
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

[View Forum Message](#) <> [Reply to Message](#)

```
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;
  }
}
```

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

Posted by [koldo](#) on Wed, 02 Oct 2019 06:26:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thank you. Fixed!
