Subject: Tranparent TopWindow
Posted by galious on Wed, 21 Jan 2009 22:26:09 GMT

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Hi,

is it possible to create transparent TopWindow.

Calling TransParent() in the constructor doesn't seem to work as the window-background is still painted on my Windows machine.

I would like to have a transparent top window (so you see the windows behind it or the desktop of the user) and still be able to show a text or image.

Best regards,

Martin

Subject: Re: Tranparent TopWindow
Posted by mirek on Sun, 25 Jan 2009 14:06:17 GMT

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galious wrote on Wed, 21 January 2009 17:26Hi,

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Best regards,

Martin

Well, at time it was considered too platform dependent.

In any case, you can still use GetHWND to obtain the handle and/or use Style/ExStyle to setup Win32 window styles.

However, alternatively, it would be nice if you or somebody fixed TopWindow code (but both for Win32 and X11) - I would be glad to use such fix.

Mirek

I already supposed I've to use GetHWND.

I'll check whenever I've got some free time to see if I can implement transparency in upp.
However if someone wants to be beat me at it, be my guest

Martin

Using GetHWND() was easy. However I would like to add the transparent possibility to Upp. It
seems for Windows we've 2 possibilities:
1. When we call Transparent(bool isTransparent, Color color) immediately call
SetLayeredWindowAttributes(...).
2. Store the color to be transparent and use it in UpdateLayeredWindow(...) once we're going to
draw the window. However this will probably be slower, since the UpdateLayeredWindow always
updates the entire window. I'm not sure what Upp does when updating the window (only parts, or
the always complete window).

Could someone direct me where I can catch up how to do this in X11 / xlib, I suppose it will be
with some kind of bitmask. In that case how do I convert very quickly from a colored image to a
bitmask?

As you see I've extended the Transparent call with a parameter color. Windows expect you to set
the color which should be transparent. Alternatively I could add a new method
SetTransparentColor(Color color) so I don't have to adjust the Transparent-method.

As for which method to choose 1 or 2 I would like to consult the Upp developers; I think it's also
important the Win32 and X11 method of doing transparency shouldn't differ to much, so someone
reading the Win32 code should automatically have an understanding of the X11 code.

Does anybody know if it's possible (and how) to do alpha blending of windows in X11 / xlib? I
figured while I'm implementing transparency I could add alpha blending as well.

Best regards,

Martin