

```
typedef struct ArColour
{
    void * value;
}
ArColour;
```

```
ArColour * colourValue = col_alloc( art_gv );
```

```
void col_d_mul_c(
    const ART_GV * art_gv,
    const double d0,
    ArColour * cr
)
{
    art_gv->arcolour_gv->_acf_d_mul_c(
        art_gv,
        d0,
        cr->value
    );
}
```

