

GetCTSeed Get unique seed value for color table

#include <Quickdraw.h>

Color Manager

long

GetCTSeed();

returns

seed value that applies application's color table

GetCTSeed returns a seed value unique to the application's color table and is for use in its ctSeed field.

Returns: a 32-bit long; a value greater than that stored in minSeed.

Notes: **GetCTSeed** distinguishes the color table from the destination and ensures proper color table translation.