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**Drawing Outside Windows**

The rules for drawing outside of windows

Sometimes you need to draw outside of an application's windows. For example, you might want to draw a "zoom" special effect centered on an object to show that you're opening that object, like in the Finder.

**Note:** If you want to drag an object from one window to another, try using the function **DragGrayRgn**.

If you follow these rules, your application can draw outside of its windows. Be aware that Apple may change how to do this in a future release.

- Draw modally. Make sure nothing can interrupt you while there is something drawn outside of your windows. If you're dragging an object, drag only while the mouse button is down. (Check the state of the mouse button with the **StillDown** or **WaitMouseUp** functions.) If you're using MultiFinder, don't call **GetNextEvent**, **EventAvail**, or **WaitNextEvent** while you're drawing.
- Don't leave any drawing outside a window. The system won't know you left something there, and the Finder will draw over it.
- Draw in a **GrafPort** that covers all the screens. Create it with **OpenPort**. Set the **visRgn** of the port to a copy of **GrayRgn**. Set the **portRect** of the port to the **rgnBBox** of **GrayRgn**.
- Draw with **srcXor** mode. This mode lets you erase an object by drawing it a second time in **srcXor** mode. Remember, you must not leave any drawing outside your windows.