

SetEntryUsage

Change the usage and tolerance of a palette entry

#include <Palettes.h>

Palette Manager

```
void      SetEntryUsage( destPalette, destEntry, srcUsage, srcTolerance );  
PaletteHandle destPalette;    handle to the address of a destination color palette  
short      destEntry ;        specific palette entry location marked for change  
short      srcUsage;          the usage value you're switching in  
short      srcTolerance ;      new tolerance level to apply the palette entry
```

SetEntryUsage lets your application alter a single palette entry's color usage and tolerance.

destPalette is the palette containing the color you want to change.
destEntry is the particular color you've targeted for change.
srcUsage is pmCourteous, pmExplicit, pmTolerant or pmAnimated.
srcTolerance specification for tolerance level in new palette entry.

Returns: none

Notes: **SetEntryUsage** marks a change in a color palette entry from old to new usage and tolerance. 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. Use this routine after creating a new palette with NewPalette or modifying one with CTab2Palette where the usage and tolerance fields carry the same value if you want to customize your palette.