
Subject: Re: Transparent Background - Image control

Posted by [Didier](#) on Fri, 07 Mar 2014 15:03:27 GMT

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Looks like DrawPainter is missing initialization of an image buffer.

I also stumbled on this kind of issue some time ago when using ImageBuffer and didn't initialize it : if there is no init of the whole buffer then alpha management does not work ==> and you get those black corners

Here is sample code showing the initialization of the ImageBuffer :

```
RGBA bckgColor;  bckgColor.r = 0; bckgColor.g = 0; bckgColor.b = 0; bckgColor.a = 0;
```

```
ImageBuffer ib(_plotRect.Size());
```

```
Upp::Fill( ib.Begin(), bckgColor, ib.GetLength() );
```

```
BufferPainter bp(ib, _drawMode);
```

```
PaintPlotData(bp, scale);
```

```
dw.DrawImage(0, 0, ib);
```

NB : using painter to draw images is useless (and slower), so if you don't draw anything else : do not use Painter
