

ColorBit Select color plane for subsequent drawing

#include <Quickdraw.h>

Quickdraw

void **ColorBit**(*whichPlane*);
short *whichPlane* ; output plane; (0...31)

ColorBit selects the "color plane" to which Quickdraw should direct subsequent drawing operations. This function is part of the "old model" Quickdraw color support.

whichPlane specifies the plane number. Black-and-white devices have only one color plane (plane 0). Quickdraw supports drawing to devices that can interpret up to 32 planes of color information.

Returns: none

Notes: This sets the value of the colrBit field of the current GrafPort structure. It is used for drawing in color while remaining compatible with pre-MacII Macs. It may also be used in sophisticated applications for creating overlays.