
Subject: Re: saving a paletted PNG

Posted by [lindquist](#) on Sun, 29 Oct 2006 19:53:46 GMT

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this is basically what I'm doing: (greatly simplified)

```
void writePNG(const String& filename)
{
    Vector<Color> pal;
    pal.Add(Color(0,0,0));

    PixelArray pix(100, 100, 8, 1, NULL, pal);

    for (int i=0; i<10000; ++i)
        pix.pixels[i] = 0;

    Image img = PixelArrayToImage(pix);
    PngEncoder::New()->SaveImageFile(filename, img);
}
```
