
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();  
}
```