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Subject: Re: saving a paletted PNG

Posted by [mirek](#) on Sun, 29 Oct 2006 19:55:20 GMT

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PixelArray is now obsolete, sorry. I recommend downloading the dev version of U++, raster Image handling is vastly refactored.

In the new version, PNGEncoder has Bpp method (bits per pixel). Put there 8 to have 256 colors palette. If you have existing palette you want to retain, use SetPalette.

Mirek

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