
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).

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.lInit(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
