QCard DLL Lesson 2

Lesson 1 Lesson 3*Changing the Carl Back Design*

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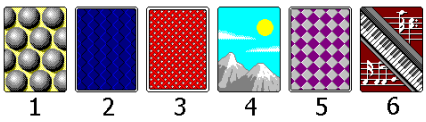
Alyce

See Lesson 1 for QCard DLL and WAV files needed for the demo code.

QCard DLL Lesson 2 | Changing the Card Back Design | DEMO

Changing the Card Back Design

Six designs are available for the card backs:



The default design is number one, which is the spheres. You can change the design easily with **SetCurrentBack**. The argument to pass is simply the number of the design you want, 1 - 6. There is no return, so the return type is void. All cards dealt after this call is made display the selected card design. You can change the design as the program runs, and all six designs can be displayed at the same time, if desired.

```
    'nV can be 1,2,3,4,5,6 for 6 possible designs
    calldll #qc, "SetCurrentBack",_    'function name
    nV as long,_     'number of design desired
    r as void        'no return
```

DEMO

```
'cards2.bas, shows how to change card back design.
'Cards are dealt in lines across the screen.

[varSetup]
i=0         'i will be our counter var in for/next loops
design=1    'default design is circles

nomainwin
    WindowWidth=640:WindowHeight=480
    UpperLeftX=1:UpperLeftY=1

    menu #1, "&File", "E&xit", [quit]
```

```
    menu #1, "&Card Back Design","&Circles",[circles],"&Blue",[blue],_
    "&Red",[red],"&Mountain",[mountain],"&Purple",[purple],
"M&usic",[music]
    graphicbox #1.g, 0, 0, 640, 440
    open "Card Game" for window_nf as #1
    #1 "trapclose [quit]"

    'get graphicbox handle
    hBox=hwnd(#1.g)

    'open the dll
    open "qcard32.dll" for dll as #qc
    'initialize the deck
    Call InitializeDeck hBox

[new]
    'draw a nice background
    #1.g "down; fill 10 190 225"

    playwave "shuffle.wav",sync

    Call SetCurrentBack design
    'design can be 1,2,3,4,5,6 for 6 possible designs


    'The DLL allows for two decks.
    'The first deck includes cards 1 - 52.
    'By default, cards are face up.
    'Deal first deck face up, across the screen,
    'incrementing x position for each card.
    for i = 1 to 52
        'window handle, card index number, x, y
        Call DealCard hBox,i,i*12,10
        playwave "card.wav",sync
        'pause 100 milliseconds between cards
        call Pause 100
        scan
    next

    playwave "shuffle.wav",sync

    'Cards 53 to 104 are in the second deck.
    'Deal second deck face down, lower on screen than first deck.
    'Set status of all cards to 0, which is face down.
    for i = 53 to 104
        call SetCardStatus i, 0
```

```
        Call DealCard hBox,i,(i-52)*6,67+i
        playwave "card.wav",sync
        'pause 100 milliseconds between cards
        call Pause 100
        scan
    next

wait

[quit] close #qc:close #1:end

[circles] design=1:goto [new]
[blue] design=2:goto [new]
[red] design=3:goto [new]
[mountain] design=4:goto [new]
[purple] design=5:goto [new]
[music] design=6:goto [new]

''''''''''''''''''''
'subs and functions:
Sub Pause ms
    'pause ms number of milliseconds
    calldll #kernel32,"Sleep",_
    ms as long, re as void
    End Sub


Sub InitializeDeck hndle
    calldll #qc, "InitializeDeck",_
    hndle as long,r as long
    End Sub

Sub SetCardStatus nC,face
    'nC is number of card - 1-52 in first deck and
    '53-104 in second deck, if used
    'face:  0=facedown,1=faceup
    calldll #qc, "SetCardStatus",nC as long,_
    face as long,r as void
    End Sub

Sub DealCard hndle,nC,x,y
    'places card on window whose handle is hndle at x,y
    'nC is number of card - 1-52 in first deck and
    '53-104 in second deck, if used
    calldll #qc, "DealCard",hndle as long,nC as long,_
    x as long,y as long,r as void
```

```
    End Sub

Sub SetCurrentBack nV
    'nV can be 1,2,3,4,5,6 for 6 possible designs
    calldll #qc, "SetCurrentBack",nV as long,r as void
    End Sub
```

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