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Subject: Re: Display transparent paper

Posted by [Lance](#) on Sun, 30 Jan 2022 17:14:52 GMT

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Silvan:

Dig a little into Upp source code, I find something like this

```
void Display::PaintBackground(Draw& w, const Rect& r, const Value& q,  
                             Color ink, Color paper, dword style) const
```

```
{  
    if(IsType<AttrText>(q)) {  
        const AttrText& t = ValueTo<AttrText>(q);  
        if(!IsNull(t.paper))  
            paper = t.paper;  
        if(!IsNull(t.normalpaper) && !(style & (CURSOR|SELECT|READONLY)))  
            paper = t.normalpaper;  
    }  
    w.DrawRect(r, paper);  
}
```

```
void Display::Paint(Draw& w, const Rect& r, const Value& q, Color ink, Color paper, dword style)  
const
```

```
{  
    PaintBackground(w, r, q, ink, paper, style);  
    Single<StdDisplayClass>().Paint0(w, r, q, ink, paper, style);  
}
```

Do you want to try set both paper for AttrText and the Paint parameter to Null and see if you get what you want. Obviously when you set the paper color of AttrText to Null, then the paper color of passed in parameter to function Display::Paint will be used. I am not quite sure if set it to Null will make a do nothing DrawRect. I think its the only reasonable result, but before actually test it, I cannot really tell for sure.

HTH,  
Lance

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