

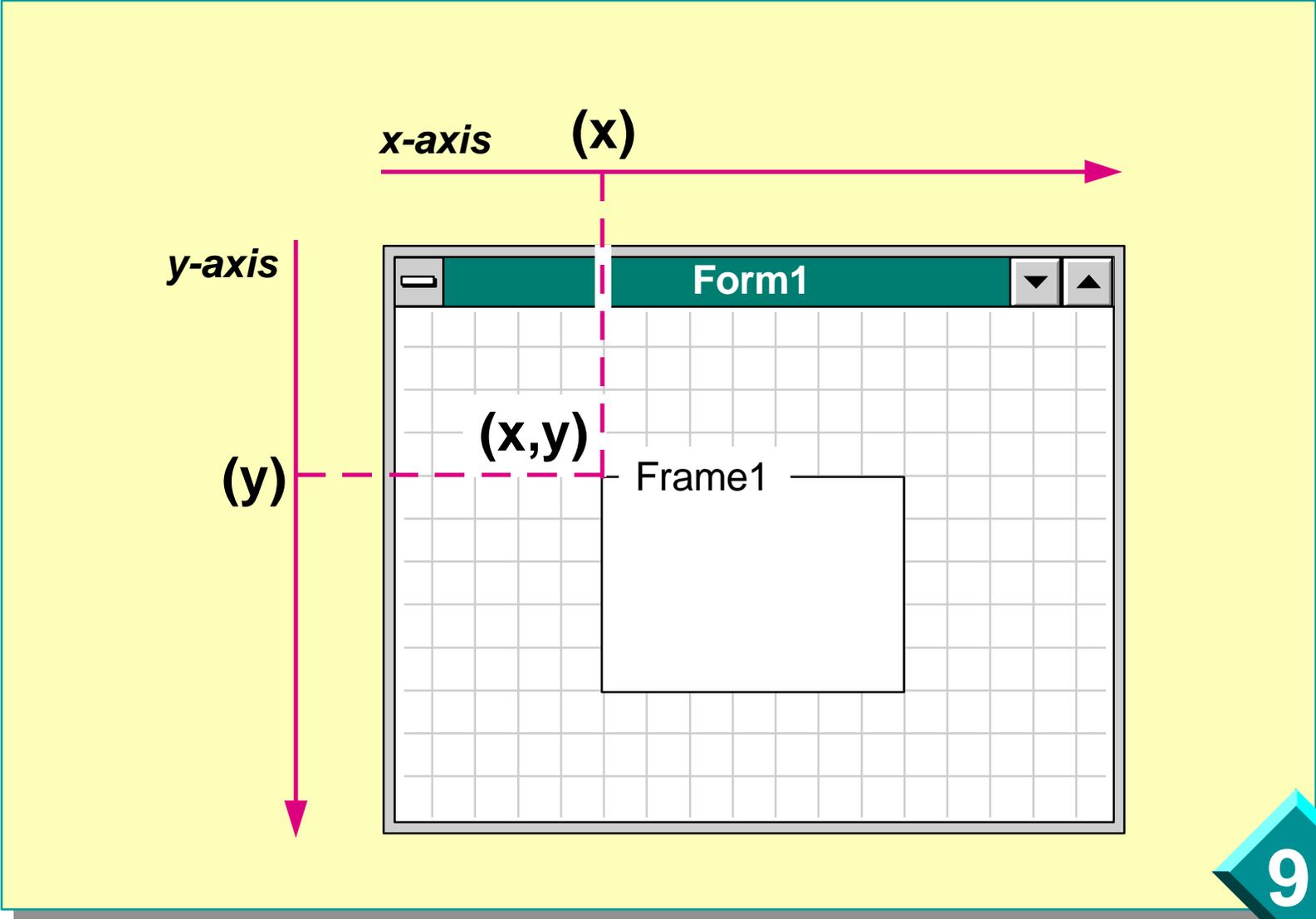
Creating Graphical Effects

9

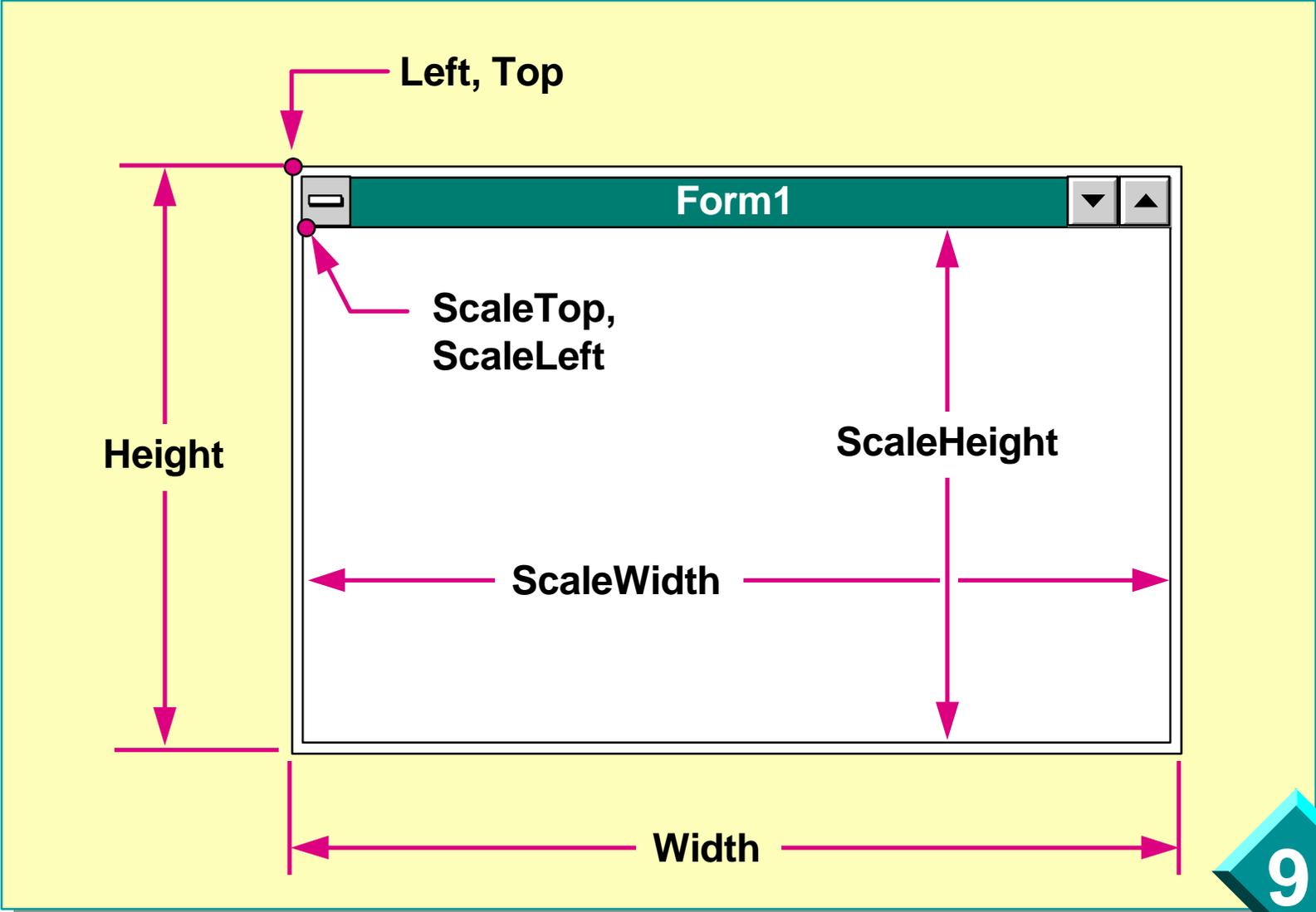
◆ Overview

- Coordinate System
- Graphics Methods
- Graphical Controls
- Picture Boxes
- Using Colors
- Managing Redrawing Graphics
- Graph Control from the Visual Basic Professional Edition

Placing a Graphic or Control



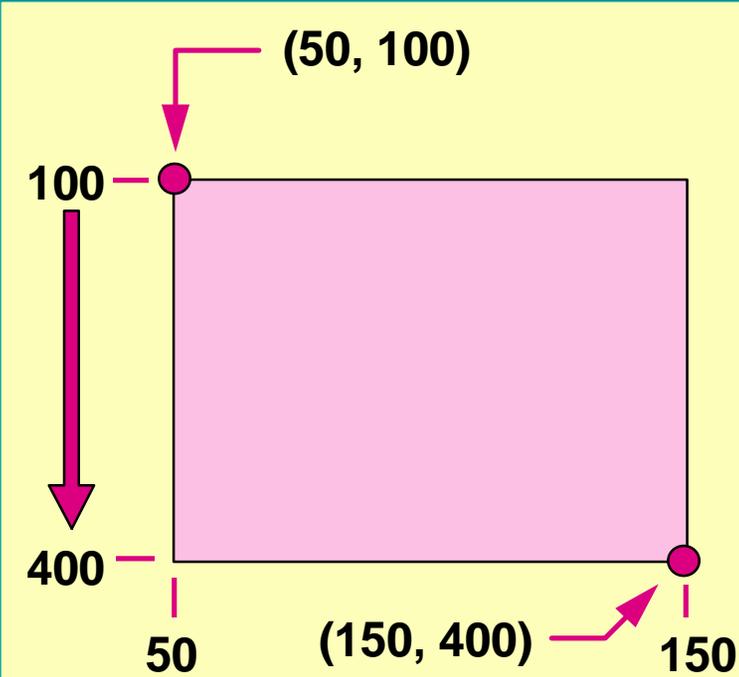
Changing the Coordinate System Units



Changing Coordinate System Units: Standard Scales

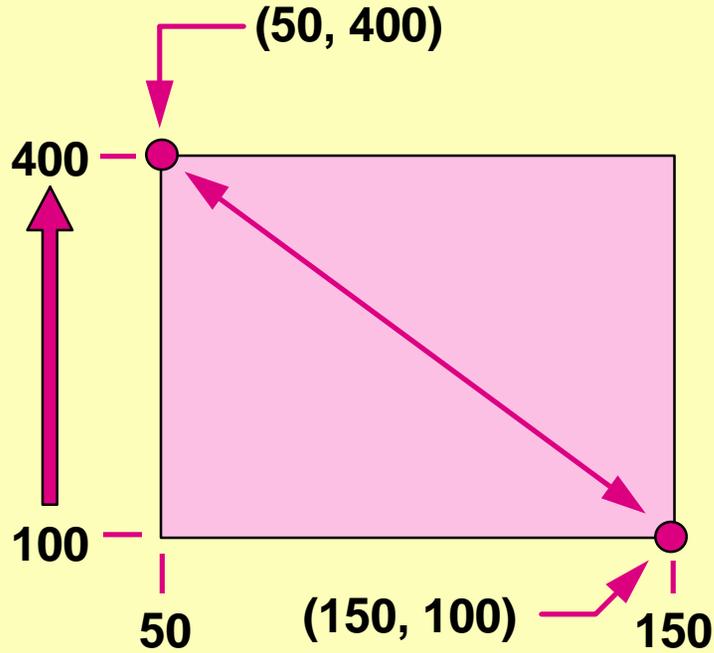
- User-Defined
- Twips (Default)
- Points
- Pixels
- Characters
- Inches
- Millimeters
- Centimeters

Changing Coordinate System Units: User-Defined Scale - The **Scale** Method



```

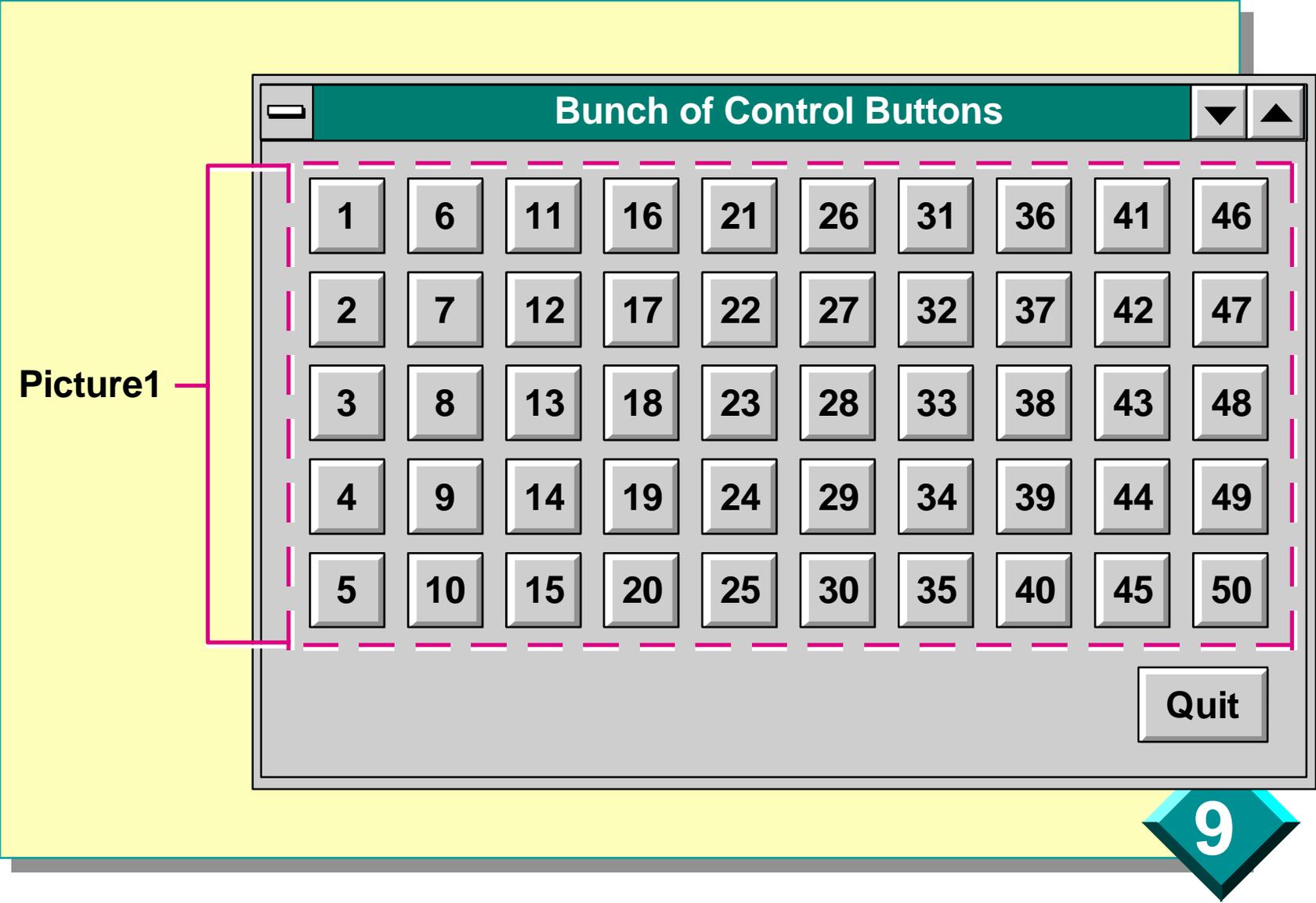
ScaleHeight = 300
ScaleWidth  = 100
ScaleLeft   = 50
ScaleTop    = 100
Scale (50, 100) - (150, 400)
    
```



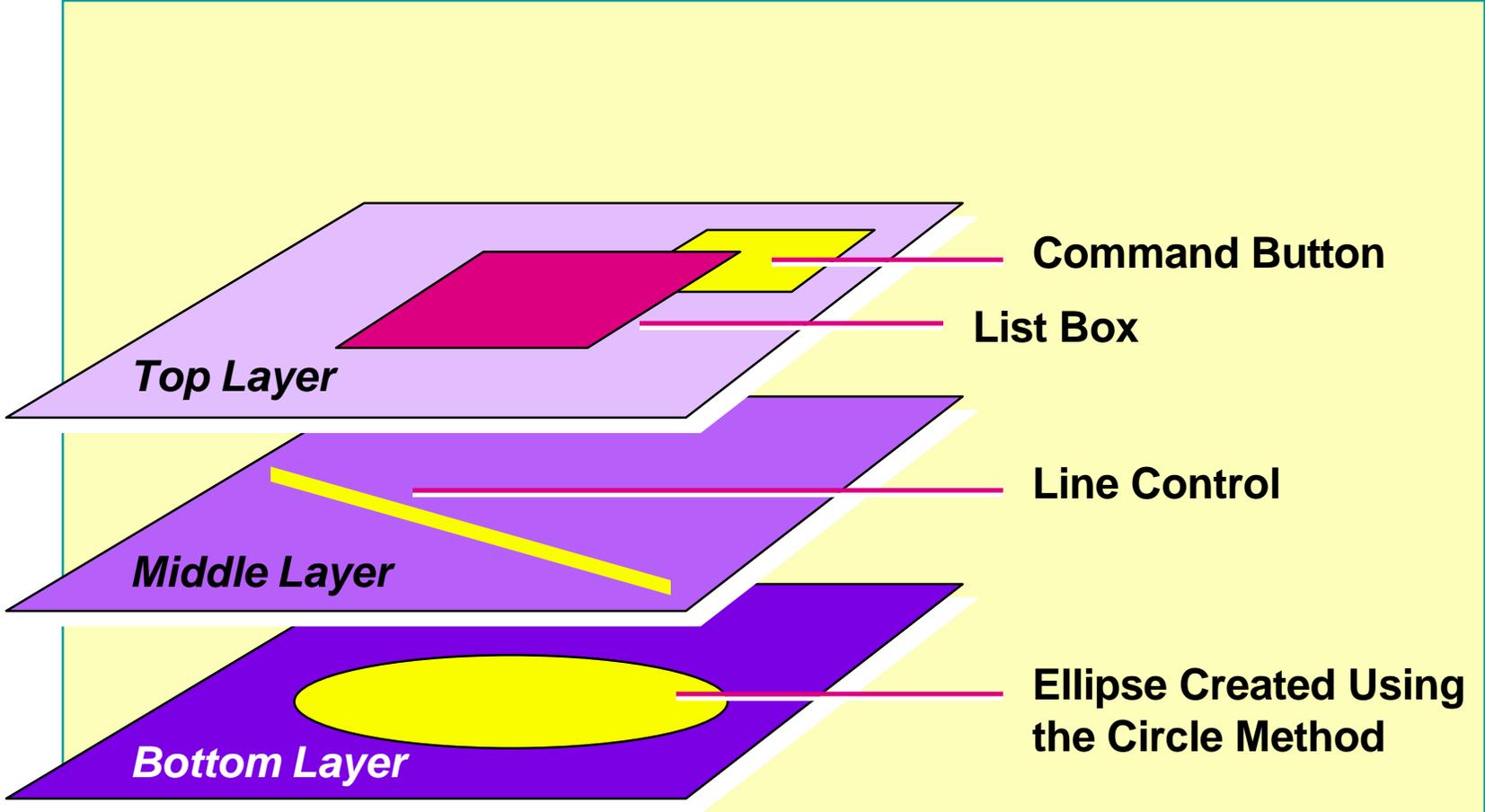
```

ScaleHeight = -300
ScaleWidth  = 100
ScaleLeft   = 50
ScaleTop    = 400
Scale (50, 400) - (150, 100)
    
```

Using a Picture to Display a Complicated Control



Graphic Layers



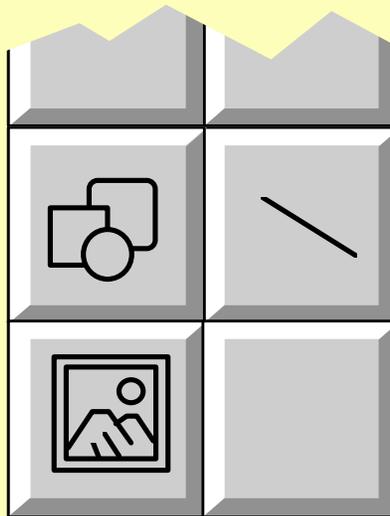
• Rearrange Within Layer - ZOrder Method

Using Graphics Methods and Functions

Statement	Purpose
Pset	Method - Draws single point
Line	Method - Draws line, rectangle, filled-in box
Circle	Method - Draws a circle, ellipse, or arc
Cls	Method - Clears the graphics
Print	Method - Prints text to form, picture box
TextWidth	Function - Returns width of text
TextHeight	Function - Returns height of text
DrawWidth	Property - Sets the width of a line

Using Graphical Controls

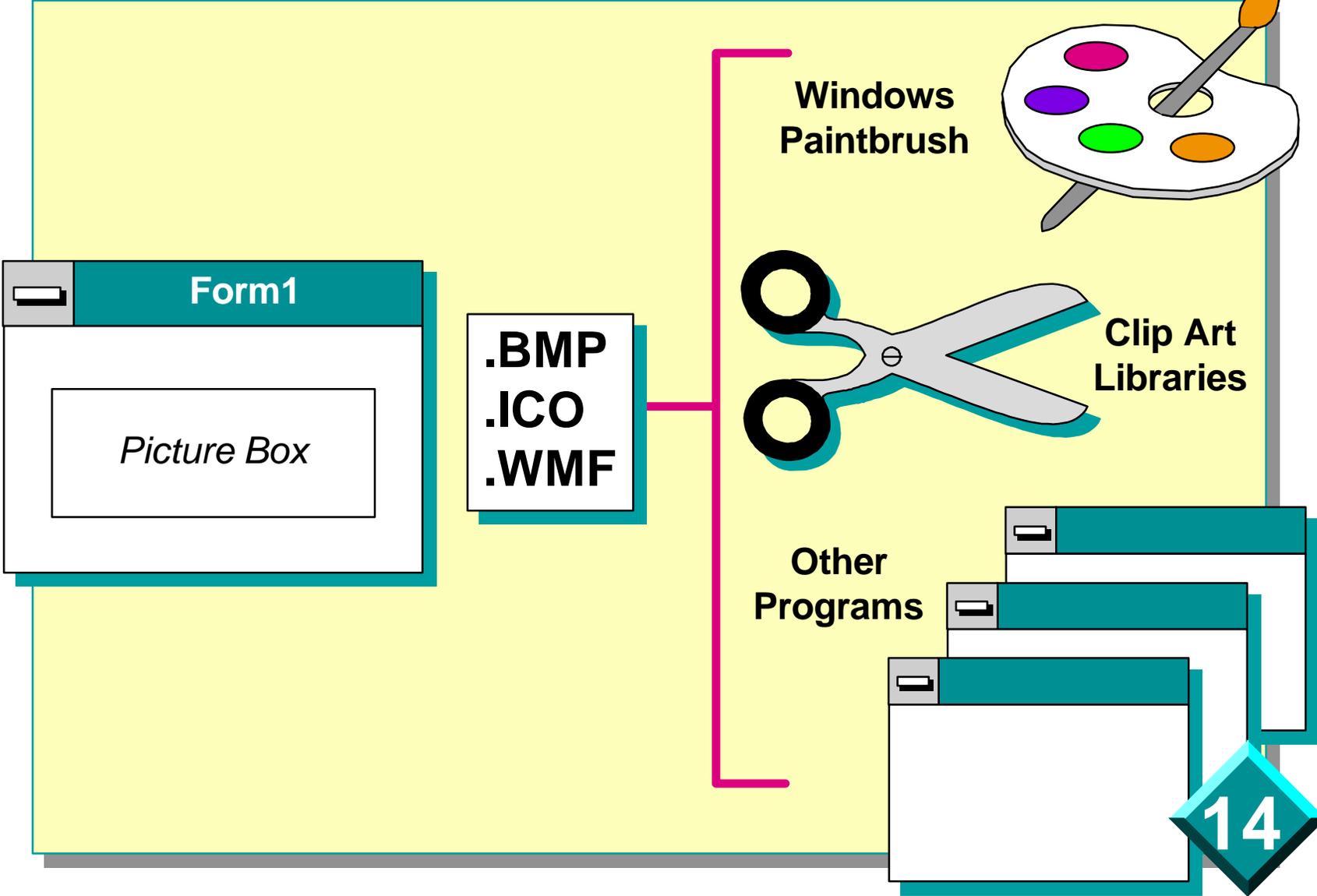
Shape Control



Line Control

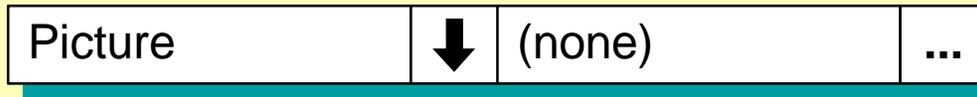
Image Control

Using Picture Boxes

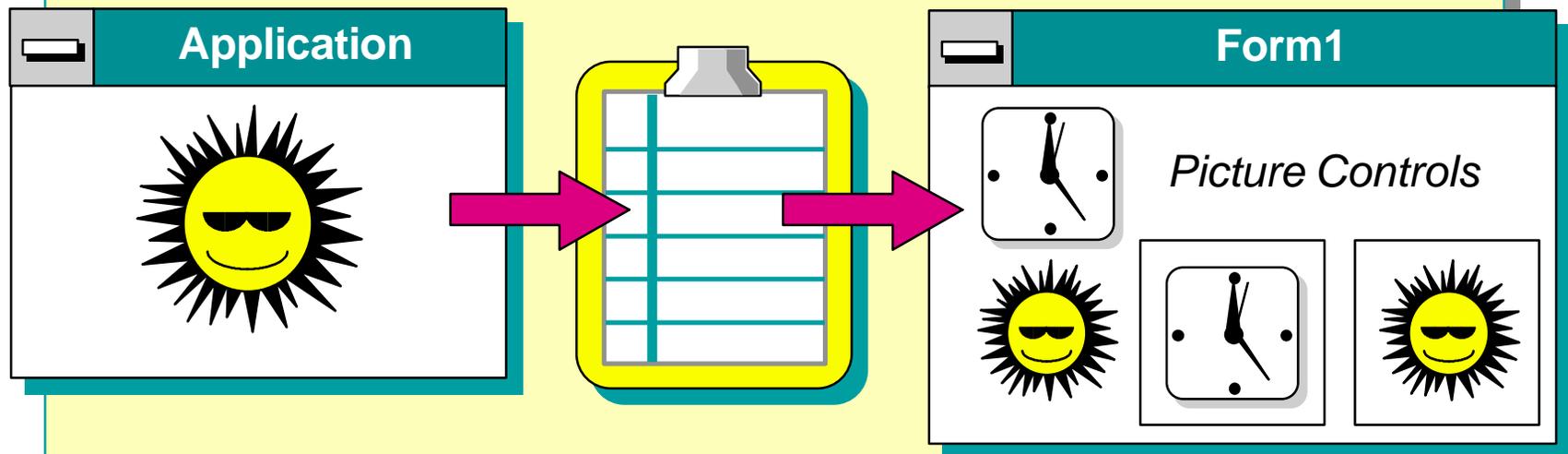


Adding a Picture During Design Time

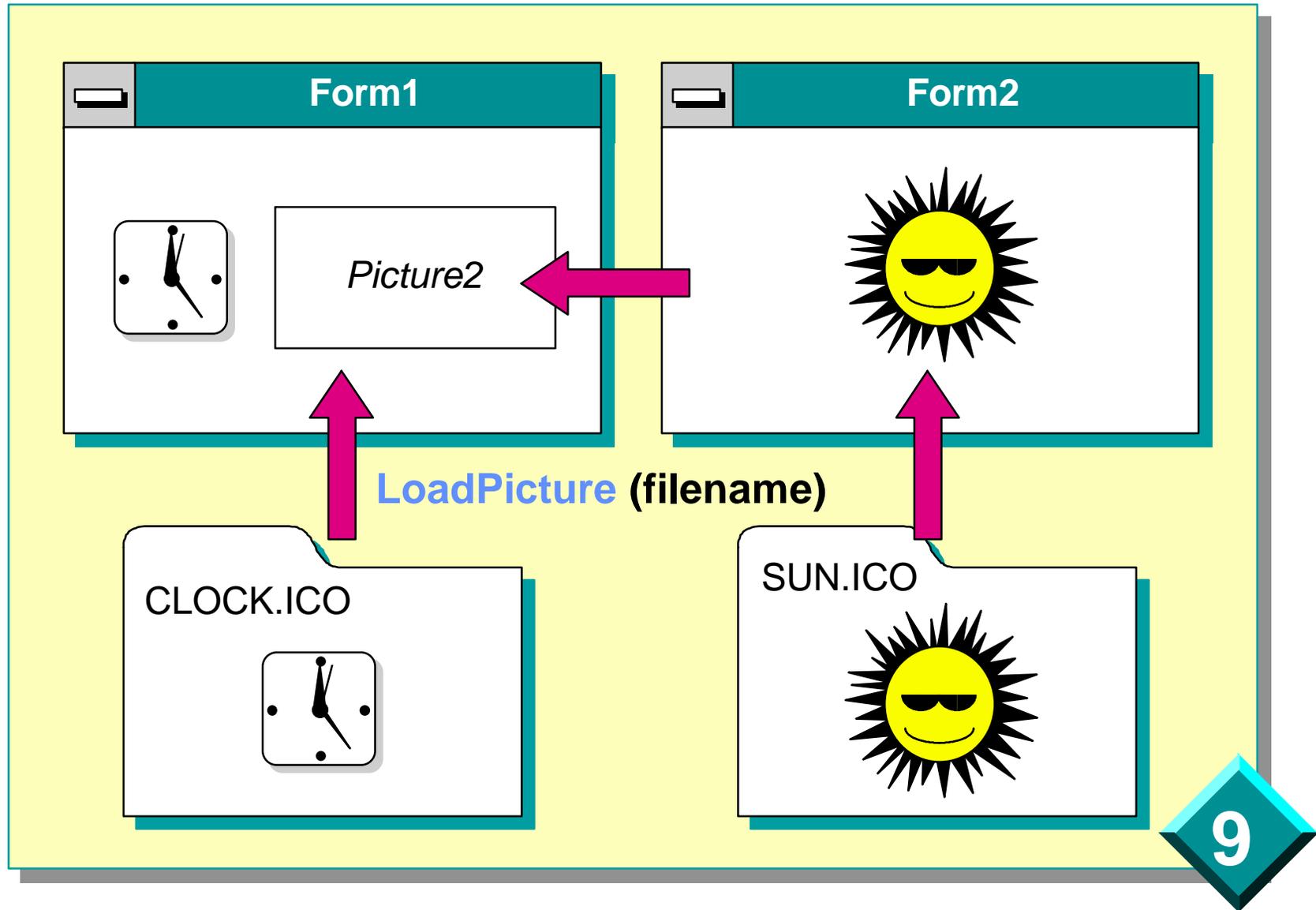
- Load a Picture from a Picture File



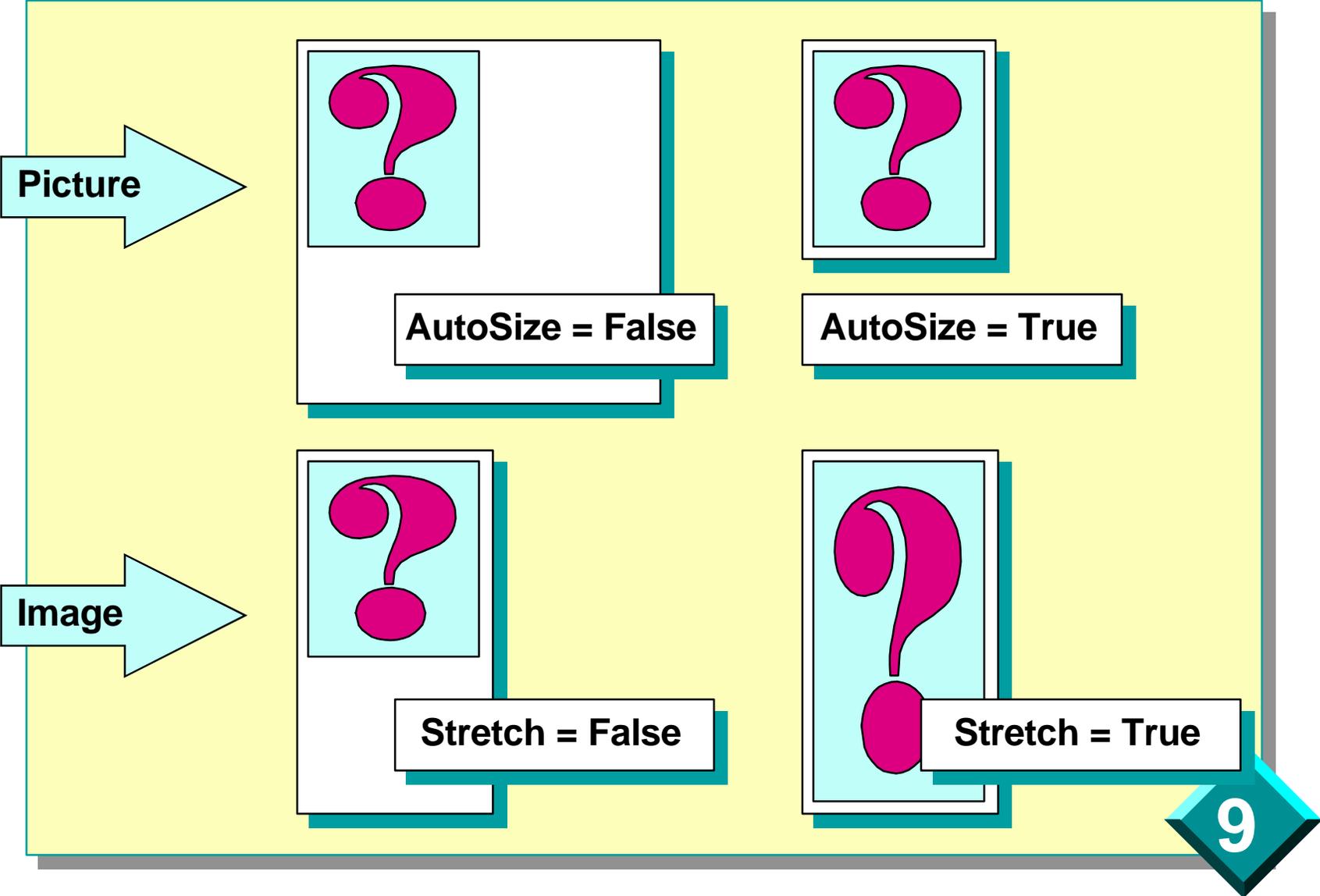
- Paste a Picture from Another Application



Adding a Picture During Run Time



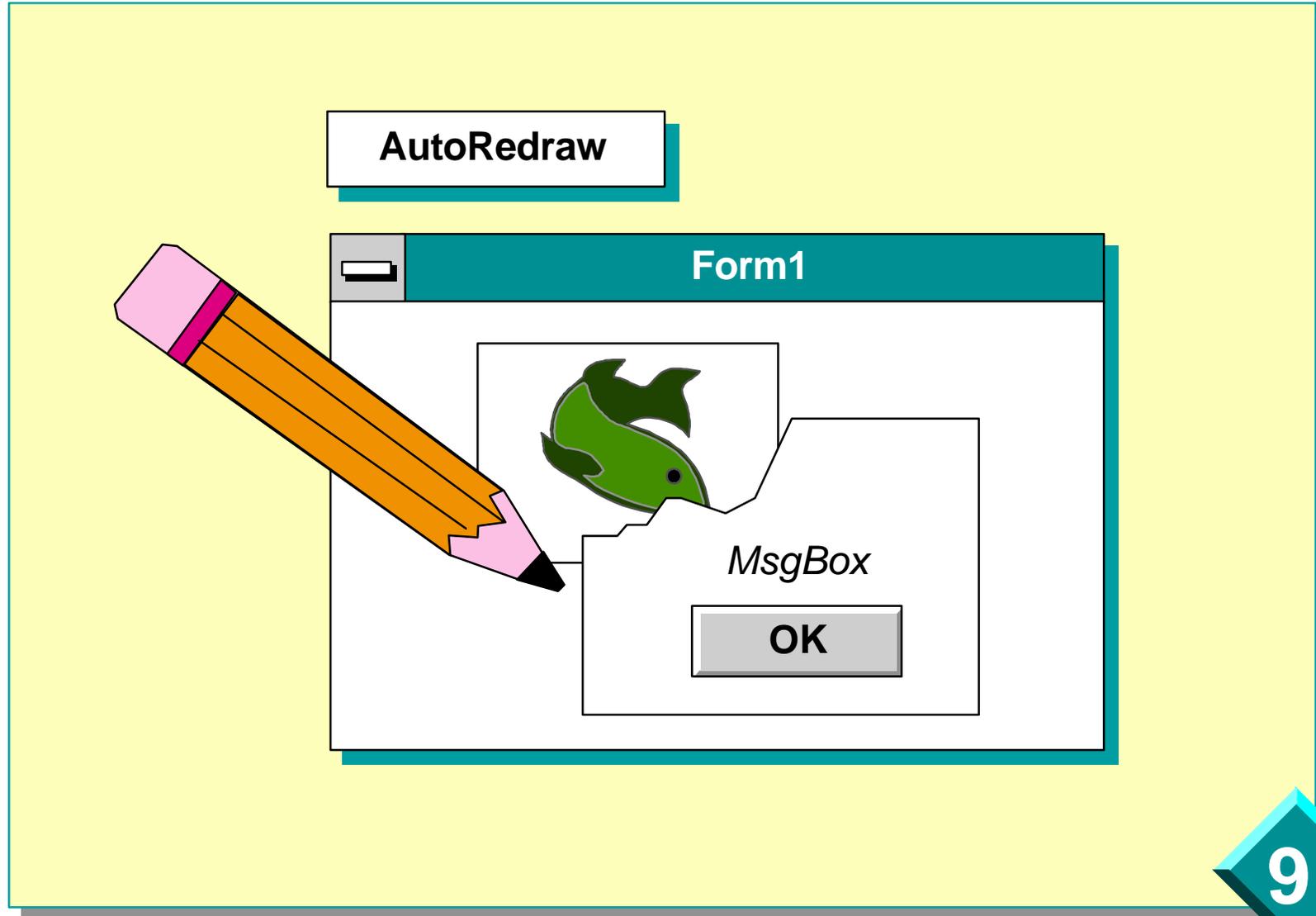
Sizing a Picture vs. Sizing an Image



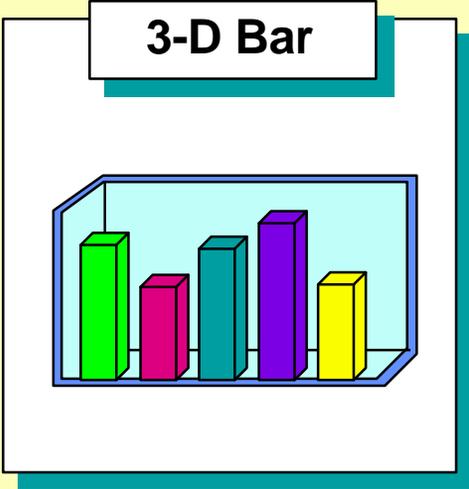
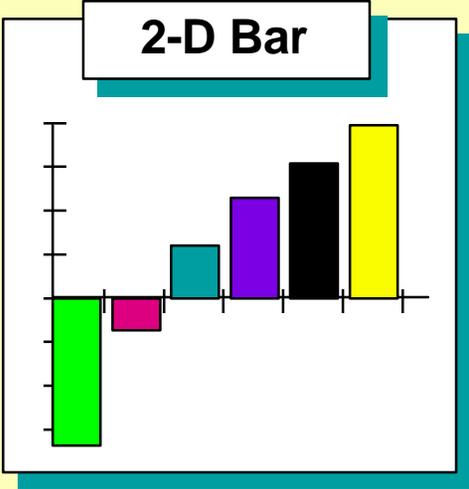
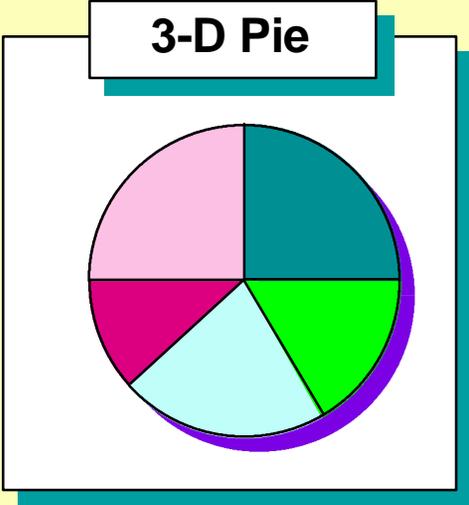
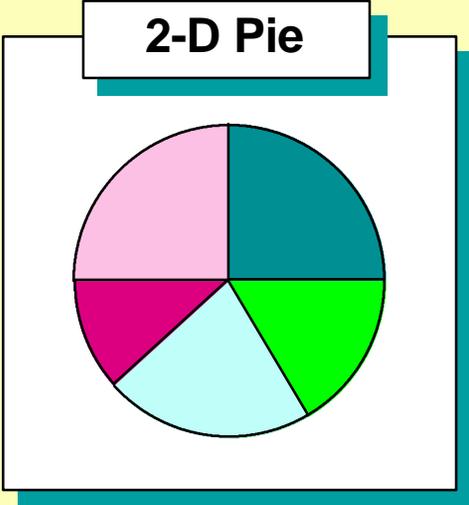
Using Colors

- RGB Function
- QBColor Function

Managing Redrawing Graphics



Using the Graph Custom Control



Adding an Icon to Your Executable File

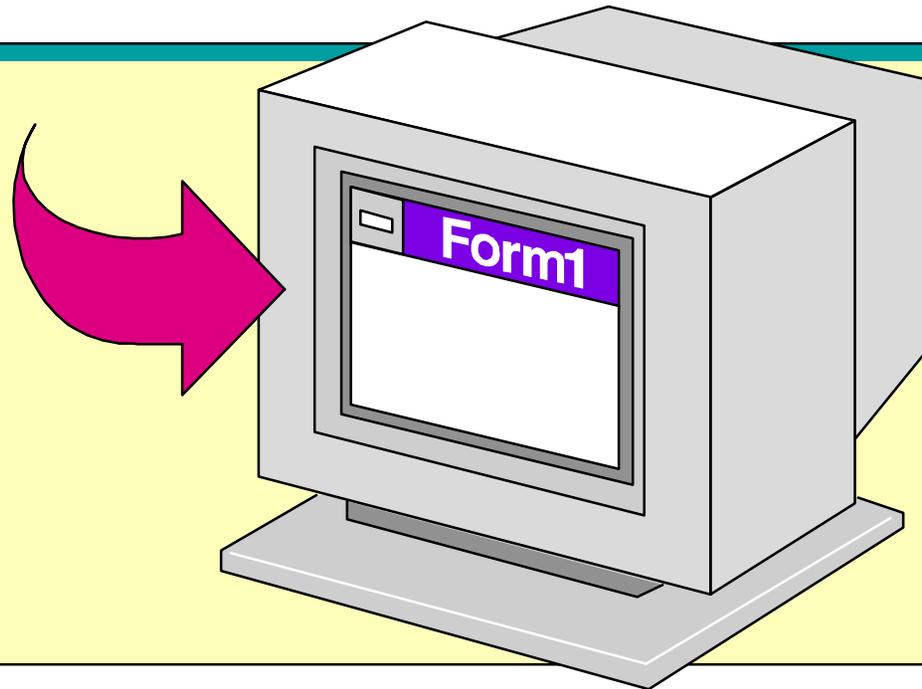
```
Form1.Icon = Load Picture ("XYZ.ICO")
```

—Or—

```
Form1.Icon = Image1.Picture
```

Getting the Screen Resolution from the Screen Object

```
If Screen.Height < EGA_HEIGHT...
```



```
Form1.Move (Screen.Width - Width) \2  
          ↪ (Screen.Height - Height) \2
```

Summary

- Coordinate System
- Graphics Methods
- Graphical Controls
- Picture Boxes
- Using Colors
- Managing Redrawing Graphics
- Graph Control from the Visual Basic Professional Edition

The End of The Course

- Thanks for your participation
- There's even more to Visual Basic
- Enjoy !!!