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Subject: Re: Painter and viewports

Posted by [mdelfede](#) on Mon, 01 Dec 2014 21:03:50 GMT

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Hi Didier,

thank you for answer.

I use Painter because I need to work in floating point units, scale and so on,  
and I don't want to replicate all that stuff ;)  
Btw, I use a big painting area because I just do drawing regens when I modify it,  
then I "move" the viewport over it to pan/zoom, so I spare some graphic calculations.

I found a solution, anyways.  
Now I've got the problem of transparency.

I need to paint 2 transparent drawings over a background, i.e.:

```
// create an imagebuffer to paint inside
ImageBuffer ib(sz);

// place it on requested viewport
BufferPainter bp(ib);
bp.Scale(scale, scale);
bp.Translate(-x1 - WORK_AREA / 2, -y1 + WORK_AREA / 2);

// paint work area
INTERLOCKED_(doc->RegenMutex()) {
    One<PaintingPainter> &workArea = doc->GetWorkArea();
    if(!workArea.IsEmpty())
        bp.Paint(*workArea);
}

// paint overlayer
bp.Paint(*doc->GetOverlayArea());

// display it
w.DrawImage(0, 0, ib);
```

workArea and overlayArea are both cleared with RGBAZero() color.  
But when I paint on bp object (which has a white background...) I get garbage.  
If I clear the painters with a color, all is ok, but I loose the overlay stuff.

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