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

Posted by [mrjt](#) on Wed, 30 Apr 2008 09:23:37 GMT

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To be honest it doesn't make much difference to me now since I know about the problem . But IMO ImageDraw should behave in exactly the same way on both platforms, it's annoying to write code that works on Win32 but not X11.

IMO the ideal solution would be to have it undefined in Win32 too. But if you think that is a bad idea for backwards-compatibility reasons then yes, ImageDraw::alpha should be initialized to 0. Perhaps this could be done on the first call to Alpha() so there is no additional overhead for none-alpha situations?

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