

AnimatePalette

The **AnimatePalette** function replaces entries in the specified logical palette.

```
BOOL AnimatePalette(  
    HPALETTE hpal,           // handle of logical color palette  
    UINT iStartIndex,        // first entry in logical palette  
    UINT cEntries,           // count of entries in logical palette  
    CONST PALETTEENTRY *ppe // address of first replacement  
);
```

Parameters

hpal

Identifies the logical palette.

iStartIndex

Specifies the first logical palette entry to be replaced.

cEntries

Specifies the number of entries to be replaced.

ppe

Points to the first member of an array of **PALETTEENTRY** structures used to replace the current entries.

Return Value

If the function succeeds, the return value is TRUE.

If the function fails, the return value is FALSE. To get extended error information, call [**GetLastError**](#).

Remarks

An application can determine whether a device supports palette operations by calling the **GetDeviceCaps** function and specifying the RASTERCAPS constant.

The **AnimatePalette** function only changes entries with the PC_RESERVED flag set in the corresponding **palPalEntry** member of the **LOGPALETTE** structure.

If the given palette is associated with the active window, the colors in the palette are replaced immediately.