

For more information on the different types of alpha transparency, see the following links:
Alpha transparency: [Alpha transparency](#)
Alpha transparency: [Alpha transparency](#)



1-bit palette, includes background color:



1-bit palette, no background color:



2-bit RGB, includes background color:



2-bit RGB, no background color:



3-bit RGB, includes background color:



3-bit RGB, no background color:



4-bit RGB, binary transparency:



4-bit RGB, binary transparency, includes background color:



4-bit RGB, binary transparency, no background color:



(10) 10-bit RGB, binary transparency, includes background color:



(11) 10-bit RGB, binary transparency, no background color:



(12) 10-bit grayscale + alpha transparency



(13) 10-bit grayscale (8 gray + 8 alpha), includes background color:



(14) 10-bit grayscale (8 gray + 8 alpha), no background color:



(15) 10-bit grayscale (16 gray + 16 alpha), includes background color:



(16) 10-bit grayscale (16 gray + 16 alpha), no background color:



(17) 10-bit grayscale + binary transparency



(18) 10-bit grayscale (8 gray), includes background color:



(19) 10-bit grayscale (8 gray), no background color:



(G7) 7pp grayscale (16 gray), includes background color:



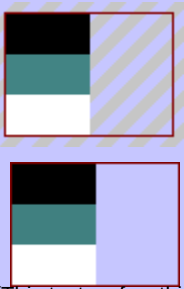
(G8) 8pp grayscale (16 gray), no background color:



Miscellaneous transparency, includes background color:
Expected result:



(M1) 1t palette, binary transparency only, no background color:
Expected result:



(This tests a few things that may have slipped through the cracks.)