

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

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*Source:* <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.mfc/2008-08/msg00047.html>

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- *From:* Joseph M. Newcomer <[newcomer@xxxxxxxxxxxxx](mailto:newcomer@xxxxxxxxxxxxx)>
  - *Date:* Fri, 01 Aug 2008 09:20:22 -0400
- 

There's a DirectX forum somewhere...  
joe

On Thu, 31 Jul 2008 22:18:00 -0700, John <[John@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:John@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx)> wrote:

hi ,Joseph

do you know where i should ask this kind of question in ms forum.

thanks anyway,  
John

"Joseph M. Newcomer" wrote:

Once you enter into the D3D realm, I have no idea what to do; I've never used it. This also means there is potential interaction between Aero and D3D. So I have to bow out at this point.  
joe

On Thu, 31 Jul 2008 19:28:12 -0700, John <[John@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:John@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx)> wrote:

hi, Joseph:  
thanks for your quick response and  
thanks for taking your time to select my faults in my code.  
i will correct them ,  
thanks once more  
////////////////////////////////////  
but maybe i didn't speak clearly my question.  
so i make a simple samle,  
use the the same process like my real code.  
and the result is the same with my real application  
first: i use D3D (direct draw) to draw a surface "A",

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second: i draw a icon on the "A" using gdi  
the background of the icon i make using vc2005 is  
transparent.

it is right when aero is disabled in vista in xp or,  
but when aero is enabled in vista ,  
the icon 's background is white, not transparent .so it is  
wrong.

the sample code like below

```
///use direct draw to draw surface begin
LPDIRECTDRAW7 m_pddsFrontBuffer;
LPDIRECTDRAW7 m_pddsStoreBuffer;
HRESULT hRet;

RECT rt;
POINT p = {0, 0};
ClientToScreen(hWnd, &p);
rt.left = 0 + p.x; rt.top = 0 + p.y; rt.right = 800 + p.x;
rt.bottom = 600 +
p.y;
while( 1 )
{
hRet = m_pddsFrontBuffer->Blt(&rt, m_pddsStoreBuffer,
NULL, DDBLT_WAIT, NULL);
if (hRet == DD_OK)
break;
else if(hRet == DDERR_SURFACELOST)
{
m_pddsFrontBuffer->Restore();
m_pddsStoreBuffer->Restore();
}
else if(hRet != DDERR_WASSTILLDRAWING)
return;
}
///use direct draw to draw surface end
/// draw icon on surface begin
HICON icon = AfxGetApp()->LoadIcon(IDI_ICON1);
CClientDC dc(this);
RECT rtClient;
this->GetClientRect(&rtClient);
// x, y is the coordinate when user left-click mouse on
surface.
dc.DrawIcon(x, y, icon);
/// draw icon surface end
```

when i add three lines code ,  
the icon 's background is transparent when aero is enabled in  
vista,

the code like below

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

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```
::BitBlt(dc.m_hDC, 0, 0, rtClient.right - rtClient.left,  
rtClient.bottom -  
rtClient.top, hDCDisplay, rtClient.left, rtClient.top,  
SRCCOPY);  
DeleteDC(hDCDisplay);  
////////////////////////////////////  
so i think it is a bug of microsoft?  
when draw icon using gdi on surface using d3d, when aero is  
enabled in  
vista, the icon 's background cant still keep transparent like  
normal.  
only a guess.  
hope your response.  
good regards
```

John

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