
Subject: Bug: SysInfo->ScreenGrab->Window_SaveCapture on X11 does not set the alpha channel

Posted by [jjacksonRIAB](#) on Wed, 02 Oct 2019 05:55:25 GMT

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```
for (int y = 0; y < height; y++) {
    RGBA *row = ib[y];
    for (int x = 0; x < width ; x++) {
        unsigned long pixel = XGetPixel(image, x, y);
        unsigned char blue  = pixel & blue_mask;
        unsigned char green = (pixel & green_mask) >> 8;
        unsigned char red   = (pixel & red_mask) >> 16;
        (row + x)->r = red;
        (row + x)->g = green;
        (row + x)->b = blue;
+-->        (row + x)->a = 0xff;
    }
}
```
