

GetEntryUsage

Access the usage and tolerance fields of one palette color

#include <Palettes.h>

Palette Manager

```
void      GetEntryUsage(srcPalette, srcEntry, &destUsage, &destTolerance);  
PaletteHandle srcPalette;    handle to the address of a source color palette  
short      srcEntry ;      specific palette location of color being copied  
short      *destUsage ;    usage value about to change for this palette entry  
short      *destTolerance ; value indicating tolerance level that's about to  
                           change for this palette entry
```

GetEntryUsage lets your application open up a target color so it can be modified by SetEntryUsage.

srcPalette is the palette containing the color values you want to copy.
srcEntry is the particular color whose values you want.
destUsage is pmCourteous, pmExplicit, pmTolerant, or pmAnimated
**destTolerance* is the tolerance level of the color about to be changed.

Returns: none

Notes: **GetEntryUsage** does the preparation work in making new color qualities available. Later, SetEntryUsage can come along and make the change.