

# GDI + 1.0

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Brush Class

### General.

Our GDI+ Brush class is housed within the "gdiPlus\_BrushClass.pbi" source file.

The class contains elements of the following c/c++ classes :

#### **Brush**

This is not a *helper-class* (containing just simple macros etc.) but a full OOP class.

This class is an **abstract base class** from which the other brush classes inherit. As such it has no constructors and thus users will not directly deal with this class. Methods would be invoked through descendant classes.

### Interface / base-class.

Our brush class exposes a single **interface** with the name `gdiPlus_Brush`.

This interface extends our `gdiPlus_BaseClass` interface which exposes a single method :

#### **`GetGdiPlusHandle.i()`**

which can be used to retrieve the Brush handle used natively by GDI+.

### 'gdiPlus Brush' constructors.

As stated above, this is an abstract base class and has no constructors of its own.

### 'gdiPlus Brush' methods.

Unless specified otherwise, the following all return a gdiPlus status code (beginning with `#Ok`).

All of these methods correspond to methods from the appropriate c/c++ wrapper class and so the reader is advised to look on the appropriate MSDN pages for detailed descriptions.

#### **`Destroy()`**

#### **`GetType.i()`**

Returns a BrushType constant, e.g. `#BrushTypeSolidColor`.