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Subject: Re: TopWindow content to image  
Posted by [qwerty](#) on Fri, 07 May 2010 14:02:41 GMT  
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thank you for reply.

printing: yes, I've did it like that. I am drawing something in the paint routine and something somewhere else.

the stuff in paint routine for printing is(there was need for some scaling etc.)

other visual stuff is broke.

1. I have custom image-ctrls, which I am adding to screen, moving with them, they are composed of some alpha images, I can move with them, works fine.
2. in paint routine, the only thing I am doing, is setting rectangle for every of these images apparent to their size and position.
3. I am calling timer(20 per sec) to call some needed stuff and there is also a Refresh()

When the event to print comes to scene, all the custom (the only at all) image-ctrls(have just one type) is situated in one place in lefttop.

I will try to put here some shortened example.  
nice week

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