

Re: GDI questions...

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.framework.windowsforms/2004-07/0414.html>

From: Jim Hubbard (*reply_at_groups.please*)

Date: 07/08/04

Date: Wed, 7 Jul 2004 20:20:35 -0500

I will look into studying C/C++....especially if I can grasp it in only a month.

If you'd like this source code, I can email it to you – send your request to jFiEm__hEuGbJbBaYrLdE@hotmail.com (ignore all UPPERCASE letters in the email address and that's 2 underscores between jim and hubbard.)

Thanks for your post.

And props to Christoph for the link! I have the 2003 SDK, but hadn't seen this link before.

The one thing that concerns me is that the article says "Note In Windows 2000 and later, the mirror driver's clip region must include the primary display device." I take this to mean that the clip region for 2000 and up must include the whole desktop.

I think that this means that I would not be able to limit the mirroring to just one window, unless that window covered the whole screen.
Disappointing.

I'll go get a couple of books today, and let you know how I make out in about a month.

Thanks again!

"Lloyd Dupont" <ld@NewsAccount.galador.net> wrote in message news:%23QUpaaHZEHA.808@tk2msftngp13.phx.gbl...

> *woaw, amazing.*

>

> *BTW Jim, I didn't see the source yet, but it's a relatively new article.*

> *I'll bet you will be able to download a compilable sample in a couple of*

> *days.. (weeks ?) or you could contact microsoft about where are the sources*

> *for this article ?*

> *I had found them very responsive !*

> *and then, with the source, the problem would be almost solved, wouldn't it*

?

>

> *And if you want to learn C/C++, at work, starting by C, it takes no more
> than a couple of weeks (2~3), don't be so impress, C is easy! and C++ is
not*

> *that much harder than C!*

>

> *"Jim Hubbard" <reply@groups.please> wrote in message*

> *news:l9RGc.13775\$285.4831@bignews6.bellsouth.net...*

>> *Mirror display drivers are doing exactly that – capturing (or, more
>> precisely, duplicating) the GDI calls to the main screen.*

>>

>> *You are right to point out that VB.Net is not appropriate for the job.*

> *But,*

>> *the samples you have pointed to do me no real good – as I am C/C++*

>> *illiterate.*

>>

>> *I have (for better or worse) dedicated myself to being the best*

VB/VB.Net

>> *programmer I can be. At this point, I can say I wish I had spent some*

> *time*

>> *learning C++.*

>>

>> *Acknowledging the fact that it would take me a year or more to gain the*

>> *skills and knowledge to write such a mirror device, it is more prudent*

to

>> *hire someone to write what I need.*

>>

>> *Alas, I cannot find anyone with the skills to do this that also has the*

> *time*

>> *to take on another project.*

>>

>> *My search continues for a competent, proven programmer or company with
the*

>> *skills, time and will to take on this job.*

>>

>> *Know anyone? (I have tried Guru.com and Rent-A-Coder with no
success.)*

>>

>>

>>

>> *"Christoph Lindemann" <clindemann@newsgroups.nospam> wrote in message*

>> *news:8D19321E-724C-4C84-A32D-AD9A54DC2216@microsoft.com...*

>>> *Hi Jim,*

>>>

>>> *I do not think intercepting GDI calls is the right sollution,
especially*

>> *because dll hooking/interception is mainly provided for debuggers, and is*

> *by*

>> *some programs considered hostile.*

>>>

>>> *A better way would be to build a mirror display driver. You can find
>> samples and documentation for this in the Windows DDK:*

>>>

>>

>

http://msdn.microsoft.com/library/en-us/graphics/hh/graphics/dpyddi_b57d0d90-5dae-447d-825f-7d4a05e1e6d0.xml

>>>

>>> *Also, I do not think VB.NET is the right tool to use, although it might
> be*

>> *possible, it would require extensive headerfile conversions and nasty
> hacks.*

>>>

>>> *Best regards,*

>>> *Christoph Lindemann*

>>>

>>> *"Jim Hubbard" wrote:*

>>>

>>>> *Can you use VB.Net to set a system-wide hook to intercept all GDI
> calls*

>> *from*

>>>> *GDI to the system's hardware? I want to intercept all GDI*

> *instructions*

>> *sent*

>>>> *to the system's hardware layer.*

>>>>

>>>> *As I understand it (and I may be missing something) GDI sends*

> *instructions*

>>>> *to a DEVICE (which can be a printer or display unit or any device
for*

>> *which*

>>>> *a device context can be obtained) and the device does the drawing.*

>>>>

>>>> *Also...if anyone can tell me how the dual (actually up to 9) monitor*

> *display*

>>>> *thing works – starting with Win98 – that'd be fantastic. If I knew*

> *how*

>> *that*

>>>> *works, I think it'd help me in my screen captures.*

>>>>

>>>>

>>>>

>>

>>

>

>