Subject: Re: DrawImage with XOR undefined
Posted by mirek on Mon, 16 Apr 2007 15:39:04 GMT
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nixnixnix wrote on Mon, 16 April 2007 09:15I am currently trying to use the following function from the help

Quote:
enum { EFFECT_MASK, STANDARD, GRAYED, ETCHED, XOR }

EFFECT_MASK bit mask covering all values of supported drawing effects
STANDARD Displays the image with its usual colors.
GRAYED Draws a grayed image, i.e. discards color information.
ETCHED Draws an 'etched' image outline (used e.g. in toolbars to mark 'disabled' buttons).
XOR Draws the image using the XOR bitwise operator. This is sometimes used for drag & drop where, during dragging, the desired image is being repeatedly displayed and removed using the same logical operation.

void DrawImage(const Rect& rect, const Image& img, int fx = 0)
Draws the whole image img into the rectangle rect relative to current coordinate origin.
rect Destination (output) rectangle (relative to current origin)
img Image to draw at the specified location.
fx Special drawing effects (see above).

I want to do exactly what it describes for drag and drop using XOR but when I compile I get XOR undefined. Is there something wrong with this please?

 w.DrawImage(rc1,m_image,XOR);
 w.DrawImage(rc2,m_image,XOR);

Any help much appreciated.

Thanks,

Nick

p.s. I searched the upp/src for the terms XOR and ETCHED and got no hits apart from one comment. If the documentation is out of date, can anyone tell me what the current best way to do this is because I've looked through all the examples and reference and cannot find anything.

Sorry, obsolete documentation. Image was changed last year and required support of alpha

chanel essentialy made these impossible...

Mirek