

DisposPictInfo Dispose of data structures

#include <PictUtil.h>

Picture Utilities

<u>OSErr</u>	DisposPictInfo (<i>thePictInfoID</i>);	
<u>PictInfoID</u>	<i>thePictInfoID</i> ;	specifies a <u>NewPictInfo</u> picture information specifier.
	returns	<u>Error Code</u> ; 0=no error

The **DisposPictInfo** function disposes of all data structures private to the parameter *thePictInfoID*. It does not dispose of any of the handles returned to you by a call to **RetrievePictInfo**.

thePictInfoID specifies a picture information record specifier returned by **NewPictInfo**.

Returns: an operating system Error Code.

noErr	(0)	No error
pictInfoIDErr	(-11001)	Invalid picture information ID

Notes: **DisposPictInfo** can potentially move and purge memory.

You can dispose of palettes by using the **DisposePalette** procedure, dispose of color tables by using the **DisposCTable** procedure, and dispose of other allocations with the **DisposHandle** function.