

SaveEntries

Saves selected entries to a result table

#include <Quickdraw.h>

Color Manager

```
void      SaveEntries(srcTable, ResultTable, selection );
CTabHandle srcTable ;      handle to a source table of entries to be saved
CTabHandle ResultTable ;   handle to the result table where saved entries go
ReqListRec *selection ;    a data structure holding an Array
```

SaveEntries saves selected entries from a source table to a result table*srcTable* is the source of the entries to be saved.*ResultTable* is the table in which the saved entries are placed.**selection* is the parameter enumerating the entries to be saved.**Returns:** none

Notes: If an entry is missing from the source table, its position on the request list part of the ReqListRec data structure is set to colReqErr , and that position of the result table has random values returned. When an entry can't be found, an error is posted to **QDError**, but every entry that is found yields valid values in the result table. The source table and the selection parameter are always assumed to have the same number of entries.

You can have a NIL as the source table parameter but if you do, the active gDevice's color table is used as the source. **SaveEntries**' output is identical to **RestoreEntries**' input.