
Subject: Remove the transparent area around the image (sprite optimization)

Posted by [Vitorio](#) on Thu, 16 May 2019 08:51:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

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 295 times

Subject: Re: Remove the transparent area around the image (sprite optimization)

Posted by [mirek](#) on Fri, 07 Jun 2019 07:36:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

FindFile

StreamRaster::LoadFileAny

FindBounds

Crop

PNGEncoder
