Subject: blending images

View Forum Message <> Reply to Message

I'm a little confused reading through the Draw documentation in that it appears that most of the stuff I am interested in is no longer available and its hard to know what to believe in the documentation.

More confusing still is the existence of IMAGE_ALPHA within ImageBuffer. This implies it is possible to do some kind of alpha blending which would be fantastic. Unfortunately though there don't appear to be any examples of how this would be used.

To give some context, I have a habit of making GIS style applications with layers. These layers are quite often images or rasters and have different sizes and offsets.

What I am trying to do just now is to have some level of transparency or blending of the layers. From looking through the available functions it appears that I my simplest option would be: to make foreground and background ImageDraw objects that are the size of my mapping window; draw the foreground image(s) and the background image(s) using DrawImage(); convert the two ImageDraw objects to ImageBuffer objects; implement my own blending algorithm (not so bad really) with the background ImageBuffer as the destination; then convert the background ImageBuffer to an Image and use DrawImage to paint it on the window.

I am fine with the above. My question is: am I missing an easier way to do this please?

Cheers,

Nick