Restoring the Color Environment

When a window closes, the **Palette Manager** resets each display device to its default color table, except for those indices still reserved by another application. Eventually, the application that owns those indices will terminate or voluntarily release the indices. You can run a long sequence of color-stealing, wildly animated programs, quit them all, return to the Finder, and find every screen in the system fully restocked with default system color tables. (But if an application calls the **Color Manager** procedure **ProtectEntry** to lock a device index, the **Palette Manager** cannot restore the default color tables.)

The **Palette Manager** restores an animated entry to a default color state when the index is no longer needed.

The **Palette Manager** provides default color tables for differing screen devices.

Screen device	Default color table
Any device in black-and-white	A gray-scale ramp, that is, an evenly spaced range mode or 1 bit deep from white in index 0 to black in the last index.
A color device in 2-bit mode	Indices 0 to 3 contain white, 50 percent gray, the highlight color, and black, respectively.
A color device in 4-bit mode	The resource 'clut' with a resource ID of 4. If the color closest to the highlight color differs from it by more than 0x3000 in any component, the color is averaged with the highlight color.
A color device in 8-bit mode	The resource 'clut' with resource ID 8.

The 'clut' resource IDs 1, 2, 4, and 8 are the standard color tables for those bit depths. The 'clut' resource IDs 34, 36, and 40-the bit depth plus 32-are gray-scale ramps for those bit depths. The default color tables with the highlight color added are 'clut' resource IDs 66, 68, and 72-that is, the bit depth plus 64. To get these color tables, use the **GetCTable** function (not **GetResource**), as described in **Color QuickDraw**.