

## ResizePalette

The **ResizePalette** function increases or decreases the size of a [logical palette](#) based on the specified value.

```
BOOL ResizePalette(  
    HPALETTE hpal        // handle of logical palette  
    UINT nEntries,        // number of entries in logical palette  
);
```

### Parameters

*hpal*

Identifies the palette to be changed.

*nEntries*

Specifies the number of entries in the palette after it has been resized.

### 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.

If an application calls **ResizePalette** to reduce the size of the palette, the entries remaining in the resized palette are unchanged. If the application calls **ResizePalette** to enlarge the palette, the additional palette entries are set to black (the red, green, and blue values are all 0) and their flags are set to zero.