GetMainDevice   Provides a handle to the startup gDevice.

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

GDHandle   **GetMainDevice( );**
                        returns   handle to what gDevice is startup screen

GetMainDevice can be used to show which device is listed as the monitor with
the menu bar. **GetMainDevice** gets this value from the MainDevice global
variable.

     Returns: a GDHandle; a handle to the gDevice that carries the menu bar.

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Notes: Contains information on the size and depth of the gDevice of the
                monitor containing the menu bar. Unless a different screen has been
                called out in parameter RAM as the main device, this is the screen with
                its video card in the lowest-numbered slot.