

Re: overlay text on uploaded picture

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<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.framework.aspnet/2004-06/5187.html>

From: Brian Lowe (*no_at_reply.address*)

Date: 06/22/04

Date: Tue, 22 Jun 2004 16:50:18 +0100

"Patrick Steele [MVP]" <patrick@mvps.org> wrote in message
news:MPG.1b41ed8ac645c1c0989946@msnews.microsoft.com...

> *In article <eS3\$Eo8VEHA.212@TK2MSFTNGP12.phx.gbl>, no@reply.address*

> > *' Use the DrawString() method of the graphics object to*

> > *overlay the text (tell me if I'm wrong, please)*

> > *graphic.DrawString("PROOF", myFont, myBrush, New RectangleF(10, 10, 100,*

> > *200))*

> *At this point, the bitmap pointed to by "image" should have the text on*

> *it and you can directly save the "image" object. No need to create a*

> *second bitmap.*

Really? I thought .net always used ByVal by default and not ByRef. That would mean that the image is being modified as a side effect of methods on a graphic object created from it. Is that right?

If it is then all I need to do is stream my original (but changed) image back to a Byte array and I'll be able to store it in SQL as before.

I'll be very happy.

I'll let you know how I get on. Thanks for the help.

The reason I was creating a second bitmap is that I need the image in the form of a Byte array (so I can then load it into a SQL binary field).

I couldn't go direct from a Graphics object to a Byte array (can I?) so I loaded the graphic into a Bitmap and then saved it to a Stream and converted the Stream into a Byte array.

I know its a kludge, and I'm sure there's a very neat and streamlined way to do what I want, but my limited knowledge of the tools means I need help.

' I can convert a Stream to a byte array and that's what

' I need to output. I can convert a Bitmap into a Stream, so...

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```
' Create a Bitmap of the correct width and  
' height using my Graphics object image  
imgOutput = New Bitmap(image.Width, image.Height, graphic)  
' Prepare a new Stream  
imgStream = New MemoryStream  
' Send the Bitmap down the Stream  
imgOutput.Save(imgStream, image.RawFormat)  
' Prepare the Byte array to take the stream data  
ReDim imgbin(imgStream.Length)  
' Set the pointer to the start of the stream  
imgStream.Position = 0  
' Stream the Bitmap data into the Byte array  
n = imgStream.Read(imgbin, 0, imgbin.Length)
```

Brian Lowe
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