
Subject: Re: Display transparent paper
Posted by [Lance](#) on Sat, 29 Jan 2022 23:09:37 GMT
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If I want to change the background to something I specify, I just

```
draw.DrawRect(arect, acolor);
```

without this, the text will be drawn on whatever the current background is. Is this the transparent background you meant? So do nothing, you get a transparent background.

As for font.

```
Draw::DrawText(int x, int y, const String& text, Font font = StdFont(),...)
```

Just specify the font you intended there.

HTH,
Lance
