Custom Control API Reference

Build your own display controls for FrameworX: WPF, Blazor, or Portable.

Reference **Code** **Extensions API** Custom Control API Reference

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FrameworX displays can host controls that you write yourself and compile into a .NET assembly (DLL). There are three kinds of custom control. They differ in where they run, how the project is built, and how the control is placed on a display, so each kind has its own guide.

Which kind do you need?

Kind	Runs on	Project	Build guide	Configure on a display
WPF	Windows WPF clients only (RichClient and SmartClient). Placed on displays whose engine is WPF.	One .NET Framework 4.8 WPF class library.	WPF Control API Reference	WPF Control Reference
Blazor	HTML5 (web) clients only. Placed on HTML5 displays, or on Portable displays where it appears only in the browser.	A Razor class library of Razor components (`.razor` files).	Blazor Control API Reference	Blazor Control Reference
Portable	Both WPF and HTML5 clients, from one control.	A WPF class library plus an HTML5 companion project that compiles the same source.	Portable API Reference	Deployed to the installation, then placed from the Components panel like a built-in control. See the build guide.

Building a control vs. configuring it

Two kinds of page cover custom controls, and you will usually need both:

- **Build guides** (this section) explain how to write, compile and package the control: the project, the classes, the rules the Designer applies, and a downloadable template.
- **Control Reference pages** (under Display Controls Reference) explain how to place the finished control on a display and configure it: selecting the DLL, the properties table, and binding the control to tags.

Each build guide links to the matching Control Reference page, and the reverse.

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