

AOZ Studio Beta - Bug #374

AOZ skips the alpha channel of the PNG file when loading with the Load Image command

05/25/2020 01:47 PM - Michal Mrozinski

Status: Feedback	Start date: 05/25/2020
Priority: Normal	Due date:
Assignee:	% Done: 0%
Category:	Estimated time: 4:00 hours
Target version:	
Affected version: 0.9.9.1	
Description I have added sample transparent PNG files. It should be that after loading such an image it is still possible to see the screen that is under the image in places where this image is transparent. Currently, the alpha channel is ignored when loading PNG files.	

History

#1 - 05/25/2020 01:57 PM - Michal Mrozinski

(32 bit PNG files)

#2 - 09/19/2020 02:12 PM - Brian Flanagan

- Status changed from New to Feedback

Thanks for the graphic samples.

Can you provide the AOZ code that illustrates the problem?

#3 - 09/19/2020 02:12 PM - Brian Flanagan

- Estimated time set to 4:00 h

Files

alpha.png	62.1 KB	05/25/2020	Michal Mrozinski
frame.png	742 Bytes	05/25/2020	Michal Mrozinski