StdGetPic   The default **Quickdraw** picture-retrieving routine

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

void	**StdGetPic(***destPtr*, *byteCnt* **)**;	
Ptr	*destPtr* ;	where to store the picture definition data
short	*byteCnt* ;	how many bytes to store

This is Quickdraw's low-level routine for obtaining picture-definition information as it draws a picture (see **DrawPicture**). The default procedure simply copies data from an in-memory buffer addressed by a PicHandle to the specified destination buffer.

> *destPtr* is the address of a buffer. Upon return, it will contain *byteCnt* bytes of picture-definition data.

> *byteCnt* is the number of bytes of picture-definition information you want to retrieve. The buffer at *destPtr* should be large enough to hold this much data.

Returns: none

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Notes: Use **StdGetPic** only if your applicatin intercepts the Quickdraw bottleneck routines (see **SetStdProcs**).

This is a bottleneck routine that is frequently intercepted by application programs. By creating a custom version of **StdGetPic** and **StdPutPic** that is able to access a disk file, you can store and retrieve pictures larger than the maximum limits set by Quickdraw.