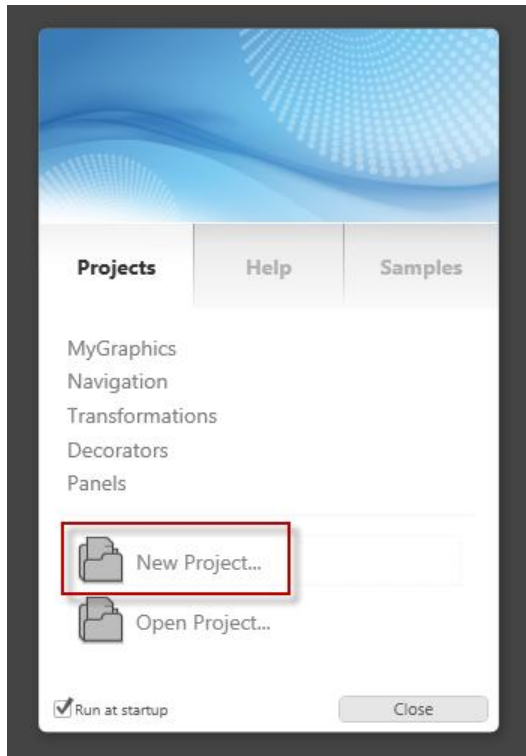
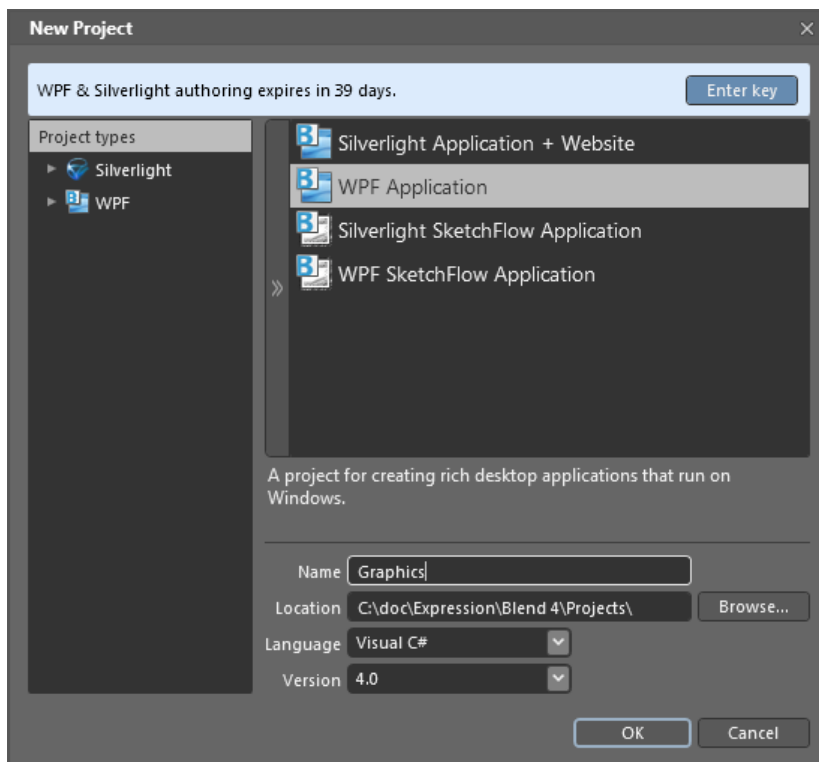


Create graphics in Expression Blend

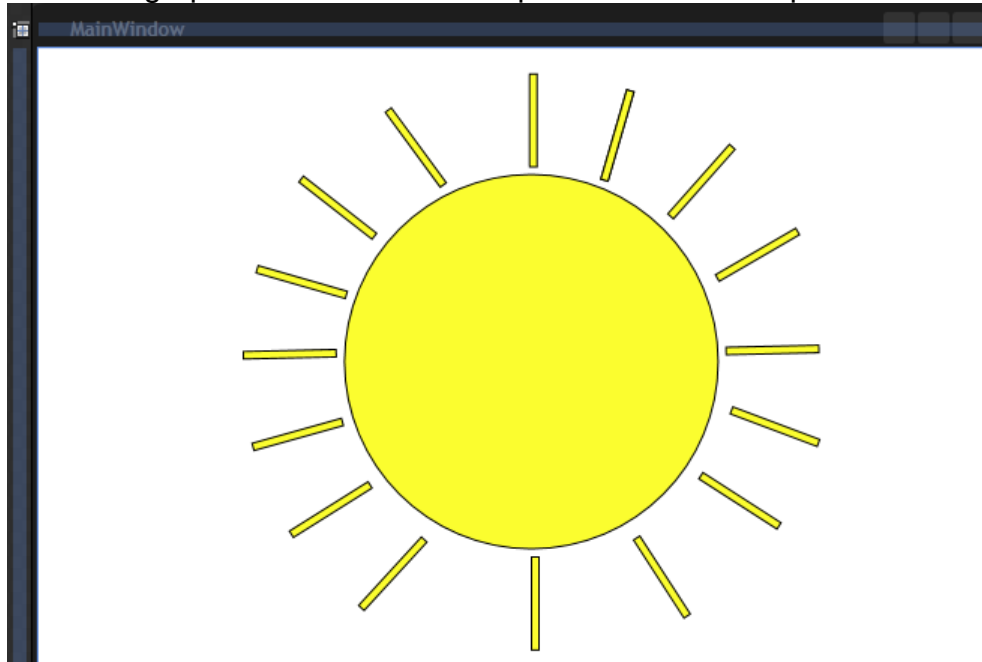
- Create a new project in Expression Blend



- Select WPF-application



- Draw the graphics that should be imported to iX Developer



- Change to XAML-mode and copy from <Grid> to </Grid>
- Observe – it's important that no elements in the XAML are given a name. This could lead to problems if you add several pictures of the same type to a screen in iX. In the example below I've removed the Grids name:

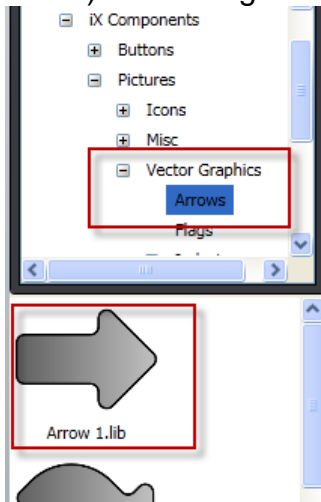
```

6
7   <Grid>
8       <Ellipse Fill="#FFBFD2F" Margin="203.333,83.5,178.666,112.5" Stroke="Black" Width="250" Height="250"/>
9       <Rectangle Fill="#FFBFD2F" HorizontalAlignment="Right" Height="62.833" Margin="0,16.667,299.333,0" Stroke="Black"
10      <Rectangle Fill="#FFBFD2F" HorizontalAlignment="Right" Height="62.833" Margin="0,26.667,243.333,0" Stroke="Black"
11          <Rectangle.RenderTransform>
12              <TransformGroup>
13                  <ScaleTransform/>
14                  <SkewTransform/>
15                  <RotateTransform Angle="16.228"/>
16                  <TranslateTransform/>
17              </TransformGroup>
18          </Rectangle.RenderTransform>
19      </Rectangle>
20  </Grid>

```

Import Graphics to iX Developer

- Start iX Developer. In order to display the XAML it needs to be placed in an iX specific XAML container called SymbolViewbox. All vector graphics in the Component library are SymbolViewboxes with XAML that describes the graphics.
- The most simple approach is to add a vector symbol from the Component Library (e.g an arrow) and change to XAML-mode:



- Delete the content inside of the SymbolViewbox:

```

1 <natss:NeoElementCanvas Background="#00FFFFFF" Name="m_EditorCanvas" Width="800" Height="600" FocusVi:
2 <nacs:SymbolViewbox SymbolColor="#FFC0C0C0" Name="SymbolViewbox2" Width="55" Height="40" RenderTran:
3 <Canvas Width="61.0321" Height="44.0456">
4 <Path Data="F1M32.2768,32.6089L4.01294,32.6089C2.06174,32.6089,0.47998,31.0271,0.47998,29.0759L
5 <Path Data="F1M32.2768,32.6217L4.01294,32.6217C2.06174,32.6217,0.47998,31.0399,0.47998,29.0887L
6 <Path.Fill>
7 <LinearGradientBrush StartPoint="0.00834479,0.499403" EndPoint="0.992608,0.499403">
8 <LinearGradientBrush.GradientStops>
9 <GradientStopCollection>
10 <GradientStop Color="#7F000000" />
11 <GradientStop Color="#00000000" Offset="1" />
12 </GradientStopCollection>
13 </LinearGradientBrush.GradientStops>
14 </LinearGradientBrush>
15 </Path.Fill>
16 </Path>
17 </Canvas>
18 </nacs:SymbolViewbox>
19 </natss:NeoElementCanvas>

```

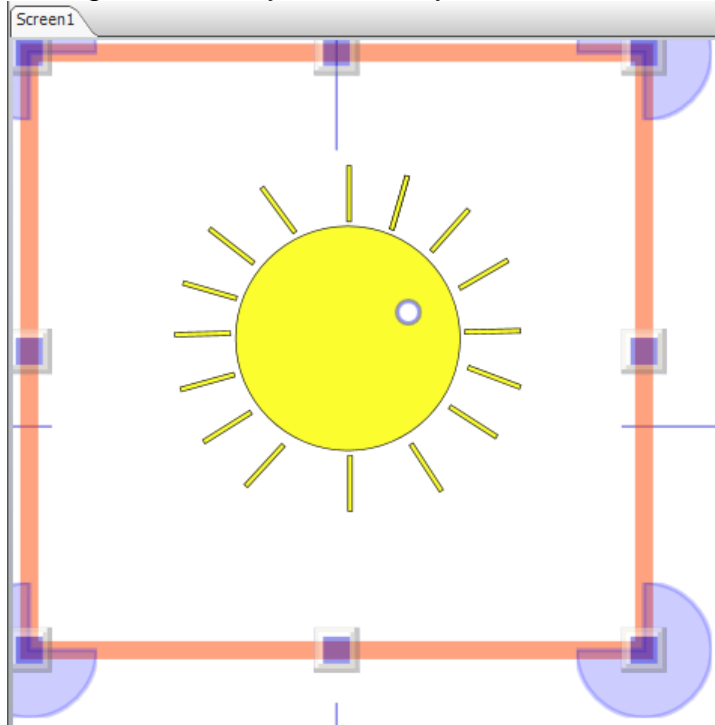
- Paste the XAML-code from Expression Blend in to the SymbolViewbox:

```

1 <natss:NeoElementCanvas Background="#00FFFFFF" Name="m_EditorCanvas" Width="800" Height="600" Focu
2 <nacs:SymbolViewbox SymbolColor="#FFC0C0C0" Name="SymbolViewbox1" Width="55" Height="40" RenderT
3 <Grid>
4 <Ellipse Fill="#FFFBFD2F" Margin="203.333,83.5,178.666,112.5" Stroke="Black" Width="25
5 <Rectangle Fill="#FFFBFD2F" HorizontalAlignment="Right" Height="62.833" Margin="0,16.6
6 <Rectangle Fill="#FFFBFD2F" HorizontalAlignment="Right" Height="62.833" Margin="0,26.6
7 <Rectangle.RenderTransform>
8 <TransformGroup>
9 <ScaleTransform/>
10 <SkewTransform/>
11 <RotateTransform Angle="16.228"/>
12 <TranslateTransform/>
13 </TransformGroup>
14 </Rectangle.RenderTransform>
15 </Rectangle>
16 <Rectangle Fill="#FFFBFD2F" HorizontalAlignment="Right" Height="62.833" Margin="0,26.6
17 <Rectangle.RenderTransform>
18 <TransformGroup>

```

- Change back to layout mode, you should now see the graphics in iX Developer:



- If you want to reuse the symbol in another application you can simply copy/paste the symbol to the component library.