Explicit Colors

Use explicit entries when your primary concern is the index value rather than the color stored at that index.

Explicit colors cause no change in the color environment. For indexed devices, the **Palette Manager** ignores the RGB value in a palette if a color is an explicit color. When you draw with an explicit color, you get the color that is currently at the CLUT entry whose index corresponds to the explicit color's position in the palette. When you call **PmForeColor** with a parameter of 12, it places a value of 12 into the foreground color field of your window's color grafPort. (Since the value wraps around the table, the value placed into the foreground field would be

12 modulo (*maxIndex* + 1)

where *maxIndex* is the maximum available index for each device under consideration.)

On direct devices an explicit entry produces the color for that entry in the palette.

You can use explicit colors to monitor the color environment on an indexed screen device. For example, you could draw a 16-by-16 grid of 256 explicit colors in a small window. Whatever colors appear are exactly those in the device's color table. If color table animation is taking place simultaneously, the corresponding colors in the small window animate as well. If you display such a window on a 4-bit device, the first 16 colors match the 16 colors available in the device, and each row thereafter is a copy of the first row.