

Alpha Blended Windows in Vista and XP

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I am using the SetLayeredWindowAttributes function to create a irregular shaped window using a Bitmap on a form with a transparency color. This works great but I would like to get rid of the jagged edges that show on the screen.

Does anyone know of a way to alpha blend the edges of a window with its background?

A good example of what I am trying to do is the clock gadget in Vista.

Jeff

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