CHAPTER 18: METAFILES

Metafiles vs. Bitmaps: Metafiles are to vector graphics as bitmaps are to raster graphics. Metafiles are constructed by humans, while bitmaps generally originate from real-world images. Metafiles consist of a series of binary records that correspond to graphics function calls, while bitmaps are a collection of pixels.



Creating and Editing: "Paint" programs create bitmaps, while "draw" programs create metafiles. In a well-designed drawing program, you can easily grab and move individual graphical objects because they are stored as separate records. In a paint program, you are generally restricted to moving or removing rectangular chunks of the bitmap.



Scaling: Because metafiles describe an image in terms of graphical drawing commands, the metafile image can be scaled without loss of resolution. Bitmaps, on the other hand, cannot be scaled without losing resolution.



Converting: A metafile can be converted to a bitmap, but with some loss of information. Converting bitmaps to metafiles is much more difficult and usually requires a lot of processing power.

 

Uses: Metafiles are most often used for sharing pictures among programs through the clipboard, although they can also exist on disk as clip art. Because metafiles take up much less space and are more device independent than bitmaps, they are generally the preferred format for sharing and storing images.



Windows Metafile Formats: Microsoft Windows supports two metafile formats: the original metafile format, which has been supported since Windows 1.0, and the enhanced metafile format, which was developed for the 32-bit versions of Windows. The enhanced metafile format has several improvements over the old metafile format and should be used whenever possible.



UNDERSTANDING THE OLD METAFILE FORMAT: A COMPREHENSIVE GUIDE

Metafiles: Blueprints for Vector Graphics

In the realm of Windows graphics, metafiles offer a unique approach to image creation and manipulation. Unlike bitmaps, which store pixel-by-pixel representations of images, metafiles act as blueprints, storing a series of drawing commands that can be replayed to recreate the image on various devices. This mechanism offers several advantages, including:

* Device Independence: Metafiles can be rendered consistently across different displays and printers, ensuring graphical fidelity.
* Compactness: Metafiles often require less storage space compared to bitmaps, especially for images with simple shapes and lines.
* Scalability: Metafiles can be scaled without loss of quality, as the drawing commands are recalculated to maintain visual integrity.

Creating and Using Memory Metafiles

Here's a step-by-step guide to working with memory metafiles in Windows:

Metafile Device Context (MDC) Creation:

Initiate the process by calling CreateMetaFile(NULL). This function allocates memory for a metafile and returns a handle to an MDC, which serves as a virtual canvas for your drawing commands.



Drawing on the MDC:

Utilize standard GDI drawing functions like LineTo, Rectangle, TextOut, and others to construct your image on the MDC. However, these calls don't directly render on a physical device; instead, they are meticulously recorded as instructions within the metafile.



Closing the MDC:

Once you've completed your drawing, call CloseMetaFile to finalize the metafile and receive a handle to the encapsulated graphical data.



Playing the Metafile: Rendering the Image

To display the image stored within a metafile, follow these steps:

* Obtain a Real Device Context: Acquire a device context (DC) representing the physical device where you intend to render the image, such as a window's DC.
* Invoke PlayMetaFile: Pass the metafile handle and the real DC to the PlayMetaFile function. This initiates the execution of the recorded GDI commands, resulting in the image being meticulously drawn on the specified device.



Saving as Disk Metafile:

The CreateMetaFile function takes a single argument, which can be either NULL or a filename. If it's NULL, the metafile is stored in memory. If a filename is provided (commonly with the .WMF extension), the metafile is saved as a disk file.



Key Points to Remember:

Windows gracefully handles file operations for disk-based metafiles, alleviating you from file I/O concerns.

While the old metafile format remains functional, the newer Enhanced Metafile (EMF) format is generally recommended due to its advancements in functionality and compatibility.

METAFILE.C PROGRAM

 

Metafile Creation:

The program begins by creating a metafile, which functions like a recording device for graphics commands. It's analogous to recording a song instead of playing individual notes each time.

This metafile is stored in memory, and its handle is kept for later use.

Drawing on the Metafile:

During the WM\_CREATE message, the program draws shapes onto the metafile. It creates a blue brush, draws a rectangle, two diagonal lines forming an X, then uses the blue brush to fill an ellipse within the rectangle.

These drawing commands are recorded within the metafile, not directly rendered onto the screen.

Playing the Metafile:

The WM\_PAINT message triggers the actual rendering of the metafile's contents.

The program obtains the window's device context (DC), which acts as a canvas for drawing.

It sets up an anisotropic mapping mode, allowing for flexible scaling of the image.

It then enters a loop, iterating 100 times to create a tiled effect.

In each iteration, it shifts the viewport origin within the logical coordinate system.

It then plays the metafile onto the device context, effectively drawing the recorded shapes multiple times in a grid-like pattern.

Metafile Handling:

After the drawing is complete, the metafile is closed, finalizing its contents.

During the WM\_DESTROY message, the metafile is deleted to release its resources.

Key Points:

* Metafiles offer a way to store and replay graphics commands, providing flexibility in rendering images.
* They can be stored in memory or on disk.
* The program demonstrates a basic usage of metafiles, creating one in memory and replaying it multiple times to create a tiled pattern.
* Old Metafile Format: The program uses the old metafile format (WMF). While functional, the newer Enhanced Metafile (EMF) format offers advantages and is generally recommended.
* Anisotropic Mapping Mode: This mode allows flexible scaling, but requires careful management to ensure consistent results across different window sizes and resolutions.
* Code Structure: The code follows standard WinAPI window procedure patterns, making it approachable for those familiar with WinAPI development.