

Hatch Brush Rendering Origin

```
using System;
using System.Drawing;
using System.Drawing.Drawing2D;
using System.Windows.Forms;

class HatchBrushRenderingOrigin: Form
{
public static void Main()
{
Application.Run(new HatchBrushRenderingOrigin());
}
public HatchBrushRenderingOrigin()
{
ResizeRedraw = true;
}
protected override void OnPaint(PaintEventArgs pea)
{
DoPage(pea.Graphics,          ForeColor, ClientSize.Width,
ClientSize.Height);
}
protected void DoPage(Graphics grfx, Color clr, int cx, int
cy)
{
HatchBrush hbrush = new HatchBrush(HatchStyle.HorizontalBrick,
Color.White);
for (int i = 0; i < 10; i++) { grfx.RenderingOrigin = new
Point(i * cx / 10, i * cy / 10); grfx.FillRectangle(hbrush, i
* cx / 10, i * cy / 10, cx / 8, cy / 8); } } } [/csharp]
```