

CProcRec structure

```
#include <Quickdraw.h>
```

		<u>Size</u>	<u>Offset</u>	<u>Description</u>
typedef struct CProcRec {				
CProcHandle	nxtComp;	4	0	Handle to next CProcRec
<u>ColorComplementProcPtr</u>	compProc;	4	4	Points to search procedure
} CProcRec ;		8		

```
typedef CProcRec *CProcPtr;  
typedef CProcRec **CProcHndl;
```

Notes: Applications can all have their own custom search procedures to find the complement of a specified color, yet share the same gDevice. The search procedures form the elements in a linked list that starts in the device port's *gdCompProc* field. The complement search procedures work the same way as the standard search procedures defined in the SProcRec record type--except that they use the 1's complement of RGB components before searching through the inverse table.