Subject: Re: How to set transparency level for static rectangle?
Posted by mirek on Mon, 13 Feb 2006 11:29:25 GMT

Well, you can have this: it is window-level alpha blending, supported by Ctrl::SetAlpha.

The only problem you have to be aware of is that unlike all other things, you can use SetAlpha just for windows that are open at the moment (this is not U++ way, perhaps I should fix that..)

Try (untested):

```
GUI_APP_MAIN
{
TopWindow win;
win.Open();
win.SetAlpha(100);
win.Run();
}
```

Another thing to know is that it does not work before Win2000 or in Linux (is NOP).

BTW, what you cannot have is alpha blending of shapes in your view area (this requires GDI+ on Win32, which is not implicit on all platforms we want to support...)

Mirek