Subject: Re: PostScript and pixmap

Posted by david[2] on Wed, 01 Aug 2001 12:23:13 GMT

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JD Smith writes:

>

- > I did once use PSConfig, but lately I've noticed it has gone the dark
- > side of object graphics. For people who (still) have 8-bit displays,
- > this can be an annoyance, when the color frenzy begins, and you've only
- > just tried to print. Is there a replacement up to date version still
- > using direct graphics?

Yes, for people still on the dark side, it is a problem. There is no practical way to combine direct graphics and object graphics in the same program on an 8-bit display. The two graphics systems just use colors in completely different ways, which (by definition) will cause havoc with the one physical color table.

Cheers,

David

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