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

Posted by [Klugier](#) on Tue, 05 Aug 2014 19:25:26 GMT

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Hello Mirek,

Quote:

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

If you are sure about not to adding constructor to RGBA class. I will not protest, but personally I think that RGBA constructor will be nice feature for common Upp user. I would like to notice that maybe simply conversion in constructor do the trick (This is your original proposition).

Quote:

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...

I mean if "premultiplied alpha" is Upp related issue it would be nice to have unittest for this. It will always remind us that something is wrong in this part of code. But if it isn't...

P.S.

I think that unit tests is good idea, but it drags additional cost in the form of time (writing tests) and tools that will execute this test periodically.

Sincerely,  
Klugier

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