
Subject: Re: Any function to draw gradient color?

Posted by [mobilehunter](#) on Sat, 17 Feb 2007 14:24:24 GMT

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Hi Mirek,

This is my code modified from msdn examples. Hope i did the correct way. Btw where do you use GradientColor function?

edited: Ah sorry my code only fill to rectangular shape

```
void DrawRect(Draw& w,Rect rectClient,Color fromColor,Color toColor,int level)
{
    Rect rectFill;        // Rectangle for filling band
    float fStep;          // How large is each band?

    int iOnBand; // Loop index
    // Determine how large each band should be in order to cover the
    // client with 256 bands (one for every color intensity level)

    fStep = (float)rectClient.bottom / level*1.0f;

    // Start filling bands
    for (iOnBand = 0; iOnBand < level; iOnBand++)
    {
        // Set the location of the current band
        rectFill.Set(rectClient.left,rectClient.top+(int)(iOnBand * fStep),
        rectClient.right,rectClient.top+(int)((iOnBand+1) * fStep));
        w.DrawRect(rectFill, GradientColor(fromColor,toColor,iOnBand,level));
    }
}
```

example usage:

```
DrawRect(w,Rect(10,10,70,80),Yellow(),Black(),256);
```
