Subject: Why does ChPaint(..,img,...) have different behaviour with DRAW / PAINTER
Posted by Didier on Sun, 10 Nov 2013 18:13:31 GMT

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Hi all,

I have a problem, I am trying to draw some nice borders around text
and for this I thought using ChPaint() was a good idea ==> I benefit from the hotspots.

This works perfectly when the drawing uses DRAW.
But when I use PAINTER, the result is quite ugly.

It seems that the image processing (at least processing of the alpha value) is different with DRAW
and PAINTER

In the example image showing the problem :
 * "---M3---" : uses DRAW ==> looks is perfect
 * " 2 "   : uses PAINTER ==> alpha value seems to be summed with background color ==>
leads to 'INVERSE VIDEO' like

Does someone have an idea why ?
Is their a restriction to use ChPaint() with PAINTER ??

File Attachments
1) GraphCtrls.png, downloaded 882 times