Subject: Remove the transparent area around the image (sprite optimization)
Posted by Vitorio on Thu, 16 May 2019 08:51:06 GMT
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Hello.

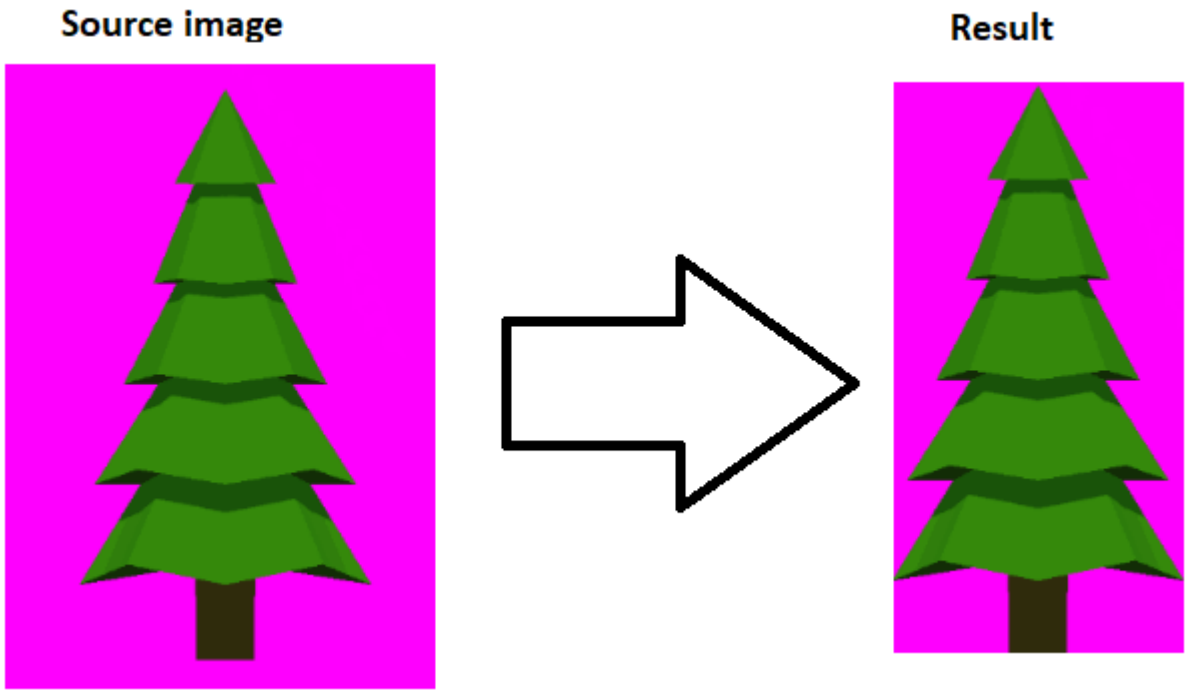
I looked at examples of working with images, but have not yet understood which approaches are most effective in terms of performance. Tell me, please, what controls and classes can I use to remove the transparent area around the sprite?

My sprites are stored in PNG files (32 bits, RGBA).
I need:
1. open sprite image from file.
2. calculate the rectangle bounding the opaque area of the sprite.
2. remove the transparent area around.
3. save the result to a PNG file.

p.s. U++ is amazing!

File Attachments

1) UPP_question.png, downloaded 909 times



Subject: Re: Remove the transparent area around the image (sprite optimization)
Posted by mirek on Fri, 07 Jun 2019 07:36:23 GMT

FindFile
StreamRaster::LoadFileAny
FindBounds
Crop
PNGEncoder