CREAR FORM RECTANGULAR CON ESQUINAS REDONDEADAS, A NIVEL DEL FORM

using System;

using System.Windows.Forms;

using System.Runtime.InteropServices;

namespace WindowsFormsApplication1

{

public partial class Form1 : Form

{

[DllImport("Gdi32.dll", EntryPoint = "CreateRoundRectRgn")]

private static extern IntPtr CreateRoundRectRgn

(

int nLeftRect, // x-coordinate of upper-left corner

int nTopRect, // y-coordinate of upper-left corner

int nRightRect, // x-coordinate of lower-right corner

int nBottomRect, // y-coordinate of lower-right corner

int nWidthEllipse, // height of ellipse

int nHeightEllipse // width of ellipse

);

public Form1()

{

InitializeComponent();

// QUITE A LA FORMA SU ESTILO NORMAL DE CONTORNO

this.FormBorderStyle = FormBorderStyle.None;

Region = System.Drawing.Region.FromHrgn(CreateRoundRectRgn(0, 0, Width, Height, 20, 20));

}

}

}

Si lo quiere hacer para un panel o un botón

public partial class CtrPanel : Panel

{

public CtrPanel( int x1, int y1, int w1, int h1)

: base()

{

Region = System.Drawing.Region.FromHrgn(CreateRoundRectRgn(x1, y1, Width – w1, Height – h1, 20, 20));

}

[DllImport("Gdi32.dll", EntryPoint = "CreateRoundRectRgn")]

private static extern IntPtr CreateRoundRectRgn(

int nLeftRect, // x-coordinate of upper-left corner

int nTopRect, // y-coordinate of upper-left corner

int nRightRect, // x-coordinate of lower-right corner

int nBottomRect, // y-coordinate of lower-right corner

int nWidthEllipse, // height of ellipse

int nHeightEllipse // width of ellipse

);

}

}

Y declare variable

CtrPanel PanelRounded = new CtrlPanel(20, 40, 10, 10);

Y para agregarlo a forma

this.AddControl(PanelRounded);

public partial class Ctr1 : Button

{

public CtrPanel( int x1, int y1, int w1, int h1)

: base()

{

Region = System.Drawing.Region.FromHrgn(CreateRoundRectRgn(x1, y1, Width – w1, Height – h1, 20, 20));

}

[DllImport("Gdi32.dll", EntryPoint = "CreateRoundRectRgn")]

private static extern IntPtr CreateRoundRectRgn(

int nLeftRect, // x-coordinate of upper-left corner

int nTopRect, // y-coordinate of upper-left corner

int nRightRect, // x-coordinate of lower-right corner

int nBottomRect, // y-coordinate of lower-right corner

int nWidthEllipse, // height of ellipse

int nHeightEllipse // width of ellipse

);

}

}

Y declare variable

Ctr1 ButRounded = new Ctrl1(20, 40, 10, 10);

Y para agregarlo en form

this.AddControl(ButRounded);

Y si el control dentro de Panel

Panel1.AddControl(ButRounded);