
Subject: Bug: ImageBuffer::alpha not initialised on X11

Posted by [mrjt](#) on Tue, 29 Apr 2008 12:34:31 GMT

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The alpha channel is not correctly initialised on X11. This causes corruption (second image is what it should look like):

Everything works correctly for Win32. The code below exhibits the problem:

```
class ImageDrawTest : public TopWindow {
public:
    typedef ImageDrawTest CLASSNAME;
    Image img;

    ImageDrawTest() {
        Sizeable();
        GenerateImage();
    }

    void GenerateImage() {
        Size sz(100, 100);
        ImageDraw w(sz);
        // w.Alpha().DrawRect(sz, Black());
        w.Alpha().DrawRect(30, 30, 40, 40, White());
        w.DrawRect(sz, Red);
        img = w;
    }

    virtual void Paint(Draw &w) {
        w.DrawRect(GetSize(), SColorFace());
        w.DrawImage(0, 0, img);
    }

    virtual void LeftUp(Point p, dword keyflags) {
        GenerateImage();
        Refresh();
    }
};
```

If you uncomment the line above, the channel is initialised and everything works correctly.

Edit: Looking at the manual for XCreatePixmap, it says the pixmap contents are undefined, which I guess is fair enough. My main issue here is the inconsistency between Win32/Linux, both should be either defined or undefined.

File Attachments

1) [ImageDrawTest.png](#), downloaded 914 times
