

```

/*****
/*          P A I N T P I C . C          */
/*-----*/
/* Task      : Functions for displaying logos          */
/*-----*/
/* Authors    : Michael Tischer and Bruno Jennrich          */
/* developed on : 10/01/1995          */
/* last update  : 10/03/1995          */
/*****
#include <windows.h>

/*****
/* PaintPicture : Draws a bitmap in a window          */
/*-----*/
/* Parameter :      hInst      - Instance containing the bitmap          */
/*               resource.          */
/*               hWnd        - Window handle of window in which logo          */
/*               or bitmap is to be drawn.          */
/*               IDBMP       - ID of bitmap to be drawn          */
/*               hWndCoords- Handle of window at whose coordinates          */
/*               the logo is to be drawn within hWnd          */
/*               (usually an invisible, static          */
/*               text field).          */
/* Return value : none          */
/*****
void PaintPicture( HINSTANCE hInst,
                  HWND       hWnd,
                  int        IDBMP,
                  HWND       hWndCoords )
{
    RECT    rPicture;
    POINT    pClientScreen;
    HBITMAP hbmPicture,
            hbmOld;
    BITMAP   bm;
    HDC      hMemDC,
            hDC;

    // Calculate client coordinates of window specified in          -----
    // hWndCoords from screen coordinates.          -----
    GetWindowRect( hWndCoords, &rPicture );
    pClientScreen.x = 0;
    pClientScreen.y = 0;
    ClientToScreen( hWnd, &pClientScreen );
    OffsetRect( &rPicture, -pClientScreen.x, -pClientScreen.y );

    // create background DC compatible with window DC -----
    hDC = GetDC( hWnd );
    hMemDC = CreateCompatibleDC( hDC );

    // load bitmap -----
    hbmPicture = LoadBitmap( hInst, MAKEINTRESOURCE( IDBMP ) );

    // get dimensions of loaded bitmap -----
    GetObject( hbmPicture, sizeof( bm ), &bm );

    // select bitmap in background DC -----
    hbmOld = SelectObject( hMemDC, hbmPicture );

    StretchBlt( hDC, rPicture.left,                                // draw bitmap
                rPicture.top,
                rPicture.right - rPicture.left,
                rPicture.bottom - rPicture.top,
                hMemDC, 0,
                0,
                bm.bmWidth,
                bm.bmHeight,
                SRCCOPY );

    SelectObject( hMemDC, hbmOld );          // original bitmap back to DC
    DeleteObject( hbmPicture );              // delete logo bitmap
    DeleteDC( hMemDC );                      // delete memory DC
    ReleaseDC( hWnd, hDC );                  // release window DC
}

```