Palette Component - Overview

Insert tbe Palette component to set up your MFC-based application to use palettes and correctly interact with other applications that use palettes.

Palette Component - Specifics

Palette Component - Results

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Inserting this component will add handlers for the **WM_QUERYNEWPALETTE** and **WM_PALETTECHANGED** window messages. These handlers will deal with requests from Windows to realize your application's palette when it is activated or when another application changes the hardware palette.

Palette Component - Results

After inserting your component, your code will simply need to call the **SetPalette** function that will be added to windows with palette support. This will cause a new palette to be selected and realized and other applications will be notified of the change. The palette passed to **SetPalette** will be remembered by windows with palette support for use when Windows sends the palette messages. Be sure to call **SetPalette** with a **NULL** parameter if the previously used palette gets destroyed.

For MDI applications, a good time to call **SetPalette** is in your **CView**-derived class's **OnActivateView** function.

Palette Component Dialog

Use this dialog box to select a window to add palette support to.