头文件：

// 1\_6View.h : interface of the CMy1\_6View class

//

/////////////////////////////////////////////////////////////////////////////

#if !defined(AFX\_1\_6VIEW\_H\_\_8AE6221A\_3087\_4AC2\_A924\_4DD2A3877EBD\_\_INCLUDED\_)

#define AFX\_1\_6VIEW\_H\_\_8AE6221A\_3087\_4AC2\_A924\_4DD2A3877EBD\_\_INCLUDED\_

#if \_MSC\_VER > 1000

#pragma once

#endif // \_MSC\_VER > 1000

class CMy1\_6View : public CView

{

protected: // create from serialization only

CMy1\_6View();

DECLARE\_DYNCREATE(CMy1\_6View)

// Attributes

public:

CMy1\_6Doc\* GetDocument();

short xStart;

short yStart;

short xadd;

short yadd;

CBitmap m\_Bitmap;

COLORREF cTransparentColor;

// Operations

public:

virtual int OnCreate(LPCREATESTRUCT lpCreateStruct);

virtual void OnTimer(UINT nIDEvent);

void TransparentBitmap(HDC hdc, HBITMAP hBitmap, short xStart,

short yStart, short xadd,short yadd, COLORREF cTransparentColor);

// Overrides

// ClassWizard generated virtual function overrides

//{{AFX\_VIRTUAL(CMy1\_6View)

public:

virtual void OnDraw(CDC\* pDC); // overridden to draw this view

virtual BOOL PreCreateWindow(CREATESTRUCT& cs);

protected:

virtual BOOL OnPreparePrinting(CPrintInfo\* pInfo);

virtual void OnBeginPrinting(CDC\* pDC, CPrintInfo\* pInfo);

virtual void OnEndPrinting(CDC\* pDC, CPrintInfo\* pInfo);

//}}AFX\_VIRTUAL

// Implementation

public:

virtual ~CMy1\_6View();

#ifdef \_DEBUG

virtual void AssertValid() const;

virtual void Dump(CDumpContext& dc) const;

#endif

protected:

// Generated message map functions

protected:

//{{AFX\_MSG(CMy1\_6View)

// NOTE - the ClassWizard will add and remove member functions here.

// DO NOT EDIT what you see in these blocks of generated code !

//}}AFX\_MSG

DECLARE\_MESSAGE\_MAP()

};

#ifndef \_DEBUG // debug version in 1\_6View.cpp

inline CMy1\_6Doc\* CMy1\_6View::GetDocument()

{ return (CMy1\_6Doc\*)m\_pDocument; }

#endif

/////////////////////////////////////////////////////////////////////////////

//{{AFX\_INSERT\_LOCATION}}

// Microsoft Visual C++ will insert additional declarations immediately before the previous line.

#endif // !defined(AFX\_1\_6VIEW\_H\_\_8AE6221A\_3087\_4AC2\_A924\_4DD2A3877EBD\_\_INCLUDED\_)

Cpp文件：

// 1\_6View.cpp : implementation of the CMy1\_6View class

//

#include "stdafx.h"

#include "1\_6.h"

#include "1\_6Doc.h"

#include "1\_6View.h"

#ifdef \_DEBUG

#define new DEBUG\_NEW

#undef THIS\_FILE

static char THIS\_FILE[] = \_\_FILE\_\_;

#endif

/////////////////////////////////////////////////////////////////////////////

// CMy1\_6View

IMPLEMENT\_DYNCREATE(CMy1\_6View, CView)

BEGIN\_MESSAGE\_MAP(CMy1\_6View, CView)

//{{AFX\_MSG\_MAP(CMy1\_6View)

// NOTE - the ClassWizard will add and remove mapping macros here.

// DO NOT EDIT what you see in these blocks of generated code!

//}}AFX\_MSG\_MAP

// Standard printing commands

ON\_WM\_CREATE()

ON\_WM\_TIMER()

ON\_COMMAND(ID\_FILE\_PRINT, CView::OnFilePrint)

ON\_COMMAND(ID\_FILE\_PRINT\_DIRECT, CView::OnFilePrint)

ON\_COMMAND(ID\_FILE\_PRINT\_PREVIEW, CView::OnFilePrintPreview)

END\_MESSAGE\_MAP()

/////////////////////////////////////////////////////////////////////////////

// CMy1\_6View construction/destruction

CMy1\_6View::CMy1\_6View()

{

// TODO: add construction code here

xStart=30;

yStart=30;

xadd=0;

yadd=0;

m\_Bitmap.LoadBitmap(IDB\_BITMAP1);

cTransparentColor=RGB(0,0,0);

}

CMy1\_6View::~CMy1\_6View()

{

}

BOOL CMy1\_6View::PreCreateWindow(CREATESTRUCT& cs)

{

// TODO: Modify the Window class or styles here by modifying

// the CREATESTRUCT cs

return CView::PreCreateWindow(cs);

}

/////////////////////////////////////////////////////////////////////////////

// CMy1\_6View drawing

void CMy1\_6View::OnDraw(CDC\* pDC)

{

CMy1\_6Doc\* pDoc = GetDocument();

ASSERT\_VALID(pDoc);

// TODO: add draw code for native data here

//画红色背景

CBrush mybrush1;

mybrush1.CreateSolidBrush(RGB(255,0,0));

CRect myrect1(0,0,1200,800);

pDC->FillRect(myrect1,&mybrush1);

}

/////////////////////////////////////////////////////////////////////////////

// CMy1\_6View printing

BOOL CMy1\_6View::OnPreparePrinting(CPrintInfo\* pInfo)

{

// default preparation

return DoPreparePrinting(pInfo);

}

void CMy1\_6View::OnBeginPrinting(CDC\* /\*pDC\*/, CPrintInfo\* /\*pInfo\*/)

{

// TODO: add extra initialization before printing

}

void CMy1\_6View::OnEndPrinting(CDC\* /\*pDC\*/, CPrintInfo\* /\*pInfo\*/)

{

// TODO: add cleanup after printing

}

/////////////////////////////////////////////////////////////////////////////

// CMy1\_6View diagnostics

#ifdef \_DEBUG

void CMy1\_6View::AssertValid() const

{

CView::AssertValid();

}

void CMy1\_6View::Dump(CDumpContext& dc) const

{

CView::Dump(dc);

}

CMy1\_6Doc\* CMy1\_6View::GetDocument() // non-debug version is inline

{

ASSERT(m\_pDocument->IsKindOf(RUNTIME\_CLASS(CMy1\_6Doc)));

return (CMy1\_6Doc\*)m\_pDocument;

}

#endif //\_DEBUG

/////////////////////////////////////////////////////////////////////////////

// CMy1\_6View message handlers

int CMy1\_6View::OnCreate(LPCREATESTRUCT lpCreateStruct)

{

if (CView::OnCreate(lpCreateStruct) == -1)

return -1;

// TODO: Add your specialized creation code here

SetTimer(1,150,NULL);

return 0;

}

void CMy1\_6View::OnTimer(UINT nIDEvent)

{

// TODO: Add your message handler code here and/or call default

//获取指针pdc

CDC \*pDC=GetDC();

//调用OnDraw(pDC)重画

OnDraw(pDC);

CClientDC dc(this);

//向右向下移动

xStart+=5;

yStart+=5;

//位图宽高加2

xadd+=2;

yadd+=2;

//显示

TransparentBitmap(dc.GetSafeHdc(), m\_Bitmap, xStart, yStart, xadd,yadd, cTransparentColor);

CView::OnTimer(nIDEvent);

}

// hdc 显示句柄

// hBitmap 要显示的位图

// xStart, yStart 显示的位置

// xadd, yadd 显示的位图的大小变化：放大缩小

// 如：xadd=3表示位图宽度加3

// cTransparentColor 变成透明的那种颜色

void CMy1\_6View::TransparentBitmap(HDC hdc, HBITMAP hBitmap, short xStart, short yStart, short xadd, short yadd, COLORREF cTransparentColor)

{

BITMAP m\_bm;

COLORREF cColor;

// 创建临时DC

HDC hMem, hBack, hObject, hTemp, hSave;

hBack = CreateCompatibleDC(hdc);

hObject = CreateCompatibleDC(hdc);

hMem = CreateCompatibleDC(hdc);

hSave = CreateCompatibleDC(hdc);

hTemp = CreateCompatibleDC(hdc);

// 选入位图

SelectObject(hTemp, hBitmap);

GetObject(hBitmap, sizeof(BITMAP), (LPSTR)&m\_bm);

//显示位图宽高

POINT ptSize;

// 取得位图的宽度

ptSize.x = m\_bm.bmWidth;

// 取得位图的该度

ptSize.y = m\_bm.bmHeight;

// 转换为逻辑点值

DPtoLP(hTemp, &ptSize, 1);

// 创建临时位图

HBITMAP bmBack, bmObject, bmMem, bmSave;

// 单色位图

bmBack = CreateBitmap(ptSize.x, ptSize.y, 1, 1, NULL);

bmObject = CreateBitmap(ptSize.x, ptSize.y, 1, 1, NULL);

// 与设备兼容位图

bmMem = CreateCompatibleBitmap(hdc, ptSize.x, ptSize.y);

bmSave = CreateCompatibleBitmap(hdc, ptSize.x, ptSize.y);

// 将创建的临时位图选入临时DC中

HBITMAP OldbmBack, OldbmObject, OldbmMem, OldbmSave;

OldbmBack = (HBITMAP)SelectObject(hBack, bmBack);

OldbmObject = (HBITMAP)SelectObject(hObject, bmObject);

OldbmMem = (HBITMAP)SelectObject(hMem, bmMem);

OldbmSave = (HBITMAP)SelectObject(hSave, bmSave);

// 设置映射模式

SetMapMode(hTemp, GetMapMode(hdc));

// 先保留原始位图

BitBlt(hSave, 0, 0, ptSize.x, ptSize.y, hTemp, 0, 0, SRCCOPY);

// 将背景颜色设置为需透明的颜色

cColor = SetBkColor(hTemp, cTransparentColor);

// 创建目标屏蔽码

BitBlt(hObject, 0, 0, ptSize.x, ptSize.y, hTemp, 0, 0, SRCCOPY);

// 恢复源DC的原始背景色

SetBkColor(hTemp, cColor);

// 创建反转的目标屏蔽码

BitBlt(hBack, 0, 0, ptSize.x, ptSize.y, hObject, 0, 0, NOTSRCCOPY);

// 拷贝主DC的背景到目标DC

BitBlt(hMem, 0, 0, ptSize.x, ptSize.y, hdc, xStart, yStart, SRCCOPY);

// 屏蔽位图的显示区

BitBlt(hMem, 0, 0, ptSize.x, ptSize.y, hObject, 0, 0, SRCAND);

// 屏蔽位图中的透明色

BitBlt(hTemp, 0, 0, ptSize.x, ptSize.y, hBack, 0, 0, SRCAND);

// 将位图与目标DC的背景左异或操作

BitBlt(hMem, 0, 0, ptSize.x, ptSize.y, hTemp, 0, 0, SRCPAINT);

// 拷贝目标到屏幕上

StretchBlt(hdc, xStart, yStart, ptSize.x+xadd, ptSize.y+yadd, hMem, 0, 0, ptSize.x, ptSize.y,SRCCOPY);

// 恢复原始位图

BitBlt(hTemp, 0, 0, ptSize.x, ptSize.y, hSave, 0, 0, SRCCOPY);

// 删除临时内存位图

DeleteObject(SelectObject(hBack, OldbmBack));

DeleteObject(SelectObject(hObject, OldbmObject));

DeleteObject(SelectObject(hMem, OldbmMem));

DeleteObject(SelectObject(hSave, OldbmSave));

// 删除临时内存DC

DeleteDC(hMem);

DeleteDC(hBack);

DeleteDC(hObject);

DeleteDC(hSave);

DeleteDC(hTemp);

}