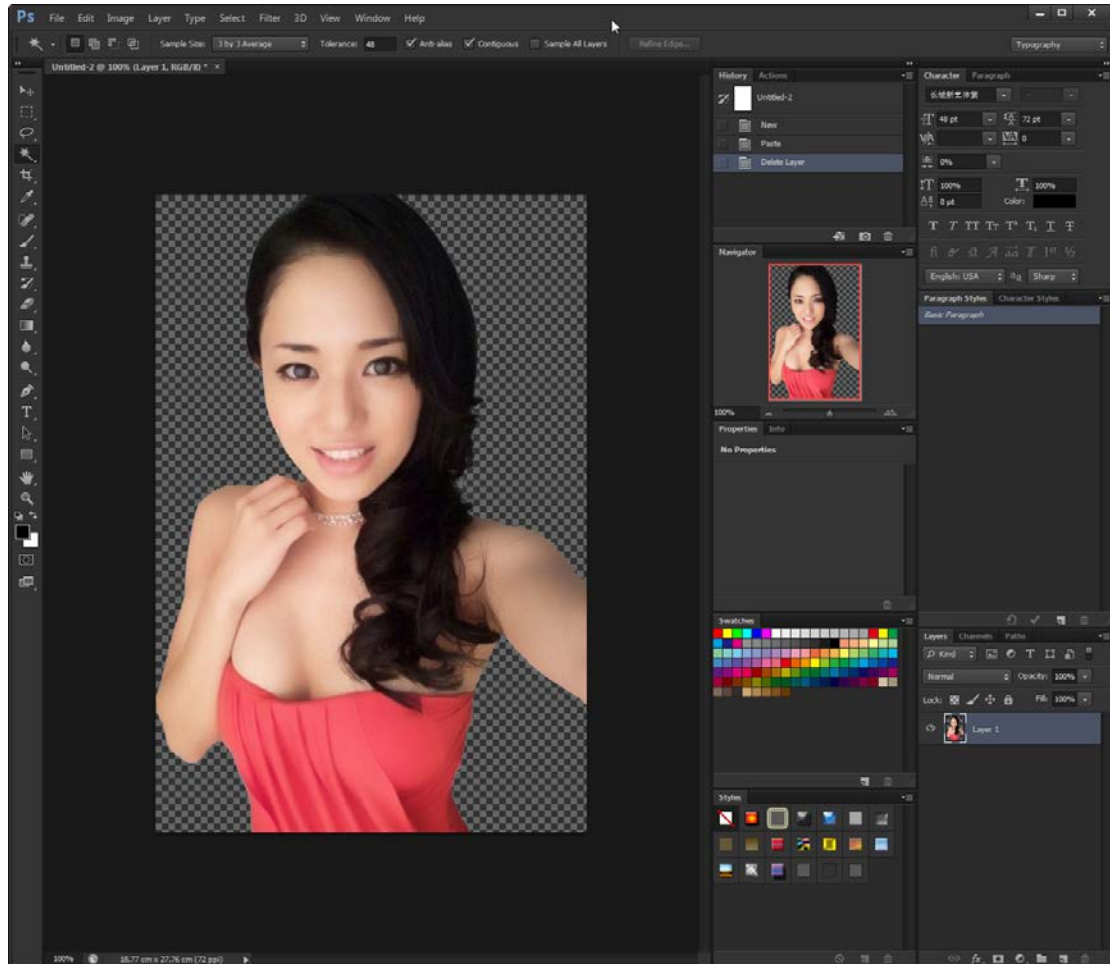
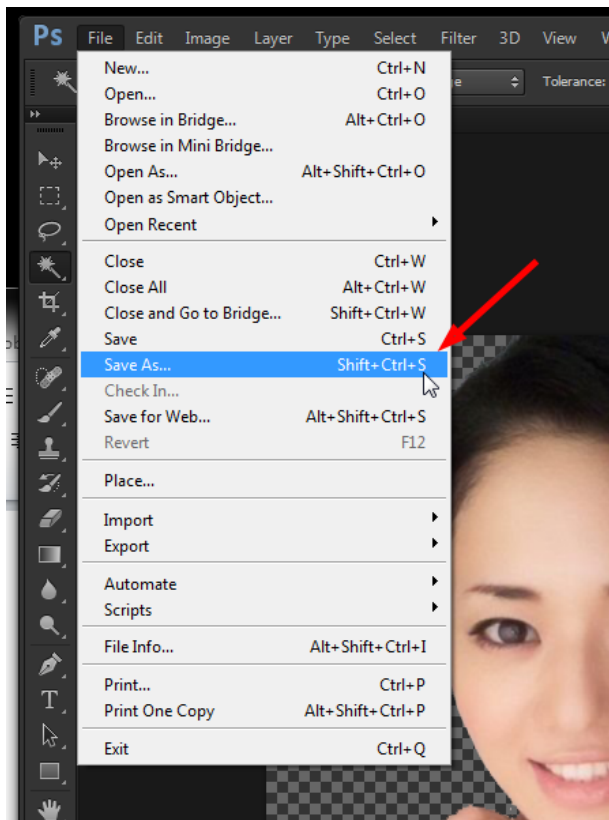


使用 ps 制作带有 alpha 的 Raster 图片素材

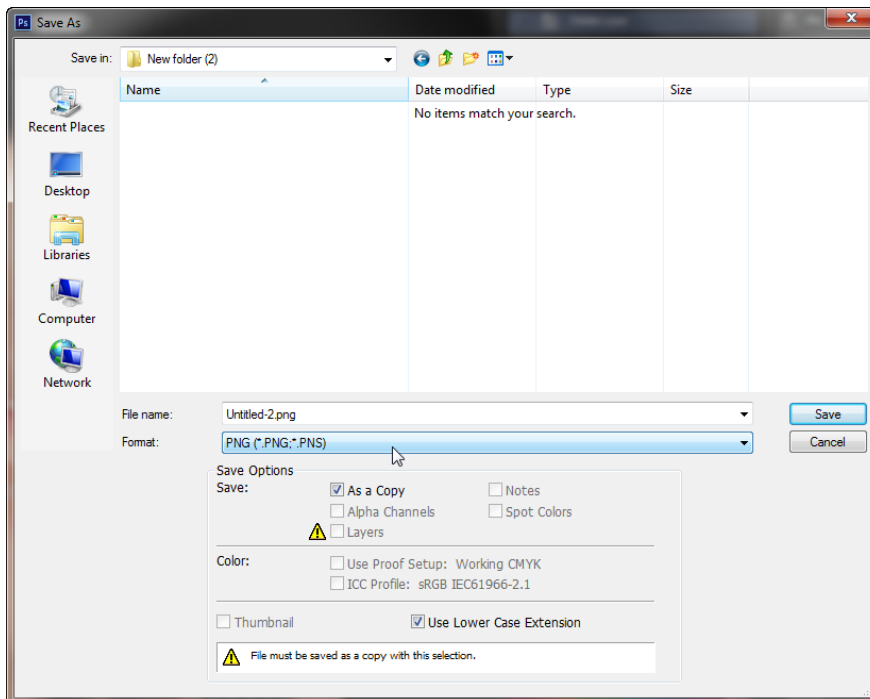
以苍老师为例，背景是 alpha 通道的



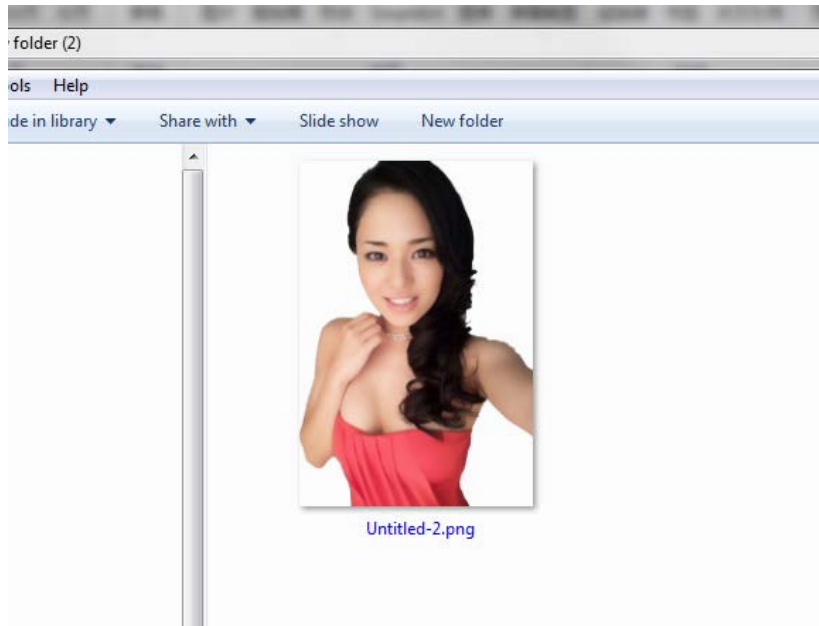
Save as...



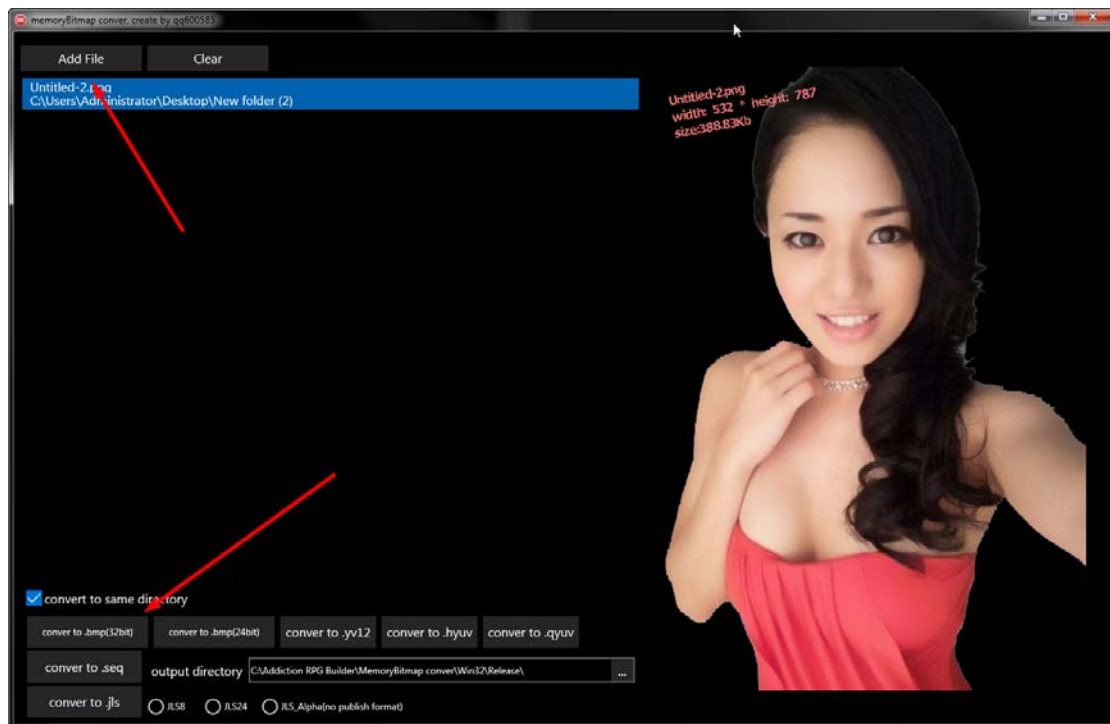
在 dialog 中以 png 格式保存



待保存完成，我们在文件夹可以看到该图片，但是无法知道它的 alpha 效果



使用 BitmapConver.exe 将 png 转换出来即可



使用 zDrawEngine_helloWorld 将它以 alpha 方式画出来



整个程序非常小，并且是跨平台的游戏引擎

```
zDrawEnginefrm | MemoryRaster
  TForm1.FormCreate
30 var
  Form1: TForm1;
Implementation
{$R *.fmx}
Eprocedure TForm1.FormClose(Sender: TObject; var Action: TCloseAction);
begin
  EnginePool.Clear;
  DisposeObject([drawIntf, background, raster]);
end;
Eprocedure TForm1.FormCreate(Sender: TObject);
begin
  drawIntf := TDrawEngineInterface_FMX.Create;
  background := NewRaster();
  background.SetSize(256, 256);
  FillBlackGrayBackgroundTexture(background, 32);
  raster := NewRasterFromFile(umfCombineFileName(TPath.GetLibraryPath, 'canglaoshi.bmp'));
  angle := 0;
end;
Eprocedure TForm1.FormPaint(Sender: TObject; Canvas: TCanvas; const ARect: TRectF);
var
  d: TDrawEngine;
  fi, fj: TGeoFloat;
begin
  drawIntf.SetSurface(Canvas, Sender);
  d := DrawPool(Sender, drawIntf);
  d.ViewOptions := [devpFPS, devpFrameEndge];
  // draw background
  fi := 0;
  while fi < d.width do
  begin
    fj := 0;
    while fj < d.height do
    begin
      d.DrawTexture(background, background.BoundsRectV2,
      RectAdd(background.BoundsRectV2, Vec2(fi, fj)), 0, 1.0);
      fj := fj + background.height - 1;
    end;
    fi := fi + background.width - 1;
  end;
  d.DrawTexture(raster, raster.BoundsRectV2, raster.BoundsRectV2, angle, 1.0);
  angle := NormalizeDegAngle(angle + d.LastDeltaTime * 45);
  d.Flush;
end;
Eprocedure TForm1.Timer1Timer(Sender: TObject);
begin
  EnginePool.Progress(Interval2Delta(Timer1.Interval));
  Invalidate;
end;
end.
```

By qq600585

2019-2