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Subject: Re: How to set transparency level for static rectangle?

Posted by [fudadmin](#) on Sun, 19 Feb 2006 22:59:16 GMT

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Yes, it is working. My mistake was that I had missed win.Open().

Then, experimenting with U++ Ctrl DC's, I realised that in U++ you get hwnd after you open the window.

But now I can't believe that the semi-transparent window is sooooo slow comparing to what I get with "pure" win32 API's on my 1.5 Ghz. Could you give some hints about the reason?

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