Subject: GLCtrl - alpha transparency
Posted by luoganda on Wed, 25 Dec 2024 19:13:57 GMT

View Forum Message <> Reply to Message

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.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 58 times
2) GLCtrlTest.7z, downloaded 49 times