Posted by nixnixnix on Tue, 09 Oct 2007 12:13:34 GMT
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Hi Mirek,

I'm very interested in the idea of being able to draw to the alpha channel. How is this accomplished please? Obviously, my preference would be to be able to specify a Color as Color(R,G,B,A) and then draw shapes with varying transparency.

You say that it is possible to draw a shape into the alpha channel using ImageDraw. Do you mean ImageMaskDraw and even then, how is this done please?

It would be great to be able to use your drawing functions such as DrawPolyPolygon() with varying transparency. Failing that, if one could specify an ImageDraw object as entirely transparent and then draw shapes using Colors of varying transparencies, that would be just as good.

Nick