Subject: Re: saving a paletted PNG
Posted by lindquist on Mon, 30 Oct 2006 00:04:10 GMT

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That is not good news. What I really need is a true indexed ImageBuffer, not a indexed approximation of a RGBA ImageBuffer. Will I need to roll my own or is there a hack I could employ? I've been looking at the code but it seems the new stuff is very much RGBA.