
Subject: Re: Colormaps (a favorite subject!)
Posted by [kbowman](#) on Tue, 28 Mar 2000 08:00:00 GMT
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In article <38E0C93C.AF2BD78D@ssec.wisc.edu>, "Liam E.Gumley"
<Liam.Gumley@ssec.wisc.edu> wrote:

- > I would also
- > encourage you to start thinking about designing you application to work
- > in 24-bit graphics mode, where color flashing problems do not exist, and
- > you always have 256 color table entries available.

And where you cannot do 24-bit PostScript output to print your pretty
24-bit displays.

Seriously, I agree with Liam that an all 24-bit world nice. I'm very
frustrated by the inability to make hard copies of 24-bit graphics other
than through bitmaps. This is becoming more and more of a problem as our
displays change to 24-bit and my graphics tools (want to) change with
them.

Ken
