

List of Known Bugs

257522_PixelRule.tiff ↩

Well, hopefully this section is getting smaller, but if you should find a bug not present on this, please send me off some e-mail with a description of the bug, hopefully a way to reproduce it, and most importantly, if it shows up in a bitmap, the bitmap that caused the problem. I can receive NeXT mail, and it'd be the most useful way to receive things like bitmaps, however, I can also receive uuencoded and other UNIX type encoded mail.

Anyways, here's the bugs and quirks I know about...

paste.tiff ↩ The convert24toPalette method should implement a Medium Cut algorithm, or other more accurate algorithm, but it doesn't. The algorithm used will work well for larger palettes of many contrast colors. Currently, you may experience color banding due the color selection process. This may be fixed in the future (but not necessarily by me.)

688676_paste.tiff ↩ Many of the converters (all but tiff) don't even attempt a response to readAll and writeAll. The gif converter really should.

125839_paste.tiff ↩ CYMK color handling capabilities are near nil.

You can get the pixels (possibly not when under messed configuration), and that's about it. Neither convert to BW or RGB currently works. If you happen to know the formulas for converting CYMK \Leftrightarrow RGB | Gray Scale, I'd be most grateful for you to send them along to me.

691396_paste.tiff \rightarrow XBM converter is having some problems. I need to track them down.

227322_paste.tiff \rightarrow Possible problem with auto launching when JFIF files are loaded. Need to look into this, if it still exists under 3.0.

232584_paste.tiff \rightarrow PCX loader does no error handling on read or write, well it does a little on read, but not write.