
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 822 times
