
Subject: Re: Drawing raw data to an Image / Draw object?

Posted by [mrjt](#) on Thu, 09 Oct 2008 12:35:12 GMT

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As far as I know there is no Image support for greater the 32-bit depths, since that is the effective limit of consumer display equipment.

But I believe your problem is that the conversion is wrong. I think it should be:

```
byte quantumToByte(m::Quantum q)
```

```
{  
    // Equivalent to:  
    // return (q * 255) / 65535);  
    // or  
    // return iscale(q, 255, 65535)  
    return (q >> 8);  
}
```

For correctness I believe you should replace the 8 with '(QuantumDepth - 8)', but that's really just a guess from the documentation.

Alternatively you can `#define QuantumDepth` to 8 yourself to tell the library to use 32-bit and avoid the conversion. If you're only planning on drawing to the screen this seems like a wise move to also reduce memory consumption.