

Change a bitmap

Source:

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From: Lachlan (*anonymous_at_discussions.microsoft.com*)

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Hi,

Does anyone know how I can draw some images onto a background image and then save the image to a file? I thought an easy way would be to draw the images onto a graphics object using the DrawImageMethod() then save it but I can't figure out how to save the graphics object to a file.

```
Bitmap myImg = new Bitmap(@"porche.jpg");  
Graphics g = Graphics.FromImage(curBitmap);  
g.DrawImage(myImg, 0, 0, myImg.Width, myImg.Height);
```

How can I save this Graphics object to a file?

Thanks,
Lachlan