

In article <1993Apr6.011605.909@cis.uab.edu> sloan@cis.uab.edu

(Kenneth Sloan) writes:

>Why didn't you create 8 grey-level images, and display them for

>1,2,4,8,16,32,64,128... time slices?

By '8 grey level images' you mean 8 items of 1bit images?

It does work(!), but it doesn't work if you have more than 1bit

in your screen and if the screen intensity is non-linear.

With 2 bit per pixel; there could be $1*c_1 + 4*c_2$ timing,

this gives 16 levels, but they are linear if screen intensity is

linear.

With $1*c_1 + 2*c_2$ it works, but we have to find the best

combinations -- there's 10 levels, but 16 choices; best 10 must be

chosen. Different combinations for the same level, varies a bit, but

the levels keeps their order.

Readers should verify what I wrote... :-)

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