
Subject: Why does ChPaint(..,img,...) have different behaviour with DRAW / PAINTER

Posted by [Didier](#) on Sun, 10 Nov 2013 18:13:31 GMT

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Hi all,

I have a problem, I am trying to draw some nice borders around text and for this I thought using ChPaint() was a good idea ==> I benefit from the hotspots.

This works perfectly when the drawing uses DRAW.
But when I use PAINTER, the result is quite ugly.

It seems that the image processing (at least processing of the alpha value) is different with DRAW and PAINTER

In the example image showing the problem :

- * "---M3---" : uses DRAW ==> looks is perfect
- * " 2 " : uses PAINTER ==> alpha value seems to be summed with background color ==> leads to 'INVERSE VIDEO' like

Does someone have an idea why ?
Is their a restriction to use ChPaint() with PAINTER ??

File Attachments

1) [GraphCtrls.png](#), downloaded 980 times

Subject: Re: Why does ChPaint(..,img,...) have different behaviour with DRAW / PAINTER

Posted by [mirek](#) on Mon, 25 Nov 2013 18:52:55 GMT

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Didier wrote on Sun, 10 November 2013 13:13

Does someone have an idea why ?

Is their a restriction to use ChPaint() with PAINTER ??

No that I know about. It looks weird (and interesting). Hard to say without a code...

Mirek

Subject: Re: Why does ChPaint(..,img,...) have different behaviour with DRAW / PAINTER

Posted by [Didier](#) on Mon, 25 Nov 2013 19:20:52 GMT

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Hi Mirek,

I will try to upload an example, but I won't have time to do it until next week.

Subject: Re: Why does ChPaint(..,img,...) have different behaviour with DRAW / PAINTER

Posted by [Didier](#) on Mon, 23 Dec 2013 09:12:45 GMT

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Hi Mirek,

I created a new topic because my first problem was only du to a missing Premultiply() and is now solved but there still is a problem with using SUBPIXEL

http://www.ultimatepp.org/forum/index.php?t=msg&goto=41462&#msg_41462
