

**in**

COLLABORATORS

	TITLE :  in		
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## in

### 1.1 paletteclass.guide

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### 1.2 paletteclass/--background--

#### NAME

Class:           paletteclass  
Superclass:     baseclass  
Include File: <libraries/bgui.h>

#### FUNCTION

To provide you with a palette selector gadget similar to the gadtools palette gadget. It allows you to select a pen from a range of screen colors or a range of pens selected by you.

This class also implements a custom DragNDrop which allows the color rectangles from the object to be dragged around the screen and dropped on objects who are willing to accept data from the dragged object.

Objects from this class send out the following attribute pairs in their notification messages:

GA\_ID                               - Gadget object ID.  
PALETTE\_CurrentColor - The currently selected pen.

### 1.3 paletteclass/Methods

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#### NEW METHODS

None.

#### CHANGED METHODS

`BASE_GETDRAGOBJECT` -- This class overrides the superclass (baseclass) to create a BitMap containing only the color that is selected.

Please refer to the baseclass documentation for more information on this method. And how to override it.

`BASE_FREEDRAGOBJECT` -- This method will free the BitMap created by the `BASE_GETDRAGOBJECT` method.

Please refer to the baseclass documentation for more information on this method. And how to override it.

## 1.4 paletteclass/Attributes

#### NOTE

All baseclass attributes are also valid for this class.

#### NAME

`PALETTE_Depth` -- ( ULONG )

#### FUNCTION

To determine the depth of the palette object. Currently this is the only way to determine the amount of colors in the palette object. This will always be a power of 2 (I.E. 2, 4, 8, 16, 32, 64, 128 or 256). Allowable values here are 1 for two colors through 8 for 256 colors.

Default is 1 (two colors). Applicability is (I).

#### NAME

`PALETTE_ColorOffset` -- ( ULONG )

#### FUNCTION

To specify the first color which is used in the palette. Please note that you must specify an ordinal number here, not a pen number. This value must range between 0 and 256 minus the amount of colors displayed in the palette object.

Default is 0. Applicability is (I).

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## NAME

PALETTE\_PenTable -- ( UWORD \* )

## FUNCTION

To optionally specify an array with pen numbers so that you can build a palette object with the colors you want. Please note that the array must contain at least `PALETTE_ColorOffset + ( 1 << PALETTE_Depth )` pen entries. This is because the `PALETTE_ColorOffset` attribute determines at which offset in the array the class will get its pens.

Default is NULL. Applicability is (I).

## SEE ALSO

PALETTE\_ColorOffset

## NAME

PALETTE\_CurrentColor -- ( ULONG )

## FUNCTION

To determine the currently selected pen in the palette object. Please note that this number is a pen number, not an ordinal color number within the palette object itself.

Default is the first color in the palette object. Applicability is (ISGNU).

## NAME

BT\_DragObject -- ( BOOL )

## FUNCTION

To enable drag and drop operations with the color rectangles in the palette object.

Default is FALSE. Applicability is (IS).

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