
Subject: GLCtrl - alpha value makes unexpected results
Posted by [luoganda](#) on Thu, 13 Jun 2024 21:46:29 GMT
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Upp-17242

I believe regular Ctrl does not have this issue.

When one sets alpha of upper Image to 0 or 255 it works as expected.

But when eg 10,100, etc is used - blending is kinda weird hybrid.

Lowest fn that is executed is: void GLDraw::PutImage(Point p, const Image& img, const Rect& src).

I tried different settings, like ...GL_ONE,GL_DST_ALPHA... - but no go.
