1画矩阵

(1)实心

CRect re(0, 0, m\_nWidth, 30);

cdc.FillSolidRect(re, RGB(20, 157, 118));

(2)线条

CPen m\_pen\_138\_206\_187;

m\_pen\_138\_206\_187.CreatePen(PS\_SOLID, 1, RGB(138, 206, 187));

dc.SelectObject(g\_mfcStand.m\_pen\_138\_206\_187);

dc.MoveTo(re.left, re.top);

dc.LineTo(re.right - 1, re.top);

dc.LineTo(re.right - 1, re.bottom - 1);

dc.LineTo(re.left, re.bottom - 1);

dc.LineTo(re.left, re.top);

2设置字体

(1)普通位置设置文字

cdc.SetTextColor(RGB(255, 255, 255));//设置字体颜色

cdc.SelectObject(g\_mfcStand.m\_font\_18);//设置字体样式

cdc.TextOutW(5 + 25, 6, L"当前鼠标所在窗口信息");

(2)矩形框绘制文字

dc.DrawTextEx(m\_strResult, re, DT\_LEFT | DT\_VCENTER | DT\_SINGLELINE | DT\_NOPREFIX | DT\_END\_ELLIPSIS, NULL);

3将整个界面设置为一个画板

(1)获取DC，打开bmp画板

CPaintDC \_dc(this);

CDC cdc;

cdc.CreateCompatibleDC(&\_dc);

CBitmap bmp;

bmp.CreateCompatibleBitmap(&\_dc, m\_nWidth, m\_nHeight);

cdc.SelectObject(&bmp);

(2)画图部分

(3)释放部分

ReleaseDC(&\_dc);

m\_brush.DeleteObject();

m\_brush.CreatePatternBrush(&bmp);

HBRUSH CGetWndMessageDlg::OnCtlColor(CDC\* pDC, CWnd\* pWnd, UINT nCtlColor)

{

return (HBRUSH)m\_brush.GetSafeHandle();

}

4获得图标并加载

(1)加载资源型图标

(HICON)::LoadImage(AfxGetInstanceHandle(), MAKEINTRESOURCE(nID), IMAGE\_ICON, nW, nW, LR\_DEFAULTCOLOR | LR\_CREATEDIBSECTION);

(2)显示图标

DrawIconEx(cdc, 5, 5, m\_hIcon\_20, 20, 20, 0, NULL, DI\_NORMAL);