Subject: Re: let's discuss new Draw principles and problems...
Posted by mirek on Mon, 13 Feb 2006 23:04:28 GMT
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No. Everything at "whole-window" level is already possible.

In fact, U++ already uses transparency (blending) for menu visual effects.

I have already experimented with semitransparent menus, it is no problem aside form the fact that it is not standard appearance in WinXP.

Mirek