Subject: Re: Inverse palette conversion algorithm...
Posted by mirek on Sun, 21 May 2006 14:01:53 GMT

mr_ped wrote on Sun, 21 May 2006 09:46By 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.

Ok, when I will meet some 10-bits palette device, I will know where to find the right code (here)

Thanks for your efforts, you approach is interesting.

Mirek