NAME

RGB_MAP − Stores an rgb map to accelerate conversions. Allegro game programming library.

SYNOPSIS

#include <allegro.h>

typedef struct RGB_MAP

DESCRIPTION

unsigned char data[32][32][32];

Read chapter "Converting between color formats" for a description on how to obtain/use this structure.

SEE ALSO

create_rgb_table(3), **ex3d**(3), **excolmap**(3), **exrgbhsv**(3), **exshade**(3), **extrans**(3)