

MakeRGBPat Provides best possible RGB match on current device

#include <Quickdraw.h>

Color Quickdraw

```
void      MakeRGBPat( thePpat, myColor );
PixPatHandle  thePpat ;      the pixel pattern to create in memory
RGBColor    *myColor ;      closest match to the requested RGB color
                             components
```

MakeRGBPat generates a pixPat that approximates the requested color.

thePpat is the handle of the pixel pattern to create in memory.

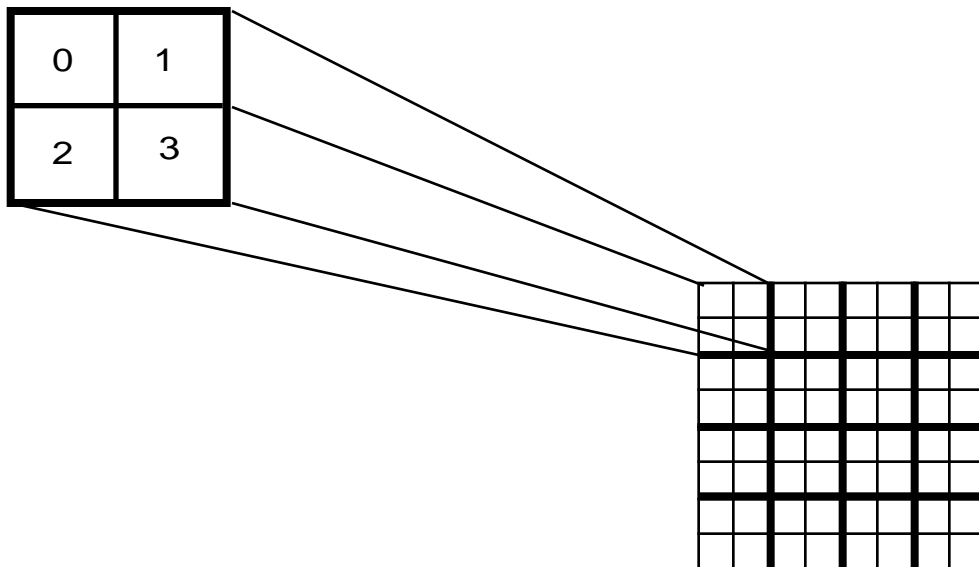
myColor is the closest match to the requested RGB currently available.

Returns: none

Notes: **MakeRGBPat** generates the closest possible color match to the requested RGB, given the current equipment. On a device with 4 bits per pixel, **MakeRGBPat** will yield 125 possible colors -- as opposed to 16 colors on the same device if you'd just set the foreground color and commenced drawing.

MakeRGBPat makes more colors theoretically possible by alternating between four colors in a pattern. While this gives you an increased range of colors, the alternating color selection doesn't allow for a very solid pattern and should be avoided when using elements that are one pixel wide.

Each 8-by-8 pattern component is composed of computed colors. Colors are arranged in an RGB pattern as follows (with pattern map boundary always containing (0,0,8,8) and the rowbytes equal to 2:



Value	RGB
0	computed RGB color
1	computed RGB color
2	computed RGB color

- 3 computed RGB color
- 4 RGB color sent to **MakeRGBPat**

For each color table it creates, **MakeRGBPat** only fills in the last colorSpec field. All the other values for colorSpec are computed on the current device's pixel depth when the figure is drawn.