

How to develop Surface Dial

Change default menu

```
Config = RadialControllerConfiguration.GetForCurrentView();
//use list of Surface menu items
config.SetDefaultMenuItems(
    new[] { RadialControllerSystemMenuitemKind.Volume,
           RadialControllerSystemMenuitemKind.Scroll });
```

Dial Controller Object

```
//Start from this object
var Controller =
    RadialController.CreateForCurrentView();
```

How to make a menu item from known icon

```
RadialControllerMenuItem item = RadialControllerMenuItem.CreateFromKnownIcon( "アイテム名",
    RadialControllerMenuItemKnownIcon.InkColor );
```

How to make a menu item from picture

```
RadialControllerMenuItem item = RadialControllerMenuItem.CreateFromIcon( "アイテム名",
    RandomAccessStreamReference.CreateFromUri( new Uri("ms-appx:///Assets/Item3.png")));
```

How to add a menu item to menu

```
Controller.Menu.Items.Add(item);
```

How to make remove default menu

```
:
//You have to add a menu item at least
Controller.Menu.Items.Add(item);
:
var config = RadialControllerConfiguration.GetForCurrentView();
config.SetDefaultMenuItems(
    Enumerable.Empty<RadialControllerSystemMenuitemKind>()
);
```

How to get selected menu item

```
RadialControllerMenuItem selected =
    Controller.Menu.GetSelectedItem();
//Get displayed name
selected.DisplayText
```

Event handling for Clicking

```
Controller.ButtonClicked += Controller_ButtonClicked;
private void Controller_ButtonClicked(
    RadialController sender,
    RadialControllerButtonClickedEventArgs args)
{
    :
}
```

Event handling for dialing

```
Controller.RotationChanged += Controller_RotationChanged;
private void Controller_RotationChanged(
    RadialController sender,
    RadialControllerRotationChangedEventArgs args)
{
    sliders.Value += args.RotationDeltaInDegrees;
}
```

