

**PixPat** structure

```
#include <Quickdraw.h>
```

		<u>Size</u>	<u>Offset</u>	<u>Description</u>
typedef struct <b>PixPat</b> {				
<u>short</u>	patType;	2	0	What kind of pattern
<u>PixMapHandle</u>	patMap;	4	2	Handle to map holding pattern's pixel image
<u>Handle</u>	patData;	4	6	Handle to pixel image
<u>Handle</u>	patXData;	4	10	Handle to expanded pixel image (internal use)
short	patXValid;	2	14	Invalidate expanded data
<u>Handle</u>	patXMap;	4	16	Reserved field points to expanded pattern data
<u>Pattern</u>	pat1Data;	8	20	Old-style pattern for use with GrafPort
<b>} PixPat;</b>		28		

```
typedef PixPat *PixPatPtr;  
typedef PixPat **PixPatHandle;
```

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Notes: While old QuickDraw patterns are still supported, routines PenPat and BackPat place their information within pnPixPat and BkPixPat and indicate that the contents are old-style data by setting the patType to 0.

The new resource types 'cicn', 'clut', 'crsr', and 'ppat', all contain PixPat records.