ØªÙ‡ÛŒÙ‡ ØªØµÙˆÛŒØ± Ø§Ø² ØµÙ•ØÙ‡ Ù†Ù…Ø§ÛŒØ´ Ù…Ø§Ù†ÛŒØªÙˆØ±

14/08/2010 15:18 by Ù…Ø±ØªØ¶ÛŒ ØµØØ±Ø§Ú¯Ø±Ø¯

Ø´Ø±Ùˆ¹:

Ø¨Ø±Ø§ÛŒ Ø§Ù†Ø¬Ø§Ù… Ø§ÛŒÙ† Ú©Ø§Ø±ØŒ Ø§Ø¨ØªØ¯Ø§ Ù†ÛŒØ§Ø² Ø¯Ø§Ø±ÛŒÙ… ÛŒÚ© ØªØµÙˆÛŒØ± Bitmap Ø¨Ù‡ Ø§Ù†Ø¯Ø§Ø²Ù‡ Ø·ÙˆÙ„ Ùˆ Ø¹Ø±Ø¶ ØµÙ•ØÙ‡ Ù†Ù…Ø§ÛŒØ´ Ø§ÛŒØ¬Ø§Ø¯ Ù†Ù…Ø§ÛŒÛŒÙ….

```
Bitmap bmp = new Bitmap(Screen.PrimaryScreen.Bounds.Width,Screen.PrimaryScreen.Bounds.Height);
```

Ø³Ù¾Ø³ ÛŒÚ© Ø´ÛŒ Ú¯Ø±Ø§Ù•ÛŒÚ© Ø§Ø² Ù†Ùˆ¹ Ø§ÛŒÙ† Bitmap Ø§ÛŒØ¬Ø§Ø¯ Ù†Ù…ÙˆØ¯Ù‡ Ùˆ Ù…ØªØ¯ CopyFromScreen Ø±Ø§ Ø±ÙˆÛŒ Ø¢Ù† Ø§Ø¹Ù…Ø§Ù„ Ù…ÛŒ Ù†Ù…Ø§ÛŒÛŒÙ….

```
Graphics g = Graphics.FromImage(bmp);

g.CopyFromScreen(0, 0, 0, 0, bmp.Size);
```

Ø§Ú©Ù†ÙˆÙ† Ø´ÛŒ BitmapØŒ Ø¯Ø§Ø±Ø§ÛŒ ØªØµÙˆÛŒØ± Ù…ÙˆØ±Ø¯ Ù†Ø¸Ø± Ù…Ø§ Ù…ÛŒ Ø¨Ø§Ø´Ø¯ Ùˆ Ù…ÛŒ ØªÙˆØ§Ù†ÛŒÙ… Ø¢Ù† Ø±Ø§ Ø°Ø®ÛŒØ±Ù‡ Ù†Ù…ÙˆØ¯Ù‡ (bmp.Save) Ùˆ ÛŒØ§ Ø¯Ø± Ø¯Ø§Ø®Ù„ ÛŒÚ© PictureBox Ù†Ù…Ø§ÛŒØ´ Ø¯Ù‡ÛŒÙ….

Ø¯Ø± Ù‚Ø·Ø¹Ù‡ Ú©Ø¯ Ø²ÛŒØ±ØŒ ÛŒÚ© ØªØµÙˆÛŒØ± Ø§Ø² ØµÙ•ØÙ‡ Ù†Ù…Ø§ÛŒØ´ ØªÙ‡ÛŒÙ‡ Ù†Ù…ÙˆØ¯Ù‡ Ùˆ Ø¯Ø§Ø®Ù„ ÛŒÚ© Ú©Ù†ØªØ±Ù„ PictureBox Ù†Ù…Ø§ÛŒØ´ Ø¯Ø§Ø¯Ù‡ Ø§ÛŒÙ….

```
if (pictureBox1.Image != null) pictureBox1.Image.Dispose();

Bitmap bmp = new Bitmap(Screen.PrimaryScreen.Bounds.Width,Screen.PrimaryScreen.Bounds.Height);



Graphics g = Graphics.FromImage(bmp);

g.CopyFromScreen(0, 0, 0, 0, bmp.Size);



g.Dispose();

pictureBox1.Image = bmp;

pictureBox1.Size = bmp.Size;
```