

# Forum:[Hack Forums](#)

Thread: [Custom button with fade effect when mouse over hides button image](#)

**LeonieHackPetaBytes2** - January 23, 2019, 12:38 am

hey dear reddit, i was searching for a cool looking custom button with fade effect when mouse over, i found one pretty nice custom button theme, but unfortunately the fade effect is getting layed over the button overlay image:/ i want to use the buttons as maximize minimize and close buttons, so i added the images to the buttons but the forecolor fade is covering it.. i hope you understand what i want to fix its late at me and i cant sleep well until i found a sollution for that issue..

<https://i.imgur.com/6zB1f0x.gif>

here is the button theme, just paste it into a new .vb file, run the project and the new button should show up in your toolbox:)

Code Imports System.Drawing.Imaging

Public Class MyFadeEffect : Inherits Control

Private ImgAtt As New ImageAttributes

Private StartFade As Boolean, Alpha As Single = 0.0, SpeedFade As Single = 0.0

Private ImgHover As Bitmap, GrHover As Graphics, \_SetImage As Image

Private Property SetImage() As Image

Get

Return \_SetImage

End Get

Set(value As Image)

\_SetImage = value

Invalidate()

End Set

End Property

Sub New()

SetStyle(ControlStyles.AllPaintingInWmPaint Or ControlStyles.OptimizedDoubleBuffer Or ControlStyles.UserPaint, True)

DoubleBuffered = True

Size = New Size(150, 50)

End Sub

Private Sub DrawFadeEffect(G As Graphics)

SpeedFade = 0.11

Dim \_Matrix As New ColorMatrix(New Single() {

```

        New Single() {1, 0, 0, 0, 0},
        New Single() {0, 1, 0, 0, 0},
        New Single() {0, 0, 1, 0, 0},
        New Single() {0, 0, 0, Alpha, 0},
        New Single() {0, 0, 0, 0, 1}})
    ImgAtt.SetColorMatrix(_Matrix, ColorMatrixFlag.Default, ColorAdjustType.Bitmap)

    ImgHover = New Bitmap(Width, Height)
    GrHover = Graphics.FromImage(ImgHover)

    Dim _Brush As New SolidBrush(Color.FromArgb(250, Color.LightBlue))

    GrHover.FillRectangle(_Brush, 0, 0, Width, Height)

    G.DrawImage(ImgHover, New Rectangle(0, 0, ImgHover.Width, ImgHover.Height),
        0, 0, ImgHover.Width, ImgHover.Height, GraphicsUnit.Pixel, ImgAtt)

    ImgHover.Dispose()
    GrHover.Dispose()
End Sub

Protected Overrides Sub OnPaint(e As PaintEventArgs)
    MyBase.OnPaint(e)
    e.Graphics.DrawRectangle(Pens.Red, 0, 0, Width - 1, Height - 1)
    TextRenderer.DrawText(e.Graphics, Text, Font, ClientRectangle, ForeColor)
End Sub

Protected Overrides Sub OnPaintBackground(e As PaintEventArgs)
    MyBase.OnPaintBackground(e)
    DrawFadeEffect(e.Graphics)
End Sub

Protected Overrides Sub OnMouseEnter(e As EventArgs)
    MyBase.OnMouseEnter(e)
    StartFade = True
    TmrFade.Enabled = True
    Invalidate()
End Sub

Protected Overrides Sub OnMouseLeave(e As EventArgs)
    MyBase.OnMouseLeave(e)
    StartFade = False
    TmrFade.Enabled = True
    Invalidate()
End Sub

Private Sub TmrFade_Tick(sender As Object, e As EventArgs) Handles TmrFade.Tick
    If StartFade Then
        Alpha += SpeedFade
    End If
End Sub

```

```
Else
    Alpha -= SpeedFade
End If
```

```
SetImage = ImgHover
```

```
If Alpha >= 1 Then
    Alpha = 1
    TmrFade.Enabled = False
ElseIf Alpha <= 0 Then
    Alpha = 0
    TmrFade.Enabled = False
End If
```

```
End Sub
```

```
Friend WithEvents TmrFade As New Timer With {.Enabled = False, .Interval = 1}
End Class
```

**0xDEAD10CC** - *January 23, 2019, 4:10 pm*

This isn't reddit, but you need to draw the image after you draw the background. Lots of allocations here for things that could be created once too.