

Moving Items on a Canvas

Key Concepts

When you want to move or dynamically reposition controls/images in a window it is best to use a Canvas for the parent of the items to be moved or repositioned.

Starting Out

Either replace the base Grid parent element in your window with a Canvas or add a Canvas to your window. The Canvas methods mentioned below only work when the parent of the item to be moved is a Canvas control.

Getting the Current Position of an Item

To get the current X and Y position of a control use the `Canvas.GetLeft` and `Canvas.GetTop` methods. For example:

```
double xPos = Canvas.GetLeft (myButton);  
double yPos = Canvas.GetTop (myButton);
```

Setting the Current Position of an Item

To set the the X and Y position of a control use the `Canvas.SetTop` and `Canvas.SetLeft`. For example:

```
Canvas.SetLeft (myButton, xPos);  
Canvas.SetTop (myButton, yPos);
```

Note: You must use `double` for the x and y values. A `double` is the same as an `int` only much larger and can do decimal numbers.