
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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