Subject: Transparent Background - Image control
Posted by deep on Fri, 07 Mar 2014 11:15:06 GMT

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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 679 times
2) LED.7z, downloaded 513 times
```

Subject: Re: Transparent Background - Image control
Posted by Didier on Fri, 07 Mar 2014 12:46:36 GMT

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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

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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
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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
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Hi Didier,

Didier wrote on Fri, 07 March 2014 20:33Looks 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
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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 803 times