ColorSpec structure

#include <Quickdraw.h>

typedef struct **ColorSpec** {		Size	Offset	Description
short	value;	2	0	this field is reserved for use by the **Color Manager**
RGBColor	rgb;	*n*	2	this field is reserved for use by the **Color Manager**
} **ColorSpec**;		2 +*n*		

typedef ColorSpec *** ColorSpecPtr**;
typedef ColorSpec **CSpecArray[1]**;