Hi Folks,

I don't pretend that this is the last word on the subject,
but with the help of Mark Rivers and the technical support
folks at RSI I think I *finally* have a pretty good handle
on what is happening with 24-bit colors. (At least with
respect to direct graphics. The object graphics system
seems to use yet another scheme and I am still
puzzled about aspects of that.)

In any case, you can see my 3:00 AM feeble attempt to
explain it to myself (don't ask) in a new article on my
web page. It is at this URL:

   http://www.dfanning.com/tips/colors24.html

Cheers,

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