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1 #

VB.NET桌面歌词效果的制作

因为这个东西写得很早,所以代码不是很规范.另外,代码只是为了做出效果,并不具备与音乐的互动功能.



VB.NET code

以下是代码:

```

Dim X, Y As Integer

Private BP As Bitmap

Dim FT As Font = New Font("幼圆", 40, FontStyle.Regular, GraphicsUnit.Pixel)

Private SecondStringBP As Bitmap
'''
''' 显示歌词
'''
''' 歌曲语句
''' 进度百分比
'''

Private Sub ShowLrc(ByVal MusicText As String, ByVal s As Double)

```

```

BP = New Bitmap(Me.Width, Me.Height)

Using G As Graphics = Graphics.FromImage(BP)

    G.SmoothingMode = Drawing2D.SmoothingMode.HighQuality

    G.CompositingMode = Drawing2D.CompositingMode.SourceOver

    G.TextRenderingHint = Drawing.Text.TextRenderingHint.AntiAliasGridFit

    X = 20 : Y = 20

    For J As Integer = 1 To 5

        Using lg As New Drawing2D.LinearGradientBrush(New Point(0, 0), New
Point(0, 1), Color.FromArgb(90 - 90 / 5 * J, 0, 0, 0), Color.FromArgb(100 - J * 20,
0, 0, 0))

            G.DrawString(MusicText, FT, lg, X + J, Y + J)

        End Using

    Next

    For I As Integer = 1 To 3

        Using lg As New Drawing2D.LinearGradientBrush(New Point(0, 0), New
Point(0, 1), Color.FromArgb(90 - 90 / 3 * I, 0, 0, 0), Color.FromArgb(90 - 90 / 3 *
I, 0, 0, 0))

            G.DrawString(MusicText, FT, lg, X - I, Y)

            G.DrawString(MusicText, FT, lg, X - I, Y - I)

            G.DrawString(MusicText, FT, lg, X, Y - I)

            G.DrawString(MusicText, FT, lg, X + I, Y - I)

            G.DrawString(MusicText, FT, lg, X + I, Y)

            G.DrawString(MusicText, FT, lg, X + I, Y + I)

            G.DrawString(MusicText, FT, lg, X, Y + I)

            G.DrawString(MusicText, FT, lg, X - I, Y + I)

        End Using

    Next

    Using lg As New Drawing2D.LinearGradientBrush(New Point(X, Y), New Point
(X, Y + FT.Height), Color.YellowGreen, Color.DarkGreen)

        G.DrawString(MusicText, FT, lg, X, Y)

    End Using

    G.DrawImage(GetStringImage(MusicText), New Rectangle(0, 0, Me.Width * s,
Me.Height), New Rectangle(0, 0, Me.Width * s, Me.Height), GraphicsUnit.Pixel)

End Using

Me.BackgroundImage = BP

DrawBP(Me, BP, 255)

End Sub

Private Function GetStringImage(ByVal s As String) As Bitmap

    If SecondStringBP IsNot Nothing Then SecondStringBP.Dispose()

    SecondStringBP = New Bitmap(Me.Width, Me.Height)

    Using G As Graphics = Graphics.FromImage(SecondStringBP)

        G.SmoothingMode = Drawing2D.SmoothingMode.HighQuality

        G.CompositingMode = Drawing2D.CompositingMode.SourceOver

        G.TextRenderingHint = Drawing.Text.TextRenderingHint.AntiAliasGridFit

        Using lg As New Drawing2D.LinearGradientBrush(New Point(X, Y), New Point
(X, Y + FT.Height), Color.LightYellow, Color.Red)

            G.DrawString(s, FT, lg, X, Y)

        End Using

    End Using

```

```

        End Using

        Return SecondStringBP

    End Function

    Private Sub Form1_Load(ByVal sender As System.Object, ByVal e As
System.EventArgs) Handles MyBase.Load

    End Sub

    Private Sub Form1_MouseDown(ByVal sender As Object, ByVal e As
System.Windows.Forms.MouseEventArgs) Handles Me.MouseDown

        ReleaseCapture()

        SendMessage(sender.Handle.ToInt32(), WM_SysCommand, SC_MOVE, 0)

    End Sub

    Protected Overloads Overrides ReadOnly Property CreateParams() As CreateParams

    Get

        Dim cp As CreateParams = MyBase.CreateParams

        cp.ExStyle = cp.ExStyle Or &H80000

        Return cp

    End Get

    End Property

    Private Sub Form1_SizeChanged(ByVal sender As Object, ByVal e As
System.EventArgs) Handles Me.SizeChanged

' 调用方法

        ShowLrc("桌面歌词效果这是歌词内容", 0.5)

    End Sub

End Class

```

以下代码放于模块里

```

Imports System.Runtime.InteropServices

Imports System.Drawing.Imaging

Imports System.Drawing

Module Module1

    Public Const WM_SysCommand As Integer = &H112

    Public Const SC_MOVE As Integer = &HF012

    Public Const SC_NCLBUTTONDOWN = &HA1

    <DllImport("user32.dll", EntryPoint:="SendMessage")> _

    Public Function SendMessage(ByVal hWnd As Integer, ByVal wParam As Integer, ByVal
wParam As Integer, ByVal lParam As Integer) As Integer

    End Function

    <DllImport("user32.dll", EntryPoint:="ReleaseCapture")> _

    Public Function ReleaseCapture() As Integer

    End Function

    Public Sub DrawBP(ByVal Forma As Object, ByVal bitmap As Bitmap, ByVal opacity
As Byte)

        If bitmap.PixelFormat <> PixelFormat.Format32bppArgb Then

```

```

        Throw New ApplicationException("The bitmap must be 32ppp with alpha-
channel.")

    End If

    Dim screenDc As IntPtr = Win32.GetDC(IntPtr.Zero)

    Dim memDc As IntPtr = Win32.CreateCompatibleDC(screenDc)

    Dim hBitmap As IntPtr = IntPtr.Zero

    Dim oldBitmap As IntPtr = IntPtr.Zero

    Try

        hBitmap = bitmap.GetHbitmap(Color.FromArgb(0))

        oldBitmap = Win32.SelectObject(memDc, hBitmap)

        Dim size As New Win32.Size(bitmap.Width, bitmap.Height)

        Dim pointSource As New Win32.Point(0, 0)

        Dim topPos As New Win32.Point(Forma.Left, Forma.Top)

        Dim blend As New Win32.BLENDFUNCTION()

        blend.BlendOp = Win32.AC_SRC_OVER

        blend.BlendFlags = 0

        blend.SourceConstantAlpha = opacity

        blend.AlphaFormat = Win32.AC_SRC_ALPHA

        Win32.UpdateLayeredWindow(Forma.Handle, screenDc, topPos, size, memDc,
pointSource, _
        0, blend, Win32.ULW_ALPHA)

    Finally

        Win32.ReleaseDC(IntPtr.Zero, screenDc)

        If hBitmap <> IntPtr.Zero Then

            Win32.SelectObject(memDc, oldBitmap)

            Win32.DeleteObject(hBitmap)

        End If

        Win32.DeleteDC(memDc)

    End Try

End Sub

Public Class Win32

    Public Enum Bool

        [False] = 0

        [True]

    End Enum

    <StructLayout(LayoutKind.Sequential)> _

    Public Structure Point

        Public x As Int32

        Public y As Int32

        Public Sub New(ByVal x As Int32, ByVal y As Int32)

            Me.x = x

            Me.y = y

        End Sub

    End Sub

```

```

End Structure

<StructLayout(LayoutKind.Sequential)> _
Public Structure Size
    Public cx As Int32
    Public cy As Int32

    Public Sub New(ByVal cx As Int32, ByVal cy As Int32)
        Me.cx = cx
        Me.cy = cy
    End Sub
End Structure

<StructLayout(LayoutKind.Sequential, Pack:=1)> _
Private Structure ARGB
    Public Blue As Byte
    Public Green As Byte
    Public Red As Byte
    Public Alpha As Byte
End Structure

<StructLayout(LayoutKind.Sequential, Pack:=1)> _
Public Structure BLENDFUNCTION
    Public BlendOp As Byte
    Public BlendFlags As Byte
    Public SourceConstantAlpha As Byte
    Public AlphaFormat As Byte
End Structure

Public Const ULW_COLORKEY As Int32 = &H1
Public Const ULW_ALPHA As Int32 = &H2
Public Const ULW_OPAQUE As Int32 = &H4

Public Const AC_SRC_OVER As Byte = &H0
Public Const AC_SRC_ALPHA As Byte = &H1

Public Declare Auto Function UpdateLayeredWindow Lib "user32.dll" (ByVal
    hwnd As IntPtr, ByVal hdcDst As IntPtr, ByRef pptDst As Point, ByRef psize As Size,
    ByVal hdcSrc As IntPtr, ByRef pprSrc As Point, _
    ByVal crKey As Int32, ByRef pblend As BLENDFUNCTION, ByVal dwFlags As Int32)
As Bool

Public Declare Auto Function GetDC Lib "user32.dll" (ByVal hwnd As IntPtr)
As IntPtr

<DllImport("user32.dll", ExactSpelling:=True)> _
Public Shared Function ReleaseDC(ByVal hwnd As IntPtr, ByVal hdc As IntPtr)
As Integer

End Function

```

```

Public Declare Auto Function CreateCompatibleDC Lib "gdi32.dll" (ByVal hdc
As IntPtr) As IntPtr

Public Declare Auto Function DeleteDC Lib "gdi32.dll" (ByVal hdc As IntPtr)
As Bool

<DllImport("gdi32.dll", ExactSpelling:=True)> _

Public Shared Function SelectObject (ByVal hdc As IntPtr, ByVal hObject As
IntPtr) As IntPtr

End Function

Public Declare Auto Function DeleteObject Lib "gdi32.dll" (ByVal hObject As
IntPtr) As Bool

End Class

End Module

```

使用方法:
ShowLrc("桌面歌词效果这是歌词内容", 0.5)

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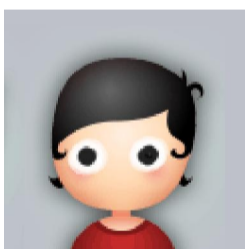


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为了更好推广dylike兄的功能，我把测试的例子贴来大家可以更懒一点，[下载直接看到效果](#)。

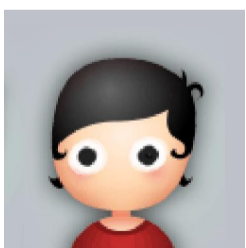


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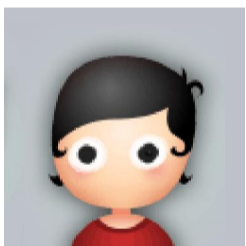
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8 #

既然这样那就改一下吧.

```
Private Sub ShowLrc(ByVal MusicText As String, ByVal s As Double)
```

```
    BP = New Bitmap(Me.Width, Me.Height)
```

加入一句:

```
Private Sub ShowLrc(ByVal MusicText As String, ByVal s As Double)
```

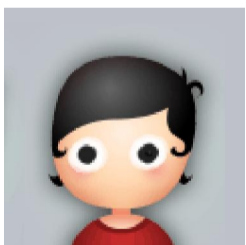
```
    If BP IsNot Nothing Then BP.Dispose '释放旧图片
```

```
    BP = New Bitmap(Me.Width, Me.Height)
```

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既然这样那就改一下吧.

```
Private Sub ShowLrc(ByVal MusicText As String, ByVal s As Double)
```

```
    BP = New Bitmap(Me.Width, Me.Height)
```

加入一句:

```
Private Sub ShowLrc(ByVal MusicText As String, ByVal s As Double)
```

```
    If BP .....
```

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既然这样那就改一下吧.

```
Private Sub ShowLrc(ByVal MusicText As String, ByVal s As Double)
```

```
BP = New Bitmap(Me.Width, Me.Height)
```

加入一句:

```
Private Sub ShowLrc(ByVal MusicText As String, ByVal s .....
```

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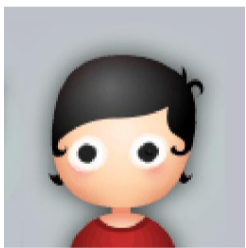
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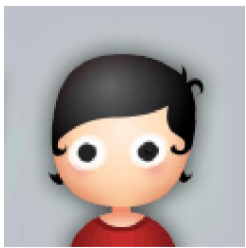
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