

How to save the canvas of a TPaintBox to a .bmp file

```
var
  Bitmap: TBitmap;
  Source: TRect;
  Dest: TRect;
begin
  Bitmap := TBitmap.Create;
  try
    with Bitmap do
      begin
        Width := MyPaintBox.Width;
        Height := MyPaintBox.Height;
        Dest := Rect(0, 0, Width, Height);
      end;
    with MyPaintBox do
      Source := Rect(0, 0, Width, Height);
      Bitmap.Canvas.CopyRect(Dest, MyPaintBox.Canvas, Source);
      Bitmap.SaveToFile('MYFILE.BMP');
    end;
  finally
    Bitmap.Free;
  end;
end;
```

Original resource:	The Delphi Pool
Author:	Steve Schafer
Added:	2010-02-22
Last updated:	2010-02-22

Copyright © Peter Johnson (DelphiDabbler) 2002-2018