RestoreEntries Sets entries into dstTable without rebuilding inverse table

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

```
void        RestoreEntries(srcTable, dstTable, selection );
CTabHandle  srcTable ;      handle to a table of entries to be saved and restored
CTabHandle  dstTable ;      handle to a table where restorable entries go
ReqListRec  *selection ;    a data structure holding an Array
```

RestoreEntries saves selected entries so you can put them back later

scrTable is the source of the entries to be saved.
dstTable is the table in which the restorable entries are placed.
***selection** is the parameter enumerating the entries for saving and retrieval.

Returns: none

Notes: **RestoreEntries** lets you change the color table without changing its ctSeed. You can then execute an application and restore the original colors. What may happen, however, is that the background will be in the wrong color after restoration since it is not redrawn. Getting around this means having the application build its own new inverse table and redrawing the background colors. That, in turn, means that the ctSeed would have to be explicitly changed.

The dstTable entries are listed in the selection parameter (see **ReqListRec**) and the source and selection are assumed to have the same number of entries. If a requested entry can't be found, its position on the list is set to colReqErr and an error is returned.

A NIL for dstTable updates the gDevice's color table (as will a pointer to the device color table), which updates the hardware to the new colors. The seed doesn't change and the results are valid but the RGBForeColor may change. **RestoreEntries** ignores color table protection and reservation.

Since **Palette Manager** was designed to give applications their own set of colors, you'll likely have little need for **RestoreEntries**.