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Subject: Re: How to set window shape by means of a bitmap?

Posted by [fudadmin](#) on Sat, 29 Apr 2006 08:30:08 GMT

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gprentice wrote on Sat, 29 April 2006 09:20fudadmin wrote on Sat, 29 April 2006 20:07gprentice wrote

Um, well no, I've never seem Winamp but I remembered Windows media player has a weird shape in skins mode ... so I looked up "nonrectangular windows"  
<http://www.xploiter.com/programming/c/borland/2927.html>

where you create an elliptic region. I do not know how you would convert a bitmap into an elliptic region.

Graeme

I know quite well how to make those things with Windows API. But I was just wondering if Ultimate++ has these kind of cross-platform capabilities like other toolkits have...

1. Then you already knew the answer ...

2. BTW - which other toolkits can do what you asked, which was ... "How to set window shape by means of a bitmap?"

1. I didn't know the answer. And I'm still thinking that there is a possibility to use popup.

2. At least FOX:  
from FXWindow.h

```
/// Set window shape by means of region  
virtual void setShape(const FXRegion& region);
```

```
/// Set window shape by means of bitmap  
virtual void setShape(FXBitmap* bitmap);
```

```
/// Set window shape by means of icon  
virtual void setShape(FXIcon* icon);
```

```
/// Clear window shape  
virtual void clearShape();
```

```
/// Raise this window to the top of the stacking order  
virtual void raise();
```

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