

Language / Sprache

If you prefer to read in German language, please use the **Liesmich.doc** file!

Wenn Sie lieber in Deutscher Sprache lesen möchten, benutzen Sie bitte die Datei **Liesmich.doc**!

Examples as VO source code

KilletSoft has developed a very extensive program with examples demonstrating the wide variety of graphical capabilities included in the Graphics Development Kit Graphics4VO. Use the examples to embed graphic elements by copy and paste in your own VO programs. The Dynamic Link Library Graphics4VO, which can be used to link graphical capabilities to your own VO programs can be downloaded from the URL <http://www.killetsoft.de/zip/graph4vo.zip>.

Graphics4VO

Graphics Development Kit for the programming language Visual-Objects

Graphics4VO is developed for use with Visual Objects (Versions 2.7 and 2.8). It is based on 32Bit-WINDOWS-API. The Graphics Development Kit allows development of graphics oriented Visual Objects applications for both 32Bit and 64Bit Windows operating systems.

Graphics4VO is an add-on library providing graphic capabilities for VO GUI classes. Existing programs can be enhanced to produce graphic images with very little extra code.

The Graphics Development Kit Graphics4VO includes classes, methods and functions for integration of graphic elements into Windows applications. It could be used to add graphics to existing applications with minimum labor, or for new development. Knowledge of Windows graphics handling or of Windows API-programming is not required.

With the Graphics Development Kit Graphics4VO various graphics output on the screen, to the printer, to the plotter, into the bitmap- and metafile and into the memory bitmap are possible. Beside elementary pixel graphics and graphic primitives a lot of business and presentation graphics is provided such as bar charts, pie charts or line charts, mathematical coordinate systems, function graphs and fractals in a simple way. Beyond that graphics from other programs or scanned pictures in files with different bitmap or vector graphics formats or ArcView shapes can be imported into the own application. Efficient coordinate transformations into world coordinate systems save the conversion work and guarantee the uniform representation on different devices. The GUI classes made available by Visual Objects receive ability to graphic representation by Graphics4VO. The implementation of graphics into existing programs is very simple therefore to accomplish.

The Graphics Development Kit is based upon a very fast graphics display mechanism that allows an exceptionally quick screen drawing. Repainting of an uncovered window is performed from an internal image-bitmap at a speed that makes it not noticeable to the eye. There is no need for the subsequent reconstruction of graphics.

Classes, methods and functions for producing graphic output in user applications are available with declarations in both English and German language in the source headers and in the documentation.

Graphics4VO is available as DLL for download from the internet address http://www.killetsoft.de/p_gvoa_e.htm as **shareware**. The application, into which Graphics4VO is linked, makes attentive on the shareware status by an occasionally faded in small reference display window. The shareware version may not be used in commercial programs.

Graphics4VO can be used also as **full version** in commercial programs, if the unlock parameter for the DLL or the documented source code from the manufacturer are acquired under the internet address specified above. Under that internet address are also a price list and the license conditions to be found. By unlocking or the use of the source code no more reference display windows are indicated.

Graphics4VOs functionality is demonstrated with a comprehensive fully functional sample program that can be downloaded from the same internet site. The source code of the sample program is in the graphtst.aef file. It contains multiple programming examples, which should be helpful for using and developing graphic routines in your own applications.

Operating systems

Applications developed with Graphics4VO should run under Microsoft **WINDOWS 95 / 98 / 2000 / NT / XP / VISTA / 7 / 8 / 10** and all operating systems compatible with Visual Objects development suite.

Installation

The **Graphics4VO** examples program is on a CD-ROM from KilletSoft or it can be downloaded from the internet.

Important: before starting installation close all running applications, except for the Windows Explorer. Running applications can use files needed by the installation program. Failure to close running applications can cause Windows to crash, which is more of inconvenience, rather than of any significant consequence. In case Windows crashes during installation restart the computer.

Installation from CD-ROM

Insert the CD-ROM into the CD-ROM drive. Start the Windows Explorer. Navigate to the CD-ROM icon to display the contents of the CD-ROM. Click on the program g4vodemo_setup.exe in the Graphics4VO directory. The installation will start.

Installation from the Internet download file

After the download from the Internet use PkUnZip or WinZip decompression utility to uncompress the download file into a folder of your choice. In that folder locate the program g4vodemo_setup.exe and click it. The installation will start.

Uninstallation

In the Graphics4VO start menu an icon is available for the uninstallation.

Help

The help files in English or German language contains global information about the Graphics Development Kit. The descriptions of parameters for all graphic classes, methods and functions can be found there. The help can be called from the Graphic4VO start menu or from the Operating System.

Price list

Prices and a purchase order form for the order of the professional version of the graphics library

you will find in the Graphics4VO start menu.

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