

Forum:[Hack Forums](#)

Thread: [\[VB/C#\] Matrix Fall | GDI+ Matrix-Grid-ish Control](#)

Odus - June 22, 2015, 12:15 pm

First graphic release here on HF, but it was kind of a joint effort between Mr. Trvp and me. He wrote it originally in C# and I made some changes of my own when rewriting it this time in VB. Oh and due to popular demand... Method-spaced!

Customization includes block size, fall speed (VB version only), and colors (as demonstrated). Depending on the blends you choose, it can make for a very interesting backdrop if busy's your thing. It allows any number of colors, I took the most common color profiles for example but go nuts if you please.

Demonstration: [\(Click to View\)](#)

(Gif rendered extremely laggy for some reason, much smoother in reality)

[img]http://orig01.deviantart.net/3580/f/2015/173/0/c/matrixfall_demo_by_oduslabs-d8ybip8.gif[/img]

Downloads:

VB.NET: <https://gist.github.com/oduslabs/957f0d770951fc9e7707>

C#: <http://pastebin.com/eghZbL0Q>

Credits:

Mr. Trvp: <https://hackforums.net/member.php?action=profile&uid=1676753>

Only3 - June 22, 2015, 12:19 pm

what the heck <https://hackforums.net/showthread.php?tid=3964747>

SIM-1676753 - June 22, 2015, 12:19 pm

Looking great Odus, awesome work.

Hawk HF - June 22, 2015, 12:22 pm

Very cool!

I hope this will serve as inspiration for other coders interested in GDI.

(Jun 22, 2015 12:19 PM)Only3 Wrote: [\[CITE\]](#) what the heck

<https://hackforums.net/showthread.php?tid=3964747>

I'm actually working on a fully animated theme right now.

I hope to have it available in the marketplace soon.

SIM-1676753 - June 22, 2015, 12:51 pm

(Jun 22, 2015 12:22 PM)Hawk HF Wrote: [\[CITE\]](#) Very cool!

I hope this will serve as inspiration for other coders interested in GDI.

I'm actually working on a fully animated theme right now.

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GDI is fun, you should look at BlackCap's releases.

Only3 - June 22, 2015, 1:13 pm

(Jun 22, 2015 12:51 PM)Mr. Trvp Wrote: [\[CITE\]](#) GDI is fun, you should look at BlackCap's releases.

Hawk HF - June 22, 2015, 2:38 pm

(Jun 22, 2015 12:51 PM)Mr. Trvp Wrote: [\[CITE\]](#)

GDI is fun, you should look at BlackCap's releases.

I haven't seen him release anything in a while, but he was probably one of the best GDI coders out there a year or two ago. He was a huge inspiration to me in my early GDI days, along with Aeonhack and Mavamaarten.

0xBB - June 22, 2015, 6:05 pm

(Jun 22, 2015 01:13 PM)Only3 Wrote: [\[CITE\]](#)

That's not gdi, thats opengl fuckaround. If its gdi+, id love to see the code.

?eumonic - June 22, 2015, 6:34 pm

(Jun 22, 2015 06:05 PM)ibennz Wrote: [\[CITE\]](#) thats opengl fuckaround.

? You, sir, made my day!

SaketSaket - June 22, 2015, 11:08 pm

Wonderful release... Nice looking...

(Jun 22, 2015 12:22 PM)Hawk HF Wrote: [\[CITE\]](#) I'm actually working on a fully animated theme right now.

I hope to have it available in the marketplace soon.

Would love to see it...

nuk - June 23, 2015, 1:09 am

I love opening the .NET section and seeing more and more GDI releases. Great job! ...looking forward to seeing a fully animated theme ;)

Only3 - June 23, 2015, 1:10 am

(Jun 22, 2015 06:05 PM)ibennz Wrote: [\[CITE\]](#) That's not gdi, thats opengl fuckaround. If its gdi+, id love to see the code.

? PURE GDI ! and u should know who can code things like this ?

Oliver Sykes - June 23, 2015, 10:56 am

(Jun 23, 2015 01:10 AM)Only3 Wrote: [\[CITE\]](#) ? PURE GDI ! and u should know who can code things like this ?

Oh, you must be talking about [BlackCap](#).

Only3 - June 23, 2015, 11:11 am

(Jun 23, 2015 10:56 AM)Oliver Sykes Wrote: [\[CITE\]](#) Oh, you must be talking about [BlackCap](#).

? he send me it in skype to show me

Adderall - June 23, 2015, 3:08 pm

Nice release I will definitely learn something from the code of making custom GDI controls.

Hawk HF - June 24, 2015, 7:14 pm

I feel like this thread, along with other GDI threads, isn't getting the attention it deserves. Maybe it's just me, but I think things like this are really cool.

Oliver Sykes - June 24, 2015, 7:20 pm

Odus, trvp did this with numbers as well. Maybe add that?

+Haze - June 24, 2015, 7:25 pm

Odus is my son, I think I deserve a shoutout too!

SubGenius - June 26, 2015, 1:58 pm

Filthy GDI peasants still using timers and .FillRectangle
WPF master race

Lelelelelelele

Hawk HF - June 26, 2015, 2:14 pm

(Jun 26, 2015 01:58 PM)SubGenius Wrote: [\[CITE\]](#) Filthy GDI peasants still using timers and .FillRectangle
WPF master race

Lelelelelelele

There was a time a while ago where I made a thread to take requests for GDI controls.

<https://hackforums.net/showthread.php?tid=3930319&pid=36989738#pid36989738>

Let's not get cocky. ;)

SubGenius - June 26, 2015, 2:18 pm

(Jun 26, 2015 02:14 PM)Hawk HF Wrote: [\[CITE\]](#) There was a time a while ago where I made a thread to take requests for GDI controls.

<https://hackforums.net/showthread.php?tid=3930319&pid=36989738#pid36989738>

Let's not get cocky. ;)

?

Hey, that was like 1.5 years ago...

iLogic™ - June 27, 2015, 11:59 pm

Great release man ? Nice looking ?

AustinPape10101 - June 28, 2015, 6:53 pm

Stupid question but with your example. How would we go about using a combobox to change the color and also change the size of the objects?

Odus - June 29, 2015, 2:08 pm

(Jun 24, 2015 07:20 PM)Oliver Sykes Wrote: [\[CITE\]](#) Odus, trvp did this with numbers as well. Maybe add that?

I was actually going to 1up him and allow a custom array of characters, will update OP shortly.

(Jun 28, 2015 06:53 PM)AustinPape10101 Wrote: [\[CITE\]](#) Stupid question but with your example. How would we go about using a combobox to change the color and also change the size of the objects?

Not at all. The Colors property is of type color array, so you can change the colors using that.

In the demonstration, I used a Dictionary of String & Color() to hold my colors and set the ComboBox's data source to the dictionary. So the keys (string) front the ComboBox items but the value is really your colors (color()). Like so:

```
Code Dim cd As New Dictionary(Of String, Color()) From {  
    {Color.Red, Color.IndianRed, Color.DarkRed},  
    {Color.Green, Color.GreenYellow, Color.LawnGreen}  
}
```

```
ComboBox1.DataSource = New BindingSource(cd, Nothing)
```

```
ComboBox1.DisplayMember = "Key"
```

```
ComboBox1.ValueMember = "Value"
```

When using, I just cast the selected item to a KeyValuePair and set the Colors property to its value:

```
Code MatrixFall1.Colors = DirectCast(ComboBox1.SelectedItem, KeyValuePair(Of String,  
Color())).Value
```

For the objects' size, use the BlockSize property which is of type Size. So in your NumericUpDown ValueChanged event, set the BlockSize to their values:

```
Code MatrixFall1.BlockSize = New Size(Convert.ToInt32(NumericUpDown1.Value),  
Convert.ToInt32(NumericUpDown2.Value))
```

This was for a demo so I didn't bother changing the control names. I'm glad so many people like it though!