Subject: Re: Bug: ImageBuffer::alpha not initialised on X11
Posted by mirek on Wed, 07 May 2008 15:07:44 GMT

mrjt wrote on Wed, 30 April 2008 10:24mr_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 trough #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.

Well whatever, it is now cleared in X11. I guess it does not hurt much, ImageDraw is not supposed to be the performance king anyway.

Mirek