

QDError Return error result from last **QuickDraw** call

#include <QuickDraw.h>

Color QuickDraw

short **QDError**(void);

The **QDError** function, introduced with **Color QuickDraw** returns the error result from the last **Color QuickDraw** or **Color Manager** call. It has a number of new result codes, and it has also been modified so that it does not fail on a black-and-white system (where it always returns FALSE). Its format is the same:

Returns: the error result from the last **Color QuickDraw** or **Color Manager** call

Notes: **QuickDraw** uses stack space for work buffers. For complex operations such as depth conversion, dithering, and image resizing, stack space may not be sufficient. **Color QuickDraw** now attempts to get temporary memory from other parts of the system. If that is still not enough, **QDError** returns this code:

mfStackErr (-149) Insufficient stack

If your application receives this result code, divide the operation-for example, divide the image into left and right halves-and try again.

When you record drawing operations in an open region, the resulting region description may overflow the 64 KB limit. Should this happen, **QDError** returns -147.

regionTooBigError (-147) Region too big or complex

Since the resulting region is potentially corrupt, the **closeRgn** procedure returns an empty region if it detects **QDError** has been set to -147. A similar error can occur during conversion of a bitmap to a region.

rgnTooBigErr (-500) Bitmap would convert to a region greater than 64 KB

The **BitMapToRegion** function can also generate an error if a pixel map is supplied that is greater than 1 bit per pixel.

pixmapTooDeepErr (-148) Pixel map record is deeper than 1 bit per pixel

You may be able to recover from this problem by imaging your too-deep pixel map into a 1-bit pixel map and calling **BitMapToRegion** again.