创建类似CheckBoxGroup的多选ListBox

中文

介绍

1.新建一个Windows Phone Application工程，命名为MultiListBoxSample。

2.新建示例数据源。

i.在工程中添加如下的类。

```
public class SampleData
{
    public SampleData()
    {
        items.Add("刘备");
        items.Add("关羽");
        items.Add("张飞");
        items.Add("赵云");
        items.Add("黄忠");
        items.Add("马超");
    }

    private ObservableCollection<string> _items;
    public ObservableCollection<string> items
    {
        get
        {
            if (null == _items)
            {
                _items = new ObservableCollection<string>();
            }
            return _items;
        }
    }
}
```

ii.在MainPage.xaml文件中添加命名空间的引用：

```
xmlns:local="clr-namespace:MultiListBoxSample"
```

iii.在MainPage.xaml中新建资源：

```
<phone:PhoneApplicationPage.Resources>
    <local:SampleData x:Key="sampleData"/>
</phone:PhoneApplicationPage.Resources>
```

3.在页面中加入一个ListBox，设置选中方式为多选，并为其指定DataContext和ItemsSource。

```
<ListBox DataContext="{StaticResource sampleData}" ItemsSource="{Binding items}" SelectionMode="Multiple"/>
```

4.当前已经完成了ListBox的多选功能，但是为了能直观显示，我们可以加上一个类似CheckBox的壳。

i.创建ListBoxItemStyle。如下图：

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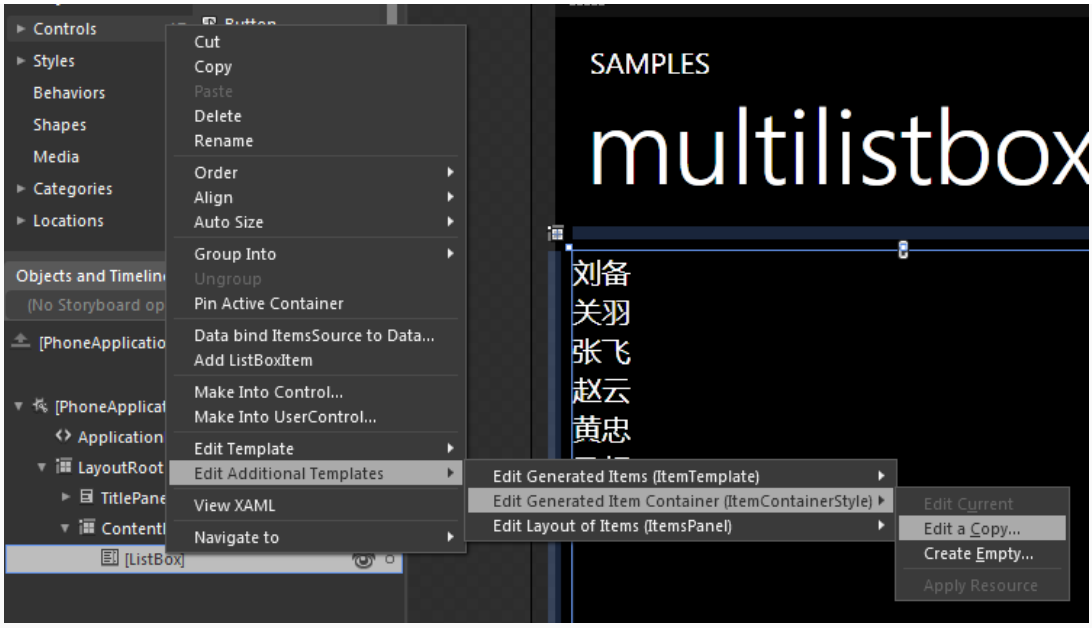
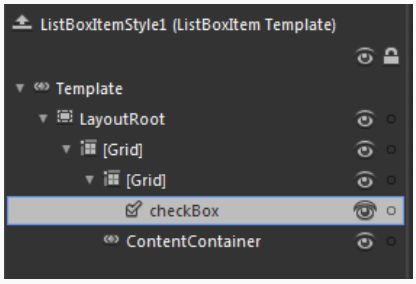
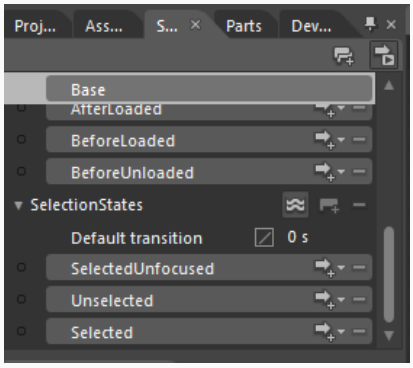


ii.在模版中可以看见LayoutRoot(Border类型)和ContentContainer(ContentControl类型)。我们可以在这个模版中加上一个CheckBox，并设置该CheckBox不可点击（IsHitTestVisible="False"）如下图所示。



iii.为了使CheckBox能显示当前的选中状态，我们还需要在State中做一些处理。




```
SelectedUnfocused：ListBox失去焦点时的选中Item的状态
Unselected：非选中Item状态
Selected：ListBox获得焦点时的选中Item状态
```

在SelectedUnfocusd和Selected状态设置CheckBox选中，Unselected状态设置CheckBox不选中。

iv.最终完成的ListBoxItemStyle代码如下：

```
<Style x:Key="ListBoxItemStyle1" TargetType="ListBoxItem">
    <Setter Property="Background" Value="Transparent"/>
    <Setter Property="BorderThickness" Value="0"/>
    <Setter Property="BorderBrush" Value="Transparent"/>
    <Setter Property="Padding" Value="0"/>
    <Setter Property="HorizontalContentAlignment" Value="Left"/>
    <Setter Property="VerticalContentAlignment" Value="Top"/>
    <Setter Property="Template">
        <Setter.Value>
            <ControlTemplate TargetType="ListBoxItem">
                <Border x:Name="LayoutRoot" BorderBrush="{TemplateBinding BorderBrush}" BorderThickness="{TemplateBinding BorderThic
                    <VisualStateManager.VisualStateGroups>
                        <VisualStateGroup x:Name="CommonStates">
                            <VisualState x:Name="Normal"/>
                            <VisualState x:Name="MouseOver"/>
                            <VisualState x:Name="Disabled">
                                <Storyboard>
                                    <ObjectAnimationUsingKeyFrames Storyboard.TargetProperty="Background" Storyboard.TargetName="Lay
                                        <DiscreteObjectKeyFrame KeyTime="0" Value="{StaticResource TransparentBrush}"/>
                                    </ObjectAnimationUsingKeyFrames>
```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```
                                <DoubleAnimation Duration="0" To=".5" Storyboard.TargetProperty="Opacity" Storyboard.TargetName="
                            </Storyboard>
                        </VisualState>
                    </VisualStateGroup>
                    <VisualStateGroup x:Name="SelectionStates">
                        <VisualState x:Name="Unselected">
                            <Storyboard>
                                <ObjectAnimationUsingKeyFrames Storyboard.TargetProperty="(ToggleButton.IsChecked)" Storyboard.T
                                    <DiscreteObjectKeyFrame KeyTime="0">
                                        <DiscreteObjectKeyFrame.Value>
                                            <System:Boolean>False</System:Boolean>
                                        </DiscreteObjectKeyFrame.Value>
                                    </DiscreteObjectKeyFrame>
                                </ObjectAnimationUsingKeyFrames>
                            </Storyboard>
                        </VisualState>
                        <VisualState x:Name="Selected">
                            <Storyboard>
                                <ObjectAnimationUsingKeyFrames Storyboard.TargetProperty="Foreground" Storyboard.TargetName="Con
                                    <DiscreteObjectKeyFrame KeyTime="0" Value="{StaticResource PhoneAccentBrush}"/>
                                </ObjectAnimationUsingKeyFrames>
                                <ObjectAnimationUsingKeyFrames Storyboard.TargetProperty="(ToggleButton.IsChecked)" Storyboard.T
                                    <DiscreteObjectKeyFrame KeyTime="0">
                                        <DiscreteObjectKeyFrame.Value>
                                            <System:Boolean>True</System:Boolean>
                                        </DiscreteObjectKeyFrame.Value>
                                    </DiscreteObjectKeyFrame>
                                </ObjectAnimationUsingKeyFrames>
                            </Storyboard>
                        </VisualState>
                        <VisualState x:Name="SelectedUnfocused">
                            <Storyboard>
                                <ObjectAnimationUsingKeyFrames Storyboard.TargetProperty="(ToggleButton.IsChecked)" Storyboard.T
                                    <DiscreteObjectKeyFrame KeyTime="0">
                                        <DiscreteObjectKeyFrame.Value>
                                            <System:Boolean>True</System:Boolean>
                                        </DiscreteObjectKeyFrame.Value>
                                    </DiscreteObjectKeyFrame>
                                </ObjectAnimationUsingKeyFrames>
                            </Storyboard>
                        </VisualState>
                    </VisualStateGroup>
                </VisualStateManager.VisualStateGroups>
                <Grid>
                    <Grid.ColumnDefinitions>
                        <ColumnDefinition Width="Auto"/>
                        <ColumnDefinition/>
                    </Grid.ColumnDefinitions>
                    <Grid>
                        <CheckBox x:Name="checkBox" IsHitTestVisible="False"/>
                    </Grid>
                    <ContentControl x:Name="ContentContainer" ContentTemplate="{TemplateBinding ContentTemplate}" Content="{Temp
                </Grid>
            </Border>
        </ControlTemplate>
    </Setter.Value>
  </Setter>
</Style>
```

5.完成以上步骤就完成了一个类似CheckBoxGroup的多选ListBox。

运行结果和源代码

源代码： File:Multilistbox sample.zip

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