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Subject: How must Alpha be managed ??

Posted by [Didier](#) on Thu, 20 Dec 2012 23:16:45 GMT

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Hi all,

I am currently trying to draw buttons that are transparent but they have special shapes.

For rectangles: it is easy, all I have to do is draw a small img in iml designer, set the RGBA values for all points and then use this image to draw in the dest rectangle.

For other shapes (circles for ex), I try to use ImageDraw and Alpha() method and it works ...

Question:

In the iml designer: all points are set to : RGBA(46,46,46,51)

Using Image Draw, I draw a circle with Color(46,46,46) and apply GreyColor(51)

... expecting to get RGBA(46,46,46,51)

But the result is not the same at all !!

Which is the way to go ?? (the color obtained with src image gives me the result expected by client )

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