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

Posted by [mirek](#) on Wed, 30 Apr 2008 11:21:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

OK then.

Image.cpp:

```
Draw& ImageDraw::Alpha()
{
    if(!has_alpha) {
        alpha.DrawRect(size, GrayColor(0));
        has_alpha = true;
    }
    return alpha;
}
```

Mirek
