Subject: Re: Painter and viewports
Posted by Didier on Mon, 01 Dec 2014 22:34:28 GMT
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I think what is missing is :
// create an imagebuffer to paint inside
 ImageBuffer ib(sz);
 Upp::Fill(ib.Begin(), bckgColor, ib.GetLength());   // ************ if the ImageBuffer is not filled, transparency gives garbage
 // place it on requested viewport
 BufferPainter bp(ib);

I stumbled accross the same problems when trying to use transparency in background with GraphCtrl (took me some time to figure it out ... and also needed an Upp bug correction)