

**ColorInfo** structure

#include &lt;Palettes.h&gt;

typedef struct {		<u>Size</u>	<u>Offset</u>	<u>Description</u>
<u>RGBColor</u>	ciRGB;	6	0	Absolute value; <b>Color QuickDraw</b>
<u>short</u>	ciUsage;	2	6	Information about a color's properties
<u>short</u>	ciTolerance;	2	8	How close is this color to what I specified?
<u>short</u>	ciDataFields[3];	6	10	private fields
} <b>ColorInfo</b> ;		16		

---

Notes: This **ColorInfo** record type is the basic building block of the array that eventually comprises a color palette data structure. Taken together with other information on how the colors are used within the palette, the completed data structure is also the same as the 'pltt' resource type.