VR Meta 1.23

Welcome to VR Meta v1.23.

Whats Changed since 1.0

1. Under 1.0 whenever an editing/drawing sessions starts certain parameters were written into the metafile, these effectively duplicated the parameters set previously and although it caused no problem the WMF would "grow" by a few byts every time. Now these parameter are written only when the WMF is first edited.

2. The Offset property has been removed as I dont fully understand how its being used in other programs and Delphi ignores it.

3. I incorrectly thought that MS WMF's didnt SetMapMode to ANISTROPIC , there WMF are so full of garbage<g> that I overlooked it. So now the use of SetMM has changed..... if SetMM is true then
MapMode is set to ANISTROPIC
WindowOrigin is set to 0,0
WindowExtent is set to the Height and Width of the Metafile in METAFILE units.
The Canvas.Font.PixelsPerInch property is set to the Metailfe Inch property.

If SetMM is false none of this takes place and you can do whatever you like.

4. An event OnPlayRecord has been added to allow you to Enumerate a metafile. This is meant for serious API freaks only. If you dont know what it is you absolutely dont need it.
To use it Set the event property, the call EnumMeta passing the handle of an incoming metafile that you wish to play INTO the current metafile associated with this object. Your porcedure will be called for every record you then call PlayMetafileRecord passing the parameters received to paly an individual record into the current metailfe. Its really a complex task and if you want to really understand it sorry but you'll need to register.

5. All coordinates are now in METAFILE units not pixels, this was needed to make a TVRMetafile 100% compatible with other metafiles. To use pixels like in 1.0 you now need to set the inch property to 96 (if your screen is 96DPI). It is surprising but this change or rather v1.0's not using units doesnt appear in any way to effect how the image appears in Delphi or other commercail apps, So why Change?? well better to be safe than sorry and it turns out to be useful for us in other soon to be released apps in interpreting WMF produced by MS Draw or Micrografix Draw. What are metafile units? Well see below but they represent the theoretical unit you draw in and the number of them per inch is set in the Inch property.

Added in Version 1.11
1. Merge, ScaleMerge, ScaleMergeOffset - routines for importing third party WMF's into your metafile. Stretching to fit, maintaining original size and placing at a point on the surface of your metafile.
Added in Version 1.2
1. StretchMerge, StretchMergeOffset - routines for importing third party WMF's into your metafile. Stretching to a user defined size and placing at a point on the surface of your metafile.

Added in Version 1.2-1.23
1. CopyToClipboard - routine for copying a VRMetafile to the clipboard for pasting into other applications, corrects Delphi bugs in its copytoclipboard procedures.

2. MetafileToClipboard - routine for copying a TMetafile to the clipboard for pasting into other applications, corrects Delphi bugs in its copytoclipboard procedures. This procedure is a global procedure defined in the VRMeta unit but is not part of a VRMetafile object (for obvious reasons).

What is VR Meta?
VR Meta is a descendant of TMetafile that provides a Canvas property for you to draw on.

VR Meta will support most Delphi and WinAPI <u>drawing</u> functions, you can basically assume it handles all non-informational functions, if you want to know more then see the help file!!.

To use just add VRMETA to the uses clause of your unit and then create a TVRMetafile object just as you would a TBitmap object and use it in the same way ie.

procedure MakeIt;
begin

```
        with TVRMetafile.Create do
        begin
                Height:=96;
                Width:=96;
                with Canvas do
                begin
                        Font:=MyForm.Font;
                        TextOut( 10,10, 'Hello World');
                        Ellipse( 0, 0, 1000, 1000);
                end;
                SaveToFile( 'MyWMF.WMF');
                Free;
        end;
end;
```

Thats all there is to it, for other drawing commands see the delphi reference for TCanvas or WinAPI GDI reference.

Additional Info.
See Delphi/API help on Metafiles.
See VRMeta.Int/VRMeta.HLP.

When you start drawing on the canvas of a Metafile your are using the GDI heap until you access the Metafiles handle property at which point Windows release the GDI resources and passes back a handle to the Metafile. OK thats obvious but a by product of this is that if you do not access the handle then you dont release the GDI resources, do this enough times and you will run out of resources, it therefore is GOOD PRACTICE to always call the VRMetafile Close procedure which will automatically release the GDI resources whenever your are finished drawing.

Calling close does not prevent you from drawing on the metafile again nor does it remove the Metafile from memory it simply temporarily releases the GDI resources and tells VRMeta to turn off drawing mode.

Coordinates are always given in METAFILE units, the INCH property determines how many METAFILE units there are per inch. See Below.

Other commands.

ReleaseHandle: This function disassociates a metafile image from the TVRMetafile Object and returns the handle to the Metafile Image, ie you get the Metafile not the object and then freeing the object doesnt delete the metafile.

FreeImage: Clears the image and all allocated memory.

Height: The Height in pixels at current resolution of the unscaled image. Actually stored internaly in Metafile units.

Width: The width in pixels at current resolution of the unscaled image. Actually stored in Metafile units.

Inch: Sets the number of Metafile Units per inch,by default this is 1000. It can be any number less than 1240 but it is usualy 1000 or 576.

These last three properties provide information to Delphi and other applications on how to scale your image ie If your drawing is one inch high then assuming that the screen resolution is 96 DPI you set h=96,w=96,i=1000. Now the application knows how to scale the object up to the size it wants.

More on this, it seems that most Microsoft Draw WMF use an inch of 576, whilst Micrografix Draw sets inch to 1000 both then SetMapMode to ANISOTROPIC and set the WindowExtents to the Height and Width values (in Metafile Units). By default we follow the Micrografix standard for no good reason but if you wish to follow the MS standard, then you can manualy adjust the values.

Another note if you independently set the inch property set it BEFORE you set the height and widths as these values get adjusted by the inch property.

The Help file has a lot more info on WMF's and how to use them!!

THIS VERSION IS NOT CRIPPLED
This Demo version can be compiled and distributed in an application, IT DOES NOT DEPEND ON DELPHI RUNNING so you can test it in a live enviroment, HOWEVER it expires on the 1st April 1996, you will receive a warning from the 1st March to register or remove the component, after the 1st of April your application will not load with the component installed, **be warned !!!!!!!!!!!**

Registration.
You can register using CIS SWREG. (GO SWREG for details).

The SWREG ID is --- **9524** ---- the Price is **USD25** VR Meta 1.0.

You will receive full source code, a help file and free point release upgrades as and when they arise.

Support is via CIS only,

EMail to **Rob Edgar 72361,2107** or just drop by the Delphi Forum and leave a msg in the third party section.

Bugs/Suggestions

We welcome suggestions and bug reports!!! Just EMail me.

Other Products:-
DACM 2.0 - The complete database security system. Passwords, Accounts, expiry dates, limit access to delphi forms, now works with SQL servers.
DB Locater - Sort/Searching package.
NavigatorPlus - Extra buttons Keyboard control etc etc.Copy records,fields
MultiPick - DBCombo/DBListBox performs lookup but allows multiple values to be returned to a single field ie (AMEX,VISA,DINERS).
Field/Index Combo - Select fields or indexes using display names (including paradox primary index) auto select the current index and updates itself if the index changes.

Demo's for these product will be uploaded before the 31/Jan/96