

New Technical Notes

Macintosh



Developer Support

Color Manager Q&As

Imaging

Revised by: Developer Support Center

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Written by: Developer Support Center

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This Technical Note contains a collection of Q&As relating to a specific topic—questions you've sent the Developer Support Center (DSC) along with answers from the DSC engineers. While DSC engineers have checked the Q&A content for accuracy, the Q&A Technical Notes don't have the editing and organization of other Technical Notes. The Q&A function is to get new technical information and updates to you quickly, saving the polish for when the information migrates into reference manuals.

Q&As are now included with Technical Notes to make access to technical updates easier for you. If you have comments or suggestions about Q&A content or distribution, please let us know by sending an AppleLink to DEVFEEDBACK. Apple Partners may send technical questions about Q&A content to DEVSUPPORT for resolution.

Color Manager search and complement procedures

Date Written: 10/7/91

Last reviewed: 11/6/91

The AddComp complement procedure description in *Inside Macintosh* Volume V, pages 145-147, is vague. The last paragraph on page V-146 states, "Complement procedures work the same as search procedures," but SearchProc is a function, CompProc is a procedure, and each have a different number of parameters. What else does CompProc need as input and on exit?

CompProc should be declared as a Pascal FUNCTION that returns a Boolean. The code performs a CLR.B for the return value of CompProc, so treat it like SearchProc. CompProc only uses one parameter since its one parameter is a VAR, which means it will be replaced with the correct complementary color. SearchProc returns an index in its second parameter, which is why it needs a second parameter.

Using ResEdit to get Apple icon RGB values

Date Written: 1/7/92

Last reviewed: 8/1/92

I am trying to find the RGB values for Apple's standard icon colors. I can't find this information in any documentation. Is this information available?

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While the RGB values for the standard Apple icon colors (and other standard palette colors) are not explicitly documented, they are easy to obtain with ResEdit 2.1.1. In any resource file, create and open a new 'pltt' resource. Choose Load Colors from the pltt menu and pick Apple Icon Colors, and a standard palette will be created. Selecting a color will reveal its component values.

ResEdit 2.1.1 is available on the latest *Developer CD Series* disc and from APDA.

Macintosh Color Manager versus Palette Manager

Date Written: 1/1/90

Last reviewed: 8/1/92

When should the Macintosh Color Manager be used and when should the Palette Manager be used?

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The Palette Manager is by far the friendlier and more versatile of the two if your application uses different colors than the default system colors. It provides all the functionality you need to customize and animate the colors in your application. You shouldn't ever need to use the Color Manager unless you require custom color search and complement functions. When using the Palette Manager, applications will maintain their respective color environments safely as they move back and forth from foreground to background, and from one screen to another. Accomplishing this with the Color Manager calls is not worth the effort or very safe. For additional information, see the Palette Manager chapter in *Inside Macintosh* Volumes V and VI.