Subject: Re: saving a paletted PNG
Posted by lindquist on Sun, 29 Oct 2006 23:10:58 GMT
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I'm having some more problems.
I have this test code:

```
void WritePNG(const String& filename)
{
 ImageBuffer ib(256, 256);
 ib.SetKind(IMAGE_OPAQUE);

 RGBA pal[256];
 for (int i=0; i<256; ++i)
 {
  pal[i] = Color(i,i,i);
 }

 int idx = 0;
 for (int y=0; y<256; ++y)
 {
  RGBA* line = ib[y];
  for (int x=0; x<256; ++x)
  {
   *line = pal[idx%256];
   ++line;
   ++idx;
  }
 }

 PNGEncoder png(8);
 png.SetPalette(pal);
 png.SaveFile(filename, ib);
}
```

I would assume this code would generate a nice horizontal gradient, but it doesn't. Instead I get something that seems a bit like it's converted to 5bit colors. (every 8 pixels it jumps 16 indexes in the palette)