
Subject: Re: How to blur a Ctrl

Posted by [Didier](#) on Mon, 25 Sep 2017 18:00:48 GMT

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Hi,

Maybe something like this could do the trick:

```
template <class T>
class BlurringDecorator : public T {
```

private:

```
bool doBlur;
```

```
void blurImage(Image& m) {
    m = Sharpen(m, -200);
    m = Sharpen(m, -200);
}
```

public:

```
BlurringDecorator() : doBlur(true) {}
virtual ~BlurringDecorator() {}
void setBlur(bool blur = true) { doBlur = blur; }
```

```
virtual void Paint(Draw& w) {

    if (doBlur) {
        ImageDraw dw(T::GetSize());
        T::Paint(dw);
        Image im = dw;
        blurImage(im);
        w.DrawImage(0, 0, im);
    }
    else {
        T::Paint(w);
    }
}

};
```

In layout

```
BlurringDecorator<CtrlToBlur> myCtrl;
```

EDIT: just tried, works fine (but only blurs the current Ctrl ... not what is under it !!!)
