

SetPaletteUpdates Set the update attribute of a palette

#include <Palettes.h>

Palette Manager

void **SetPaletteUpdates**(*p*, *updates*);
PaletteHandle *p*; handle to the palette
short *updates* ; an update attribute

The **SetPaletteUpdates** procedure sets the update attribute of a palette.

p is the palette being updated

updates one of the update attributes described for the **NSetPalette** procedure.

Returns: none