

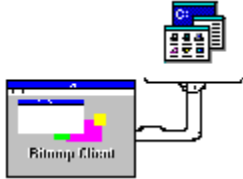
Bitmap Client V 2.1

Bitmap Client V 2.1 allows you to place a Bitmap on the client of any MDI Application written by yourself or running under Windows.

For Example: Program-Manager, Winword, ...

The Bitmap Client package has now two parts:

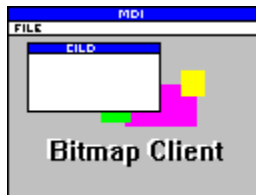
SETBMP.EXE



With this tool you can place any Bitmap on the background of any running MDI Application.

[Using SETBMP](#)

BMPCLI.DLL



Bitmap Client is a DLL that will allow you to have a Bitmap on the client of your MDI Application. It can be invoked from any programming language by one single call the DLL. That's it!

!!! CALLING SYNTAX HAS CHANGED !!!

[Using the DLL](#)
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Placing a Bitmap on an Application

MDI Application

An MDI Application is an application with a main window in which some child windows are located, for Example the Program-Manager, the File-Manager, ...

Normally the background of the main window will be gray or white. This colour can be set in the Control Panel.

Now with Bitmap Client it's possible to draw a Bitmap on this part of the window. The Bitmap is always centered in the main window. All the parts that aren't covered by a child window are shown.

Syntax

SETBMP <Application Name> <Bitmap Name>

Application Name

The text in the Titlebar of the Application in which you want to place the Bitmap.

If the Titlebar contains spaces put " around the String e.g.

```
SETBMP "Microsoft Visual C++" MyBitmap
```

Bitmap Name

The name of a Bitmap file or the name of a resource located in BMPCLI.DLL. If you don't specify a Bitmap Name the Bitmap will be removed from the application.

[Using the DLL](#)

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Using the DLL

Using BMPCLI in your Application

The DLL must be located in the search path or the program path of your application. By one call to the DLL you can place a Bitmap on the background of your application written in any language that can access the Windows API.

Calling from your Application

[Placing Bitmap](#)

InitBitmapClient(<Handle of MDI Window>, <Bitmap Name>)

[Removing Bitmap](#)

CloseBitmapClient(<Handle of MDI Window>)

You can get the Handle of your application in different ways:

- n Use Handle(window) if the language supports the function.
- n Use the API Function FindWindow()
- n Check your programming manual for more information

Error Codes

The function InitBitmapClient will return:

- 1 : Client couldn't be located. Probably no MDI Application.
- 2 : Maximum of Clients reached.
- 3 : Error loading Bitmap!
- 4 : Bitmap not found!
- 5 : Error reading Bitmap!
- 7 : Error loading Library!
- 10 : Error reading Bitmap File!
- 11 : Error locking Resource!
- 12: : Error allocating Memory!

- >0 : Handle of the MDI Client

[Calling in PowerBuilder](#)

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Calling in PowerBuilder

External Function Declarations

Function `int InitBitmapClient(int hWnd, string Bitmap) LIBRARY "BMPCLI.DLL"`

`hWnd`: Handle of the MDI Frame.

`Bitmap` : Name of the Bitmap located in the DLL or in a file.

Subroutine `CloseBitmapClient(int hWnd) LIBRARY "BMPCLI.DLL"`

`hWnd`: Handle of the MDI Frame

Function Call

The function will be called in the open event of the main window.

This window has to be a MDI Frame or a MDI Frame with Microhelp.

// Open Event of w_main

```
InitBitmapClient( Handle( This ), "BMPBACK" )
```

your code goes here.

In the close event of your main window add the following call:

// Close Event of w_main

```
CloseBitmapClient( Handle( This ) )
```

Just Cut and Paste these scripts and your application will show a Bitmap.

[Future Releases](#)

[Revision History](#)

[Registration](#)

Future Releases

General

- 1 Tiled or centered Bitmap as Background

PowerBuilder

- 1 Reading Bitmaps from a PowerBuilder executable

[Revision History](#)

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Revision History

Version 2.0

- Added support for more than one application
- Added multiple bitmap selection

Version 2.1

- Now reading large bitmaps > 400 KB
- Displays now bitmaps with up to 256 colors (Resource or File)

[Future Releases](#)

[Registration](#)

Registration

If you are a CompuServe member, you can register Bitmap Client via SWREG.

The registration number is 3213.

The latest version will be sent to you by E-Mail.

You can register this program by sending \$10 per copy plus \$2 shipping cost and your address.
The latest version will be sent to you by mail.

Please include \$2 for shipping by mail!

Please Pay cash if possible because the bank will charge me for foreign checks about \$4 !

Registration Bonus

You will receive the next update of Bitmap Client for free.

[Print Registration Form](#)

[Source Code](#)

[Author and Support](#)

[Future Releases](#)

Registration Form for Bitmap Client V 2.1

Name : _____

Address : _____

City : _____

Zip : _____

Country : _____

CompuServe: _____

Number of Copies: _____ \$10 each.

Source (Yes/No) : _____ \$10.

Please including \$2 for shipping.

Where did you get this copy of Bitmap Client:

Your Current Version: _____

Source Code

Conditions

You can order the source code under the following conditions:

- n You can use and alter the code in your applications.
- n You agree not to distribute my code or your code based on mine.

Price

The price will be \$20.

If you register Bitmap Client in the Software Registration forum (GO SWREG) on CompuServe, please order two copies of Bitmap Client and send me aE-mail that you want the source code

If you register by mail, just fill out the source section.

[Registration](#)

[Author and Support](#)

Author and Support

Author

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CompuServe: 100102,1651

Support

As registered user you will get help via fax and CompuServe to bring the Bitmap Client to work.

[Registration](#)

Setting up DLL

General

The actual DLL is called BMPCLI.ORG. It is a DLL without a Bitmap bound to it. The file BMPCLI.DLL is the DLL with a Bitmap linked to it. If you call the DLL without changing something the default Picture will be shown.

Creating a Custom DLL

You need the Resource Compiler to make your own MDI Backgrounds. Put the files

BMPCLI.ORG

MAKEDLL.BAT

your bitmap.BMP

in the same directory..

Enter the following line:

MAKEDLL your bitmap.BMP

The DLL BMPCLI.DLL with your custom Bitmap will be created.

[Function Calling](#)

[Future Releases](#)

Technical Info

Loading Order

Bitmap Client is first looking for a resource identified by the name passed as BitmapName. If there's no resource in the file BMPCLI.DLL with this name Bitmap Client will load the Bitmap file with the given name.

Number of Applications

Bitmap Client V 2.1 can place pictures on up to 32 running MDI Applications

Colors

Up to 256 colors are supported by Bitmap Client V 2.1. This applies to the Bitmap files and the DLL pictures.

Bitmap Size

The size for Bitmap files can be bigger than 400KB for files. There's no restriction for DLL pictures.

[Future Releases](#)

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