# QuickDraw GX and the Macintosh Environment



## Contents

About QuickDraw GX and the Macintosh Environment 1-3
The Macintosh Interface 1-3
The QuickDraw–to–QuickDraw GX Translator 1-4
Using QuickDraw GX in the Macintosh Environment 1-4
Testing for the Presence and Version of QuickDraw GX 1-4
Using the Macintosh Interface Functions 1-6
Creating and Using View Ports with Macintosh Windows 1-6
Using View Devices With Graphics Devices 1-7
Converting From QuickDraw to QuickDraw GX Coordinates 1-7
Intercepting Drawing Calls to a View Port 1-9
Using the QuickDraw–to–QuickDraw GX Translator 1-10
Factors in Translation 1-10
Graphics Port and View Port 1-10
Scaling During Translation 1-11
Translation Options 1-11
How Option Settings Affect Translation of Lines 1-14
Translation of Fill Patterns 1-16
Translation of QuickDraw Picture Comments 1-17
Translation Statistics 1-20
Using the Translator With QuickDraw Pictures 1-20
Installing and Removing the Translator 1-21
QuickDraw GX and the Macintosh Environment Reference 1-22
Constants and Data Types 1-22
Gestalt Selectors and Attributes 1-22
Translator Options and Statistics 1-23
Macintosh Interface Functions 1-24
Associating View Ports With Macintosh Windows 1-24

GXNewWindowViewPort 1-24
GXGetViewPortWindow 1-25
GXGetWindowViewPort 1-26
Associating View Devices With Macintosh Graphics Devices 1-27
GXGetViewDeviceGDevice 1-27
GXGetGDeviceViewDevice 1-28
Converting From QuickDraw to QuickDraw GX Coordinates 1-28
GXConvertQDPoint 1-29
GXGetGlobalMouse 1-30
GXGetViewPortMouse 1-30
Installing a View Port Filter 1-31
GXSetViewPortFilter 1-31
GXGetViewPortFilter 1-32
QuickDraw–to–QuickDraw GX Translator Functions 1-33
Converting a GrafPort Font and Face Specification 1-33
GXConvertQDFont 1-33
Converting QuickDraw Pictures 1-34
GXConvertPICTToShape 1-34
Installing and Removing the Translator 1-36
GXInstallQDTranslator 1-36
GXRemoveQDTranslator 1-39
Application-Defined Functions 1-40
Filtering Drawing Calls to a View Port 1-40
MyViewPortFilter 1-40
Handling Translated QuickDraw Data 1-41
MyShapeSpooler 1-41
Summary of QuickDraw GX and the Macintosh Environment 1-43
Constants and Data Types 1-43
Macintosh Interface Functions 1-44
QuickDraw–to–QuickDraw GX Translator Functions 1-44
Application-Defined Functions 1-45