

Re: Update a graphic and save it

Source:

<http://www.tech-archive.net/Archive/VB/microsoft.public.vb.winapi.graphics/2006-05/msg00025.html>

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After posting the question, I had found some information including the link you provided. In process of reading all the info now. I had discovered that saving the image as opposed to the picture would keep the text I had written, but since the image won't fit on the screen, saving it also causes it to get 'truncated' to that portion that was visible in the picturebox at the time it was saved. Thought that I might be able to get away with loading the bitmap to an image control and then calling `textout(image1.picture.handle,`, but that did not work either.

The `.Handle` property of a `StdPicture` object (assuming its type is set to `vbPicTypeBitmap`) is a `hBitmap`, where as `TextOut()` requires a `hDC`. As such if you're happy using the `TextOut()` call directly and managing your own API font objects, then simply create a new DC and select the Bitmap handle into it:

```
***  
Dim hDC As Long  
Dim hOldBitmap As Long  
  
hDC = CreateCompatibleDC(0)  
hOldBitmap = SelectObject(hDC, Image1.Picture.Handle)  
  
TextOut(hDC, ... )  
  
Call SelectObject(hDC, hOldBitmap)  
Call DeleteDC(hDC)  
***
```

You may also want to take a look at my `APIDraw` library, which encapsulates all the font creation stuff for you.
Hope this helps,

Mike

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