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Subject: Re: Color and RGBA

Posted by [mirek](#) on Sat, 03 Mar 2012 23:29:03 GMT

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mirek wrote on Thu, 23 February 2012 14:52 Well, the main reason for this is that Color supports "special values" while we still want it to be 32bit entity.

Hm, it actually looks like the only special value "remaining" is InvertColor. Now the question is whether we can afford to represent it as some bitpattern... (most likely A = 0 and nonzero in some of other channels).

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