

GetEntryColor Access a palette entry from an application

#include <Palettes.h>

Palette Manager

```
void                      GetEntryColor( srcPalette, scrEntry, &destRGB );  
PaletteHandle   srcPalette;        handle to the address of a source color palette  
short                scrEntry ;        specific palette entry location holding a new color  
RGBColor            *destRGB ;        value of current color being targeted for change
```

GetEntryColor lets your application open up a particular color in a source palette so the SetEntryColor procedure can use it to make a change to a window color.

<i>srcPalette</i>	is the palette with colors you can use for making a change.
<i>scrEntry</i>	is the particular color you've chosen to substitute for the old color.
* <i>destRGB</i>	is the specified RGB value of the old color about to be changed.

Returns: none

Notes: **GetEntryColor** does the preparation work in making a new color available. Later, SetEntryColor can come along and make the change.