

Posted by [Udo Grabowski](#) on Mon, 28 Feb 2000 08:00:00 GMT

Hello again !

This mapping code seems to fail for the object graphics colors. We also recognize that the white background is covered with patches of grey dithering artefacts. Seems that this mapping is done by a lousy dithering code. When specifying colors and printing, everything looks perfect. When using direct graphics with the `ION(j)grDrawable` interface, colors are also fine. Does anyone has experiences with that ? Is there any cure apart from getting a fix from RSI ?

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