

Re: Computer programmers' habits in electronics

Source: <http://sci.tech-archive.net/Archive/sci.electronics.design/2005-12/msg03841.html>

- *From:* Rich Grise <richgrise@xxxxxxxxxxx>
 - *Date:* Thu, 22 Dec 2005 00:23:09 GMT
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On Wed, 21 Dec 2005 14:39:20 -0800, Tim Wescott wrote:

> It was a display problem, where we had a display of a certain known
> size, and we wanted to plot a line on it that reflected an even-numbered
> (10, 20, 50, 100, etc.) length. We told them that we wanted a procedure
> that took the screen size in real-world coordinates, the desired size in
> real-world coordinates, and the number of pixels in real-world
> coordinates, and that coughed up the line size in pixels. It actually
> came from a real product (sometimes we had system pictures in the
> conference rooms & we could point to the box & say "it's in that there
> box, as a matter of fact").

Am I allowed to use fractional-brightness adjacent pixels, to simulate dithering?

Thanks,
Rich

• *References:*

- ◆ ***Re: Computer programmers' habits in electronics***
 ◇ *From:* onehappymadman
 - ◆ ***Re: Computer programmers' habits in electronics***
 ◇ *From:* Rich Grise, but drunk
 - ◆ ***Re: Computer programmers' habits in electronics***
 ◇ *From:* Rich Grise, but drunk
 - ◆ ***Re: Computer programmers' habits in electronics***
 ◇ *From:* Tim Wescott
 - ◆ ***Re: Computer programmers' habits in electronics***
 ◇ *From:* Tim Wescott
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