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Subject: Re: Exceed + Colours  
Posted by [R. Bauer](#) on Mon, 12 Oct 1998 07:00:00 GMT  
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Matthew O'Donnell - RSG wrote:

> I have been working on a program that uses colours. The program works  
> fine when I am on a unix machine using an X display, but as soon as I  
> run the program on a PC using exceed the colour palletes go wrong. By  
> wrong I mean that in the program you have the option of changing the  
> colour pallette using a slider for the contrast, brightness and the  
> actuall pallette. This all works on a unix machine but on exceed the  
> display does not update the pallette until you do a TV to update all the  
> displays. This is a OK work around when you only have one small image  
> open but when you have several images open the time delay is just plain  
> to annoying. Is there anyway to get the screen to update the pallette  
> without haveing to tv all of the seperate images?  
>  
> Thanks for any help  
>  
> Mat.  
>

Yes, but I am not sure if you like it. The only way I know is to switch the  
colordepth of the PC to 8bit Color (256 Colors).

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R.Bauer

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Subject: Re: Exceed + Colours  
Posted by [Liam Gumley](#) on Mon, 12 Oct 1998 07:00:00 GMT  
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A simple fix is to reset your PC to use a 256 color desktop. If you are running Windows 95/98, this involves right clicking on the desktop, selecting 'Properties', selecting 'Settings', then selecting 256 colors in the 'Color Palette' box.

If you want to understand why this behavior occurs on PCs, then check out <http://www.dfanning.com/tips/noxloadct.html>

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