HOWTO: Add an Annotation Programmatically in AnnotateViewer (Windows Forms Controls)

Given an AnnotateViewer, a location and a size, this method will place a new RectangleAnnotation on the given viewer. It is necessary to ensure that there is at least one layer to start with. This code places the annotation on the viewer's current layer. If there is no current layer, it defaults it to layer 0.

C#

```
rivate void AddNewRectangleAnnotation(AnnotateViewer viewer, PointF location, SizeF size) {
// no layers? make one if (viewer.Annotations.Layers.Count == 0) {
viewer.Annotations.Layers.Add(new LayerAnnotation()); } // no current layer? set it to the
0th if (viewer.Annotations.CurrentLayer == null) { viewer.Annotations.CurrentLayer =
viewer.Annotations.Layers[0]; } // make the annot RectangleAnnotation annot = new
RectangleAnnotation(new AnnotationBrush(Color.Plum), new AnnotationPen(Color.Black));
annot.Location = location; annot.Size = size; // add it to viewer
viewer.Annotations.CurrentLayer.Items.Add(annot); }
```

Original Article:

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