
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;

-----
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.