

**CTabChanged**                      Get a new seed (a unique identifier) for the color table

#include <QDOffscreen.h>

**Color QuickDraw**

void                      **CTabChanged**(*ctab*);  
CTabHandle              *ctab*;                      a handle to the color table

Call **CTabChanged** after modifying the content of the color table specified by the *ctab* parameter. **CTabChanged** calls **GetCTSeed** to get a new seed (a unique identifier) for the color table and notifies **QuickDraw** of the change.

*ctab* the color table handle

**Returns:** none