

ProtectEntry

Protect or un-protect color table entry

#include <Quickdraw.h>**Color Manager**

```
void      ProtectEntry(index, protectFlag );  
short    index ;           color table entry  
Boolean  protectFlag ;    TRUE = protect, FALSE = remove protection
```

ProtectEntry is used by the Color Manager to provide protection or remove protection from a color table entry.

index is the identification of the entry to be affected by this procedure.

protectFlag specifies whether to protect the entry or remove its protection . It must be one of:

FALSE remove protection from any specified entry

TRUE protect entry, returns a protection error if entry is already protected.

Returns: none

Notes: Once an entry is protected, other clients cannot affect it.