

Re: icon background is not transparent when aero is enabled in vista

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Source: <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.mfc/2008-07/msg01407.html>

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 - *Date:* Wed, 30 Jul 2008 10:07:55 -0400
-

See below...

On Tue, 29 Jul 2008 21:26:00 -0700, John <John@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote:

hello, all:
i meet a curious thing.
i make a icon using vc2005, and the backgournd of icon is transparent.
i draw it to a dialog.
in xp, it is right, the backgournd is transparent.
but when aero is enabled in vista, the background is wrong, change into white.
i find a way to solve this
i get the dialog 's dc ,and create a bitmap.
draw icon on the bitmap, and then draw bitmap to dialog's dc.
the code like below
int lWidth = rtClient.right - rtClient.left;
int lHeight = rtClient.bottom - rtClient.top;
RECT rcWindow;
::GetWindowRect(hDestWindowOverride, &rcWindow);

```
HDC hDCDisplay = ::CreateDC(_T("DISPLAY"), NULL, NULL, NULL);
```

Why not

```
CClientDC dcDisplay(this);
```

?

```
HBITMAP hMemBmpScreen = ::CreateCompatibleBitmap(hDCDisplay, lWidth,  
lHeight);
```

Why not

```
CBitmap MemBmpScreen;
```

```
MemBmpScreen.CreateCompatibleBitmap(&dcDisplay, width, height);
```

?

```
HDC hMemDCScreen = ::CreateCompatibleDC(hDCDisplay);
```

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Why not

```
MemBmpScreen.CreateCompatibleDC(&dcDisplay);
```

or for that matter

```
MemBmpScreen.CreateCompatibleDC(NULL);
```

```
HBITMAP pOld = (HBITMAP)::SelectObject(hMemDCScreen, hMemBmpScreen);  
::BitBlt(hMemDCScreen, 0, 0, lWidth, lHeight, hDCDisplay, rcWindow.left,  
rcWindow.top, SRCCOPY);
```

```
::GetObject(hMemBmpScreen, sizeof(BITMAP),&g_bmp);
```

Why would you use a global variable here? Why does this need to be global at all?

```
////////////////////////////////////  
// hDiglog is the handle to dialog  
::OpenClipboard(hDialog);  
::EmptyClipboard();  
::SetClipboardData(CF_BITMAP,hMemBmpScreen);  
::CloseClipboard();  
////////////////////////////////////
```

Why are you putting something on the clipboard? You must NOT manipulate the clipboard unless the user has *explicitly* done a Copy or Cut operation. Otherwise, it is a disaster waiting to happen

```
::SelectObject(hMemDCScreen, pOld);
```

You could have used SaveDC/RestoreDC

```
::DeleteObject(hMemBmpScreen);  
::DeleteDC(hMemDCScreen);
```

These should not be necessary because the destructors for the CBitmap, CClientDC and CDC will free them. (I note you did not free the display DC...)

Where is the code below relative to the code above? Same problems of using HDC, HBITMAP, etc. Why not use the MFC objects?

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```
//show bk bmp
HDC hMemDC = ::CreateCompatibleDC(hDc);
HBITMAP hOldImageBMP = (HBITMAP)::SelectObject(hMemDC, hMemBmpScreen);
::BitBlt(hDc, 0,0,lWidth,lHeight,hMemDC,0,0,SRCCOPY);
if(hOldImageBMP)
::SelectObject(hMemDC, hOldImageBMP);
::DeleteDC(hMemDC);
```

the curious is if i dont add below, the background is wrong

```
////////////////////////////////////
// hDiglog is the handle to dialog
::OpenClipboard(hDialog);
::EmptyClipboard();
::SetClipboardData(CF_BITMAP,hMemBmpScreen);
::CloseClipboard();
////////////////////////////////////
```

What does the clipboard have to do with any of this? Why is the clipboard being used at all? I did not see that this was in the context of a Copy or Paste

so i want to know why i must open a clipboard

So do I. You should not be touching the clipobard in any way, for any reason, if the user has not explicitly invoked a Cut or Copy operation. To do so is to create a complete flaming disaster.

who know more details about clipboard, plz tell me
thanks in advance

The most important detail of the clipboard you need to know is that unless this is part of the code for a user-requested Cut or Copy operation, KEEP YOUR HANDS OFF OF IT!

joe

good regards

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