

On function

```
void ImageSysData::Paint(SystemDraw& w, int x, int y, const Rect& src, Color c);
```

Search for

```
if(!himg) {  
    LTIMING("Image Alpha create");  
    BitmapInfo32__ bi(sz.cx, sz.cy);  
    himg = CreateDIBSection(ScreenHDC(), bi, DIB_RGB_COLORS, (void **)&section, NULL, 0);  
    Copy(section, ~img, img.GetLength());  
}
```

Sometimes CreateDIBSection fails. Is rare, but it does happen returning 0 in the process, which causes the Copy function to crash the application.
Propose to change with.

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    LTIMING("Image Alpha create");  
    BitmapInfo32__ bi(sz.cx, sz.cy);  
    himg = CreateDIBSection(ScreenHDC(), bi, DIB_RGB_COLORS, (void **)&section, NULL, 0);  
    ASSERT(himg); // Assert on debug  
    if(!himg) {  
        return; // Return on release.  
    }  
    Copy(section, ~img, img.GetLength());  
}
```