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allowing you to get more done.

Instead I want to spread the word about a little known gem called QuickConverter.. QuickConverter is awesome because it allows you to write C# code directly in your XAML; this means no need for creating an explicit converter class.. This would dramatically increase load times (although they may still be negligible).. So basically if the property we are binding to is true, we want it to return false, and if it's false, we want it to return true.. So if there is a performance impact, I suspect it's near negligible This is great stuff! I added the NuGet to our application and it already saved me writing a new unnecessary converter.. I hope you find QuickConverter as helpful as I have, and if you have any suggestions for improvements, be sure to leave Johannes a comment on the CodePlex page.. These properties are statically set using traditional markup They can then be accessed as \$V0-\$V9.. Also, by writing it using the traditional approach you get things like VS intellisense and compile-time error checking.

If this is a runtime issue, it would be great if you could create an issue at my codeplex site with some addition details.. Thanks for writing this up! The Visibility converter did not work for me, Failed to tokenize expression "\$P ? Visibility.. And it's available on NuGet so it's a snap to get it into your project.. I would suggest creating an Issue on the CodePlex site and Johannes can likely determine what the problem is pretty quickly.. A simple inverse boolean converter example As a simple example, let's do an inverse boolean converter; something that is so basic I'm surprised that it is still not included out of the box with Visual Studio (and why packages like WPF Converters exist).

I wasn't able to use some signs in XAML like the '<' sign and the '&' sign but I was able to work around those.. There are lots of tutorials on creating converters, so I'm not going to discuss that in length here.. So my App xaml cs file contains this: Here I also registered the System assembly (using "typeof(object)") in order to make the primitive types (like bool) available.. More examples using QuickConverter The QuickConverter documentation page shows many more examples, such as a Visibility converter: Doing a null check: Checking a class instance's property values: Doing two-way binding: Declaring and using local variables in your converter expression: * Note that the "&&" operator must be written as "&&" in XML.. Windows assembly, since that is where the System Windows Visibility enum being referenced lives.. Debugging the actual logic you write is unfortunately not likely to happen I generate the converters using expression trees, which can not be debugged in that way.. 3 If you need to debug your converter, that can't be done with QuickConverter (yet?).. <https://quickconverter.codeplex.com/workitem/list/basic> Are you getting this error in the xaml designer or at runtime? I ask because the designer tends to throw a lot of errors when using QuickConverter (even though everything is fine at runtime).. So, writing C# inline in your xaml; how cool is that! I can't believe Microsoft didn't think of and implement this.. Share this: Great write up Dan! Second, qc:Binding, qc:MultiBinding, and qc:QuickConverter all have properties named V0-V9.

This allows you to use other markup like StaticResource (or anything custom that you write).. 2 If the converter logic that you are writing is very complex, you may want it enclosed in a converter class to make it more easily reusable; this allows for a single reusable object and avoids copy-pasting complex logic all over the place.. 2 Add the QuickConverter namespace to your Xaml files As with all controls in xaml, before you can use a you a control you must create a reference to the namespace that the control is in.. And there is even limited support for using lambdas, which allows LINQ to be used: Quick Converter Setup As mentioned above, Quick Converter is available via NuGet.. So to be able to access and use QuickConverter in your xaml file, you must include it's namespace, which can be done using: So should I go delete all my existing converters? As crazy awesome as QuickConverter is, it's not a complete replacement for converters.. That way I know they have been registered before any quick converter expressions are evaluated.. If you need to do complex logic or debug your converters though, then you may want to use traditional converters for those few cases.. Once you have it installed in your project, there are 2 things you need to do: 1..), which are easy to implement inline This means fewer files and classes cluttering up your projects.. Maybe I could make this a run time switch Maybe for QuickConverter 2.0 (if that ever happens).. Perhaps the first time you write it you might do it as a QuickConverter, but if you find yourself copy-pasting that complex logic a lot, move it into a traditional converter.. Way to go Johannes! in the example you use || for OR which is the right one for AND.. Here are a few scenarios where you would likely want to stick with traditional converters: 1.. One of the hardest things to believe is that Johannes Moersch came up with this idea and implemented it while on a co-op work term in my office! A CO-OP STUDENT WROTE QUICKCONVERTER! Obviously Johannes is a very smart guy, and he's no longer a co-op student; he'll be finishing up his bachelor's degree in the coming months.. So QuickConverter is super useful and can help speed up development time by

allowing most, if not all, of your converters to be written inline.. In my experience 95% of converters are doing very simple things (null checks, to strings, adapting one value type to another, etc.. To make this easy, I just register all of the assemblies with QuickConverter in my application's constructor.. For example, we have some converters that access our application cache and lock resources and do a lot of other logic, where it would be tough (impossible?) to write all of that logic inline with QuickConverter.. The traditional approachThis post shows the code for how you would traditionally accomplish this.

<http://lipeneros.gq/keibalbi/100/1/index.html/>

<http://hysiczina.ga/keibalbi8/100/1/index.html/>

<http://mitinesu.tk/keibalbi23/100/1/index.html/>