SetWindowPic   Set a PicHandle for alternative updating

#include <Windows.h>   **Window Manager**

void	**SetWindowPic(***theWindow*, *thePicture* **)**;	
WindowPtr	*theWindow* ;	window of interest
PicHandle	*thePicture* ;	the contents of the window

SetWindowPic stores a PicHandle into the WindowRecord. A non-NIL value causes the Window Manager to draw that picture instead of generating an update event. You will no longer receive update events for *theWindow*.

theWindow is a WindowPtr obtained via **NewWindow** or **GetNewWindow**.

thePicture is a handle of a picture that will be drawn automatically when the window needs to be updated.

Returns: none

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Notes: This function causes *thePicture* to be stored in the windowPic field of the WindowRecord structure of *theWindow*. When that field is an address (as opposed to the default value of NIL), update events will not get generated when that window is moved, sized, uncovered, etc. Instead, *thePicture* is drawn.

SetWindowPic is typically used for windows that are never changed; for instance, an introduction window or a one-screen help window.

It can also be used to force fast screen updates, at the expense of extravagant memory usage. For instance, you could use **CopyBits** to generate a picture of the content region of your window and use **SetWindowPic** to point to that picture. Now you will find that moving, uncovering, or sizing the window will go faster than would be possible when an update event occurred and you needed to redraw it from scratch.

Use **SetWindowPic** again, setting *thePicture* = NIL in order to resume normal generation of update events.