

This is Demo 1 to Accompany [Drawing a Tiled Background with CreateCompatibleBitmap](#)

```
' Demo1: Drawbmp with native LB Commands
Nomainwin
WindowWidth = 600
WindowHeight = 400
Graphicbox #w.g1, 10, 10, 102, 102
Statictext #w.st1a, "Image Source", 8, 120, 110, 32
Graphicbox #w.g2, 140, 10, 440, 119
Statictext #w.st2a,
"Image transferred from bitmap in memory using Liberty BASIC native co
mmands", 138, 140, 440, 16
Statictext #w.st2b, "Getbmp, Drawbmp, Flush", 138, 156, 440, 16
' Open the Window
Open "Demo" For Window as #w
#w "Trapclose EndProgram"
#w.g2 "Horizscrollbar On 0 760"

' Display Solid Backgrounds
Call hueBackground "#w.g1", "Darkgreen"
Call hueBackground "#w.g2", "Darkgreen"
' Draw the house bitmap in the left graphicbox and capture it with Get
bmp
Call SimpleHouse "#w.g1", 0, 0
#w.g1 "Getbmp SimpleHouse 0 0 100 100"
#w.g1 "Flush"
' Create a row of houses with a series of Drawbmp commands
For x = 0 to 1200 Step 100
#w.g2 "Drawbmp SimpleHouse ";x;" 0"
Next x
' Flush the Display
#w.g2 "Flush"
' Unload the bitmap to free memory
Unloadbmp "SimpleHouse"
Wait
Sub EndProgram handle$
Close #w
End
End Sub
Sub hueBackground handle$, hue$
#handle$ "Down; Fill ";hue$
#handle$ "Flush; Discard"
End Sub
Sub SimpleHouse handle$, xLoc, yLoc
Call hueBackground handle$, "Darkblue"
```

```
#handle$ "Color 128 64 0; Backcolor Brown"
#handle$ "Place ";xLoc + 5;" ";yLoc + 50
#handle$ "Boxfilled ";xLoc + 95;" ";yLoc + 90
For x = xLoc to xLoc + 100
#handle$ "Line ";xLoc + 50;" ";y + 10;" ";x;" ";y + 50
Next x
#handle$ "Backcolor 128 64 0"
#handle$ "Place ";xLoc + 10;" ";yLoc + 60
#handle$ "Boxfilled ";xLoc + 30;" ";yLoc + 80
#handle$ "Place ";xLoc + 65;" ";yLoc + 60
#handle$ "Boxfilled ";xLoc + 85;" ";yLoc + 80
#handle$ "Place ";xLoc + 35;" ";yLoc + 70
#handle$ "Boxfilled ";xLoc + 60;" ";yLoc + 90
#handle$ "Color 16 16 16; Backcolor 16 16 16"
#handle$ "Place ";xLoc;" ";yLoc + 90
#handle$ "Boxfilled ";xLoc + 100;" ";yLoc + 100
Call SimpleGrass handle$, xLoc, yLoc
End Sub
Sub SimpleGrass handle$, xLoc, yLoc
For x = xLoc to xLoc + 100
greenHue = Int(Rnd(1) * 128) + 16
#handle$ "Color 0 ";greenHue;" 0"
y = Int(Rnd(1) * 10) + 85
#handle$ "Line ";x;" ";y;" ";x;" 100"
Next x
End Sub
```

- Return to [Drawing a Tiled Background with CreateCompatibleBitmap](#)