

Create Metafile (Memory)

```
using System;
using System.Drawing;
using System.Drawing.Imaging;
using System.IO;
using System.Windows.Forms;

class CreateMetafileMemory: Form
{
MemoryStream ms = new MemoryStream();

public static void Main()
{
Application.Run(new CreateMetafileMemory());
}

public CreateMetafileMemory()
{
ResizeRedraw = true;

Graphics grfx = CreateGraphics();
IntPtr ipHdc = grfx.GetHdc();

Metafile mf = new Metafile(ms, ipHdc);

grfx.ReleaseHdc(ipHdc);
grfx.Dispose();
grfx = Graphics.FromImage(mf);

grfx.FillEllipse(Brushes.Gray, 0, 0, 100, 100);
grfx.DrawEllipse(Pens.Black, 0, 0, 100, 100);
grfx.DrawArc(new Pen(Color.Red, 10), 20, 20, 60, 60, 30, 120);
grfx.Dispose();
}
protected override void OnPaint(PaintEventArgs pea)
{
DoPage(pea.Graphics, ForeColor, ClientSize.Width,
```

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ClientSize.Height);  
}  
protected void DoPage(Graphics grfx, Color clr, int cx, int  
cy)  
{  
ms.Position = 0;  
Metafile mf = new Metafile(ms);  
  
for (int y = 0; y < cy; y += mf.Height) for (int x = 0; x <  
cx; x += mf.Width) grfx.DrawImage(mf, x, y, mf.Width,  
mf.Height); } } [/csharp]
```