

## Mozilla Bug 66461 & Patch

```
nsImage::Draw(...) {  
    ...  
+ if(mIsTransparent) return;  
    ...  
    //render the input image  
}
```

*nsImageGTK.cpp*

## What is this bug

- When the input is a transparent image, all the computation in *Draw* is useless.
- Mozilla developers did not expect that transparent images are commonly used by web developers to help layout.
- The patch conditionally skips *Draw*.