

Forum:[Hack Forums](#)

Thread: [Simple Graph Control Source](#)

Coding4Noobs - June 9, 2012, 1:13 pm

Please note it only updates when you update a position! so if your not updating points it wont draw a new line

```
Code /**Credits**
//Name: Jordan
//Alias: Coding4Noobs
//Website: www.emissarysolutions.org
//Application: eGraph
//Description: A simple graph control
//Version: 1.0
/**End Of Credits**
using System;
using System.Collections.Generic;
using System.Text;
using System.Windows.Forms;
using System.Drawing;
using System.Drawing.Drawing2D;
using System.Drawing.Imaging;
using System.Drawing.Text;
using System.Drawing.Design;
namespace E_Graph
{
    class EGraph : Control
    {
        public int[] Points = { 0, 0, 0, 0 };
        public int[] Points2 = { 0, 0, 0, 0 };
        public Color bgColor = Color.FromArgb(55, 55, 55);
        public int Spacing = 20;
        public bool EnableStatistics = false;
        private int Highest = 0;
        private int Total = 0;
        private int Total2 = 0;
        private int Highest2 = 0;
        private PictureBox Pic;
        public EGraph()
        {
            Pic = new PictureBox();
            this.Controls.Add(Pic);
            Pic.Dock = DockStyle.Fill;
            Pic.SizeMode = PictureBoxSizeMode.StretchImage;
            //nothing yet
            // DrawGraph();
        }
    }
}
```

```

/// <summary>
/// Updates the next point on your graph
/// </summary>
/// <param name="newPoint">The new point</param>
public void UpdatePoint(int newPoint, int newpoint2)
{
    try
    {
        Points[0] = Points[1];
        Points[1] = Points[2];
        Points[2] = Points[3];
        Points[3] = newPoint;
        Points2[0] = Points2[1];
        Points2[1] = Points2[2];
        Points2[2] = Points2[3];
        Points2[3] = newpoint2;
        //if (newPoint > Highest)
        //{
        //    Highest = newPoint;
        //}
        //if (newpoint2 > Highest2)
        //{
        //    Highest2 = newpoint2;
        //}

        Highest = newPoint;
        Highest2 = newpoint2;
        Total2 += newpoint2;
        Total += newPoint;
        DrawGraph();
    }
    catch { }
}
//Draws the graph on the control
public void DrawGraph()
{
    new System.Threading.Thread(() =>
    {
        try
        {
            Spacing = this.Width / 3;
            Bitmap bmp = new Bitmap(this.Size.Width, this.Size.Height);
            Graphics g = this.CreateGraphics();
            g = Graphics.FromImage(bmp);
            g.Clear(bgColor);
            for (int i = 0; i < this.Width; i += 10)
            {
                g.DrawLine(Pens.DimGray, new Point(i, 0), new Point(i, this.Height));
            }
            for (int e = 0; e < this.Height; e += 10)
            {
                g.DrawLine(Pens.DimGray, new Point(0, e), new Point(this.Width, e));
            }
        }
    })
}

```

```

        if (EnableStatistics)
        {
            g.DrawString("Income /sec: " + Highest, new Font(DefaultFont.FontFamily, 8,
FontStyle.Regular), Brushes.Red, new Point(4, this.Height - 16));
            g.DrawString("Total Incomming: " + this.Total, new Font(DefaultFont.FontFamily,
8, FontStyle.Regular), Brushes.Red, new Point(4, this.Height - 32));
            g.DrawString("Outgoing /sec: " + this.Highest2, new Font(DefaultFont.FontFamily,
8, FontStyle.Regular), Brushes.Blue, new Point(4, this.Height - 48));
            g.DrawString("Total Out: " + this.Total2, new Font(DefaultFont.FontFamily, 8,
FontStyle.Regular), Brushes.Blue, new Point(4, this.Height - 64));
        }
        g.DrawLine(Pens.Red, new Point(0, this.Height - Points[0]), new Point(Spacing,
this.Height - Points[1]));
        g.DrawLine(Pens.Red, new Point(Spacing, this.Height - Points[1]), new
Point(Spacing * 2, this.Height - Points[2]));
        g.DrawLine(Pens.Red, new Point(Spacing * 2, this.Height - Points[2]), new
Point(Spacing * 3, this.Height - Points[3]));
        Points[0] = Points[1];
        Points[1] = Points[2];
        Points[2] = Points[3];
        g.DrawLine(Pens.Blue, new Point(0, this.Height - Points2[0]), new Point(Spacing,
this.Height - Points2[1]));
        g.DrawLine(Pens.Blue, new Point(Spacing, this.Height - Points2[1]), new
Point(Spacing * 2, this.Height - Points2[2]));
        g.DrawLine(Pens.Blue, new Point(Spacing * 2, this.Height - Points2[2]), new
Point(Spacing * 3, this.Height - Points2[3]));
        Points2[0] = Points2[1];
        Points2[1] = Points2[2];
        Points2[2] = Points2[3];
        g.Dispose();
        Pic.Image = bmp;
    }
    catch { }
    }).Start();
}
}
}
}

```

Usage:

Enable Statistic:

```

Code eGraph1.EnableStatistics = true;
        eGraph1.DrawGraph();

```

Draw new Point:

```

Code eGraph1.UpdatePoint(point1, point2);

```

Modesty - June 9, 2012, 1:22 pm

Ahh I released something like this a while ago: <https://hackforums.net/showthread.php?tid=699827>

we use a similar method ^^

Coding4Noobs - June 9, 2012, 1:37 pm

(Jun 9, 2012 01:22 PM)Modesty Wrote: [\[CITE\]](#) Ahh I released something like this a while ago: <https://hackforums.net/showthread.php?tid=699827>

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nice didn't even see that, i through that together last night for {ES}. one of my customers suggested i do a statistics tab :P

Modesty - June 9, 2012, 1:50 pm

(Jun 9, 2012 01:37 PM)Coding4Noobs Wrote: [CITE](#) nice didn't even see that, i through that together last night for {ES}. one of my customers suggested i do a statistics tab :P

Yeah aha we had it for clientmesh 1.0, but realised it soon became useless because it didn't have that much of a purpose lul

BaussHacker - June 10, 2012, 4:13 am

This is pretty cool, doubt I'll ever be using something like this tho :P