NAME

desktop_palette − The palette used by the Atari ST low resolution desktop. Allegro game programming library.

SYNOPSIS

#include <allegro.h>

extern PALETTE desktop_palette;

DESCRIPTION

The palette used by the Atari ST low resolution desktop. I’m not quite sure why this is still here, except that the grabber and test programs use it. It is probably the only Atari legacy code left in Allegro, and it would be a shame to remove it :-)

The contents of this palette are 16 colors repeated 16 times. Color entry zero is equal to color entry 16, which is equal to color entry 24, etc.

Index	Color	RGB values
0	White	63 63 63
1	Red	63 0 0
2	Green	0 63 0
3	Yellow	63 63 0
4	Blue	0 0 63
5	Pink	63 0 63
6	Cyan	0 63 63
7	Grey	16 16 16
8	Light grey	31 31 31
9	Light red	63 31 31
10	Light green	31 63 31
11	Light yellow	63 63 31
12	Light blue	31 31 63
13	Light pink	63 31 63
14	Light cyan	31 63 63
15	Black	0 0 0

SEE ALSO

default_palette(3), **black_palette**(3)

