




Visual Studio 2019

Zuletzt verwendetes öffnen



▲ Diese Woche

-  **MeineHakse.sln** 30. 05. 2022 19:51
C:\Users\plane\OneDrive\Desktop\MeineHakse
-  **ewigeGesundheit.sln** 30. 05. 2022 05:13
C:\Users\plane\source\repos\ewigeGesundheit
-  **unitedartist.sln** 30. 05. 2022 04:55
C:\Users\plane\source\repos\unitedartist

Los geht's



Repository klonen

Ruft Code aus einem Onlinerepository (z. B. GitHub oder Azure DevOps) ab.



Projekt oder Projektmappe öffnen

Hiermit öffnen Sie ein lokales Visual Studio-Projekt oder eine SLN-Datei.



Lokalen Ordner öffnen

Navigieren und Bearbeiten von Code in beliebigem Ordner



Neues Projekt erstellen

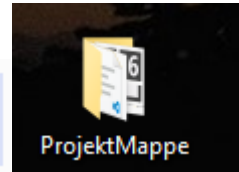
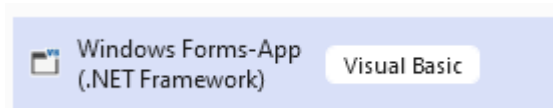
Wählen Sie zu Beginn eine Projektvorlage mit Codegerüstbau.

[Ohne Code fortfahren →](#)



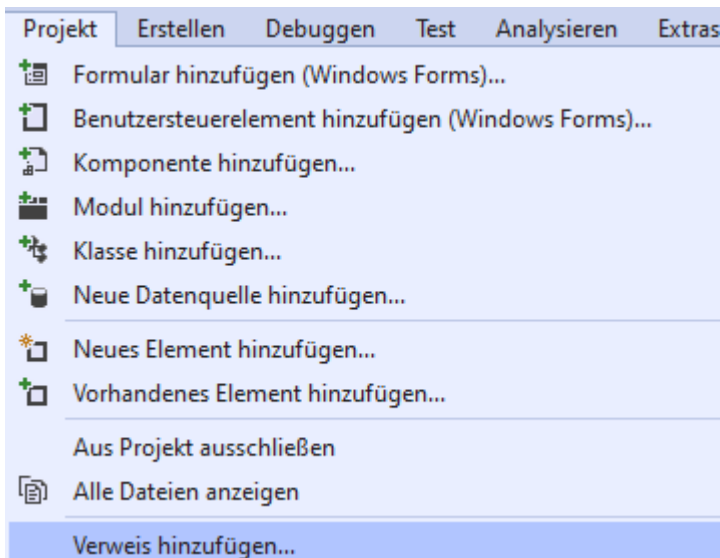
Neues Projekt erstellen

Wählen Sie zu Beginn eine Projektvorlage mit Codegerüstbau.



Of course, you want to put the code of the `AnimatedGifEncoder` in it's own DLL since it need a reference to "`PresentationCore`" and "`WindowsBase`" and you don't want to expose those namespace in your application.

Ist nicht notwendig, weil die Verschlüsselungsebenen
Sicher genug sein sollten.

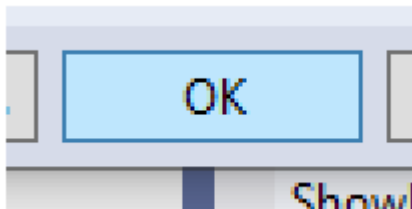


<input type="checkbox"/>	WindowsBase	4.0.0.0	100%
	Win	4.0.0.0	0.0.0
	Xam		
	Name: WindowsBase Pfad: C:\Program Files (x86)\Reference Assemblies\Microsoft\Framework\NETFramework\v4.8\WindowsBase.dll Version: 4.0.0.0 Dateversion: 4.8.3761.0 built by: NET48REL1		

☒ UIAutomationTy
☒ WindowsBase
☐ WindowsFormsl

<input type="checkbox"/>	PresentationCore	4.0.0.0	
	PresentationFramework	4.0.0.0	
	Presentati		
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	Presentati		
	Name: PresentationCore Pfad: C:\Program Files (x86)\Reference Assemblies\Microsoft\Framework\NETFramework\v4.8 \PresentationCore.dll Version: 4.0.0.0 Dateversion: 4.8.3761.0 built by: NET48REL1		

☒ PresentationBuild1
☒ PresentationCore
☐ PresentationFrame

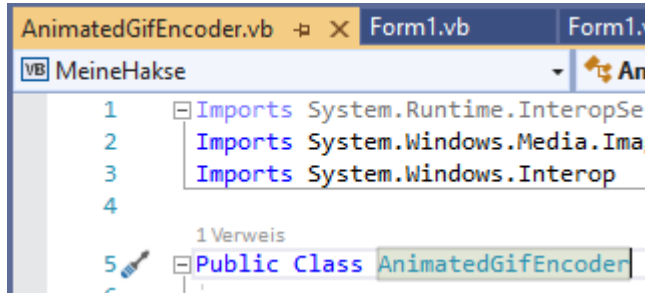


?

Also you need to import "System.Windows.Media.Imaging" and "System.Windows.Interop" in the AnimatedGifEncoder class

```

AnimatedGifEncoder.vb  Form1.vb  Form1.vb [Entwurf]
VB MeineHakse  Form1
1 Verweis
1 Public Class Form1
2
3     Dim WithEvents T As New Timer() With {.Int
4     Public blackPen As New Pen(Color.Black, 3)
5     Dim zweiPlusZwei As Boolean
6     Dim startUndZiel As Integer
7     Dim dieEins As Integer
8     Dim minus As Integer
9     Dim counter As Integer
10    Public Encoder1 As New AnimatedGifEncoder
  
```



```
Imports System.Runtime.InteropServices
```

```
Imports System.Windows.Media.Imaging
```

```
Imports System.Windows.Interop
```

```
Public Class AnimatedGifEncoder
```

```
    Private GifEncoder As New  
        System.Windows.Media.Imaging.GifBitmapEncoder
```

```
    ''' <summary>
```

```
    ''' Return the GIF specification version. This always  
    returns "GIF89a"
```

```
''' </summary>
```

```
Public ReadOnly Property EncoderVersion As String
```

```
    Get
```

```
        Return "GIF89a"
```

```
    End Get
```

```
End Property
```

```
''' <summary>
```

```
''' Get or set a value that indicate if the GIF will repeat  
the animation after the last frame is shown. The default value  
is True
```

```
''' </summary>
```

```
Public Property Repeat As Boolean = True
```

```
''' <summary>
```

''' Get or set a collection of metadata string to be embedded in the GIF file. Each string has a max length of 254

''' characters (Any character above this limit will be truncated). The string will be encoded UTF-7.

''' </summary>

Public Property MetadataString As List(Of String) = New List(Of String)

''' <summary>

''' Get or set the amount of time each frame will be shown (in milliseconds). The default value is 200ms

''' </summary>

Public Property FrameRate As Integer = 200

''' <summary>

```
''' Add a frame to the encoder frame collection
''' </summary>
''' <param name="Frame">The bitmap to be added</param>
Public Sub AddFrame(Frame As Bitmap)
    If Frame IsNot Nothing Then
        If Not (Frame.Width = 0) And Not (Frame.Height = 0)
Then
            Dim bmpSource =
Imaging.CreateBitmapSourceFromHBitmap(Frame.GetHbitmap,
                                        IntPtr.Zero,
                                        Windows.Int32Rect.Empty,

BitmapSizeOptions.FromEmptyOptions)

GifEncoder.Frames.Add(BitmapFrame.Create(bmpSource))
```

```
        Else
            Throw New ArgumentException("Argument Frame,
The bitmap size cannot be zero")
        End If
    Else
        Throw New ArgumentException("Argument Frame cannot
be nothing")
    End If
End Sub
```

```
''' <summary>
```

```
''' Writes the animated GIF binary to a specified IO.Stream
```

```
''' </summary>
```


''' <param name="Stream">The stream where the binary is to be output. Can be any object type that derives from IO.Stream</param>

```
Public Sub Save(Stream As IO.Stream)
```

```
    Dim Data() As Byte
```

```
    If Not GifEncoder.Frames.Count = 0 Then
```

```
        'Get the raw binary
```

```
        Using MStream As New IO.MemoryStream
```

```
            GifEncoder.Save(MStream)
```

```
            Data = MStream.ToArray
```

```
        End Using
```

```
    Else
```

```
        Throw New Exception("Cannot encode the Gif. The  
frame collection is empty.")
```

```
        '    Only documented exception is if Frames.count=0  
End If
```

```
    'Locate the right location where to insert the metadata  
in the binary
```

```
    'This will be just before the first label &H0021F9  
(Graphic Control Extension)
```

```
    Dim MetadataPTR As Integer = -1
```

```
    Dim flag As Integer = 0
```

```
    Do
```

```
        MetadataPTR += 1
```

```
        If Data(MetadataPTR) = 0 Then
```

```
            If Data(MetadataPTR + 1) = &H21 Then
```

```
                If Data(MetadataPTR + 2) = &HF9 Then
```

```
                    flag = 1
```

End If

End If

End If

Loop While flag = 0

'SET METADATA Repeat

'This add an Application Extension Netscape2.0

If Repeat Then

Dim Temp(CInt(Data.Length) - 1 + 19) As Byte

'label: &H21, &HFF + one byte: length(&HB) +
NETSCAPE2.0 + one byte: Datalength(&H3) + {1, 0, 0} + Block
terminator, 1 byte, &H00

Dim ApplicationExtension() As Byte = {&H21, &HFF,
&HB, &H4E, &H45, &H54, &H53, &H43, &H41, &H50, &H45, &H32,
&H2E, &H30, &H3, &H1, &H0, &H0, &H0}

```
        Array.Copy(Data, Temp, MetadataPTR)
        Array.Copy(ApplicationExtension, 0, Temp,
MetadataPTR + 1, 19)
        Array.Copy(Data, MetadataPTR + 1, Temp, MetadataPTR
+ 20, Data.Length - MetadataPTR - 1)
        Data = Temp
    End If
```

```
'SET METADATA Comments
```

```
'This add a Comment Extension for each string
```

```
If MetadataString.Count > 0 Then
```

```
    For Each Comment As String In MetadataString
```

```
        If Not String.IsNullOrEmpty(Comment) Then
```

```
            Dim TheComment As String
```

```
            If Comment.Length > 254 Then
```

```
        TheComment = Comment.Substring(0, 254)
    Else
        TheComment = Comment
    End If

    Dim CommentStringBytes() As Byte =
System.Text.UTF7Encoding.UTF7.GetBytes(TheComment)

    Dim DataString() As Byte = New Byte()
    {&H21, &HFE, CByte(CommentStringBytes.Length)}

    DataString =
DataString.Concat(CommentStringBytes).Concat(New Byte()
    {&H0}).ToArray

    Dim Temp(Data.Length - 1 +
DataString.Length) As Byte

    Array.Copy(Data, Temp, MetadataPTR)

    Array.Copy(DataString, 0, Temp, MetadataPTR
+ 1, DataString.Length)
```

```
        Array.Copy(Data, MetadataPTR + 1, Temp,  
MetadataPTR + DataString.Length + 1, Data.Length - MetadataPTR  
- 1)
```

```
        Data = Temp
```

```
    End If
```

```
Next
```

```
End If
```

```
'SET METADATA frameRate
```

```
'Sets the third and fourth byte of each Graphic Control  
Extension (5 bytes from each label 0x0021F9)
```

```
For x As Integer = 0 To Data.Count - 1
```

```
    If Data(x) = 0 Then
```

```
        If Data(x + 1) = &H21 Then
```

```
            If Data(x + 2) = &HF9 Then
```

```
    If Data(x + 3) = 4 Then
```

```
        'word, little endian, the  
        hundredths of second to show this frame
```

```
        Dim Bte() As Byte =  
        BitConverter.GetBytes(FrameRate \ 10)
```

```
        Data(x + 5) = Bte(0)
```

```
        Data(x + 6) = Bte(1)
```

```
    End If
```

```
End If
```

```
End If
```

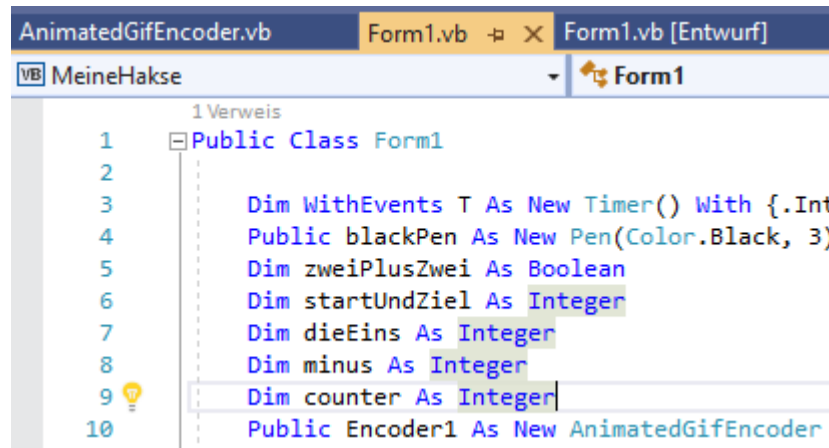
```
End If
```

```
Next
```

```
Stream.Write(Data, 0, Data.Length)
```

```
End Sub
```

End Class



```
AnimatedGifEncoder.vb  Form1.vb  Form1.vb [Entwurf]
VB MeineHakse  Form1
1 Verweis
1 Public Class Form1
2
3     Dim WithEvents T As New Timer() With {.Interval = 50}
4     Public blackPen As New Pen(Color.Black, 3)
5     Dim zweiPlusZwei As Boolean
6     Dim startUndZiel As Integer
7     Dim dieEins As Integer
8     Dim minus As Integer
9     Dim counter As Integer
10    Public Encoder1 As New AnimatedGifEncoder
```

Public Class Form1

Dim WithEvents T As New Timer() With {.Interval = 50}

Public blackPen As New Pen(Color.Black, 3)

Dim zweiPlusZwei As Boolean

Dim startUndZiel As Integer

Dim dieEins As Integer

Dim minus As Integer


```
Dim counter As Integer  
Public Encoder1 As New AnimatedGifEncoder  
Public Property MetadataComment As List(Of String) = New  
List(Of String)
```

```
Private Sub Form1_Load(sender As Object, e As  
System.EventArgs) Handles Me.Load
```

```
    Me.FormBorderStyle =  
System.Windows.Forms.FormBorderStyle.None
```

```
    CenterToScreen()
```

```
    t.Start()
```

```
    DoubleBuffered = True
```

```
    zweiPlusZwei = True
```

```
    startUndZiel = 10
```

```
    dieEins = 1
```

```
    minus = 200
```

```
End Sub
```

```
Private Sub Form1_Paint(sender As Object, e As  
System.Windows.Forms.PaintEventArgs) Handles Me.Paint
```

```
    DrawRectangleRectangle(e)
```

```
End Sub
```

```
Private Sub Timer_Tick(sender As Object, e As EventArgs)  
Handles T.Tick
```

```
    counter += 1
```

```
    If zweiPlusZwei = True Then
```

```
        If startUndZiel <= 128 Then
```

```
            startUndZiel += dieEins
```

```
        minus -= dieEins
    Else
        zweiPlusZwei = False
    End If
End If

If zweiPlusZwei = False Then
    If startUndZiel > 10 Then
        startUndZiel -= dieEins
        minus += dieEins
    Else
        zweiPlusZwei = True
    End If
End If
```

```
If counter = 121 Then
```

```
    T.Stop()
```

```
End If
```

```
Refresh()
```

```
CastleGrayscale(e)
```

```
End Sub
```

```
Public Sub SaveImage(filename As String)
```

```
    Dim FS As New IO.FileStream(filename, IO.FileMode.Create)
```

```
    Encoder1.FrameRate = t.Interval
```

```
    Encoder1.MetadataString = MetadataComment
```

```
Encoder1.Repeat = True
```

```
Encoder1.Save(FS)
```

```
FS.Flush()
```

```
FS.Close()
```

```
End Sub
```

```
Public Sub DrawRectangleRectangle(ByVal e As PaintEventArgs)
```

```
    e.Graphics.DrawRectangle(blackPen, 20, startUndZiel, 100,  
minus)
```

```
End Sub
```

```
Sub CastleGrayscul(ByVal e As EventArgs) 'castleGrayscul  
versus Monkeyisland. . .
```

```
    Dim bmp As New Bitmap(Width - 16, Height - 39)
```

```
        DrawToBitmap(bmp, New Rectangle(0, 0, bmp.Width,
bmp.Height))
```

```
        Encoder1.AddFrame(bmp)
```

```
        bmp.Dispose()
```

```
End Sub
```

```
Private Sub Form1_FormClosed(sender As Object, e As
FormClosedEventArgs) Handles MyBase.FormClosed
```

```
    Ruby27-x64
```

```
    Temp
```

```
    Windows
```

```
        SaveImage("C:\Temp\Probst.gif")
```

```
End Sub
```

```
End Class
```