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The two systems are just completely different. And

they use the color table in completely different ways.
Unless you are **very** careful to protect window colors
(for example, by always loading the correct color table
before drawing a graphic), there is no hope. And even
then, you will inevitably have color flashing problems.

Unless you have an extremely compelling reason to be
using object graphics on an 8-bit display, I would
be thinking about another solution.

Cheers,

David

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David Fanning, Ph.D.

Fanning Software Consulting

Phone: 970-221-0438 E-Mail: davidf@dfanning.com

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