

# xPal Control

## Overview

The xPal control allows the programmer to create and view custom palettes. Each Palette entry can be changed and will be displayed in a logical 16 by 16 grid with the lower entries in the upper rows. The control sizes itself to an even multiple of 16 pixels plus a border pixel wide and high. The MouseDown and MouseUp events return the palette index rather than the window position. The control has a property that can be set to allow it to display the system palette rather than its internal palette. This allows capturing the palette from other programs such as AVI players, Access database, and so forth. It also allows visual and programmatic comparisons between a logical palette and the actual system palette.

## Properties

### Cindex

Integer from 0 to 255.

This is the palette color index of the palette entry referred to by the **Color** and the **Flags** properties.

### Color

Long. RGB value.

The color of the Cindex palette entry. This is read/write. Setting it will change the color of the palette entry and update the control display. This property cannot be set when the System property is true.

### Flags

Integer.

This is the peFlags byte of the logical palette. When this value is one, the palette entry is displayed with an X on it. This will be changed in the future to just display the X and not actually change the palette entry since VB doesn't use the peFlags byte of control flags anyway. This property cannot be set when the System property is true.

### Palette

Integer handle to a palette.

When the **System** property is true, this is the same value for all controls and refers to a palette that reflects the hardware color registers. When the **System** property is false then this is the value of the control palette. This value never changes but can be used to set all of the palette entries from another palette. The source palette can be from the **xDib** control, another **xPal** control, the **xWinG** control, or any other 256 entry palette handle. The **Palette** property can be used as a source palette for the **xDib** remap and dither subroutines.

### System

Boolean

When this property is true, the palette used is a logical palette that reflects the actual hardware registers of the graphics display card.