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

Posted by [mirek](#) on Wed, 30 Apr 2008 09:55:42 GMT

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mrjt wrote on Wed, 30 April 2008 05:23

IMO the ideal solution would be to have it undefined in Win32 too.

Should I draw random data into alpha? Win32 clears it for me.

Quote:

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?

Should not it be rather 255?

Mirek

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