

SDK – HTDispayDll.dll Manual
VC++6.0 IDE

Note:

Function HTDrawGrid draws the default grid.

```
DLL_API void WINAPI HTDrawGrid(  
    HDC hDC, //handle to dc  
    int nLeft, //the left of the rect  
    int nTop, // the top of the rect  
    int nRight, // the right of the rect  
    int nBottom, // the bottom of the rect  
    USHORT nHoriGridNum, //the number of horizontal grid  
    USHORT nVertGridNum, //the number of vertical grid  
    USHORT nBright, //the bright of the line  
    USHORT IsGrid //whether draw grid scale  
);
```

Function HTDrawWaveInYT draws the anlog channel's wave

```
DLL_API void WINAPI HTDrawWaveInYT(  
    HDC hDC, //handle to dc  
    RECT Rect, //the rect for drawing  
    COLORREF clrRGB, //the color of the line  
    USHORT nDisType, //display type: Line or Dot  
    short* pSrcData, //the source data for drawing  
    ULONG nSrcDataLen, //the source data length  
    ULONG nDisDataLen, // the display data length for drawing  
    ULONG nCenterData, //half of the source data  
    USHORT nDisLeverPos, //the display position(Zero Level)  
    double dbHorizontal, //the horizontal factor of zoom out/in  
    double dbVertical, //the vertical factor of zoom out/in  
    USHORT nYTFormat, //Fomat: Normal or Scan  
    ULONG nScanLen //the scan data length, only invalidate in scan mode  
);
```