

**SetEntryColor** Change the color of a palette entry from an application

#include <Palettes.h>

**Palette Manager**

```
void      SetEntryColor( destPalette, destEntry, srcRGB );  
PaletteHandle destPalette;    handle to the address of a destination color palette  
short      destEntry ;      specific palette entry you're going to change  
RGBColor   srcRGB ;        value of the new color to substitute for the old color
```

**SetEntryColor** lets your application change an individual target color in a destination palette.

<i>destPalette</i>	is the palette containing the color you want to change.
<i>destEntry</i>	is the particular color you've targeted for change.
<i>srcRGB</i>	is the specific RGB value of the new color about to be switched in for the old.

**Returns:** none

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Notes: **SetEntryColor** marks a change in a color palette from old to new color. As yet, however, no visible change occurs in the color environment. That event takes place at the next ActivatePalette call. The change comes quickly, though, since a changed entry is marked as such and a palette update occurs even when no other changes that would normally precipitate a color environment change have taken place.