New Controls

SpinBox Control

A spin box or spin button is a control that enables users to increase or decrease the number value by a specific increment (often by 1, 5 or 10) via clicking an up or down arrow button.

IconButton Control

IconButton has similar functionality as the standard button, but in addition an icon (image) (defined via multiple properties per control state) is placed on top of the button.

Dial Control

A dial is used to set a value within a specified range or to select between different options which are represented by the value of the dial. The control knob changes the value when user touches and turns it. Degree of rotation corresponds to the desired value change. The dial snaps into its predefined positions defined by its step size.

Breadcrumb Control

A breadcrumb is used as a navigational aid in user interfaces. It allows users to keep track and maintain awareness of their location. A Breadcrumb shows the history/flow through the screen hierarchy.

Each breadcrumb element must contain BreadcrumbAction behavior for work properly. By default, we can use any element that contains the text control (for example: Text, TextValue or TextButton).

It is possible to create your own control for your own needs (e.g. adding a separator between items), that will work properly with the breadcrumb. Remember to add BreadcrumbAction behavior in own control.

When breadcrumb gets more values than it can display it will always collapse elements, replacing the display of the name with the ellipsis text (e.g. three dots). First element is always fully visible. Breadcrumb display can be controlled by event sent by BreadcrumbAction behavior.

Circular Slider Control

Circular slider is a control that allows user to set the value using circular slide movement or directly indicate value on slider's bar. In default version the slider is a full circle, but using properties user easily can operate on e.g. quarter of the circle. In case of circular slider user can set the start angle and the end angle and map that to output value which is also customizable. Change of the value is indicated by slider's bar and (optional) thumb position.

Drawer Control

The Drawer is a control that allows to hide content that can be shown again when it is needed.

Point Sprite Emitter Control

The Point Sprite Emitter is control for 3D to make Particle Effects.

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