

Hello everyone

After a while, I got back to coding an app in UPP. I managed to get my screen drawn with a vertical label(quite an exercise for me)

Now, the problem. When I add a menubar to the topwindow, the label which is transparent shows through the topwindow. Either this is a bug or I am missing something. Setting the troubled label to NOT transparent, it works OK.

This is the label class that I am using

```
class VerticalLabel : public Ctrl {
protected:

private:
    Size sz, textsize;
    Color mPaper, mInk;
    String Caption;
    int  mAngle;
    Font mFont;
    bool  mTransparent;

public:
    typedef VerticalLabel CLASSNAME;

    virtual void Paint(Draw& w) {
        sz = GetSize();
        textsize = GetTextSize(Caption, mFont);
        if (!mTransparent) w.DrawRect(sz, mPaper);
        switch (mAngle){
            case 0:
                w.DrawText((sz.cx-textsize.cx)/2, (sz.cy-textsize.cy)/2, mAngle, Caption, mFont, mInk);
                break;
            case 900:
                w.DrawText((sz.cx-textsize.cy)/2, (sz.cy+textsize.cx)/2, mAngle, Caption, mFont, mInk);
                break;
            case 1800:
                w.DrawText((sz.cx+textsize.cx)/2, (sz.cy+textsize.cy)/2, mAngle, Caption, mFont, mInk);
                break;
            case 2700:
                w.DrawText((sz.cx+textsize.cy)/2, (sz.cy-textsize.cx)/2, mAngle, Caption, mFont, mInk);
                break;
        }
    }
}
```

```

}

VerticalLabel() // constructor
{
    mAngle = 900;
    Caption = "Vertical Label";
    mTransparent = true;
};

VerticalLabel& Transparent(const bool transp) {mTransparent = transp; return *this;};
VerticalLabel& TextAngle(const int angle) {mAngle = angle; return *this;};
VerticalLabel& SetText(const char *text) {Caption = text; return *this;};
VerticalLabel& SetPaper(const Color Paper) {mPaper = Paper; return *this;};
VerticalLabel& SetInk(const Color Ink) {mInk = Ink; return *this;};
VerticalLabel& SetFont(const Font font) {mFont = font; return *this;};
};

```

All labels are transparent, so I expect to see the window background. However, when the menu bar is displayed, the circled label shows the image of what is behind it in the Z order of the display. Moving the top window around gives the display you see.

There is a static image above the circled label. Maybe this image gets resized etc and leaves the background visible.

Please see this image

The main.cpp has this (only relevant part is shown)

```

void DiaGuage::MainMenu(Bar& bar)
{
    bar.Add("File", THISBACK(mnuFile));
    bar.Add("Settings",THISBACK(mnuSettings));
    bar.Add("View",THISBACK(mnuView));
    bar.Add("About",THISBACK(mnuAbout));
}

DiaGuage::DiaGuage()
{
    CtrlLayout(*this, "Laser Diameter Guage");
    Icon(Images::Icon()); // window icon
    AddFrame(menu); /***** commenting out this solves problem,but, I need it there */
    menu.Set(THISBACK(MainMenu));
}

```

GUI_APP_MAIN

```
{  
    DiaGuage().Run();  
}
```

Any ideas are welcome.

Regards
Jerson

File Attachments

1) [LDG.jpg](#), downloaded 589 times

Subject: Re: Problem with transparent label and menubar

Posted by [jerson](#) on Fri, 03 Feb 2012 05:07:12 GMT

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Please don't bother. I managed to find that calling `BackPaint()` method seems to solve the problem. Why?
