Posted by kurete on Sat, 01 Oct 2016 13:32:47 GMT

Hello.

For example, Additive blending and Multiplicative blending.

I think that rewrite source code of draw.

However, I can not know where to I be rewritten.

Posted by mirek on Mon, 03 Oct 2016 07:46:10 GMT

kurete wrote on Sat, 01 October 2016 15:32Hello.

For example, Additive blending and Multiplicative blending.

I think that rewrite source code of draw.

However, I can not know where to I be rewritten.

With what? In Paint?

Mirek

Posted by kurete on Tue, 04 Oct 2016 11:40:37 GMT

I'm sorry for description is insufficient.

I want to alpha blend image in Paint in Ctrl.

For Example, I want to change DrawImage in Function that is alpha blend in under source code.

```
void ExmampleCtrl::Paint(Draw& w)
{

};
```

Posted by mirek on Tue, 04 Oct 2016 17:56:14 GMT

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kurete wrote on Tue, 04 October 2016 13:40I'm sorry for description is insufficient.

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For Example, I want to change DrawImage in Function that is alpha blend in under source code.

```
void ExmampleCtrl::Paint(Draw& w)
{

};
```

Image already has alpha channel, so DrawImage will use standard alpha blending. More complex alpha bledning modes are not supported in Draw, because Draw is supposed to be lowest common denominator that allows HW acceleration on all targets.

If you need anything more fancy (like different blend function), you need to perform calculations in memory - which in fact is quite easy, as Image internals are easily accessible.

Posted by kurete on Fri, 07 Oct 2016 11:27:05 GMT

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I can alpha blend by using ImageBuffer.

Thank you.

Posted by mirek on Fri, 07 Oct 2016 11:35:35 GMT

kurete wrote on Fri, 07 October 2016 13:27I can alpha blend by using ImageBuffer.

Thank you.

Exactly!