Subject: Re: blending images
Posted by mirek on Wed, 06 Jun 2007 06:31:11 GMT
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Alpha blending is fully supported, in fact, all images have now very regular and easy to work with RGBA format (32 bits per pixel).

"IMAGE_ALPHA" is only the "kind of Image": To optimize performance, U++, before sending the image to host platform GUI, tests the kind of image. IMAGE_ALPHA means that image contains pixels with alpha values other than 0 or 255. Unless you are doing something very specific, you can ignore this image kind - you are supposed to work with RGBA only.

I think Image tutorial is quite comprehensive:

 http://www.ultimatepp.org/srcdoc$Draw$ImgTutorial$en-us.html