Palette   structure

#include <Palettes.h>

typedef struct **Palette** {		Size	Offset	Description
short	pmEntries;	2	0	Total pmTable entries
short	pmDataFields[7];	14	2	Array of private fields for internal use
ColorInfo	pmInfo[];	16*n	16	1 or more ColorInfo records
} **Palette**;		16+16*n		variable-length structure

typedef Palette ***PalettePtr**;
typedef Palette ****PaletteHandle**;

Notes: The **Palette** data structure is identical in format to the resource 'pltt' and new color palettes are generally created using 'pltt' through the **GetNewPalette** procedure. The **NewPalette** routine is used to make a palette from inside an application. After either routine is called, **SetPalette** is used to render the palette on the monitor while **DisposePalette** removes the entire structure. Use **ActivatePalette** after changing a palette with any **Palette Manager** routine, it is also automatically called by **Window Manager** each time a window opens, closes, moves or is brought to the front. **GetPalette** will give you a handle to a particular window's palette.