

Re: Resizable Views

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- *From:* ScottBright762 <emersonespinola@xxxxxxxx>
 - *Date:* Tue, 30 Sep 2008 09:21:40 -0700 (PDT)
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I guess my problem changed. Now with your advises I can resize my frame and view and have my controls moved, but when I have an image which works as a egde of a control like this image: <http://igorshare.files.wordpress.com/2008/06/skin-factory-thumb.png> ; what if resize the window? what must happen to the background? stretch? if so, the background's quality gets low. So what to do? have you faced situations like that world wide?

[]'s

On 30 set, 12:00, "AliR \(\VC++ MVP\)" <A...@xxxxxxxxxxxxxxxx> wrote:

What is the problem you are having?

Typically I don't use the Picture control to put an image on the background of a window. Instead I would catch the WM_EARSEBKGND message and draw the image myself, using bitblt or stretchblt.

AliR.

"ScottBright762" <emersonespin...@xxxxxxxx> wrote in message

news:71974abe-7e63-4881-ba5d-4d6aa0fd4446@xx

Hi all!

Now it's not a MFC question at all, but I'd appreciate to hear from your experience if you have ever used these components that were mentioned with an image in the background. If so can you share this experience? Imagine that this image surrounds some components such as listboxes, buttons, statics, and so forth.

Thanks in advance.

Re: Resizable Views

On 29 set, 15:13, Seetharam <smi...@xxxxxxxxxx> wrote:

Yes you can..

In your OnDraw(), change the size of the image you draw by changing the height & width in BitBlt().

-SM