

## Using the Palette Manager

The **Palette Manager** is extremely versatile, and your application can use it to obtain an additional level of color control. The **Palette Manager** can selectively apply **QuickDraw**, **Color Manager**, and **Graphics Devices Manager** routines, thereby giving you color control across windows and devices.

### Working With Color Usage Categories

You define the usage category for each color in a palette, using these constants:

<u>pmCourteous</u>	courteous color
<u>pmTolerant</u>	tolerant color
<u>pmAnimated</u>	animated color
<u>pmExplicit</u>	explicit color
<u>pmWhite</u>	use on 1-bit device
<u>pmBlack</u>	use on 1-bit device
<u>pmInhibitG2</u>	inhibit on 2-bit gray-scale device
<u>pmInhibitC2</u>	inhibit on 2-bit color device
<u>pmInhibitG4</u>	inhibit on 4-bit gray-scale device
<u>pmInhibitC4</u>	inhibit on 4-bit color device
<u>pmInhibitG8</u>	inhibit on 8-bit gray-scale device
<u>pmInhibitC8</u>	inhibit on 8-bit color device

Effective use of the **Palette Manager** requires a considered assignment of usage categories for the colors of your palette.