

GDeviceChanged Notify **QuickDraw** of a graphics device record change

#include <QDOffscreen.h>

Color QuickDraw

void **GDeviceChanged**(*gdh*);
GDHandle *gdh*; a handle to a graphics device record

Call **GDeviceChanged** after modifying the graphics device record specified by the *gdh* parameter or any of its substructures. **GDeviceChanged** notifies **QuickDraw** of the change.

gdh handle to the graphics device record or any of its substructures.

Returns: none

Notes: If your application changes the *pmTable* field of the graphics device's pixel map, it should call **GDeviceChanged**. However, if your application changes the *content* of the color table referenced by gdPMap, it should call **CTabChanged** as well.