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Subject: Re: Font and Image rendering slow  
Posted by [devilsclaw](#) on Thu, 06 Jul 2023 15:16:34 GMT  
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Thanks, I do want to point out that most base operating systems drawing functions support opacity setting of dialog components. The Gtk for linux is `cairo_set_source_rgba`, in windows you can use alpha blending <https://www.codeproject.com/Articles/286/Using-the-AlphaBlend-function>. I did not check on CoCo though. I did a simple test with `cairo_set_source_rgba` and it does work. I think in the long run it might be worth setting up the `SystemDraw` functions to support alpha / opacity control, but that just my opinion.

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