

**GetForeColor** Obtain foreground color set in current port

#include <Quickdraw.h>

**Color Quickdraw**

```
void      GetForeColor(color);
RGBColor *color;  current red, green, blue components
```

**GetForeColor** is used to obtain the red, green, and blue complements of the foreground color in the current port.

*color* is the address of either the rgbFgColor field or the global variable QDColors, depending on whether the current port is a grafPort or a cGrafPort.

**Returns:** none

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Notes : GetForeColor works regardless of whether the current port is a grafPort or a cGrafPort. The difference is that for CGRafPort, the value comes from the rgbFgColor field while GrafPort colors are specific values set by the global variable QDColors. In turn, QDColors is a pointer to a table where Quickdraw colors are stored as follows:

Value	Color	Red	Green	Blue
0	black	0x0000	0x0000	0x0000
1	yellow	0xFC00	0xF37D	0x052F
2	magenta	0xF2D7	0x0856	0x84EC
3	red	0xDD6B	0x08C2	0x06A2
4	cyan	0x0241	0xAB54	0xEAFF
5	green	0x0000	0x8000	0x11B0
6	blue	0x0000	0x0000	0xD400
7	white	0xFFFF	0xFFFF	0xFFFF