Macintosh
Sample Code Notes

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Developer Technical Support

#8:   FracAppPalette

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Versions:	1.00	August 1988

Components:

MFracAppPalette.p	August 1, 1988
UFracAppPalette.p	August 1, 1988
UFracAppPalette.inc1.p	August 1, 1988
FracAppPalette.r	August 1, 1988
FracAppPalette.make	August 1, 1988

This program requires MPW 2.0.2 and MacApp 1.1.1 to build.

This version of FracApp uses the Palette Manager. It demonstrates a full-color palette which is used to display the Mandelbrot set. FracAppPalette does not support color table animation, since the integration of QuickDraw (i.e., _CopyBits) and the Palette Manager is not yet full enough.

This version uses an off-screen gDevice with a port to handle the data, using _CopyBits to draw into the window. The palette is automatically associated with each window. The PICT files are read and written using the bottlenecks (spooled) to save on memory usage.