LBX X Consortium Algorithms

X Version 11, Release 7.7

Table of Contents

□□□□□□□□□□□□□□□□□□□

Introduction

#□□□ □$□□□□□□$□□□□□□!□□□□□□□□□□□□□□□□□$□□%□□□□□□□□□□□□□□□□□□&□□□□□□□□□□□□□□□□□□□

```
switch (pVisual->class) {
   case PseudoColor:
   case DirectColor:
   case StaticColor:
   /* rescale to rgb bits */
      *red = RESCALE(*red, sigbits);
      *green = RESCALE(*green, sigbits);
      *blue = RESCALE(*blue, sigbits);
      break;
   case GrayScale:
     /* rescale to gray then rgb bits */
     *blue = *green = *red = RESCALE(GRAY(*red, *green, *blue), sigbits);
      break;
   case StaticGray:
     /* rescale to gray then [0..limg] then [0..65535] then rgb bits */
     *blue = *green = *red = RESCALE(RESCALE(GRAY(*red, *green, *blue),
pVisual>numPixelBits), sigbits);
      break;
    case TrueColor:
      /* rescale to [0..limN] then [0..65535] then rgb bits */
      *red = RESCALE(RESCALE(*red, pVisual->numRedBits), sigbits);
      *green = RESCALE(RESCALE(*green, pVisual->numGreenBits), sigbits);
      *blue = RESCALE(RESCALE(*blue, pVisual->numBlueBits), sigbits);
      break;
  }
```

#□□□!□□□□□□□□□□□□□□□□□□□