CIcon   structure

#include <Quickdraw.h>

typedef struct {		Size	Offset	Description
PixMap	iconPMap;	50	0	Pixel Map describing icon
BitMap	iconMask;	14	50	Icon mask bitmap
BitMap	iconBMap;	14	64	Icon bitmap
Handle	iconData;	4	78	Handle to icon
short	*iconMaskData;	n	82	Data for bitmap and map
} **CIcon** ;		82+n		

typedef CIcon ***CIconPtr**;
typedef CIcon ****CIconHandle**;

Notes: Color icons are used just like black and white icons. 'cicn' resources will take precedence over 'ICON' resources whenever they're present. When calculating *n*, above:

> *n*=IconMask.rowBytes*height
> Height=IconPMap.bounds.bottom-IconPmap.bounds.top

PlotIcon is used to draw a color icon already in RAM.