

GrafPort structure

#include <Quickdraw.h>

typedef struct	GrafPort {	Size	Offset	Description
<u>short</u>	device;	2	0	Device-specific info; 0=screen GrafDevice
<u>BitMap</u>	portBits;	14	2	<u>baseAddr</u> , <u>rowBytes</u> , bounds SetPortBits
<u>Rect</u>	portRect;	8	16	Writeable interior PortSize , MovePortTo
<u>RgnHandle</u>	visRgn;	4	24	Portion not covered by other windows
<u>RgnHandle</u>	clipRgn;	4	28	User-definable clipping region SetClip
<u>Pattern</u>	bkPat;	8	32	Background pattern BackPat
<u>Pattern</u>	fillPat;	8	40	Fill pattern FillRect , FillOval ,...
<u>Point</u>	pnLoc;	4	48	Pen location in local coords MoveTo ,...
<u>Point</u>	pnSize;	4	52	<u>.v</u> =height, <u>.h</u> =width of pen PenSize
<u>short</u>	pnMode;	2	56	<u>Transfer Mode</u> ; <u>patCopy</u> , PenMode
<u>Pattern</u>	pnPat;	8	58	Pattern used in drawing PenPat
<u>short</u>	pnVis;	2	66	If <0, pen is invisible HidePen , ShowPen
<u>short</u>	txFont;	2	68	Font; 0=system, 1=application TextFont
<u>Style</u>	txFace;	2	70	Text style; <u>bold</u> , <u>italic</u> , TextFace
<u>char</u>	filler;			
<u>short</u>	txMode;	2	72	<u>Transfer Mode</u> ; <u>srcOr</u> , <u>srcXor</u> , TextMode
<u>short</u>	txSize;	2	74	Text size in points TextSize
<u>Fixed</u>	spExtra;	4	76	Spacing for full justification SpaceExtra
<u>long</u>	fgColor;	4	80	Old-model color for foreground ForeColor
<u>long</u>	bkColor;	4	84	Old-model color for background BackColor
<u>short</u>	colrBit;	2	88	Old-model color plane ColorBit
<u>short</u>	patStretch;	2	90	Used internally; printer aspect ratio adjustment
<u>Handle</u>	picSave;	4	92	<u>PicHandle</u> if pict being saved OpenPicture
<u>Handle</u>	rgnSave;	4	96	<u>RgnHandle</u> if region is being saved OpenRgn
<u>Handle</u>	polySave;	4	100	<u>PolyHandle</u> if polygon being saved OpenPoly
<u>QDProcsPtr</u>	grafProcs;	4	104	Addr of struct with addresses of custom routines
}	GrafPort ;	108		
typedef GrafPort *	GrafPtr ;			

Notes: The GrafPort structure is used indirectly in virtually every Quickdraw, Window Manager, Dialog Manager, etc. function. A GrafPtr is used directly in calls to:

InitGraf**InitPort****ClosePort****SetPort****GetPort**

Calls to **NewWindow** (**GetNewWindow**) and **NewDialog** (**GetNewDialog**) et al., allocate and initialize a GrafPort as part of a WindowRecord.

The Quickdraw variable thePort is a pointer to the current active grafPort.

A NIL (0) value in picSave, rgnSave, or polySave indicates that no picture (or region or polygon) recording is currently taking place. A NIL value in grafProcs indicates that the standard routines will handle all Quickdraw functions.