
Subject: Re: Problem with long integer color when saving a cgwindow to file
Posted by on Mon, 03 Mar 2014 18:02:33 GMT

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Den måndagen den 3:e mars 2014 kl. 18:21:10 UTC+1 skrev David Fanning:

> David Fanning writes:

>

>> The way this is done is with cgWindow_SetDefs:

>

>> cgWindow_SetDefs, PS_Decomposed=1

>

> By the way, if you don't want to permanently set your PostScript device

> up in 24 bit color, you can also set the PS_Decomposed keyword on the

> cgControl command to do it for just that one instance.

>

> cgcontrol, output = 'test.jpg', ps_decomposed=1

Thank you David!

I don't know if I want to change this permanently or not. What are the drawbacks? That is, why isn't it the default? Is it so people will be able to use non-cg commands in a cgwindow with longs used the wrong way?

(I just happened to see the long integer thing today when I was looking for something else. I even hacked up a version of cgcolor over the weekend, that accepted RGB colors given as hexadecimal strings. Worked fine, but felt a bit stupid when I found out about the longs... :o)
