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using System;
using System.Drawing;
using System.Drawing.Drawing2D;
using System.Collections;
using System.ComponentModel;
using System.Windows.Forms;
using System.IO;

namespace SB54_CSAI.MediaLibrary
{
    #region FrmShares CLASS
    /// <summary>
    /// Provides a list of all database stored music associated with the ReMP3 server
    /// application. New folders may be added from this form. To delete folders
    /// the <see cref="SB54_CSAI.MediaLibrary.uctMediaLibrary">media library GUI
    /// </see> should be used, where a context menu is available to the user
    /// </summary>
    public class FrmShares : System.Windows.Forms.Form
    {
        #region Instance Fields
        //instance fields
        private System.Windows.Forms.Panel oPnlTop;
        private System.Windows.Forms.Button oBtnOk;
        private Image oImgLogo;
        private System.Windows.Forms.Button oBtnAdd;
        private System.Windows.Forms.Button oBtnCancel;
        private System.Windows.Forms.Label oLblDesc;
        private System.Windows.Forms.ImageList oImgList16;
        private System.Windows.Forms.ListBox oLstShares;
        private System.Windows.Forms.FolderBrowserDialog oFolderDialog1;
        private System.ComponentModel.IContainer components;
        private static ArrayList NewShares = new ArrayList();
        #endregion
        #region Public Constructor
        /// <summary>
        /// Constructor, simply creates a new FrmShares object
        /// </summary>
        public FrmShares()
        {
            //
            // Required for Windows Form Designer support
            //
            InitializeComponent();

            setupText();
            createPanelLogo();
        }
        #endregion
        #region Public Methods
        /// <summary>
        /// Clean up any resources being used.
        /// </summary>
        /// <param name="disposing">true indicates the object should be disposed</param>
        protected override void Dispose( bool disposing )
        {
            //if being asked to dispose
            if( disposing )
            {
                //clean up the held resources
                if (components != null) { components.Dispose(); }
                if (oImgLogo != null) { oImgLogo.Dispose(); }
            }
            //call base class Dispose
            base.Dispose( disposing );
        }
        #endregion
        #region Windows Form Designer generated code
        /// <summary>
        /// Required method for Designer support - do not modify
        /// the contents of this method with the code editor.
        /// </summary>
        private void InitializeComponent()
        {

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        this.components = new System.ComponentModel.Container();
        System.Resources.ResourceManager resources = new System.Resources.
ResourceManager(typeof(FrmShares));
        this.oPnlTop = new System.Windows.Forms.Panel();
        this.oBtnOk = new System.Windows.Forms.Button();
        this.oBtnAdd = new System.Windows.Forms.Button();
        this.oBtnCancel = new System.Windows.Forms.Button();
        this.oLblDesc = new System.Windows.Forms.Label();
        this.oImgList16 = new System.Windows.Forms.ImageList(this.components);
        this.oLstShares = new System.Windows.Forms.ListBox();
        this.oFolderDialog1 = new System.Windows.Forms.FolderBrowserDialog();
        this.SuspendLayout();
        //
        // oPnlTop
        //
        this.oPnlTop.Dock = System.Windows.Forms.DockStyle.Top;
        this.oPnlTop.Location = new System.Drawing.Point(0, 0);
        this.oPnlTop.Name = "oPnlTop";
        this.oPnlTop.Size = new System.Drawing.Size(458, 64);
        this.oPnlTop.TabIndex = 1;
        this.oPnlTop.Paint += new System.Windows.Forms.PaintEventHandler(this.
oPnlTop_Paint);
        //
        // oBtnOk
        //
        this.oBtnOk.BackColor = System.Drawing.SystemColors.Control;
        this.oBtnOk.DialogResult = System.Windows.Forms.DialogResult.OK;
        this.oBtnOk.FlatStyle = System.Windows.Forms.FlatStyle.System;
        this.oBtnOk.ForeColor = System.Drawing.Color.White;
        this.oBtnOk.Location = new System.Drawing.Point(290, 262);
        this.oBtnOk.Name = "oBtnOk";
        this.oBtnOk.TabIndex = 6;
        this.oBtnOk.Text = "Ok";
        this.oBtnOk.Click += new System.EventHandler(this.oBtnOk_Click);
        //
        // oBtnAdd
        //
        this.oBtnAdd.BackColor = System.Drawing.SystemColors.Control;
        this.oBtnAdd.FlatStyle = System.Windows.Forms.FlatStyle.System;
        this.oBtnAdd.ForeColor = System.Drawing.Color.White;
        this.oBtnAdd.Location = new System.Drawing.Point(10, 262);
        this.oBtnAdd.Name = "oBtnAdd";
        this.oBtnAdd.TabIndex = 7;
        this.oBtnAdd.Text = "Add...";
        this.oBtnAdd.Click += new System.EventHandler(this.oBtnAdd_Click);
        //
        // oBtnCancel
        //
        this.oBtnCancel.BackColor = System.Drawing.SystemColors.Control;
        this.oBtnCancel.DialogResult = System.Windows.Forms.DialogResult.Cancel;
        this.oBtnCancel.FlatStyle = System.Windows.Forms.FlatStyle.System;
        this.oBtnCancel.ForeColor = System.Drawing.Color.White;
        this.oBtnCancel.Location = new System.Drawing.Point(370, 262);
        this.oBtnCancel.Name = "oBtnCancel";
        this.oBtnCancel.TabIndex = 8;
        this.oBtnCancel.Text = "Cancel";
        this.oBtnCancel.Click += new System.EventHandler(this.oBtnCancel_Click);
        //
        // oLblDesc
        //
        this.oLblDesc.Location = new System.Drawing.Point(7, 71);
        this.oLblDesc.Name = "oLblDesc";
        this.oLblDesc.Size = new System.Drawing.Size(445, 41);
        this.oLblDesc.TabIndex = 9;
        this.oLblDesc.Text = "label1";
        //
        // oImgList16
        //
        this.oImgList16.ColorDepth = System.Windows.Forms.ColorDepth.Depth24Bit;
        this.oImgList16.ImageSize = new System.Drawing.Size(16, 16);
        this.oImgList16.ImageStream = ((System.Windows.Forms.ImageListStreamer)
(resources.GetObject("oImgList16.ImageStream")));
        this.oImgList16.TransparentColor = System.Drawing.Color.Transparent;

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    //
    // oLstShares
    //
    this.oLstShares.DrawMode = System.Windows.Forms.DrawMode.OwnerDrawFixed;
    this.oLstShares.ItemHeight = 16;
    this.oLstShares.Location = new System.Drawing.Point(12, 122);
    this.oLstShares.Name = "oLstShares";
    this.oLstShares.Size = new System.Drawing.Size(434, 116);
    this.oLstShares.TabIndex = 10;
    this.oLstShares.DrawItem += new System.Windows.Forms.DrawItemEventHandler(this.
oLstShares_DrawItem);
    //
    // FrmShares
    //
    this.AutoScaleBaseSize = new System.Drawing.Size(5, 13);
    this.BackColor = System.Drawing.Color.White;
    this.ClientSize = new System.Drawing.Size(458, 302);
    this.Controls.Add(this.oLstShares);
    this.Controls.Add(this.oLblDesc);
    this.Controls.Add(this.oBtnCancel);
    this.Controls.Add(this.oBtnAdd);
    this.Controls.Add(this.oBtnOk);
    this.Controls.Add(this.oPnlTop);
    this.Icon = ((System.Drawing.Icon)(resources.GetObject("$this.Icon")));
    this.MaximizeBox = false;
    this.MinimizeBox = false;
    this.Name = "FrmShares";
    this.ShowInTaskbar = false;
    this.SizeGripStyle = System.Windows.Forms.SizeGripStyle.Hide;
    this.StartPosition = System.Windows.Forms.FormStartPosition.CenterParent;
    this.Text = "Your Stored Music";
    this.Load += new System.EventHandler(this.FrmShares_Load);
    this.ResumeLayout(false);
}
#endregion
#region Private Methods
#region GUI User interactions

/// <summary>
/// When the user clicks the add button, a folder chooser will be shown
/// that will allow the user to pick a new folder to store music from.
/// if the user selects a new folder it will be added to the list of
/// stored folders within the <see cref="SB54_CSAI.MediaLibrary.uctMediaLibrary">
/// media library GUI</see>
/// </summary>
/// <param name="sender">The source object that raised the event</param>
/// <param name="e">The event arguments</param>
private void oBtnAdd_Click(object sender, System.EventArgs e)
{
    //show the user a folder picker, if they select ok, there is a new folder to
deal with
    DialogResult r = (oFolderDialog1.ShowDialog(this));

    if (r == DialogResult.OK)
    {
        if (! oFolderDialog1.SelectedPath.Equals(string.Empty))
        {
            //get the selected directory
            DirectoryInfo d = new DirectoryInfo (oFolderDialog1.SelectedPath);

            //If the folder is a different PC, normally denoted \\
            //then inform user this is not allowed
            if (d.FullName.StartsWith("\\\"))
            {
                MessageBox.Show("The folder " + d.FullName + "\n" +
                    "can not be used by the Media Library\r\n\r\n" +
                    "Only local directories may be used",
                    "Invalid Folder", MessageBoxButtons.OK,
                    MessageBoxIcon.Error);
                return;
            }
        }
    }
}

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        //If the folder is not local, then inform user this is not allowed
        if (! uctMediaLibrary.localDrives.Contains(d.FullName.Substring(0,2)))
        {
            MessageBox.Show("The folder " + d.FullName + "\n" +
                "can not be used by the Media Library\r\n\r\n" +
                "Only local directories may be used",
                "Invalid Folder", MessageBoxButtons.OK,
                MessageBoxIcon.Error);
            return;
        }

        //check that the folder is not one that is already in the list
        if (! oLstShares.Items.Contains(oFolderDialog1.SelectedPath.ToString()))
        {
            //If it really is new, add the foldername to list and also to the
            //NewShares collection
            oLstShares.Items.Add(oFolderDialog1.SelectedPath.ToString());
            NewShares.Add(oFolderDialog1.SelectedPath.ToString());
        }
    }
}

/// <summary>
/// When this form loads it will get a list of all previously stored folders
/// within the <see cref="SB54_CSAI.MediaLibrary.uctMediaLibrary">
/// media library GUI</see> and will show them within a list
/// </summary>
/// <param name="sender">The source object that raised the event</param>
/// <param name="e">The event arguments</param>
private void FrmShares_Load(object sender, System.EventArgs e)
{
    //get all database stored top level folders to show in shares
    ArrayList a = uctMediaLibrary.TopFolders;
    foreach(string s in a)
    {
        oLstShares.Items.Add(s);
    }
}

/// <summary>
/// When the user clicks the ok button the list of shares this form
/// contains will be sent to the <see cref="SB54_CSAI.MediaLibrary.uctMediaLibrary">
/// media library GUI</see> where they will be added to the
/// <see cref="SB54_CSAI.DatabaseAccess.DBAccess">
/// database</see> if they did not already exist
/// </summary>
/// <param name="sender">The source object that raised the event</param>
/// <param name="e">The event arguments</param>
private void oBtnOk_Click(object sender, System.EventArgs e)
{
    //set the media library control shares to be the new user shares
    uctMediaLibrary.newShares = NewShares;
}

/// <summary>
/// When the user clicks the cancel this form is disposed and released from
/// memory
/// </summary>
/// <param name="sender">The source object that raised the event</param>
/// <param name="e">The event arguments</param>
private void oBtnCancel_Click(object sender, System.EventArgs e)
{
    NewShares.Clear();
    this.Dispose();
}

#endregion
#region GUI look and feel methods
/// <summary>
/// Simply sets up the text displayed on the form
/// </summary>
private void setupText()

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    {
        oLblDesc.Text = "This is a list of stored folders in your library. You can add
new folders using the\n" +
        "Add button provided. To remove folders from the library locate the folder
you wish\n" +
        "to remove in the main GUI Folder Tree, and then use the right click context
menu.";
    }

    /// <summary>
    /// Draws the embedded resource Image on the top panel
    /// </summary>
    private void createPanelLogo()
    {
        try
        {
            //initialise with a default image
            oImgLogo = null ;
            System.IO.Stream stream = null;
            //Get the image to paint from the embedded resource file associated with
this assembly
            stream = this.GetType().Assembly.GetManifestResourceStream("MediaLibrary.
remp3_blue_small_logo.gif") ;
            oImgLogo = Image.FromStream(stream) ;
        }
        catch(Exception ex)
        {
            MessageBox.Show("Problem with loading image (remp3_blue_small_logo.gif) in
FrmShares : " +
                "\r\n\r\n\r\n" + ex.Message,
                "Database Access ERROR", MessageBoxButtons.OK,
                MessageBoxIcon.Error);
        }
    }

    /// <summary>
    /// Event handler that occurs when the top panel paints
    /// Simply paints the top panel using a custom logo
    /// </summary>
    /// <param name="sender">The source object that raised the event</param>
    /// <param name="e">The event arguments</param>
    private void oPnlTop_Paint(object sender, System.Windows.Forms.PaintEventArgs e)
    {
        base.OnPaint(e);
        //draw the rectangle
        Graphics g = e.Graphics;
        Pen penBlack = new Pen(Color.Black);
        Rectangle r = new Rectangle(0,0,oPnlTop.Size.Width,oPnlTop.Size.Height);
        g.DrawRectangle(penBlack,r);
        Brush divBrush = new HatchBrush(HatchStyle.Divot,Color.Gray,Color.Black);
        g.FillRectangle(divBrush,r);

        //draw the image
        int xpos = (int)(oPnlTop.Width/2) - (oImgLogo.Width/2);
        int ypos = (int)(oPnlTop.Height/2) - (oImgLogo.Height/2);
        g.DrawImage(oImgLogo,xpos,ypos,oImgLogo.Width,oImgLogo.Height);
    }

    /// <summary>
    /// Draws a custom listbox item with a loo
    /// </summary>
    /// <param name="sender">The source object that raised the event</param>
    /// <param name="e">The event arguments</param>
    private void oLstShares_DrawItem(object sender, System.Windows.Forms.
DrawItemEventArgs e)
    {
        //check index is valid
        if (e.Index != -1)
        {
            // Draw the background of the ListBox control for each item.
            e.DrawBackground();

            Image img = oImgList16.Images[0];

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e.Graphics.DrawImage(img, new Point(e.Bounds.X, e.Bounds.Y));

// Draw the current item text based on the current Font and the custom brush
settings.
e.Graphics.DrawString(oLstShares.Items[e.Index].ToString(), e.Font, Brushes.
Black,
    new Point(img.Width+5,e.Bounds.Y));
e.Graphics.DrawImage(img, new Point(e.Bounds.X, e.Bounds.Y));

// If the ListBox has focus, draw a focus rectangle around the selected item
.
e.DrawFocusRectangle();
    }
}
#endregion
#endregion
}
#endregion
}
```