Subject: Re: Inverse palette conversion algorithm...
Posted by mr_ped on Sun, 21 May 2006 13:46:10 GMT
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By the way, my approach scales with the color-cube space, and the number of colors used in palette doesn't matter too much.
So if you make the cube even smaller than 32k colors, it would be quite faster.

Your original code strongly depends on number of colors, so with smaller than 256 color palettes it starts to be lot more faster.

Maybe with some 512 or 1024 palettes my algorithm would start to be faster, but that's probably not interesting in real life.