

## Selecting a color map

This is the primary reason for this program's existence. If you use the default, uncorrected colors generated by the printer driver many colors will appear different than they do on the screen, and the printout will be much too dark.

There are 3 color maps provided with the program. The uncorrected map turns off the color correction entirely. The corrected map is my best attempt at reproducing screen colors on the printer by eye. The dark corrected map is a darker version of the corrected map useful when making transparencies.

In this preliminary version, the corrected color maps, while much better than the default mapping, still don't do a perfect job of reproducing screen colors. In the next version of this program I plan to use a color scanner as feedback and produce a much more accurate map. For the time being this will have to do.

If you are printing using 3 bits/pixel (ordered dithering) be SURE to select the uncorrected color map. Correction does not work properly with 1 bit of rgb.