**Assigning a Default Palette to an Application**

Your application can define a palette for the Operating System to use when it needs to define the color environment. Defining a default palette for your color application is useful if all your windows use the same palette, or if you use old-style dialog and alert boxes: without an application palette, the system uses its own default palette to define the color environment.

You set a palette as the application default by assigning it a resource ID of 0. If the system needs a palette to define a color environment, it looks in the resource fork of the application for the 'pltt' resource with an ID equal to 0 and uses the palette that it contains. If the system cannot find this resource in the application's resource fork, it uses its own default palette (resource 'pltt' ID = 0 in the System file). If the system has no default palette, it uses the **Palette Manager** built-in palette.

Once your application has set its color environment (by calling **InitMenus**, or **InitPalettes** in unusual instances when there are no menus), you can find the default palette for your application by using the **GetPalette** function.

myPaletteHndl = **GetPalette** ((WindowPtr )-1);

You can change the default palette by specifying a palette in the **SetPalette** procedure.

**SetPalette** ((WindowPtr)-1),newDefPlttHndl,TRUE);