#377 – Reuse Tooltips by Defining Them as Resources

*Because tooltips are instances of the **Tooltip** control, you can create tooltip instances in a resource dictionary and then reuse them for multiple controls.*

*Below is an example of a tooltip that uses data binding to display the full text of a **TextBox** control.*

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```
1   <Window.Resources>

2       <!-- Standard tooltip for TextBox controls, displays Text property of
    parent control in a TextBlock -->

3       <ToolTip x:Key="textBlockTooltip" DataContext="{Binding
    Path=PlacementTarget, RelativeSource={x:Static RelativeSource.Self}}">

4           <StackPanel>

5               <Label FontWeight="Bold" Content="Full Text"/>

6               <TextBlock Text="{Binding
    Text}" TextWrapping="Wrap" Width="200"/>

7           </StackPanel>

8       </ToolTip>

9   </Window.Resources>
```

*We can then use this tooltip on any **TextBox** control.*

```
1   <TextBox Text="Now is the winter of our discontent etc"

2       Width="100" Margin="10" ToolTip="{StaticResource textBlockTooltip}"/>

3   <TextBox Text="All the world's a stage etc"

4       Width="100" Margin="10" ToolTip="{StaticResource textBlockTooltip}"/>
```

Tooltip Binding

Now is the winter

All the world's a

Full Text

Now is the winter of our discontent
Made glorious summer by this sun of
York; And all the clouds that lour'd
upon our house In the deep bosom
of the ocean buried.

Tooltip Binding

Now is the winter

All the world's a s

Full Text

All the world's a stage, And all the
men and women merely players; They
have their exits and their entrances,
And one man in his time plays many
parts, His acts being seven ages.