

## Re: Icons in VS .net 2002

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- *From:* "GT" <ContactGT\_remove\_@xxxxxxxxxxx>
  - *Date:* Wed, 4 Oct 2006 16:33:56 +0100
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"Jonathan Wood" <jwood@xxxxxxxxxxxxxxxxxxx> wrote in message  
<news:%23Yw%23%23Y85GHA.2208@xxxxxxxxxxxxxxxxxxxxxxxxxxxx>

Visual Studio does NOT use RGB 128, 128, 255 to signal transparent colors. These may be the colors shown for transparent areas (which, as I pointed out can be changed). But it is not the pixel value used to signify transparent areas. I could look at an icon if you wanted to provide one but it sounds like you have this color in the icon where you wanted transparent pixels to be.

I didn't mean pixel value stored within the ICO file, I was just referring to the colour Visual Studio uses to display the transparent, or background area on the screen in the Visual Studio icon resource editor. When we open an icon in the editor, it shows the background using the default dark greeny colour (RGB 128,128,255). We also use this colour in the body of our icons, so we can't tell what is icon and what is background – everything looks strange. If we change the background colour in the editor, then the editor also changes any pixels in the icon that happen to match the current background colour (RGB 128,128,255). We have had this problem for about 10 years, since VC++ 6.0. We know that it is possible to change the background colour by double clicking on the little TV image in the colour palette, but this also changes any pixels in the icon that happen to match the background colour. I just wondered if there is a way to change the background colour in the icon editor \*BEFORE\* opening an icon, so that you can actually see the correct colours in the icon and make changes without destroying the image!

Thanks