ITab structure

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

typedef struct **ITab** {

		Size	Offset	Description
long	iTabSeed;	4	0	Copy of color table seed
short	iTabRes;	2	4	Table's resolution
unsigned char	iTTable[];	*n*	6	
} **ITab**;		6+*n*		

typedef ITab ***ITabPtr**;
typedef ITab ****ITabHandle**;

Notes: The inverse table's size is determined by concatenating the high-order bit of red, green and blue color components, while its size is calculated on the basis of the resolution. The number of significant bits per color component is contained in iResTab and a sample table would look like:

resolution	**RGB**	**iTab index**	**size**
4-bit	red = 0x1234		
	green = 0x5678		
	blue = 0x9ABC	0x0159	2^12 = 4K bytes
5-bit	red = 0x1234		
	green = 0x5678		
	blue = 0x9ABC	0x0935	2^15 = 32K bytes