

PortChangedNotify **QuickDraw** of a change#include <QDOffscreen.h>Color QuickDraw

```
void      PortChanged(port);  
GrafPtr  port;          a pointer to a grafPort
```

Call **PortChanged** after modifying the content of a **grafPort** or any of its substructures. **PortChanged** notifies QuickDraw of the change.

port a **grafPort** pointer

Returns: none

Notes: You should not directly change any of the pixel pattern records pointed to by a color **grafPort** record. Instead, use the **PenPixPat** and **BackPixPat** procedures. However, if your application changes the content of one of the pixel pattern records, it should call **PixPatChanged**.

If your application changes the pmTable field of the port's pixel map, it should call **PortChanged**. However, if your application changes the *content* of the color table referenced by pmTable, it should call **CTabChanged** as well.