Entry2Index   Return the index for an entry in current palette

#include <u>Palettes.h</u>>   **Palette Manager**

<u>long</u>   **Entry2Index***(entry)*;
<u>short</u>   *entry*;   an entry number

Given an entry number, **Entry2Index** returns the index for that entry in
the current <u>grafPort</u>'s palette on the current device.