Associating One Palette With Many Ports

The **SetPalette** and **NSetPalette** procedures allow you to associate one palette with many color grafPort and color window records, thus simplifying the use of a single palette with multiple ports and windows.

One important implication of this feature is that the **DisposeWindow** procedure does not dispose of the associated palette automatically, since it may be allocated to other ports or windows. The only exception to this behavior is when an application has used **GetNewCWindow** to create the window, there is a 'pltt' resource with the same ID as the window, and the application has not called **GetPalette** for the window.

The procedures **SaveFore**, **RestoreFore**, **SaveBack**, **RestoreBack**, **ResizePalette**, and **RestoreDeviceClut** are available only with system software versions 6.0.5 and later, and with the 32-Bit **QuickDraw** system extension.