using System;

using System.Drawing;

using System.Collections;

using System.ComponentModel;

using System.Windows.Forms;

namespace CSharpFilters

{

/// <summary>

/// Summary description for Convolution.

/// </summary>

public class Convolution : System.Windows.Forms.Form

{

private System.Windows.Forms.Label label1;

private System.Windows.Forms.Label label2;

private System.Windows.Forms.Button OK;

private System.Windows.Forms.Button Cancel;

private ConvMatrix matrix = new ConvMatrix();

private System.Windows.Forms.TextBox TL;

private System.Windows.Forms.TextBox TR;

private System.Windows.Forms.TextBox TM;

private System.Windows.Forms.TextBox Pixel;

private System.Windows.Forms.TextBox MR;

private System.Windows.Forms.TextBox ML;

private System.Windows.Forms.TextBox BM;

private System.Windows.Forms.TextBox BR;

private System.Windows.Forms.TextBox BL;

private System.Windows.Forms.TextBox Factor;

private System.Windows.Forms.TextBox Offset;

/// <summary>

/// Required designer variable.

/// </summary>

private System.ComponentModel.Container components = null;

public Convolution()

{

//

// Required for Windows Form Designer support

//

InitializeComponent();

OK.DialogResult = System.Windows.Forms.DialogResult.OK;

Cancel.DialogResult = System.Windows.Forms.DialogResult.Cancel;

}

/// <summary>

/// Clean up any resources being used.

/// </summary>

protected override void Dispose( bool disposing )

{

if( disposing )

{

if(components != null)

{

components.Dispose();

}

}

base.Dispose( disposing );

}

public ConvMatrix Matrix

{

get

{

ConvMatrix mat = new ConvMatrix();

mat.TopLeft = Convert.ToInt32(TL.Text);

mat.TopMid = Convert.ToInt32(TM.Text);

mat.TopRight = Convert.ToInt32(TR.Text);

mat.MidLeft = Convert.ToInt32(ML.Text);

mat.MidRight = Convert.ToInt32(MR.Text);

mat.BottomLeft = Convert.ToInt32(BL.Text);

mat.BottomMid = Convert.ToInt32(BM.Text);

mat.BottomRight = Convert.ToInt32(BR.Text);

mat.Pixel = Convert.ToInt32(Pixel.Text);

mat.Factor = Convert.ToInt32(Factor.Text);

mat.Offset = Convert.ToInt32(Offset.Text);

return mat;

}

}

#region Windows Form Designer generated code

/// <summary>

/// Required method for Designer support - do not modify

/// the contents of this method with the code editor.

/// </summary>

private void InitializeComponent()

{

this.TL = new System.Windows.Forms.TextBox();

this.TR = new System.Windows.Forms.TextBox();

this.TM = new System.Windows.Forms.TextBox();

this.Pixel = new System.Windows.Forms.TextBox();

this.MR = new System.Windows.Forms.TextBox();

this.ML = new System.Windows.Forms.TextBox();

this.BM = new System.Windows.Forms.TextBox();

this.BR = new System.Windows.Forms.TextBox();

this.BL = new System.Windows.Forms.TextBox();

this.label1 = new System.Windows.Forms.Label();

this.Factor = new System.Windows.Forms.TextBox();

this.Offset = new System.Windows.Forms.TextBox();

this.label2 = new System.Windows.Forms.Label();

this.OK = new System.Windows.Forms.Button();

this.Cancel = new System.Windows.Forms.Button();

this.SuspendLayout();

//

// TL

//

this.TL.Location = new System.Drawing.Point(24, 24);

this.TL.Name = "TL";

this.TL.Size = new System.Drawing.Size(24, 20);

this.TL.TabIndex = 0;

this.TL.Text = "0";

//

// TR

//

this.TR.Location = new System.Drawing.Point(104, 24);

this.TR.Name = "TR";

this.TR.Size = new System.Drawing.Size(24, 20);

this.TR.TabIndex = 1;

this.TR.Text = "0";

//

// TM

//

this.TM.Location = new System.Drawing.Point(64, 24);

this.TM.Name = "TM";

this.TM.Size = new System.Drawing.Size(24, 20);

this.TM.TabIndex = 2;

this.TM.Text = "0";

//

// Pixel

//

this.Pixel.Location = new System.Drawing.Point(64, 56);

this.Pixel.Name = "Pixel";

this.Pixel.Size = new System.Drawing.Size(24, 20);

this.Pixel.TabIndex = 5;

this.Pixel.Text = "1";

//

// MR

//

this.MR.Location = new System.Drawing.Point(104, 56);

this.MR.Name = "MR";

this.MR.Size = new System.Drawing.Size(24, 20);

this.MR.TabIndex = 4;

this.MR.Text = "0";

//

// ML

//

this.ML.Location = new System.Drawing.Point(24, 56);

this.ML.Name = "ML";

this.ML.Size = new System.Drawing.Size(24, 20);

this.ML.TabIndex = 3;

this.ML.Text = "0";

//

// BM

//

this.BM.Location = new System.Drawing.Point(64, 88);

this.BM.Name = "BM";

this.BM.Size = new System.Drawing.Size(24, 20);

this.BM.TabIndex = 8;

this.BM.Text = "0";

//

// BR

//

this.BR.Location = new System.Drawing.Point(104, 88);

this.BR.Name = "BR";

this.BR.Size = new System.Drawing.Size(24, 20);

this.BR.TabIndex = 7;

this.BR.Text = "0";

//

// BL

//

this.BL.Location = new System.Drawing.Point(24, 88);

this.BL.Name = "BL";

this.BL.Size = new System.Drawing.Size(24, 20);

this.BL.TabIndex = 6;

this.BL.Text = "0";

//

// label1

//

this.label1.Location = new System.Drawing.Point(144, 96);

this.label1.Name = "label1";

this.label1.Size = new System.Drawing.Size(8, 23);

this.label1.TabIndex = 9;

this.label1.Text = "/";

//

// Factor

//

this.Factor.Location = new System.Drawing.Point(168, 88);

this.Factor.Name = "Factor";

this.Factor.Size = new System.Drawing.Size(24, 20);

this.Factor.TabIndex = 10;

this.Factor.Text = "1";

//

// Offset

//

this.Offset.Location = new System.Drawing.Point(232, 88);

this.Offset.Name = "Offset";

this.Offset.Size = new System.Drawing.Size(24, 20);

this.Offset.TabIndex = 11;

this.Offset.Text = "0";

//

// label2

//

this.label2.Location = new System.Drawing.Point(208, 96);

this.label2.Name = "label2";

this.label2.Size = new System.Drawing.Size(8, 23);

this.label2.TabIndex = 12;

this.label2.Text = "+";

//

// OK

//

this.OK.Location = new System.Drawing.Point(48, 144);

this.OK.Name = "OK";

this.OK.TabIndex = 13;

this.OK.Text = "OK";

//

// Cancel

//

this.Cancel.Location = new System.Drawing.Point(168, 144);

this.Cancel.Name = "Cancel";

this.Cancel.TabIndex = 14;

this.Cancel.Text = "Cancel";

//

// Convolution

//

this.AutoScaleBaseSize = new System.Drawing.Size(5, 13);

this.ClientSize = new System.Drawing.Size(280, 181);

this.Controls.AddRange(new System.Windows.Forms.Control[] {

this.Cancel,

this.OK,

this.label2,

this.Offset,

this.Factor,

this.label1,

this.BM,

this.BR,

this.BL,

this.Pixel,

this.MR,

this.ML,

this.TM,

this.TR,

this.TL});

this.Name = "Convolution";

this.Text = "Convolution";

this.CenterToParent();

this.ResumeLayout(false);

}

#endregion

}

}