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

Posted by [mr_ped](#) on Wed, 30 Apr 2008 14:00:39 GMT

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luzr wrote on Wed, 30 April 2008 11:55

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

In case it is supposed to be uninitialized, and the OS does initialize it for you, I suggest to use random bytes in DEBUG mode trough `#ifdef`.

That will make such errors to appear in debug mode, yet it will not slow down release.
