



### #8: FracAppPalette

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Versions:	1.00	August 1988
Components:	MFracAppPalette.p	August 1, 1988
	UFracAppPalette.p	August 1, 1988
	UFracAppPalette.incl.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.