

Setting a Device's Pixel Depth

The Monitors control panel is the user interface for changing the depth, color capabilities, and positions of graphic devices. Since the user can control the device's capabilities, applications are always encouraged to be flexible: although your application may have a preferred screen depth, it should do its best to accommodate less-than-ideal conditions.

Use the new **Graphics Devices Manager** function **SetDepth**, with which your application can change the pixel depth of a graphics device, only in consultation with the user. With it you can offer a convenience: if your application must have a specific pixel depth, display a dialog box that offers the user a choice between going to that depth or quitting your application. This saves the user from having to go to the Monitors control panel and returning to your application. You can also use a companion function **HasDepth** before offering the dialog box, to be sure that the available hardware can support the depth you require.