

GetGWorld Get the current graphics world

#include <QDOffscreen.h>

Graphics Devices

```
void                    GetGWorld( port, gdh );  
CGrafPtr            *port ;                    get the current port  
GDHandle            *gdh ;                    fetch the current device
```

returns none

GetGWorld returns the current graphics world in the port and gdh parameters. The port parameter is set to the current port, which can be of type GrafPtr, CGrafPtr or GWorldPtr. The gdh parameter is set to the current device.