Subject: How to set transparency level for static rectangle?
Posted by fudadmin on Wed, 08 Feb 2006 01:22:32 GMT
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How to set transparency level for static rectangle or other controls?

I have this code(one rect semi-covers the other):

```
#include <CtrlLib/CtrlLib.h>


GUI_APP_MAIN
{
 TopWindow w;
 Array<StaticRect> fr;

 fr.Add();
 fr[0].SetRect(50,50,100,100);
 fr[0].Color(SRed);
 fr.Add();
 fr[1].SetRect(100,100,100,100);
 fr[1].Color(SBlue);


 w.Add(fr[0]);
 w.Add(fr[1]);


 w.Run();
}
```

Subject: Re: How to set transparency level for static rectangle?
Posted by mirek on Wed, 08 Feb 2006 07:06:31 GMT
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SetColor(Null);
Transparent();

Not that "Transparent" is in fact just painting hint - in theory, all would work with this flag ON for all Ctrls. However, to avoid flickering, only Ctrls that really are transparent should have this activated.

Also, if what you need is StaticRect that is always transparent, rather use ParentCtrl.

Mirek

Subject: Re: How to set transparency level for static rectangle?
Posted by fudadmin on Wed, 08 Feb 2006 08:01:51 GMT
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luzr wrote on Wed, 08 February 2006 02:06SetColor(Null);
Transparent();

Not that "Transparent" is in fact just painting hint - in theory, all would work with this flag ON for all Ctrls. However, to avoid flickering, only Ctrls that really are transparent should have this activated.

Also, if what you need is StaticRect that is always transparent, rather use ParentCtrl.

Mirek

Where is THE LEVEL? I can't see any numbers.
I want:
SetColor(SRed, alpha=50%);

Subject: Re: How to set transparency level for static rectangle?
Posted by mirek on Wed, 08 Feb 2006 08:04:39 GMT
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I see... Well, alpha-blended drawing is not supported.

You can SetAlpha for top-level Ctrl - it it will work on WinXP, but that is all for the moment.

(The problem is that alpha-blending is not supported by base platforms).

Mirek

Subject: Re: How to set transparency level for static rectangle?
Posted by fudadmin on Wed, 08 Feb 2006 08:12:52 GMT
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do you suggest to use primitive DC and bitblt?

Subject: Re: How to set transparency level for static rectangle?
Posted by mirek on Wed, 08 Feb 2006 08:42:55 GMT
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Actually, what I suggest is that DC/BitBlt (and its X11 equivalents) do not support alpha-blending (AFAIK).

However, it is possible that I misundestood what you really need...

What kind of operation do you want to do with BitBlt?

Mirek

Subject: Re: How to set transparency level for static rectangle?
Posted by fudadmin on Mon, 13 Feb 2006 11:05:08 GMT
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luzr wrote on Wed, 08 February 2006 03:42Actually, what I suggest is that DC/BitBlt (and its X11 equivalents) do not support alpha-blending (AFAIK).

However, it is possible that I misundestood what you really need...

What kind of operation do you want to do with BitBlt?

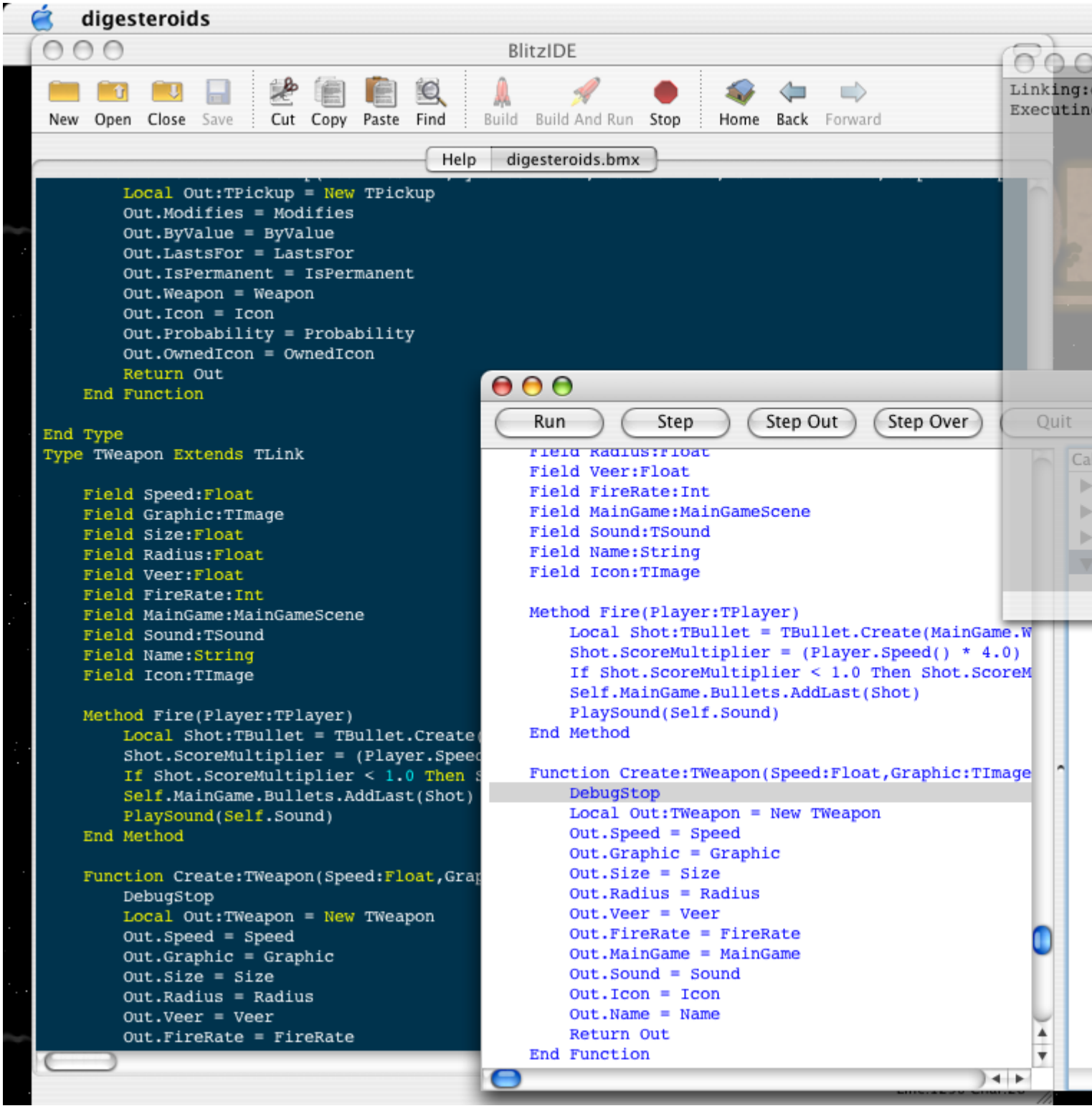
Mirek

I'd like this kind

also you can check more at:
http://www.blitzbasic.com/bpdocs/command_list_gui_cat.php?sh ow=HTML%20Views

File Attachments

1) macoside_big.png, downloaded 2651 times



Subject: Re: How to set transparency level for static rectangle?
Posted by mirek on Mon, 13 Feb 2006 11:29:25 GMT
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Well, you can have this: it is window-level alpha blending, supported by Ctrl::SetAlpha.

The only problem you have to be aware of is that unlike all other things, you can use SetAlpha just for windows that are open at the moment (this is not U++ way, perhaps I should fix that..)

Try (untested):

```
GUI_APP_MAIN
{
TopWindow win;
win.Open();
win.SetAlpha(100);
win.Run();
}
```

Another thing to know is that it does not work before Win2000 or in Linux (is NOP).

BTW, what you cannot have is alpha blending of shapes in your view area (this requires GDI+ on Win32, which is not implicit on all platforms we want to support...)

Mirek

Subject: Re: How to set transparency level for static rectangle?
Posted by fudadmin on Sun, 19 Feb 2006 22:59:16 GMT
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Yes, it is working. My mistake was that I had missed win.Open().
Then, experimenting with U++ Ctrl DC's, I realised that in U++ you get hwnd after you open the window.
But now I can't believe that the semi-transparent window is soooo slow comparing to what I get with "pure" win32 API's on my 1.5 Ghz. Could you give some hints about the reason?

Subject: Re: How to set transparency level for static rectangle?
Posted by fudadmin on Sun, 19 Feb 2006 23:04:56 GMT
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luzr wrote on Wed, 08 February 2006 03:42Actually, what I suggest is that DC/BitBlt (and its X11 equivalents) do not support alpha-blending (AFAIK).

However, it is possible that I misundestood what you really need...

What kind of operation do you want to do with BitBlt?

Mirek

Actually, I want to use not only bitblt but I need hDC's for win32 api's, like SetDIBitsToDevice, StretchDIBits, AlphaBlend etc.

Subject: Re: How to set transparency level for static rectangle?
Posted by fudadmin on Mon, 20 Feb 2006 00:17:11 GMT
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fudadmin wrote on Sun, 19 February 2006 17:59
But now I can't believe that the semi-transparent window is soooo slow comparing to what I get with "pure" win32 API's on my 1.5 Ghz. Could you give some hints about the reason?
There was something strange... It's ok now after I recompiled.
