

RGBColor structure

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#include <Quickdraw.h>
```

typedef struct RGBColor {	<u>Size</u>	<u>Offset</u>	<u>Description</u>
<u>unsigned short</u> red;	2	0	red component
<u>unsigned short</u> green;	2	2	green component
<u>unsigned short</u> blue;	2	4	blue component
} RGBColor ;	6		

Notes: **Color Manager** supplies the values for the red, green, and blue components when the color is drawn. Values actually appearing will vary depending on the capabilities of the current device.