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Apple Media Tool 2.x: Creating Custom Palettes (3/97)

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TOPIC -----

I would like to use a custom palette in Apple Media Tool (AMT) 2.x so that my 256-color images look their best. I know that AMT supports custom palettes, but I cannot seem to get them to work. How do you create custom palettes?

DISCUSSION -----

In AMT 2.x, each screen could have a custom palette. Apple Media Tool uses the palette of the media object that is the farthest back position on the screen. This is the first item in the list in the objects miniwindow.

Here are the steps to creating a custom palette:

Step 1

Create your media object with custom palette in the graphics application of your choice.

Step 2

Place a media object with the custom palette in the farthest back position. If your image needs to be in the foreground, create another object with the same palette, and place it in the farthest position. You can set the dimensions of this object to "0,0" if you do not want the object visible.

Step 3

Select the option "use custom palettes" in Runtime Setup Preferences.

Custom palettes are only used when the application is saved as a runtime object, and not as an Apple Media Tool project.

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