
Subject: Re: Paint problems when using transparency

Posted by [mirek](#) on Tue, 24 Dec 2013 08:42:18 GMT

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Now that is really weird. I have tested in Win32 and Linux and both look OK now.

Do you have latest svn sources?

You can also try to add

```
void Paint2(Draw& dw, ImageBuffer& ib) {
    RGBA bckgColor;  bckgColor.r = 0; bckgColor.g = 0; bckgColor.b = 0; bckgColor.a = 0;
    Upp::Fill( ib.Begin(), bckgColor, ib.GetLength() );
    //Premultiply(ib);
    BufferPainter bp(ib, _drawMode);
    bp.Clear(GBAZero());
    // bp.Clear(White());
    bp.DrawRect(Rect(Point(0,0), Point( GetSize().cx, GetSize().cy/2)), White());
    // bp.DrawLine(Point(0,GetSize().cy*3/4), Point(GetSize().cx,GetSize().cy*3/4), 4, White() );
    ChPaint(bp, GetSize(), _ctrlBckgndStyle );
    bp.DrawLine( Point(0,0), Point( GetSize().cx, GetSize().cy), 1 , Red() );

    for(const RGBA *s = ~ib; s != ib.End(); ++s) {
        ASSERT(s->r <= s->a && s->g <= s->a && s->b <= s->a);
    }
}
```

... that is basically a test that ensures that ib is correctly premultiplied...

Mirek
