Subject: Remove the transparent area around the image (sprite optimization) Posted by Vitorio on Thu, 16 May 2019 08:51:06 GMT

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Hello.

I looked at examples of working with images, but have not yet understood which approaches are most effective in terms of performance. Tell me, please, what controls and classes can I use to remove the transparent area around the sprite?

My sprites are stored in PNG files (32 bits, RGBA).

I need:

- 1. open sprite image from file.
- 2. calculate the rectangle bounding the opaque area of the sprite.
- 2. remove the transparent area around.
- 3. save the result to a PNG file.

p.s. U++ is amazing!:)

## File Attachments

1) UPP\_question.png, downloaded 487 times