

Forum:[Hack Forums](#)

Thread: [Monogame render embbeded into PictureBox](#)

Zilog80 - June 25, 2017, 8:28 am

More images on spoiler:

Spoiler [\(Click to View\)](#)

Some capture animations:

<https://i.imgur.com/dzYUfCl.mp4>

<https://i.imgur.com/giNPzS9.mp4>

How it works?

This tutorial has a triple combo:

- Monogame stuff instead GDI/GDI+

- Monogame stuff rendered on standard Winforms PictureBox control

- Monogame stuff coded in VB.NET instead C#

Need Monogame installed on my rig to compile the source-code?

Technically no. Monogame is attached to solution as NuGet Package. And Content pipeline are "precompiled" to Content\bin\Windows\ folder

How the precompiled content is moved to debug\release output folder?

There is a PostBuild event on solution with this code:

```
Code echo "Deleting previus Content Folder..."
```

```
rd "$(TargetDir)Content"
```

```
echo "Creating Content Folder..."
```

```
md "$(TargetDir)Content"
```

```
echo "Copying Content Files..."
```

```
xcopy "$(ProjectDir)Content\bin\Windows\*.*)" "$(TargetDir)\Content" /Y /I /E
```

That postbuild event copy the precompiled content to your debug\Content or release\Content folder

That's nice. Give me the source-code!

Yes, sir:

Source: <https://github.com/kernelENREK/MonogameWinformsDemo>

Enjoy :)

Edited: highly recommended running the source code with headphones...

Barret - *June 28, 2017, 4:30 am*

That looks nice zilogy, fine job you done there!!!!