
Subject: Re: Images for disabled button in "Classic" style

Posted by [mrjt](#) on Thu, 01 Apr 2010 12:54:30 GMT

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Yes, it is a transparency issue. This is the filter being used for DisabledImage with XP classic:

```
RGBA sEtchFilter::operator()(const RGBA **mx)
{
  RGBA t;
  RGBA s = mx[1][1];
  if(s.a == 255 && s.r + s.g + s.b < 400) {
    t.r = t.g = t.b = 128;
    t.a = 255;
    return t;
  }
  s = mx[0][0];
  if(s.a == 255 && s.r + s.g + s.b < 400) {
    t.r = t.g = t.b = t.a = 255;
    return t;
  }
  Zero(t);
  return t;
}ImageOp.cpp
```

The alpha limit is there because you don't want to etch invisible pixels, it would look wierd.

IMO a good compromise would be this version that checks for alpha > 128:

```
RGBA sEtchFilter::operator()(const RGBA **mx)
{
  RGBA t;
  RGBA s = mx[1][1];
  if(s.a & 0x80 && s.r + s.g + s.b < 400) {
    t.r = t.g = t.b = 128;
    t.a = s.a;
    return t;
  }
  s = mx[0][0];
  if(s.a & 0x80 && s.r + s.g + s.b < 400) {
    t.r = t.g = t.b = 255;
    t.a = s.a;
    return t;
  }
  Zero(t);
  return t;
}
```
