



Fields		
Name	Type	Description
ValueChosen	string	(ReadOnly)
TextChosen	string	(ReadOnly)
IndexChosen	string	(ReadOnly)

Events	
Name	Description
Chosen	Is called when item is chosen (you can use in XAML and codebehind)
Validate	Is called when the picker is validate(if is empty- optional)

Properties		
Name	Type	Description

BorderColor (NEW)	ColorUI	Set Color of Border (NEW)
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ColorUI	ColorUI	Color of ChoiceBox(Background)
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ColorUIItems	ColorUI	Color of Box Items
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ColorArrow	ColorUI	Color of Arrow
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ColorUIError	ColorUI	Color of Box in Error
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ColorUIChosen	ColorUI	Color of Chosen Items (Background)
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WidthArrow	double	Width of Arrow
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Height	double	Height of Arrow
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Width	double	set width
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HeightItems	double	Height of Items
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CamEmpty	bool	Property to report if ChoiceBox is nullable
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LabelMessageError	Label	If you needs a message error in screen inform label to set text to validation
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ChangeMessageLabel	bool	Informs if you use message default
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		validation or message is yours (See LabelMessageError)
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TextColor	ColorUI	Color of text
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TextColorItems	ColorUI	Color of text items
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ColorUI	ColorUI	Set ColorUI (BackgroundColor)
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ColorUIError	ColorUI	Set ColorUIError when is invalid value
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BorderColorError	ColorUI	Set BorderColorError when is invalid value
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ListItems	IEnumerable	Informs IEnumerable contained
		the list of object with values to load data

ValueField	string	Informs name of field(value) inside class object
		use with (ListItems)

TextField	string	Informs name of field(Text) inside class object
		use with (ListItems)

DisplayText	string	Set DisplayText
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Margin	Thickness	Set Margin
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Padding	Thickness	Set Padding
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FontSizeforItems	double	Size of text Items
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FontSizeforDisplayText	double	Set FontSize of Display Text
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Methods		
Name	Return Type	Description
ForceValidate	void	Validate the field with the current value