Subject: Re: RFC 1: Common functions for beginners Posted by Matt Feinstein on Tue, 20 May 2003 16:28:51 GMT View Forum Message <> Reply to Message

On 20 May 2003 09:12:16 -0700, condor@biosys.net (Big Bird) wrote:

> "Mark Hadfield" <m.hadfield@niwa.co.nz> wrote in message news:<bac8jd\$4vp\$1@newsreader.mailgate.org>... >> "Big Bird" <condor@biosys.net> wrote in message >> news:df160b8f.0305191535.214da775@posting.google.com... >>> I disagree that people need to know "device, decomposed=0" as this >>> already presumes a certain color model. >> >> Then I take it you won't mind David redirecting all email inquiries on this >> subject to you? > > Heh - go ahead: all email to this account is automatically bounced to > president@whitehouse.gov - clearly we need a national color model > infrastructure...;) > > (Slightly more seriously: the OP was referring to things to teach to > people he has sitting in front of him, not random people who send him > emails because they can't get some program to work that was written in > the early neolithic.) > > ObIDL: maybe I understand device, decomposed=0 wrong, but it is really > only useful if you have a true-color display (like every cheap PC > these days!) and you're trying to use something that was written in > the bad old days of 8-bit indexed color, right? (Wrong?) > I've come across these situations a few times: and so far the best > choice was every time to go into the code and rewite it to expect a > true-color display. I cannot imagine what economic upheavals would

It's not so much a hardware issue as a question of how to display data that comes to you compressed and encoded in pseudocolor-- there's a performance penalty if you display it in 'true' color. But even in that case, these days, you pay only a rather small penalty.

> have to happen to make people go back to 8-bit pseudo color...

Matt Feinstein

--

The Law of Polarity: The probability of wiring a battery with the correct polarity is (1/2)^N, where N is the number of times you try to connect it.