

ColorTable structure

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

		<u>Size</u>	<u>Offset</u>	<u>Description</u>
typedef struct ColorTable {	<u>long</u> ctSeed;	4	0	Unique identifier
	<u>short</u> ctFlags;	2	4	Flags describing specArray
	<u>short</u> ctSize;	2	6	CtTable entries minus one
	<u>CSpecArray</u> ctTable;	<i>n</i>	8	Value of $n=8*(ctSize+1)$
} ColorTable;		8+ <i>n</i>		

```
typedef ColorTable * CTabPtr;
```

```
typedef ColorTable ** CTabHandle;
```

Notes: Resource type '**clut**' is identical to **ColorTable**.