
Subject: Animation using XOR

Posted by [Anonymous](#) on Mon, 17 Jul 1995 07:00:00 GMT

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Originally posted by: JHJ Loaring

Can anyone help ?

I have written an X-Window/MOTIF program in C which is statically linked to pv-wave (I use cwavec). This program animates objects by repeatedly drawing the (simple) shape using the XOR mode. This works fine *but* the colours come out pasty.

The program only needs to use 8 colours RGBCMYW (cos they print nicely!). I think the problem lies in X-Window colour maps and the answer may well be to do with allocating colour planes but I haven't a clue as to what is involved.

Hoping someone can crack this...

Julian Loaring
