
Subject: GLCtrl - alpha transparency

Posted by [luoganda](#) on Wed, 25 Dec 2024 19:13:57 GMT

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Ok - fake alarm, Premultiply should be called after setting alpha(and yes - this is in the docs).

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In the attachment there is an image(and src) with an issue when setting alpha value manually. It seems that when making an image in any software and overlaying it - it works fine, do i miss something when doing it manually?

Here is a sample code:

```
glCtrl.WhenGLPaint<<[&]{
    Size sz=GetSize();
    GLDraw w;w.Init(sz);
    w.DrawRect(sz,Blue()); //when p->a=10 it is obvious what is not correct
    //w.DrawRect(sz,White()); //only on whiteBg it works correctly with any alpha value
    //w.DrawRect(sz,Black()); //same as on eg. BlueBg
    Image img2=StreamRaster::LoadFileAny("img2.png");
    ImageBuffer ib(img2);
    for(RGBA*p=~ib,*e=ib.End();p<e;p++)p->a=2;
    img2=ib;
    w.DrawImage(0,0,img2);
    //w.DrawImage(0,0,StreamRaster::LoadFileAny("img2.png"));
    //w.DrawImage(0,0,StreamRaster::LoadFileAny("img1.png"));
};
```

While writing this - i found similar thread(which can be safely deleted.

There it says:

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.

File Attachments

- 1) [scrshot.png](#), downloaded 93 times
 - 2) [GLCtrlTest.7z](#), downloaded 82 times
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