SetStdCProcs Set graphProcs field to point to custom routines

#include <Quickdraw.h> **Color Quickdraw**

void **SetStdCProcs(** *&cProcs* **);**
CQDProcsPtr ***cProcs** ; Pointers to standard low-level routines

SetStdCProcs stores the addresses of the standard Quickdraw procedures into a structure intended to be used in a CGrafPort.

***cProcs** is the address a CQDProcs structure. Upon return, all fields of the structure have been set to contain the addresses of the standard low-level routines used by Color Quickdraw.

Returns: none

Notes: This is used by applications that wish to intercept selected low-level routines (e.g., the picture-comment handler) while continuing to use the other standard routines.

SetStdCProcs has to be used in place of the older **SetStdProcs** whenever your application is drawing in a cGrafPort**.**

Most applications won't need to replace code. If you do wish to install a custom Color Quickdraw function handler (sometimes called a "bottleneck" routine), follow these steps:

- Create a function which accepts the same parameters in the same order as one of Color Quickdraw's **Std**Xxx functions.
- Open a CGrafPort **(OpenCPort** or **NewCWindow)**.
- Create a standard CQDProcs structure by allocating it and then using **SetStdCProcs** to initialize it.
- Store the address of your custom procedure into the appropriate field of the CQDProcs structure.
- Store the address of your CQDProcs structure into the cGrafProcs field of the desired CGrafPort.

Now, when your application invokes a Color Quickdraw function that passes through the intercepted bottleneck, your custom handler will get control.

You need not replace all the functionality of a bottleneck -- you may choose to simply pre-process the parameters passed to you and then invoke the original handler.