

# Draw Buttons On Bitmap

```
using System;
using System.Windows;
using System.Windows.Controls;
using System.Windows.Controls.Primitives;
using System.Windows.Input;
using System.Windows.Media;
using System.Windows.Media.Imaging;

public class DrawButtonsOnBitmap : Window
{
    [STAThread]
    public static void Main()
    {
        Application app = new Application();
        app.Run(new DrawButtonsOnBitmap());
    }
    public DrawButtonsOnBitmap()
    {
        UniformGrid unigrid = new UniformGrid();
        unigrid.Columns = 4;

        for (int i = 0; i < 32; i++) { ToggleButton btn = new
        ToggleButton(); btn.Width = 96; btn.Height = 24; btn.IsChecked
        = true; unigrid.Children.Add(btn); } unigrid.Measure(new
        Size(Double.PositiveInfinity, Double.PositiveInfinity)); Size
        szGrid = unigrid.DesiredSize; unigrid.Arrange(new Rect(new
        Point(0, 0), szGrid)); RenderTargetBitmap renderbitmap = new
        RenderTargetBitmap((int)Math.Ceiling(szGrid.Width),
        (int)Math.Ceiling(szGrid.Height), 96, 96,
        PixelFormats.Default); renderbitmap.Render(unigrid); Image img
        = new Image(); img.Source = renderbitmap; Content = img; } }
[/csharp]
```