## QuickDraw GX Memory Management

## Contents

About QuickDraw GX Memory Management 2-3
Memory Heaps 2-3
Graphics Clients and Graphics Client Heaps 2-4
Additional Topics 2-5
Using Graphics Clients and Graphics Client Heaps 2-5
Creating a Graphics Client and Its Graphics Client Heap 2-5
Implicit Creation 2-5
Explicit Creation 2-6
Determining Memory Requirements for a Graphics Client Heap 2-8
Disposing of a Graphics Client and Graphics Client Heap 2-9
Additional Memory Management Topics 2-10
Low-Memory Conditions 2-10
Freeing Up Already Allocated Memory 2-11
Allocating New Memory and Unloading Objects 2-11
Functions That Create Additional Memory Demands 2-12
Loading and Unloading Objects 2-12
Functions That Do Not Require a Graphics Client or Heap 2-14
Specifying the Starting Location of a Graphics Client 2-14
Working With Multiple Graphics Clients 2-16
QuickDraw GX Memory Management Reference 2-17
Constants and Data Types 2-18
Graphics Client Object 2-18
Graphics Client Attributes 2-18
Functions 2-18
Creating and Disposing of a Graphics Client 2-19
GXNewGraphicsClient 2-19
GXDisposeGraphicsClient 2-21

Contents 2-1

Allocating and Disposing of a Graphics Client Heap 2-27
GXEnterGraphics 2-22
GXExitGraphics 2-23
Working With Multiple Graphics Clients 2-24
GXGetGraphicsClient 2-24
GXGetGraphicsClients 2-25
GXSetGraphicsClient 2-26
Loading and Unloading Objects 2-26
GXLoadShape 2-26
GXUnloadShape 2-27
GXLoadStyle 2-28
GXUnloadStyle $2 ext{-}29$
GXLoadInk 2-29
GXUnloadInk $2-30$
GXLoadTransform 2-31
GXUnloadTransform 2-32
GXLoadColorSet 2-32
GXUnloadColorSet 2-33
GXLoadColorProfile 2-34
GXUnloadColorProfile 2-35
GXLoadTag 2-35
GXUnloadTag 2-36
Summary of QuickDraw GX Memory Management 2-38
Constants and Data Types 2-38
Functions 2-38

2-2 Contents