

New Technical Notes

Macintosh



Developer Support

Palette Manager Q&As

Imaging

Revised 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.

SetPalette cUpdates, NSetPalette, and window update events

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When I pass FALSE in the cUpdates parameter to SetPalette, I still get update events to that window when I modify its palette. What's going on?

SetPalette's cUpdates parameter controls whether color-table changes cause that window to get update events only if that window is not the frontmost window. If that window is the frontmost window, any changes to its palette cause it to get an update event regardless of what the cUpdates parameter is. When you call SetEntryColor and then ActivatePalette for your frontmost window, the window gets an update event because it's the frontmost window even though you passed FALSE in the cUpdates parameter. Another important point is that windows that don't have palettes always get update events when another window's palette is activated.

Fortunately, system software version 6.0.2 introduced the NSetPalette routine, which is documented in the Macintosh Technical Note "Palette Manager Changes in System 6.0.2" and on page 20-20 in the Palette Manager chapter of *Inside Macintosh* Volume VI. This

variation of SetPalette gives you the following options in controlling whether your window gets an update event:

- If you pass pmAllUpdates in the nCUpdates parameter, your window gets an update event when either it or another window's palette is activated.

- If you pass `pmFgUpdates`, your window gets an update event when a palette is activated only if it's the frontmost window (in effect, it gets an update event only if its own palette is activated).
- If you pass `pmBkUpdates`, your window gets an update event when a palette is activated only if it's not the frontmost window (in effect, it gets an update event only if another window's palette is activated).
- If you pass `pmNoUpdates`, your window never gets an update event from any window's palette being activated, including that window itself.

Restoring Finder desktop colors after using Palette Manager

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After using the Macintosh Palette Manager, how do I restore the Finder's desktop colors?

The Finder desktop's colors are restored automatically on quitting applications that use the Palette Manager. Colors aren't restored automatically when switching from your application to another, but if that application needs a certain set of colors and uses the Palette Manager to get them, then it'll have them the moment it comes to the front. If you're concerned about applications that don't use the Palette Manager, you can use `RestoreDeviceClut(gd:GDHandle)`, passing the handle to the `GDevice` of the screen you want to reset, or `nil` if you want to reset all of your devices. Passing `nil` to `RestoreDeviceClut` is your best bet, as it is very straightforward, and resets all of your monitors. You may not wish to do this, however, because `RestoreDeviceClut` is only available on machines with 32-bit color QuickDraw.

To reset a screen's `GDevice` for machines without 32-bit color QuickDraw, you will need to keep track of the color table. When your application starts up, get the `GDevice`'s color table and save it—you'll need it later. This value can be found at `(**(**GDHandle).gdPMap).pmTable`, where `gdPMap` is a `PixMapHandle`, and `pmTable` is a `CTabHandle` which tells you the absolute colors for this image. These data structures are found in *Inside Macintosh* Volume V, pages 52 and 119.

Build your application's "world" using the Palette Manager, and avoid low-level methods of changing colors. When your application is about to quit and you want to restore the environment to its original state, get the color table you saved in the beginning. Convert this to a palette using `CTab2Palette`. Then set your window to this palette with `SetPalette`. This will cause the environment to update to the original color table that you initially got from the `GDevice`. If the application that is behind your application is Palette Manager friendly, then it will restore the environment to its palette. You may also want to do this procedure at the

suspend event, as shown in the DTS sample MacApp program, FracApp. One of the problems that you won't be able to solve this way involves multiple monitors. You won't know which one to update. Only the monitor that has the window that you've called `ActivatePalette` on will update.

If your application changes the color environment with the Palette Manager, then `RestoreDeviceClut` is called automatically when your application quits. This means that you shouldn't have to worry about restoring the palette if you don't want to. There is a catch,

however (there always is). When you use the SADE version of MultiFinder (6.1b9), it prevents this from automatically happening. Other versions of MultiFinder don't have this side effect.

RestoreDeviceClut and color flash when application quits

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When my application, which uses a color palette, quits, there is momentary but distracting flash of weird colors in the Finder windows and the desktop temporarily appears in a weird color. Is there any way to get around this?

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When you quit, `RestoreDeviceClut` is called to restore the color table and an update event is called to redraw the screen. It's the delay between the change in the color table and the update event that causes the flash of incorrect colors to be displayed. This, unfortunately, is unavoidable.

Macintosh Palette Manager and offscreen graphics

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The Macintosh Palette Manager doesn't work on offscreen environments the way you'd expect. Unlike color windows, `SetPalette` will not change the offscreen's color table; rather it just allows you to use `PMForeColor` and `PMBackColor` to set the current drawing color in that environment. To change the offscreen's color table you'll need to convert the palette to a color table and then set the resulting color table to the off screen. Calling `Palette2CTab` will do the converting for you.

To get around having to use palettes to define the current drawing color in the off screen, you can always use `Index2Color` and then `RGBForeColor` to get the color to be set for drawing. A remake of `GiMeDaPalette` code sample, available on the latest *Developer CD Series* disc, does offscreen drawing in place of having to continually copy a PICT.