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Subject: Re: saving a paletted PNG

Posted by [mirek](#) on Mon, 30 Oct 2006 06:33:23 GMT

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OK, I see 3 possible solution:

- \* Quick fix, without altering U++, little bit ugly

See `PaletteCv` class, `Get`. As you are able to set any palette to `RasterEncoder`, it is possible, based on `PaletteCv` conversion, to build special palette and

`RGBA PaletteIndex(int index);`

that will force those shifted values to produce specific index. Later I would add this to U++. Would be a bit slow, but not extremely slow.

- \* Indexed mode in `PaletteCv` and/or `RasterFormat`

Alter conversion routines to use some channel (most likely R as direct palette index. E.g. by using `(PaletteCv *)1` in `Write`

- \* Perfect but complicated solution

Well, this one already happened in `Raster` - add support for Raw modes in `RasterEncoder` (`RasterEncoder::WriteLine(byte *data)`). This is far the most work and paradigm shift too.

Right now I would vote for the first option, in the same time I am afraid that last option would be nice to have too. But these are orthogonal.

Mirek

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