

Re: SetMapMode

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- *From:* "Steve" <sredmyer@xxxxxxxxxx>
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On Mar 23, 6:15 pm, "Mike Williams" <m...@xxxxxxxxxxxxxxxxxxxxxx> wrote:

"Steve" <sredm...@xxxxxxxxxx> wrote in message

news:1174686194.123601.256540@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

I am creating an ActiveX dll which will draw an animated book representation on the window given and at the coordinates given. By animated book I mean that the turning of a page will be animated. The book has user definable images for the . . .

Well that's a fairly ambitious project, certainly not trivial. The first question I would ask is how you intend to use the window which the user specifies? Do you intend to draw the animated book at a suitable scale so that each page fits fully within the window at its current size, or do you perhaps intend to resize the window so that it more comfortably "fits the page"? And how does your control get the details of the book it is intended to display? Is the text itself part of your dll, or is it supplied in some way by the application which "calls" your library?

I started this project for a specific task I am working on (a library of my mp3 collection to be used in an mp3 player app I am writing) . . .

That's interesting. How do you intend to play and control these mp3s? Have you checked out the ActiveMovie type library. I have only a very limited experience with it myself, but from what I've seen so far it is very good.

Mike

The dll exposes an object model that the developer will use to define the size and position of all of the elements of the book. At the top of this hierarchy is the book it self. The developer would specify

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where and at what size and in what window the book is to be drawn. The developer then adds elements (ie. cover, spline, pages) to the book. Each of these elements are objects within the hierarchy. For each of the objects the developer defines a size and position. These size and position coordinates though are relative to the books client area. IOW if I were to create a page object I would tell the dll to create it and place it at 0,0 and give a height = to the books ClientHeight and a width = to 1/2 the books width minus 1/2 the width of the spline. This would place it at the books upper left corner and it would extend to the books center. Although there is nothing preventing it, making a page object wider than half the book would be silly. Any object whose position or size places it outside of the book simply will not have that portion shown as the drawing routines create clipping regions which at the most liberal state is the bounds of the book. So the book "contains" both pages and a spline. The pages "contain" three child objects.

Firstly they contain an object representing the top caption (this would be used, for instance, on the cover page to display the books title). A second caption defined as bottom caption by name (but again by setting it's size and position properties it can be placed anywhere) is also provided. Both of these caption objects expose properties to define not only where (within the page) they should be drawn but with what font, forecolor, backcolor, etc.. Finally a page object contains an image object. The image is defined (by the developer) by specifying it's size and position (relative to the page since it is contained by the page). Further the developer specifies a image source and an image source type. The source type can be either a file (ie bmp, jpg, etc I would use this to display the Album art in my mp3 player) or a window (I will use this in my mp3 player to show the list box which holds the list of tracks on a particular CD). This list of tracks is actually sourced from a list box in the host application. And although it will be simply a graphical representation of that list box while the page is being turned, once the page is fully turned and the list fully visible the actual list box will be placed over it and made visible. The last source type is Resource. This type will signify that the developer has chosen to use one of the stock images included in a resource file compiled into the dll.

In my mp3 player app I will basically have two types of pages (plus the cover page). The first type would show the album art for a cd with a top caption showing the albums title and a lower caption showing the artist. The second type of page would define no captions and instead show only the list of tracks on a CD.

Yes this whole thing has turned into quite a project...but it is fun.

As for the actual playing of the mp3s that portion is already done. I use the winmm API. This entire application (which I call the JukeBox) is nearly done (this book peice being the last part) and when finished will run on my Home Theater PC which is connected to my 50" plasma.

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It therefore needs some form of screen saver (plasma's burn in easy). I have written my own self styled "screen saver" that shows the currently playing songs album art along with the song title and artist and a play progress indicator. An additional image (identical except no progress indicator) shows the song next up in the play list.

My goal with this version (i have already written a version which I have been using for a couple of years) was to remove all dependencies on non native VB or windows libraries. That is partly why I choose not to do this as an OCX (originally it was just going to be classes in the large monolithic app). Anyway the final thing will reference no external dlls (other than those written by me) and have no OCX dependencies either.

If you are interested I would be happy to send you a zip file of what I have to get your opinion.

PS. Sorry about the length of this post.

Thanks,
Steve

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