in the hand

XAML In The Hand

Microsoft's Silverlight for Windows Embedded provides a subset of Silverlight controls which can be programmed in native code (C++) only. XAML In The Hand is a product which extends this functionality to provide a fully managed code solution, giving you the ease of development of full Silverlight for embedded devices based on Windows Embedded Compact 7.

Writing apps in managed code allows for more rapid development and easier debugging—saving time and money on your software projects. The library exposes a programming model designed to match traditional Silverlight making development instantly accessible to developers with experience of Silverlight or Windows Phone development. By using the .NET Compact Framework 3.5 you have a rich array of functionality available from web services to the SQL Compact database engine. XAML In The Hand works side-by-side with our Mobile In The Hand product which extends the Compact Framework base libraries with functionality such as Geo-location and access to Email and Contacts on the device.

Product and company information available online at: http://inthehand.com

Key Features

- Differentiate your products with compelling user interfaces with familiar Silverlight functionality.

- Use the full set of Silverlight for Windows Embedded controls, touch gestures and animations.

- Wrap native Win32 controls using the Win32Control helper class.

- Use Expression Blend and XAML to skin and customise controls.

- Save time and money by writing your business logic in managed code making your code portable across all .NET and Mono platforms.

- Harness the full power of the .NET Compact Framework 3.5 and compatible libraries

- Managed data-binding allows the user interface to update automatically when your data changes.

- Extend the functionality with custom controls specific to your solution.

Requirements

- Windows Embedded Compact 7

- Visual Studio 2008

- Expression Blend 3

- .NET Compact Framework 3.5