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Subject: Re: Transparent Background - Image control

Posted by [deep](#) on Fri, 07 Mar 2014 13:22:01 GMT

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Hi Didier,

Thank you for your response.

I checked with ParentCtrl and ImageCtrl.

protected:

// ParentCtrl Led;

ImageCtrl Led;

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void psSimLED::Paint(Draw& w)

{

// Size sz = GetSize();

// DrawPainter dp(w, sz);

// dp.DrawImage(0,0,psSimLedImg::redLed());

w.DrawImage(0,0,psSimLedImg::redLed());

}

Initial code DrawPainter used. Now commented.

Changed to w.DrawImage.. And it is working as expected now.