
Subject: Re: Display transparent paper

Posted by [Lance](#) on Sun, 30 Jan 2022 17:20:27 GMT

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Yes, it should work as you wanted.

Test code

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

```
using namespace Upp;
```

```
struct App:TopWindow
```

```
{
```

```
void Paint(Draw& w)override
```

```
{
```

```
    w.DrawRect(GetSize(), Cyan());
```

```
// w.DrawRect(GetSize()/2, SColorPaper());
```

```
    w.DrawRect(GetSize()/2, Null); // Do nothing, transparant background achieved.
```

```
}
```

```
};
```

```
GUI_APP_MAIN
```

```
{
```

```
    App().Run();
```

```
}
```
