Subject: Set or paint with transparent color?
Posted by snap2000 on Sat, 27 Jan 2007 05:18:22 GMT
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Is there any way that I can paint with or set a transparent color on my own Ctrl? For example, if I were to draw a playing card as a ctrl, and I wanted to round the borders slightly, it would be easier to "erase" the corners than to go out of my way to not try to paint the corners in the first place.

Subject: Re: Set or paint with transparent color?
Posted by mirek on Sat, 27 Jan 2007 07:04:45 GMT
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snap2000 wrote on Sat, 27 January 2007 00:18Is there any way that I can paint with or set a transparent color on my own Ctrl? For example, if I were to draw a playing card as a ctrl, and I wanted to round the borders slightly, it would be easier to "erase" the corners than to go out of my way to not try to paint the corners in the first place.

Not sure I quite understand, but I guess the straight reply is no.

The problem is that it is not known what is the correct background. If things are transparent, the only correct solution to get the right appearance is to paint things in z-order...

MIrek

Subject: Re: Set or paint with transparent color?
Posted by snap2000 on Sun, 28 Jan 2007 05:34:13 GMT
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luzr wrote on Fri, 26 January 2007 23:04snap2000 wrote on Sat, 27 January 2007 00:18Is there any way that I can paint with or set a transparent color on my own Ctrl? For example, if I were to draw a playing card as a ctrl, and I wanted to round the borders slightly, it would be easier to "erase" the corners than to go out of my way to not try to paint the corners in the first place.

Not sure I quite understand, but I guess the straight reply is no.

The problem is that it is not known what is the correct background. If things are transparent, the only correct solution to get the right appearance is to paint things in z-order...

MIrek

That's fair enough.

So is there no way to be able to paint a mask on a Ctrl, for example?

EDIT: Maybe I should try another approach to my question... So, ini my playing card, by painting a transparent color, I mean is there any way that I can set the color to "don't paint me", so that instead of being erased, it becomes transparent. Another way would be coloring it pink, for example, and setting pink as the transparent color that isn't drawn (this also applies to an upcoming concern, making a color transparent in an image, such as pink)?

Does that seem any more possible?

Subject: Re: Set or paint with transparent color?
Posted by mirek on Sun, 28 Jan 2007 07:35:26 GMT
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Actually, I am not sure why you are trying so complicated approaches.

If you need transparent background and round corners, do just that.

Make your widget Transparent(), draw round corner images in .iml designer (with transparent areas) and draw your cards...

Mirek

Subject: Re: Set or paint with transparent color?
Posted by snap2000 on Sun, 28 Jan 2007 20:16:52 GMT
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luzr wrote on Sat, 27 January 2007 23:35Actually, I am not sure why you are trying so complicated approaches.

If you need transparent background and round corners, do just that.

Make your widget Transparent(), draw round corner images in .iml designer (with transparent areas) and draw your cards...

Mirek

I wanted to be able to know if I make certain things dynamic, and later I'll be wanting to include external images from the hard drive, and make a certain color show as transparent (e.g. Chess pieces).

But, I suppose for the sake of learning, I'll just try it this way. Thanks.

Subject: Re: Set or paint with transparent color?
Posted by mirek on Sun, 28 Jan 2007 21:27:24 GMT

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Quote:
I'll be wanting to include external images from the hard drive, and make a certain color show as transparent

Ah, sorry, that is completely different thing

Sure, you can do that as well. In fact, with new Image, this is quite trivial, just load your image, make ImageBuffer for it, get a pointer to pixels and scan through replacing your transparent color with empty space....

Mirek

Subject: Re: Set or paint with transparent color?
Posted by snap2000 on Sun, 28 Jan 2007 23:11:40 GMT
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luzr wrote on Sun, 28 January 2007 13:27Quote:
I'll be wanting to include external images from the hard drive, and make a certain color show as transparent

Ah, sorry, that is completely different thing

Sure, you can do that as well. In fact, with new Image, this is quite trivial, just load your image, make ImageBuffer for it, get a pointer to pixels and scan through replacing your transparent color with empty space....

Mirek

Okay, so it's not as simple as setting an attribute, but it's doable.

Although, that means that I can also achieve my previous desire by writing to an image object and using ImageBuffer to do the same thing, no?

Subject: Re: Set or paint with transparent color?
Posted by mirek on Mon, 29 Jan 2007 06:27:25 GMT
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snap2000 wrote on Sun, 28 January 2007 18:11luzr wrote on Sun, 28 January 2007 13:27Quote:
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Mirek

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Sure.

Mirek
