

Re: Creating a visual object

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You need a retained mode graphics system which you can then use to create simple elements such as Rectangle etc which persist information and which you can use to build up useful classes of shapes and functions. An example is available at www.bobpowell.net.

Or you may just want to draw onto bitmaps using the graphics.Drawxx functions

James

Ant wrote:

Hi, I don't know if this is the right thread. I'm actually working on a simple graph tool seeing as though .NET doesn't come with one.

I have a control which I want to add bar objects to. I need the bar objects to have certain properties like height, width, colour etc. Sounds like a rectangle to me.

I thought of inheriting the rectangle class but it seems this is only a class that holds values, not a visual representation.

How can I create a rectangle? Must I use a control template to do this?

Completely lost...

Thanks for any ideas.

Ant