BitMap   structure

#include <Quickdraw.h>

typedef struct **BitMap** {		Size	Offset	Description
QDPtr	baseAddr;	4	0	Address of start of bitmap data
short	rowBytes;	2	4	Bytes per row in the bitmap data
Rect	bounds;	8	6	Coordinates imposed over the bitmap data
} BitMap ;		14		

typedef BitMap ***BitMapPtr**;
typedef BitMap ****BitMapHandle**;

Notes: The BitMap structure is used in calls to **CopyBits**, **CopyMask**, and
SetPortBits. Each GrafPort (including the QD global thePort) contains a
BitMap identifying the memory area in which drawing will take place.

The Quickdraw global variable screenBits is a BitMap identifying the size
and location of the actual video memory.