

Как сделать отображение точечного рисунка или другой графики на фоне компонента **TListBox**

```
interface uses Windows, Messages, SysUtils, Classes, Graphics, Controls,
Forms, Dialogs, StdCtrls, ExtCtrls; type TBitmapListBox = class(TCustomListBox)
private FBitmap : TBitmap; procedure WMEraseBkgnd(var Message:
TWmEraseBkgnd); message WM_ERASEBKGND; procedure WMHScroll(var
Message : TWmCommand); message WM_HSCROLL; procedure WMVScroll(var
Message : TWmCommand); message WM_VSCROLL; procedure WMKeyDown(var
Message : TWmCommand); message WM_KEYDOWN; protected procedure
DrawItem(Index: Integer; Rect: TRect; State: TOwnerDrawState); override; public
constructor Create(AComponent : TComponent); override; destructor Destroy; override;
published property Align; property Anchors; property BiDiMode; property
BorderStyle; property Color; property Columns; property Constraints; property
Ctl3D; property DragCursor; property DragKind; property DragMode; property
Enabled; property ExtendedSelect; property Font; property ImeMode; property
ImeName; property IntegralHeight; property ItemHeight; property Items; property
MultiSelect; property ParentBiDiMode; property ParentColor; property ParentCtl3D;
property ParentFont; property ParentShowHint; property PopupMenu; property
ShowHint; property Sorted; property TabOrder; property TabStop; property
TabWidth; property Visible; property OnClick; property OnDblClick; property
OnDragDrop; property OnDragOver; property OnDrawItem; property OnEndDock;
property OnEndDrag; property OnEnter; property OnExit; property OnKeyDown;
property OnKeyPress; property OnKeyUp; property OnMeasureItem; property
OnMouseDown; property OnMouseMove; property OnMouseUp; property
OnStartDock; property OnStartDrag; end; TForm1 = class(TForm) procedure
FormCreate(Sender: TObject); private tblb : TBitmapListBox; { Private declarations }
public { Public declarations } end; var Form1: TForm1; implementation {$R
*.DFM} { TBitmapListBox } constructor TBitmapListBox.Create(AComponent:
TComponent); var FileStream : TFileStream; begin inherited; FileStream :=
TFileStream.Create('c:TEMPRANDOMNN.BMP', fmOpenRead); FBitmap := TBitmap.Create;
FBitmap.LoadFromStream(FileStream); FileStream.Free; Style := lbOwnerDrawFixed;
end; destructor TBitmapListBox.Destroy; begin FBitmap.Free; inherited; end; // Bit
picture to the listbox background procedure TBitmapListBox.WMEraseBkgnd( var
Message: TWmEraseBkgnd); begin BitBlit(Message.DC, 0, 0, Width, Height,
FBitmap.Canvas.Handle, 0, 0, SRCCOPY); end; // Called to draw an item procedure
TBitmapListBox.DrawItem(Index: Integer; Rect: TRect; State: TOwnerDrawState); var
Flags: Longint; begin // Put code in here to allow owner drawing of items
BitBlit(Canvas.Handle, Rect.Left, Rect.Top, Rect.Right - Rect.Left, Rect.Bottom - Rect.Top,
FBitmap.Canvas.Handle, Rect.Left, Rect.Top, SRCCOPY); if Index
```

Если Вы хотите поддерживать

Mousewheel

скроллинг, добавьте следующий код:

```
{ в секции interface: } procedure WMMOUSEWHEEL(var Message: TWMMouseWheel);
```

```
message WM_MOUSEWHEEL;
```

и код

```
procedure TBitmapListBox.WMMOUSEWHEEL(var Message: TWMMouseWheel); begin  
  LockWindowUpdate(Self.Handle); inherited; Invalidate; LockWindowUpdate(0); end;
```

По материалам <http://delphi.3000.com>