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Subject: Re: Should RGBA have got 4 arguments constructor?

Posted by [mirek](#) on Mon, 04 Aug 2014 12:21:38 GMT

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Quote:

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

Google "premultiplied alpha". I guess that alone is a reason not to rush to have constructor....

Quote:

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.

I am not quite sure what you want to unittest about RGBA. But surely, it would be nice addition to have some RGBA \*related\* unittests, there is a couple of functions in Draw and in fact all Image processing is RGBA...

Mirek

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