PortSize   Change height and width of current GrafPort

#include <Quickdraw.h>   **Quickdraw**

void	**PortSize(**_newWidth_, _newHeight_ **)**;	
short	_newWidth_ ;	desired width of the portRect
short	_newHeight_ ;	desired height of the portRect

PortSize modifies the width and height of the current GrafPort's portRect.
It is normally called by the Window Manager for window-sizing functions.

  newWidth and . . .
newHeight are the desired width and height for the portRect.

Returns: none

Notes: This is a simple way to extend the size of the current port's portRect - the
active area of the current GrafPort.

The portRect.top and portRect.left fields stay the same. The portRect.right
and portRect.bottom change to reflect the desired _newWidth_ and _newHeight_.
Note that this does not affect other fields of the GrafPort; drawing continues
to be clipped to the intersection of portRect, visRgn, and clipRgn.