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**MatchRec** structure

#include &lt;Quickdraw.h&gt;

typedef struct <b>MatchRec</b> {		<u>Size</u>	<u>Offset</u>	<u>Description</u>
<u>short</u>	red;	2	0	red component
<u>short</u>	green;	2	2	green component
<u>short</u>	blue;	2	4	blue component
<u>long</u>	matchData;	4	6	color identifier
} <b>MatchRec</b> ;		10		