
Subject: Re: Display transparent paper
Posted by [Silvan](#) on Sun, 30 Jan 2022 18:15:23 GMT
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Yes it works. Thank you

```
Display::Paint(aDraw,aRect,AttrText(sometext).Center()).SetFont(Arial(40)),Red,Null,0);
```

The answer is to set to Null the paper color.

Ps:

I have to declare the Display object, but I read somewhere that it is static.
How can I use it directly without declaraction?

Like this:

```
Single<StdDisplayClass>().Paint(w, r, q, ink, paper, style); // don't compile
```