Subject: Re: Bug: ImageBuffer::alpha not initialised on X11
Posted by mrjt on Wed, 30 Apr 2008 10:56:57 GMT

luzr wrote on Wed, 30 April 2008 10:55Should I draw random data into alpha? Win32 clears it for me.
You could write in Jesus's face for a Turrin shroud effect, that'd be cool

luzr wrote on Wed, 30 April 2008 10:55Should not it be rather 255?
Windows clears it to 0 does it not? So unless you want to change that behaviour too then use 0. I agree it's more intuitive for it to be 255 but we write software, I think we can handle it