GrafVars   structure

#include <Quickdraw.h>

```
typedef struct GrafVars {       Size    Description
   RGBColor    rgbOpColor;        n      addPin, subPin and blend color (initialized
                                         black)
   RGBColor    rgbHiliteColor;    n      Initialized as default HiliteRGB
   Handle      pmFgColor;         n      Foreground color table handle
   short       pmFGIndex;         4      Initialized at 0
   Handle      pmBkColor;         n      Initialized at 0
   short       pmBkIndex;         4      Initialized at 0
   short       pmFlags;           4      Initialized at 0
} GrafVar;
```

typedef GrafVars ***GVarPtr**;
typedef GrafVars ****GVarHandle**;

Notes: The portPixMap isn't given a color table of its own. Instead, the handle to
        the current device's color table is copied from **InitCPort**. See
        NewCWindow, **OpenCPort**, and **GetNewCWindow**.