

Index2Color

Find specific RGB

#include <Quickdraw.h>

Color Manager

```
void      Index2Color(index, rgb );  
long     index ;           desired pixel value from color table  
RGBColor *rgb ;           RGB Color from current gDevice color table
```

Index2Color finds the RGB color that matches an indexed value on a color table.

index is the padded pixel value

rgb is the RGB read from the current device

Returns: none

Notes: **Index2Color** is a color conversion procedure that finds the RGB color that best matches a given color table index. This color does not have to be the same color originally requested through **RGBForeColor**, **RGBBackColor**, **SetCPixel**, or **Color2Index** since it is the RGB that is available from the current gDevice.