

QDDone Ensure that all drawing is done

#include <QDOffscreen.h>

Color QuickDraw

| | | |
|----------------|--------------------------------|--|
| <u>Boolean</u> | QDDone (<i>port</i>); | |
| <u>GrafPtr</u> | <i>port</i> ; | a pointer to a graphics port |
| | returns | TRUE = drawing operations have finished in the designated graphics port. |

You can use the **QDDone** function to ensure that all drawing is done and avoid the possibility that new drawing operations might be overlaid by previously issued but unexecuted operations. This function is especially useful if a graphics accelerator is present and operating asynchronously.

port the designated graphics port

Returns: a Boolean value. The **QDDone** function returns TRUE if drawing operations have finished in the designated graphics port, FALSE if any remain to be executed. If you pass NIL as the port parameter, then **QDDone** returns TRUE only if drawing operations have completed in all ports. (If a port has a clock or other continuously operating process, **QDDone** may never return TRUE.)