RECTANGLES, REGIONS, CLIPPING

Rectangles

A rectangle is a basic geometric shape defined by four coordinates: top, left, bottom, and right. In Windows, rectangles are represented by the RECT structure, which is a type definition for a data structure that holds these four coordinates. Rectangles are often used to define areas on the screen, such as the client area of a window or the boundaries of a control.

Regions

A region is a more complex shape that can be composed of multiple rectangles, polygons, and ellipses. Regions are used to define clipping areas, which are areas of the screen that will be visible when drawing operations are performed. Clipping is important for performance optimization, as it prevents drawing operations from being performed on areas that will not be visible.

Drawing Functions for Rectangles

Windows provides several drawing functions that work with RECT structures. These functions can be used to fill, frame, or invert rectangles.

* FillRect: Fills the specified rectangle with the specified brush.
* FrameRect: Draws a rectangular frame around the specified rectangle using the specified brush.
* InvertRect: Inverts all the pixels in the specified rectangle.

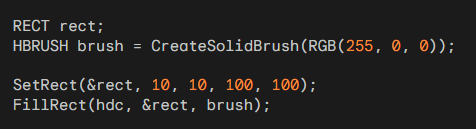
Manipulating RECT Structures

Windows also provides several functions that can be used to manipulate RECT structures. These functions can be used to set the fields of a rectangle, move a rectangle, resize a rectangle, check if a rectangle is empty, and check if a point is inside a rectangle.

* SetRect: Sets the fields of a RECT structure to the specified values.
* OffsetRect: Moves a RECT structure a specified number of units along the x and y axes.
* InflateRect: Inflates or deflates a RECT structure by the specified amounts along the x and y axes.
* SetRectEmpty: Sets all the fields of a RECT structure to 0.
* CopyRect: Copies the contents of one RECT structure to another RECT structure.
* IntersectRect: Calculates the intersection of two RECT structures and stores the result in a third RECT structure.
* UnionRect: Calculates the union of two RECT structures and stores the result in a third RECT structure.
* IsRectEmpty: Checks if a RECT structure is empty.
* PtInRect: Checks if a point is inside a RECT structure.

Example Usage

The following code snippet demonstrates how to use the SetRect function to create a RECT structure and then use the FillRect function to fill the rectangle with a red brush:



This code will create a red rectangle with a top-left corner at (10, 10) and a bottom-right corner at (100, 100). The rectangle will be filled with the red brush.

The code starts by including the necessary header file, windows.h, which provides access to Windows API functions.

The main() function is the entry point of the program. It initializes the graphics context by obtaining the desktop window handle using GetDesktopWindow() and then retrieving the device context (HDC) using GetDC(hwnd).

A RECT structure called rect is defined to represent rectangles. A solid red brush is created using CreateSolidBrush(RGB(255, 0, 0)).

The code demonstrates the usage of various drawing functions using the defined RECT structure and brush:

*FillRect Example:*

A rectangle is defined using SetRect(&rect, 10, 10, 100, 100). The rectangle is filled with the red brush using FillRect(hdc, &rect, brush).

*FrameRect Example:*

Another rectangle is defined using SetRect(&rect, 20, 20, 120, 120). A rectangular frame around the rectangle is drawn using the red brush using FrameRect(hdc, &rect, brush).

*InvertRect Example:*

A third rectangle is defined using SetRect(&rect, 30, 30, 130, 130). The pixels within the rectangle are inverted using InvertRect(hdc, &rect).

Next, the code demonstrates the usage of functions to manipulate RECT structures:

*SetRect Example:*

The SetRect(&rect, 40, 40, 140, 140) statement modifies the rect structure to represent a new rectangle.

*OffsetRect Example:*

The OffsetRect(&rect, 20, 20) statement moves the rectangle defined by rect by 20 units to the right and 20 units down.

*InflateRect Example:*

The InflateRect(&rect, 10, 10) statement increases the size of the rectangle defined by rect by 10 units in both the horizontal and vertical directions.

*SetRectEmpty Example:*

The SetRectEmpty(&rect) statement resets the rect structure to represent an empty rectangle.

*CopyRect Example:*

A new RECT structure, destRect, is defined using RECT destRect;. The CopyRect(&destRect, &rect) statement copies the contents of the rect structure to the destRect structure.

*IntersectRect Example:*

Two rectangles, rect1 and rect2, are defined using SetRect(&rect1, 10, 10, 50, 50); and SetRect(&rect2, 20, 20, 60, 60);, respectively. The intersection of these two rectangles is calculated and stored in the destRect structure using IntersectRect(&destRect, &rect1, &rect2).

*UnionRect Example:*

The union of the rectangles rect1 and rect2 is calculated and stored in the destRect structure using UnionRect(&destRect, &rect1, &rect2).

*IsRectEmpty Example:*

A variable bEmpty is declared to store the result of checking whether the destRect structure represents an empty rectangle. The check is performed using bEmpty = IsRectEmpty(&destRect).

*PtInRect Example:*

A POINT structure, pt, is defined to represent a point with coordinates (30, 30). A variable bInRect is declared to store the result of checking whether the point pt is inside the destRect rectangle. The check is performed using bInRect = PtInRect(&destRect, pt).

Finally, the resources obtained are released: the device context is released using ReleaseDC(hwnd, hdc), and the brush is deleted using DeleteObject(brush). The program returns 0 to indicate successful execution.

*Program code can be found in 7 … Chapter 5, Rectangle1.c*

Random Rectangles

The text discusses how to create a program that continuously draws random rectangles on the screen. It explains that using a traditional message loop, which retrieves messages from the message queue using GetMessage, prevents the program from drawing rectangles as quickly as possible due to the time it takes to process each message.

Alternative Message Loop

To overcome this limitation, the text introduces an alternative message loop that utilizes the PeekMessage function. PeekMessage allows a program to check for messages in the message queue without removing them. This enables the program to draw rectangles during "dead time" when there are no messages in the queue.

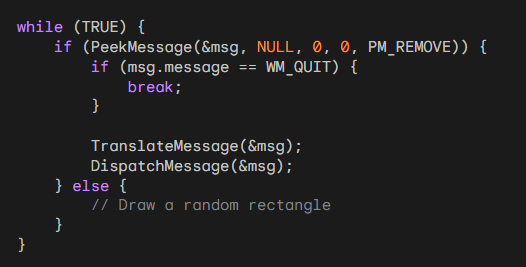
PeekMessage Usage

The PeekMessage function takes five parameters:

* A pointer to a MSG structure to receive the message information.
* A window handle, typically set to NULL to check for messages for all windows in the program.
* A message filter minimum, typically set to 0 to allow all messages.
* A message filter maximum, typically set to 0 to allow all messages.
* A flag indicating whether to remove the message from the queue (PM\_REMOVE) or not (PM\_NOREMOVE).

Alternative Message Loop Structure

The alternative message loop structure looks like this:



In this loop, if a message is present in the queue, it is processed normally. Otherwise, the program draws a random rectangle. This ensures that the program can continuously draw rectangles without being blocked by message processing.

Handling WM\_QUIT Message

The WM\_QUIT message is explicitly checked in the alternative message loop. When a WM\_QUIT message is received, the loop terminates, and the program exits.

PeekMessage Limitations

PeekMessage cannot be used to remove WM\_PAINT messages from the message queue. This is because WM\_PAINT messages are triggered by invalid regions in the window's client area. To remove a WM\_PAINT message, you need to validate the invalid regions using ValidateRect, ValidateRgn, or a BeginPaint and EndPaint pair.

Preemptive Multitasking

The text explains that PeekMessage was more important in earlier versions of Windows due to non-preemptive multitasking. With preemptive multitasking in Windows 98, programs can create multiple threads of execution, allowing them to handle messages and other tasks simultaneously.

Random Rectangles Program (RANDRECT)

The text concludes by introducing the RANDRECT program, which continuously displays random rectangles using the PeekMessage-based message loop.

*The RandRect video is in the chapter 5 folder.*

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