive WYSIWYG front end for designing XAML-based interfaces for Windows Presentation Foundation, Silverlight, and UWP applications. It was one of the applications in the Microsoft Expression Studio suite before it was discontinued. Expression Blend supports the WPF text engine with advanced OpenType and ClearType typography, vector-based 2D widgets, and hardware-accelerated 3D widgets via DirectX. History Expression Blend was coded Sparkle, and the product was originally announced as Microsoft Expression Interactive Designer, before Expression Blend was renamed in December 2006. On January 24, 2007, Microsoft released the first public preview of Community Technology Preview of Expression Blend as a free download on its website. The final version was released to manufacturing along with other Expression products on April 30, 2007. The RTM news was announced at Microsoft's MIX 07 conference for developers and web designers. [4] Expression Blend Service Pack 1 was released in November 2007. [5] Expression Blend requires the .NET Framework 3.0. Expression Blend and Expression Web are also available as part of the MSDN Premium subscription. In December 2012, Microsoft announced that it discontinued the standalone expression suite tools. [7] Expression Blend was integrated into Visual Studio 2012 and Visual Studio Express for Windows 8. Release History Highlights Release Date 2 2008-04-28 Support for developing rich Microsoft Silverlight browser-based Internet applications that provide animation, vector graphics, interactivity, and video playback capabilities. Version 2.0 only supported Silverlight 1.0 applications on release and Microsoft had planned Blend 2.5 for Silverlight 2.0 applications, however, the capabilities of Preview 2.5 have been added to Blend 2.0 Service Pack 1. 3 2009-07-22 Support for PSD and AI files, SketchFlow,[8] TFS support and number of other significant improvements. SketchFlow is a user experience prototyping module implemented in Blend. [10] 4 2010-06-07 Support for Silverlight 4 and WPF 4, while still supporting applications 3 and WPF 3.5 SP1. Other enhancements and additions: shape library, enhanced support for Photoshop files, added pixel shader effects, path layout, transition effects, ListBox element transitions, support for Model-View-ViewModel patterns, Model-View-ViewModel, Behaviors, conditional behaviors, CLR class sample data, design-time resource resolution, acceleration functions for WPF 4, cleaner XAML, and . ZIP support for projects and templates. [11] Support for Windows Phone 7 projects with Expression Blend 4 Release Candidate. [13] 2012 2012-08-15 Name changed to Blend for Visual Studio 2012. Released along with the Windows 8 and Visual Studio 2012 RTM. Includes support for WPF version 3.5, 4.0 and 4.5, Silverlight 4.0 and 5.0, SketchFlow, and Blend tools for Windows 8. [2] 2013 2013-10-17 Released along with Visual Studio 2013 RTMs 2015 2015-07-20 Released alongside Visual Studio 2015 RTMs[16] 2017 2017 2017 2017-03-07 Released alongside Visual Studio 2017 RTMs[17] 2019 2019-04-02 released along with Visual Studio 2019 RTMs[18] See also Glade Interface Designer Interface Builder References . Download Center. Microsoft. August 15, 2012. Retrieved 26 April 2013. A b Schormann, Christian (August 15, 2012). Available now: Blend for Visual Studio 2012. Insider mix. Microsoft. Retrieved 26 April 2013. • Expression Studio RTM- Expression Blend SP1 News - Microsoft Kills Expression Suite. i-programmer.info 2012-12-21. Retrieved 2013-06-01. Microsoft finishes developing the expression set of web and design tools. Ars Technica. 2012-12-20. Retrieved 2013-06-01. • SketchFlow Concepts: An Overview of SketchFlow – Sketching and Prototyping in Expression Blend ? SketchFlow: A Bit of History - What's New in Expression Blend 4 Release Candidate - Microsoft Expression Blend Add-in Preview 2 for Windows Phone Release Notes - Microsoft Expression Blend 4 for Windows Phone video ? Blend FAQ - Arthur, Erik (August 15, 2012). Blend + SketchFlow Preview announcement for Visual Studio 2012. Insider mix. Microsoft. Retrieved 26 April 2013. Visual Studio 2015 RTM. Visual Studio News. Microsoft. July 20, 2015. Retrieved 20 June 2016. Visual Studio 2017 RTM. Visual Studio News. Microsoft. March 7, 2017. Retrieved 8 March 2017. Visual Studio 2019 RTM. Visual Studio News. Microsoft. April 1, 2019. Retrieved 8 April 2019. Retrieved from © Software & Support Media So werden jetzt auch UX Authoring fr in XAML oder HTML5 geschriebene Metro Style Apps und Windows 8 Features wie App-Leisten oder die Grid View unterst-tzt. Auch die native Entwicklung mit C++ sowie das visuelle Authoring fr HTML und CSS sind ab dem neuen Release m'glich. Die Free Express for Windows 8 Version, mit der man Metro Style Apps schreiben kann, ist in Visual Studio 2012 integriert und beim Download enthalten. Auch Visual Studio 2012 Express sowie Trial versions of the Microsoft IDE include Microsoft Expression Blend. While the new release focuses on Windows Store apps, vs VS vs kompatiblen Support fr WPF, Silverlight und SketchFlow derzeit noch gearbeitet. Die Preview daf-r kann man zwar schon testen, doch zur kommerziellen Nutzung mit WPF, dem SketchFlow Project und Silverlight 4 sollte man weiterhin auf Blend 4 zur-ck greifen. 5 gibt mix preview is for Silverlight 5. I see a lot of refs to something called 'visual study mix' that I understand a W8 version of mixing. I have VS2012 Ultimate installed on W8 and I don't see any mix. I looked into my MSDN Pro subscription and do not see any separate mix for VS2012 download not VS2012 with Blend download... How do I get it? Release Date: Blend July 2015 is a full-featured professional design tool used to create engaging and sophisticated user interfaces for .NET applications with minimal or no code. Whether you're a developer or a designer, Blend gives you capabilities to reduce delivery time for .NET applications. This book is for Blend beginners. In this chapter, we'll cover the following topics: How to download and install blendSet up the default environment for application development using BlendVarious tools and panels available in the latest versionDevelop the Hello World application using Blend If you are a designer, you could design the visuals using Blend, and Blend will generate the XAML code for it behind the scenes that you could use by the developer. If you're a developer, you're still encoding XAML by hand as in Visual Studio, but you could also use Blend's simple design capabilities to make your work more efficient and efficient. This book will teach you how to work with Blend using practical examples. We can develop the following types of applications using Blend: Windows Presentation Foundation (WPF): We can design the next generation of Windows client applications using the hardware capabilities of client computers. WPF applications can be both stand-alone applications and browser-hosted applications. Silverlight: This is a cross-platform implementation of the .NET framework created to deliver next-generation rich interactive media and content over the Web and to develop browser-hosted rich Internet (RADA) applications. Silverlight applications can run in both browsers and applications. Windows Phone apps: We could design apps for Windows Phones. Let's take a look at these in Chapter 10, Creating Windows Phone Apps. WPF/Silverlight prototypes: We could prototype the application before working on the final design of the application. Let's take a look at these in detail in the bonus chapter. Windows Store apps: Design Metro-style apps using XAML or HTML5 and CSS3. Let's have a look at these in In Chapter 11, creating Windows 8.WPF and Silverlight Store Apps share a set of features, but their runtime stacks are different. WPF uses the full .NET framework and runs in the common language runtime (CLR), while Silverlight uses the framework, but runs in the hosted version in the CLR browser. You can purchase the full version of Visual Studio from . You can even download the free express edition on to give it a try. If you are a student, then you can take advantage of Microsoft's DreamSpark program on you can also purchase MSDN subscription, which offers you the most complete library of Microsoft products and services in buy or download any version of Visual Studio, you must decide what types of applications you will develop. To develop all the applications described in this book, we need Visual Studio 2012 Premium or Ultimate. The following is the combination of the various versions of Visual Studio and operating systems and the applications that we can develop in them:At the time of writing this book, Blend is available with Visual Studio 2012 only after applying update 4. You need to download this and install it to use Blend. Once you have downloaded Visual Studio, you must install it as follows:Run the installer and be sure to select Blend for Visual Studio in the optional features (if it is not selected by default), as shown here:Having installed Visual Studio on our computer, we can see that we have Blend for Visual Studio 2012 along with Visual Studio 2012 on the Start menu. In Windows 7, we can view it in All Microsoft Visual Studio 2012 programs, and in Windows 8, we can view it in Applications in Microsoft Visual Studio 2012. This is shown in the following image: Blend is not a tool for designers who want to use it as Photoshop, but is for the task of designing applications. Blend provides simple drag-and-drop options for designing your application and a fairly extensive Properties panel to customize all the components used. Blend helps us design the entire application and Blend's output is ready to use XAML. XAML (pronounced zammel) is an XML-based markup language intended to define elements in the user interface of a .NET application. It is the language behind the visual presentation of an application that we develop in Blend just as HTML is the language behind the visual presentation of a web page. We'll take a look at XAML in detail in Chapter 3, Working with XAML. Let's create a Silverlight app in Blend:Now, since we've installed Blend, let's go ahead and run it. If you are on Windows 7, then, from the Start menu, go to All Programs ? Microsoft Visual Studio 2012 Blend Visual Studio 2012 and, if you are on Windows 8, then you must go to Applications . Microsoft Visual Studio 2012 Blend for Visual Studio 2012. We'll look at the home screen. Once you've created one or more projects, the screen also displays a list of to facilitate access. Go ahead and click New Project.Once we do, we can see that we have multiple templates available to create different applications in Blend. We can also create new projects in Blend by navigating to File . New mixed project. The following screenshot shows this:Select Silverlight in the left pane and Silverlight Application in the right pane. Next, add the application name to HelloWorld. Go ahead and select a location for the project code to reside in. Then select Visual C. as the language and 5.0 as the version and click OK. When we select the individual project in the right pane, you'll see the type of app you'll create just when you're creating a cross-platform web app here. We'll see that right after you create the project. Blend's blank integrated development environment (IDE) is filled with multiple dashboards. Now we'll navigate through Blend and take a look at the various pieces. We'll also see how and where we can find the things you'd need to do a specific job. This screenshot depicts several blend pieces:We'll explore Blend pieces in the following list: The art board: This (highlighted as 1) is where we can see the current design we're working on. It will update as we continue to change the design. Above the art board, we can see the name of the document (MainPage.xaml) that we are currently working on. We can open several documents in different tabs and navigate between them. Open Documents: Highlighted as 2. By clicking the white down arrow icon in the upper right corner of the art board, we can see the files that are currently open in this project. It is useful to navigate through them if the list of open files becomes too long to fit in a single row on the screen, as shown here: The Assets panel: This is highlighted as 3. In the upper left corner, we see the Assets panel. This is where we have a list of all the controls, styles, media, behaviors and effects we could add. We could select the item we want to use or even search for it. We could add the element to the art plate by simply grabbing that element and dragging it into the workspace and starting to work with it. We could also add them to the art table by double-clicking on the item. The Objects and Timeline panel: Highlights as 4. You can see the Objects and Timeline panel below the Projects panel. This pane shows the entire hierarchy of items in the document we are working on. We can select the objects that we want to modify. The Projects panel: Highlights as 5. Along with the Assets panel, we also see the Projects panel. If we click on it, the we are currently working on. This is the place from where we can view all the files of the currently open project. The first item in this pane is a search box where we can search for a project file. This is shown in the following screenshot: On the far left, we can see the tools tools in this dashboard, we have the set of common elements that are used to create the user interface of our applications. Some of these toolbox elements have multiple buttons (those that have a small triangle next to them). These are the buttons that have several functions. Therefore, if we move the mouse cursor to the text icon, as shown in the following image, and hold down the left mouse button, we can see the multiple text controls available in the tool pane. If we simply click the text button, it is the same as selecting the default text control or the last selected text control. There may be a slight difference between the tools that are available in a Silverlight application and a WPF application. The following screenshot shows this:This is where we will get the building blocks of our app. The toolbox can be divided into nine sections: Selection Tools: This section is highlighted as 1. These tools allow us to select objects: Selection: The black arrow is the selection tool for selecting any Direct Selection object: The white arrow is known as the Direct Selection tool, which is used to select nested objects and Paths View Tools: This section is highlighted as 2. These tools are used to move, zoom, and orbit the camera on the art plate. The camera orbit tool is not available in a Silverlight project: Panorama: Used to place the art plate in the workspace. You can double-click the pan icon to center the art board in the workspace available for the art board. Zoom: Used to view the different views of the art table and objects. You can double-click the zoom icon to resize the current document to its actual size (100 percent zoom). Camera Orbit: Used to place the camera face for a 3D object. Brush Tools: This section is highlighted as 3. These tools are used to work with various visual attributes, such as foreground, background, etc. The brush tools are as follows: Eyedropper: This allows us to select our color of choice by clicking on any element within Blend or even elsewhere Paint bucket: This allows us to fill an area with a Gradient brush: This tool helps us add the gradient effect to the control plot tools: This section is highlighted as 4. Pencil and Pencil Tools are Plot Tools: Pencil: This provides the option to create Pen free-form graphics: This provides an easier way to draw complex shapes Shape Tools: This section is highlighted as 5. The rectangle, ellipse and line are to draw the respective shapes on the art board. Design Panels: This section is highlighted as 6. These are the various design panels that help us design the design structure of the application screen. Text controls: This section is highlighted as 7. Text controls allow us to display text to the user or take text input from users. Common controls: This section is highlighted as 8. These are the various input controls available in WPF/Silverlight and are the most commonly used during the development of a The other controls can be accessed using the Assets toolbar menu described below. Assets: This toolbar menu is highlighted as 9. This is where we can find all the controls: UI components: These include button, label, text box, menu and list box, among others and are known as Styles controls: This is a group of property settings that determines how a control will appear Effects: This is an easy-to-use API to create a graphical effect Behaviors : These are reusable code packs that can be added to any object and then adjusted by changing itsStyles properties, effects and behaviors allow us to improve controls and add more interactivity. Let's take a look at each of these in detail in later chapters. Let's add TextBlock to the art board. Left-click and hold down the text tool icon until we see the pop-up window to select one of the text controls. Select TextBlock by clicking it. Move the mouse to the art board, press the left mouse button down, and without releasing the mouse button, drag the mouse diagonally to create TextBlock. The following screenshot shows this: Once we do that, we can see several things. The first thing we notice is that we have the Properties panel full of several options to configure TextBlock. Before we go any further, let's take a look at the Properties panel in

detail: 1: This shows the name and type of the selected item. 2: This allows us to sort the properties by Name, Source or Category. 3: This allows us to select the Fill, Background, and Stroke brushes for geometry elements such as Rectangle, Ellipse, and Path, and BorderBrush, Foreground, and Background for elements inherited from UIElements, such as TextBlock, Button, etc. 4: This is used to select solid and gradient brushes. 5: This is used to select the color of choice by moving this slider. 6: Here, the three sections show the initial, current and last color respectively. 7: The dropper can be used to select any color within Blend or outside Blend. Different eyedroppers are available depending on where solid and gradient brushes are selected. 8: This allows us to switch between events and properties available for the selected item. 9: This allows us to search and reach properties faster. 10: This is used to switch between no brush, solid brush, gradient brush, mosaic brush and brush resource. 11: Displays the available color resources. 12: Displays the equivalent RGB values (0 to 255) of the selected color. RGB values can also be set here. 13: This shows the alpha value and could also be set. This is used to convert colors to resources. 15: Displays and edits the hexadecimal equivalent value of the selected color. 16: Displays the gradient slider, along with the different gradient stops. 17: Displays the other properties available for the item. In addition, you'll notice that, in the Objects and Timeline panel, we have a new element called TextBlock under LayoutRoot. We can rename the control from the Objects and Timeline Timeline a small \* sign with the file name MainPage.xaml appears in the project pane. This means that we have made some modifications to the file, but the changes are not yet saved. We've added our first element to the dashboard, and that's TextBlock. Similarly, we can add any number of controls we want to the panel. We can see that the default text in TextBlock is selected. Perform the following steps to add text to TextBlock: Let's type Hello World inside TextBlock and press the Esc key. We can see that we exit TextBlock. If we need to go back to edit mode, we need to double-click TextBlock. In the tool pane, we see two different types of arrow buttons. One is the selection arrow (black arrow), and the other is the direct selection arrow (white arrow). The selection arrow helps us select the item and make changes to the size of the item, while the direct selection arrow helps us make changes to the positioning of the element. Therefore, click any of these selection arrows, and then click the text box in the art pane, and you will select the TextBlock properties in the Properties panel. Now we can configure the various TextBlock properties, such as foreground color, visibility, height, width, alignment, text font, etc. We modify the text within TextBlock. A brush paints an area with its output, and different brushes have a different output. A brush can be used to describe the fill of a shape, the foreground of a text, or the background of a control. We can define these brushes using a solid color or a complex set of patterns and images. Most visuals allow us to specify the brush to paint them. The following is a list of common controls, with their properties, in which we can use a brush: We have the following types of brushes. The solid color brush paints an area with a solid color. You can specify Solid Color Brush for a control in several ways. The following screenshot represents the options available with Solid Color Brush: These options are described later in the following numbered list: 1: The color editor allows us to select the color by dragging around the circular marker 2: We can specify the alpha, blue, green and red channels for color 3: We can specify the hexadecimal value of the color When we set the color using any of these ways, the other two values are automatically updated to reflect that change as well. Let's assign a color to the text we're displaying: Select TextBlock by clicking it, and then, in the Properties panel, select Foreground. When we do that, Editor becomes visible. Click the solid-color brush and move the circular marker to a green. You can also set the values of the red, green, and blue channels. We just changed the text color from TextBlock to solid color brush. The gradient brush gives us the option to specify a sequence of colors for our element. We use GradientStop objects to specify gradient colors and their positions. We could have any GradientStop with the same color or different color in GradientBrush. Let's change the background color of the grid: Select LayoutRoot, and then in the Properties panel, select Background. When we do that, Editor becomes visible. Click the gradient brush. When we do that, we can see the default gradient brush offered by Blend. It has two gradient stops: one at offset 0 (black) and one at offset 100 (white). The following screenshot shows this: When we move the mouse over these gradient stops, we see the stop color and the position of the gradient stop on the gradient slider. The following screenshot shows this: Move the white gradient stop to the center by clicking and dragging it, and then add a new gradient stop to the end of the gradient slider by clicking the gradient slider. Now, change the color of this stop from gradient to black. The following screenshot shows this: When we swipe these markers, we can see the gradient offset along with that. To delete a marker, you can click a marker and press the delete key or drag the gradient stop outside the bottom of the gradient slider. We just changed the color of the grid background to the gradient brush. Our gradient brush could be linear or radial. The one we see here is the linear gradient brush, which blends two or more colors across a line, that is, the gradient axis. The radial gradient brush combines two or more colors through a circle. The following screenshot shows this: The mosaic brush paints an area with a repeated image or pattern. You can create a mosaic brush from an image brush, a drawing brush, or a visual brush. Here, we'll use an image brush to paint an area using an image. Let's change the grid background using an image brush: Select LayoutRoot, and then in the Properties panel, select Background. When we do that, the editor becomes visible. Click the tile brush. When we do that, we see that the grid background is reset and we have the option to select the stretch and source of the image. Click the Browse button next to ImageSource and browse to and select an image that you want to use for the image brush for the grid background. This sequence of steps is shown here: We just changed the color of the grid background to the image brush Let's run the application we developed: On the Project menu, click Run Project. Alternatively, we can use F5 or Ctrl + F5. When we perform any of these actions, we can see the project being compiled and then our application in the web browser. The following screenshot shows this: We see a browser because we are running a Silverlight application. If we were running a WPF application, then we would see a window. We just ran the app for the first time. Right-click the solution file and select Edit in Visual Studio. The same project opens in Visual Studio 2012. Now, open MainPage.xaml: Go back to Blend, change the foreground color of TextBlock to red, and save the Visual Studio and you'll see a message. This shows that the files we've been working on have been modified in Blend and we need to reload it to work with the updated version. The same would happen if we edited a file in Visual Studio and saved it. Blend will ask us to reload the file to start working with the latest version of the file. We've taken a look at Blend's integration into Visual Studio, and when we change and save one or more files in any of the IDEs, we'll be notified of changes in the other. We can navigate to help from the Help menu or by pressing F1: Pressing F1 will take us to contextual help, which will open Windows Store App Design using Blend for Microsoft Visual Studio. Ctrl + F1 will allow you to manage the help content installed on your local computer. The following screenshot shows this: Drag and drop more controls on the art board. Change its various properties and run the application. Q1. How to run a project in Blend? F4 or Ctrl + F4. F5 or Ctrl + F5. F6. F8. We installed Blend for Visual Studio 2012 and created the Hello World app using Blend. You learned specifically about the Blend 2012 versions available, Blend IDE design, and project templates available in Blend. You also saw how to create a project in Blend, use the brush tool, and run a project in Blend. Now that we have Blend's basics ready to create an app, we'll look for layouts and controls in the next chapter. Read more Unlock this book with a FREE 10-day trial Abhishek Shukla is a technology leader in Cognizant, Milwaukee, USA, and completed his MS in software engineering. Over the years, he has worked with multiple technologies, mainly on the Microsoft platform, and has designed an app for Windows, web and mobile devices. The biggest project of his career so far has been a banking product called Finacle Advizor ( ), and he wrote the first lines of code for the product. Since then, it has been part of several PROJECTS based on WPF, Silverlight, ASP.NET, HTML5, and JavaScript. Abhishek enjoys designing and developing applications with cutting-edge technologies and delivering products and applications that have seamless integration with people and processes for optimal results. Blogs on . Organizations he has worked for include Infosys, Bengaluru, India; Sapient, Noida, India; and Cognizant, Milwaukee, USA. Explore publications by this author

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