
Subject: Re: How to blur a Ctrl
Posted by [mirek](#) on Wed, 13 Sep 2017 17:13:24 GMT
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koldo wrote on Wed, 13 September 2017 18:35Hello all

I wanted to blur an area of a Ctrl, so that user can distinguish but cannot realize the details under the blurred area.

Do you know if it is possible?

A possible way would be to "mask" the Ctrl by painting small squares in void Paint(), but maybe it would be possible a more professional blurring effect.

Relatively easy way is to go through Image...

This is far from good, but to give the idea:

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

struct MyApp : TopWindow {
    virtual void Paint(Draw& w) {
        ImageDraw iw(GetSize());
        iw.DrawRect(GetSize(), White());
        iw.DrawText(10, 10, "Hello World!", Arial(20));
        Image m = iw;
        m = Sharpen(m, -200);
        m = Sharpen(m, -200);
        m = Sharpen(m, -200);
        m = Sharpen(m, -200);
        m = Sharpen(m, -200);
        m = Sharpen(m, -200);
        w.DrawImage(0, 0, m);
    }
};

GUI_APP_MAIN
{
    MyApp().Run();
}
```