How To Spool a Picture to a File

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/*
 * How to spool a Picture to a File
 */
// Assumes inclusion of <MacHeaders>

pascal void PutPICTData(Ptr dataPtr, short byteCount);
void PictOut(void);

PicHandle   pHand2;
short       globalRef;

pascal void PutPICTData(Ptr dataPtr, short byteCount)
{
    long    longCount;

    longCount = byteCount;
    if (FSWrite(globalRef, &longCount, dataPtr) != noErr)
        Debugger();
    if (pHand2)    /* Help QD take care of oddness in the picture */
      (**pHand2).picSize += longCount;
}

void PictOut()
{
    OSErr  err;
    short  i,
           vrefnum;
    Point  where;          /* where to display dialog */
    long   longCount,
           longZero;
    SFReply        reply;          /* reply record */
    CQDProcs       myProcs;

    CGrafPort      myPort;
    CGrafPtr       myPortPtr,
                   oldPort;

    Rect           myRect,
                   pictRect;

    GetPort(&oldPort);
    myPortPtr = &myPort;       /* initialize */
    OpenPort(myPortPtr);       /* set my port */

    where.h = 20;
    where.v = 20;
    SFPutFile(where, "\pSave picture as: ", "\puntitled", nil, &reply);
    if (!reply.good)
        Debugger();
    err = Create(reply.fName, reply.vRefNum, '????', 'PICT');
    if (err != dupFNErr && err != noErr)
            Debugger();
    err = FSOpen(reply.fName, reply.vRefNum, &globalRef);
    if (err)
```

```
            Debugger();
        pHand2 = nil;

        SetStdCProcs(&myProcs);
        myPortPtr->grafProcs = &myProcs;
        myProcs.putPicProc = (Ptr)&PutPICTData;

        SetRect(&myRect,100,100,300,300);
        SetRect(&pictRect,0,0,500,500);

        longZero = 0;
        longCount = 4;
        for (i = 1; i <= (512 + sizeof(Picture)) / 4; ++i)
            err = FSWrite (globalRef, &longCount, &longZero);
        if (err)
            Debugger();
        pHand2 = OpenPicture(&pictRect);

        MoveTo(5,10);
        DrawString("\pThis is a picture saved to disk");
        PaintRect(&myRect);

        ClosePicture();

        if (SetFPos(globalRef, fsFromStart, 512) != noErr)
            Debugger();
        longCount = sizeof(Picture);
        if (FSWrite(globalRef, &longCount, *pHand2) != noErr)
            Debugger();

        if (FSClose(globalRef) != noErr)
            Debugger();

        myPortPtr->grafProcs = nil;

        KillPicture (pHand2);
        SetPort(oldPort);
} /* OutPICT */

main()
{
        InitGraf(&thePort);
        InitFonts();
        InitWindows();
        InitMenus();
        TEInit();
        InitDialogs(nil);
        InitCursor();

        PictOut();
}
```