OpColor   Set RGB values used by addPin, subPin and blend modes

#include <Quickdraw.h>   **Color Quickdraw**

```
void        OpColor( color );
RGBColor    *RGBColor ;          requested red, green and blue components
```

OpColor sets the red, green, and blue values used by addPin, subPin, and blend modes.

> *RGBColor* is a record type which specifies a color's red, green, and blue components as 16-bit unsigned integers.

Returns: none

Notes: This sets drawing mode color values, which are stored in the **grafVars** handle in the CGrafPort. This procedure will have no effect unless the current port is a cGrafPort.