

**TextMode** Set text-drawing transfer mode

#include <[Quickdraw.h](#)>

**[Quickdraw](#)**

```
void      TextMode(newMode);
short    newMode;      transfer mode, e.g., srcCopy, srcOr, etc.
```

**TextMode** selects the bit-transfer mode to be used in subsequent text-drawing. Used for writing white characters on a black background, etc.

*newMode* selects the transfer mode. It must be one of the "**srcXxx**" modes.

Use one of the following constants, as defined in [Quickdraw.h](#):

<a href="#">srcCopy</a>	0	overwrite background entirely
<a href="#">srcOr</a>	1	overwrite where character is black
<a href="#">srcXor</a>	2	invert where character is black
<a href="#">srcBic</a>	3	force white where character is black
<a href="#">notSrcCopy</a>	4	invert character, then srcCopy
<a href="#">notSrcOr</a>	5	invert character, then srcOr
<a href="#">notSrcXor</a>	6	invert character, then srcXor
<a href="#">notSrcBic</a>	7	invert character, then srcBic

**Returns:** none

Notes: **TextMode** changes the [txMode](#) field of the current [GrafPort](#) structure.

See **[Transfer Modes](#)** for a graphical representation of the effects of the various modes.

The default mode is [srcOr](#), which causes characters to be drawn over the background, while allowing the background pattern to show through in the empty parts of each letter.

The original Mac toolbox supported only [srcOr](#), [srcXor](#), and [srcBic](#).