



Forum: WD 10

Topic: Afficher un DXF en utilisant GDI+ et DotNet

Subject: Re: Afficher un DXF en utilisant GDI+ et DotNet

Posté par: Anonyme

Contribution le : 21/4/2006 20:39:52

Voici la solution :

```
GdiplusStartupInput is structure    GdiplusVersion is int        // Must be 1    DebugEventCallback
is int        // Ignored on free builds    SuppressBackgroundThread is int // FALSE unless you're
prepared to call        // the hook/unhook functions properly
SuppressExternalCodecs is int // FALSE unless you want GDI+ only to use        //
its internal image codecs. END    hDLL is int = ChargeDLL("gdiplus.dll")    GSI is GdiplusStartupInput
GSI.GdiplusVersion = 1 hGDIplus is int IF API("gdiplus", "GdiplusStartup", &hGDIplus, &GSI, Null) =
0 THEN    nGraphics is 4-byte unsigned int    nBrush is 4-byte unsigned int    Hwnd is int =
Handle(IMG_GRAPH)    hDC is int = dDébutDessin(IMG_GRAPH, dSansEffacer)    nRet is int =
API("gdiplus", "GdipCreateFromHDC", hDC, &nGraphics)    nARGB is 4-byte unsigned int =
0xFFFF0000    nRet = API("gdiplus", "GdipCreateSolidFill", nARGB, &nBrush)    nRet =
API("gdiplus", "GdipFillRectangleI", nGraphics, nBrush, 1, 1, 500, 500)    nRet = API("gdiplus",
"GdipDeleteBrush", nBrush)    nRet = API("gdiplus", "GdipDeleteGraphics", nGraphics)
UpdateWindow(Hwnd)    API("gdiplus", "GdiplusShutdown", hGDIplus) END
```

Note : comme le code n'est pas réellement compilé,
ne vous attendez pas à des miracles du point de vue de la vitesse.