
Subject: Re: Painter and viewports

Posted by [Didier](#) on Mon, 01 Dec 2014 22:34:28 GMT

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I think what is missing is :

// create an imagebuffer to paint inside

ImageBuffer ib(sz);

Upp::Fill(ib.Begin(), bckgColor, ib.GetLength()); // ***** if the ImageBuffer is not filled,
transparency gives garbage

// place it on requested viewport

BufferPainter bp(ib);

I stumbled accross the same problems when trying to use transparency in background with
GraphCtrl (took me some time to figure it out ... and also needed an Upp bug correction)