

Blendables Release Notes – 05/07/2009

All

Updated Licensing

Details: Much easier licensing with Blendables components now with the removal of activation it over the Internet and license.licx requirement. Now you can just add a single attribute to your assemblyInfo.cs file to specify your product key. If you do not give specify a key then a dialog box will clearly show where you need to add your product key.

If you don't want static references to IdentityMine assemblies in your assembly, you can create your own custom LicenseKey attribute. This custom attribute needs to contain "productkey" in the class name with a public string property called Key.

Originally Reported: <http://blendables.com/forums/t/307.aspx>

Updated Partial Trust Support

Details: Added an attribute to the assembly to allow partially trusted callers. New to Layout and 3D. Essentials Mix already had this support.

Blendables Essentials Mix 1.2

BoundsRestriction feature for Zoombox

Details: New property called KeepContentInBounds. If set to true, Zoomobox will not let the user to drag the content outside of the viewbox if zoomed out or drag of viewbox outside of the content if zoomed in. Scaling is not affected by this property.

Originally Reported: <http://blendables.com/forums/t/109.aspx> and <http://blendables.com/forums/t/178.aspx>

DragAndDrop Issue

Details: Drag and drop was not taking into account any RenderTransforms that might be applied. To get an accurate mouse position, it needs to be transformed into the space of the adorning layer where the adorning is hosted.

Originally Reported: <http://blendables.com/forums/p/316/771.aspx>

Timeline Measurement Issue

Details: Fixes layout issues when containing a ScrollViewer that has ScrollBar Visibility not disabled in the same direction as TimelinePanel's orientation.

Example: ScrollViewer HorizontalScrollBarVisibility="Auto" with AnimatedTimelinePanel Orientation="Horizontal"

Make sure CanContentScroll=True in your ScrollViewer or disable the ScrollBarVisibility in the same orientation direction as your timeline panel.

Originally Reported: <http://blendables.com/forums/p/166/333.aspx>

Add Timeline Property to identify incoming collection as "pre-ordered"

Details: Added new property called `KeepOriginalOrderForOverlap`, which if true, keeps original item order when we have a overlap with the start time in timeline panel.

Originally Reported: N/A

Zoombox Control Failing in Partial Trust

Details: Fixed default Zoombox style to not use blendables `SimpleBinding` because of partial trust. Since we do not have reflection permission to use `SimpleBinding` with Zoombox, it was failing to create the default style for Zoombox.

Zoombox doesn't refocus view if content is dynamically changed

Details: If you dynamically change the content in Zoombox, we are not initialing the zoom on the new content. Note that we only watch for direct content change but not any changes to the content's sub-tree.

Originally Reported: Via customer email.

Zoombox's `ZoomOn = View` does not allow Zoom if content is near the edge of the view.

Details: Made sure we keep the `ZoomOrigin` when `ZoomOn = View` inside the content area, otherwise we ignore the zoom.

Originally Reported: <http://blendables.com/forums/p/333/864.aspx>

Blendables Layout Mix 1.1

Change `AnimationPanels` to explicitly call `InvalidateMeasure` and `InvalidateArrange` instead of using `FrameworkMetadataOptions`

Details: Change `AnimationPanel` derived classes to explicitly call `InvalidateMeasure` and `InvalidateArrange` instead of using `FrameworkMetadataOptions: InvalidatesMeasure, InvalidatesArrange, InvalidatesParentArrange, InvalidatesParentMeasure`.

Calling `InvalidateMeasure` or `InvalidateArrange` on `AnimationPanel` ensures that the `SwitchPanel` gets correctly invalidated if it is used.

Timeline Measurement Issue

Details: Fixes layout issues when containing a `ScrollView` that has `ScrollBar Visibility` not disabled in the same direction has `TimelinePanel`'s orientation.

Example: `ScrollView HorizontalScrollBarVisibility="Auto"` with `AnimatedTimelinePanel Orientation="Horizontal"`

Make sure CanContentScroll=True in your ScrollViewer or disable the ScrollBarVisibility in the same orientation direction as your timeline panel.

IScrollInfo implementation for StackPanel, StackedStackPanel, and SwitchPanel

Details: Added IScrollInfo implementation to allow smooth scrolling and make visible support for animation panels: StackPanel, StackedStackPanel, and SwitchPanel.

Blendables 3D Mix 1.1

Move In /Out Animation

Details: New events to notify when add, remove, layout animations have been completed within ItemsControl3D.

Originally Reported: <http://blendables.com/forums/p/253/576.aspx>