QCard DLL Lesson 11

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

Drawing Symbol Cards

QCard gives us three symbol cards. We draw them with DrawSymbol. We need the handle of our graphicbox, the index number of the symbol and the x and y location to draw the card. The index to draw an X is 1, the O is 2 and a place holder card is 3.

```
calldll #qc, "DrawSymbol",_
    hndle as ulong,_    'handle of graphicbox
    nV as long,_        '1=X 2=O 3=place holder
    nx as long,_        'x location
    ny as long,_        'y location
    re as void          'no return
```

Disabled Cards

We can set a card's disabled value. We won't allow our users to interact with a disabled card. We do that with SetCardDisabled. We pass the index of the card and the disabled value. 1 is a disabled card and 0 means it is not disabled.

```
calldll #qc, "SetCardDisabled",_
    nC as long,_    'card to set
    nV as long,_    '1=disable,0=not disabled
    re as void      'no return
```

We can later discover if a card is disabled by calling IsCardDisabled. We pass the index of the card to query and a return of 1 tells us the card is disabled. A return of 0 means it is not disabled.

```
calldll #qc, "IsCardDisabled",_
```

```
    nC as long,_      'card to query
    IsCardDisabled as long '1=disabled
```

Card Backs

We can also draw a card back image. This is not the same as displaying one of the 104 cards face-down.

```
'nV can be 1,2,3,4,5,6 for 6 possible designs
'draws a cardback image on screen
calldll #qc, "DrawBack",_
    hndle as ulong,_   'handle of graphicbox
    nV as long,_       'index of card back, 1-6
    x as long,_        'x location
    y as long,_        'y location
    r as void
```

DEMO

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

The code for all of the QCard functions for this lesson is demonstrated in the program below.
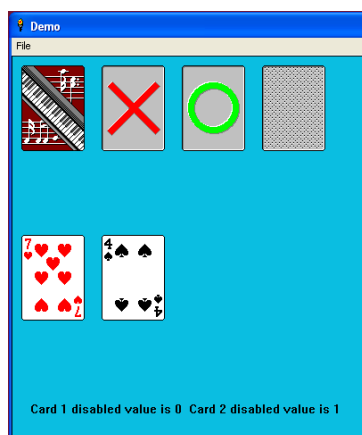

```
'An open project card game, begun by Alyce Watson, May 27, 2003.
'Uses Qcard32.dll, a freeware library of playing card images.
'DLL by Stephen Murphy.  Qcard32.DLL website:
'http://www.telusplanet.net/public/stevem/

nomainwin
    WindowWidth=640:WindowHeight=480
```

```
    UpperLeftX=1:UpperLeftY=1

    menu #1, "&File", "E&xit", [quit]
    graphicbox #1.g, 0, 0, 640, 440
    open "Demo" 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]
    Call SetDefaultValues

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

    call DrawBack hBox, 6, 10, 10   'draw card back design 6 at 10,10
    call DrawSymbol hBox,1,100,10   'draw X at 100,10
    call DrawSymbol hBox,2,190,10   'draw O at 190,10
    call DrawSymbol hBox,3,280,10   'draw placeholder at 280,10

    call DealCard hBox,33,10,200    'draw card at 10,200
    call DealCard hBox,43,100,200   'draw card at 100,200

    call SetCardDisabled 43,1       'set card 43 to disabled status
    card1=IsCardDisabled(33)
    card2=IsCardDisabled(43)
    #1.g "place 20 400"
    #1.g "\Card 1 disabled value is ";card1;
"  Card 2 disabled value is ";card2
wait

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


''''''''''''''''''''
'subs and functions:

Sub InitializeDeck hndle
    calldll #qc, "InitializeDeck",_
```

```
    hndle as ulong,r as long
    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 ulong,nC as long,_
    x as long,y as long,r as void
    End Sub

Sub DrawBack hndle, nV, x, y
    'nV can be 1,2,3,4,5,6 for 6 possible designs
    'draws a cardback image on screen
    calldll #qc, "DrawBack",hndle as ulong,_
    nV as long,x as long,y as long,r as void
    End Sub

Sub DrawSymbol hndle,nV,nx,ny
    calldll #qc, "DrawSymbol",_
        hndle as ulong,_    'handle of graphicbox
        nV as long,_        '1=X 2=O 3=place holder
        nx as long,_        'x location
        ny as long,_        'y location
        re as void          'no return
end sub

function IsCardDisabled(nC)
    calldll #qc, "IsCardDisabled",_
        nC as long,_    'card to query
        IsCardDisabled as long '1=disabled
    end function

sub SetCardDisabled nC, nV
    calldll #qc, "SetCardDisabled",_
        nC as long,_    'card to set
        nV as long,_    '1=disable,0=not disabled
        re as void      'no return
    end sub

Sub SetDefaultValues
    'reset all card properties back to their default values.
    calldll #qc, "SetDefaultValues",r as void
    End Sub
```

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