

```
#include "sierrachart.h"
```

```
// SCDLLName("GDI Example")
```

```
// This file demonstrates the functionality to use the Windows Graphics Device  
// Interface (GDI) with ACSIL to freely draw inside of the chart window
```

```
// Windows GDI documentation can be found here:
```

```
// http://msdn.microsoft.com/en-nz/library/windows/desktop/dd145203%28v=vs.85%29.aspx
```

```
/*=====*/
```

```
// Drawing function declaration
```

```
void DrawToChart(HWND WindowHandle, HDC DeviceContext, SCStudyInterfaceRef sc);
```

```
/*=====*/
```

```
SCSFExport scsf_DrawToChartExample(SCStudyInterfaceRef sc)
```

```
{  
    if (sc.SetDefaults)  
    {  
        // Set the configuration and defaults
```

```
        sc.GraphName = "Draw To Chart Example";
```

```
        sc.AutoLoop = 0;  
        return;
```

```
    }
```

```
    // This is where we specify the drawing function. This function will be called  
    // when the study graph is drawn on the chart. We are placing this after  
    // if (sc.SetDefaults). So in case the study DLL is unloaded and reloaded,  
    // this will continue to be set to the correct address.
```

```
    sc.p_GDIFunction = DrawToChart;
```

```
}
```

```
/*=====*/
```

```
// This is the actual drawing function. This function is specified by the  
// "sc.p_GDIFunction" member in the main study function above. This drawing  
// function is called when Sierra Chart draws the study on the chart. This  
// will only occur after there has been a call to the main "scsf_" study  
// function which is defined above.
```

```
// This drawing function has access to the ACSIL "sc." structure.  
// However, any changes to the variable members will have no effect.
```

```
void DrawToChart(HWND WindowHandle, HDC DeviceContext, SCStudyInterfaceRef sc )
```

```
{  
    //Create a Yellow brush  
    HBRUSH Brush = CreateSolidBrush(RGB(255,255,0));
```

```
    //Select the brush into the device context  
    HGDIOBJ PriorBrush = SelectObject(DeviceContext, Brush);
```

```
    //Draw a rectangle at the top left of the chart  
    Rectangle(DeviceContext, sc.StudyRegionLeftCoordinate + 5, sc.StudyRegionTopCoordinate + 5,  
sc.StudyRegionLeftCoordinate + 200, sc.StudyRegionTopCoordinate + 200);
```

```
    int RightCoordinate = sc.StudyRegionRightCoordinate;
```

```
    //Remove the brush from the device context and put the prior brush back in. This is critical!  
    SelectObject(DeviceContext,PriorBrush);
```

```
//Delete the brush. This is critical! If you do not do this, you will end up with
// a GDI leak and crash Sierra Chart.
DeleteObject(Brush);

::SetTextAlign(DeviceContext, TA_NOUPDATECP);

//Must use the wide character version
::TextOutW(DeviceContext, 250, 250, L"Hello.", 6);

// draw a line

sc.DrawGraphics_MoveTo(0, 0);
sc.DrawGraphics_LineTo(300, 300, COLOR_CYAN, 5, LINESTYLE_SOLID);

return;
}

/*=====*/
```