

Graphics Devices

Contents

About Graphics Devices	5-3
Using Graphics Devices	5-6
Optimizing Your Images for Different Graphics Devices	5-8
Zooming Windows on Multiscreen Systems	5-9
Setting a Device's Pixel Depth	5-13
Exceptional Cases When Working With Color Devices	5-13
Graphics Devices Reference	5-14
Data Structures	5-15
Routines for Graphics Devices	5-19
Creating, Setting, and Disposing of GDevice Records	5-19
Getting the Available Graphics Devices	5-25
Determining the Characteristics of a Video Device	5-29
Changing the Pixel Depth for a Video Device	5-33
Application-Defined Routine	5-35
Resource	5-37
The Screen Resource	5-37
Summary of Graphics Devices	5-38
Pascal Summary	5-38
Constants	5-38
Data Types	5-39
Routines for Graphics Devices	5-40
Application-Defined Routine	5-40
C Summary	5-41
Constants	5-41
Data Types	5-41
Functions for Graphics Devices	5-43
Application-Defined Function	5-44
Assembly-Language Summary	5-44
Data Structure	5-44
Global Variables	5-44

