Subject: Re: Should RGBA have got 4 arguments constructor?
Posted by Klugier on Fri, 25 Jul 2014 18:26:04 GMT

Hello Mirek,

Quote:
OK, but premultiplied alpha issue is still there... Should we add ASSERT

```
RGBA(byte r, byte g, byte b, byte a) {
    ASSERT(r <= a && g <= a && b <= a);
    this->r = r;
    this->g = g;
    this->b = b;
    this->a = a;
}
```

or perform conversion?

I don't know anything about "premultiplied alpha issue", but personally I think that implicit conversion would be safer for U++ users.

Moreover, I would like to noticed that it will be fine if we will have unit tests for RGBA. Each time the test failed we will know that something isn't ok in RGBA.

Sincerely,
Klugier