



Fields		
Name	Type	Description
Value	int	Value Selected start in 0 when there is nothing selected
IndexVoted	int	Informs index voted start in -1 when there is nothing chosen

Events	
Name	Description
Voted	Is called when item is chosen (you can use in XAML and codebehind)

Properties		
Name	Type	Description
ColorUI	ColorUI	Set ColorUI
DrawType	DrawType	Set draw(Star, Heart)
Vivacity	Vivacity	Set Vivacity
Depth	Depth	Set Depth of Vivacity
VivacityMode	VivacityMode	Set VicavityMode (All, Single) Replace AnimationEffect the "None" to have no effect is now inside the Vivacity
VivacitySpeed	VivacitySpeed	Set VivacitySpeed
IsReadOnly	bool	Set if is read only
BlockVote	bool	Inform if leave the rating unedited after first choice
InitialValue	int	Inform inital value (prevoted Rating).
SpaceBetween	int	Inform SpaceBetween images rating

ItemsNumber	int	Inform numbers os items in rating
		images count

ImageHeight	double	height, represents only one image
		or only item

ImageWidth	double	width, represents only one image
		or only item

Methods

Name	Type	Description
ResetAll	void	Clears the rating value and shows everything in its initial state

