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

Posted by [mrjt](#) on Wed, 30 Apr 2008 14:24:00 GMT

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mr_ped wrote on Wed, 30 April 2008 15:00luzr 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 through `#ifdef`.

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

I hadn't thought of that, it's a good compromise IMO.
