ReserveEntry   Reserve or dereserve color table entry

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

void	**ReserveEntry(** *index, ReserveFlag* **)**;	
short	*index* ;	color table entry
Boolean	*ReserveFlag* ;	TRUE = reserve, FALSE = dereserve

   ReserveEntry is used by the Color Manager to provide selective protection
   or remove reservation from a color table entry.

         index is the identification of the entry to be affected by this procedure.

    ReserveFlag specifies whether to reserve the entry or remove its reservation .
                 It must be one of:
             FALSE   dereserve any specified entry
              TRUE   Reserve an entry so another client's search procedure won't be
                     able to match it and it won't be returned to another client by
                     Color2Index , **RGBForeColor**, **RGBBackColor**, etc.

        Returns: none
   ───

 Notes: **ReserveEntry** acts like selective protection by copying the low byte of
          gdID into the low byte of colorSpec.value while leaving the high byte alone.
          It won't allow changes if the current gdID is different than the one in the
          colorSpec.value field of the reserved entry.   Returns a protection error if
          a requested match is already reserved. All entries are subject to being
          dereserved.