
Subject: Transparent Background - Image control
Posted by [deep](#) on Fri, 07 Mar 2014 11:15:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi

I was working on showing LED on screen,

I want to get final effect as shown in left side image Red Led.

What I get is Like Green Led. Corners Black.

Attached my sample code.

File Attachments

- 1) [Image1.png](#), downloaded 901 times
 - 2) [LED.7z](#), downloaded 620 times
-

Subject: Re: Transparent Background - Image control
Posted by [Didier](#) on Fri, 07 Mar 2014 12:46:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi Deep,

`ledCtrl.Transparent();`
may do the trick

If it doesn't then this means that the `ledCtrl` draws some background (it doesn't rely on `Ctrl` basics) ... and it therefore needs to be modified.

Subject: Re: Transparent Background - Image control
Posted by [deep](#) on Fri, 07 Mar 2014 13:22:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi Didier,

Thank you for your response.

I checked with `ParentCtrl` and `ImageCtrl`.

protected:
// `ParentCtrl` Led;

ImageCtrl Led;

```
void psSimLED::Paint(Draw& w)
{
// Size sz = GetSize();
// DrawPainter dp(w, sz);
// dp.DrawImage(0,0,psSimLedImg::redLed());

w.DrawImage(0,0,psSimLedImg::redLed());

}
```

Initial code DrawPainter used. Now commented.
Changed to w.DrawImage.. And it is working as expected now.

Subject: Re: Transparent Background - Image control
Posted by [Didier](#) on Fri, 07 Mar 2014 15:03:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Looks like DrawPainter is missing initialization of an image buffer.

I also stumbled on this kind of issue some time ago when using ImageBuffer and didn't initialize it :
if there is no init of the whole buffer then alpha management does not work ==> and you get
those black corners

Here is sample code showing the initialization of the ImageBuffer :

```
RGBA bckgColor; bckgColor.r = 0; bckgColor.g = 0; bckgColor.b = 0; bckgColor.a = 0;
ImageBuffer ib(_plotRect.Size());
Upp::Fill( ib.Begin(), bckgColor, ib.GetLength() );
BufferPainter bp(ib, _drawMode);
PaintPlotData(bp, scale);
dw.DrawImage(0, 0, ib);
```

NB : using painter to draw images is useless (and slower), so if you don't draw anything else : do
not use Painter

Subject: Re: Transparent Background - Image control
Posted by [deep](#) on Sat, 08 Mar 2014 06:44:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi Didier,

Didier wrote on Fri, 07 March 2014 20:33 Looks like DrawPainter is missing initialization of an image buffer.

What you say is right.

I need only image swap. Will use only Draw.

Subject: Re: Transparent Background - Image control LED image Display

Posted by [deep](#) on Sat, 08 Mar 2014 14:06:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi,

I want LED image display with Label.

I discovered Label and StaticText class has following functions
Derived from LabelBase

Label.SetImage

Label.SetLeftImage

Label.SetRightImage

I always assumed Label and StaticText are text only class.

!!! Works great for me

Lesson : Search in UPP code base first. Lots of hidden features !!!

File Attachments

1) [Image1.png](#), downloaded 996 times
