Palettes

A **<u>Palette</u>** is a data structure that contains a header and a collection of color records, one for each color in the palette. The header contains the number of color records in the palette and the private fields used by the **<u>Palette Manager</u>**.

Each color is listed as a color information record, which comprises an RGB color value, information describing how the color is to be used, a tolerance value for colors that need only be approximated, and private fields. You should not create and modify the public fields directly; instead, use the **<u>Palette Manager</u>** routines.

You can create palettes as resources of type 'pltt', or by using **<u>Palette Manager</u>** routines from within your application.

Your application can create a default palette for the **<u>Palette Manager</u>** to use when one of your application's windows does not have a palette specified. (This may be especially useful to color applications that use old-style, black-and-white dialog and alert boxes.)