GDevice structure

#include <Quickdraw.h>

typedef struct **GDevice{**

		Size	Offset	Description
short	gdRefNum;	2	0	Display device driver's reference number
short	gdID;	2	2	Application definable ID for port client
short	gdType;	2	4	0 = 'clut', 1 = fixed colors, 2 = direct RGB
ITabHandle	gdITable;	4	6	Pointer to inverse table. For more information, see **Color Manager**
short	gdResPref;	2	10	Inverse table preferred resolution
SProcHndl	gdSearchProc;	4	12	Pointer to search procedures list
CProcHndl	gdCompProc;	4	16	Points to complement procedures
short	gdFlags;	2	20	gDevice's attributes
PixMapHandle	gdPMap;	4	22	Handle to map holding buffer image and device info.
long	gdRefCon;	4	26	Passes device-related values
Handle	gdNextGD;	4	30	Handle to next device in deviceList (0 = last entry)
Rect	gdRect;	8	34	Boundary rectangle of gDevice
long	gdMode;	4	42	Value that tells driver how to set device's mode
short	gdCCBytes;	2	46	Holds rowBytes of expanded cursor
short	gdCCDepth;	2	48	Holds expanded cursor's depth information
Handle	gdCCXData;	4	50	Handle to expanded cursor data
Handle	gdCCXMask;	4	54	Handle to expanded cursor's mask
long	gdReserved;	4	58	Reserved, set to 0

} GDevice; 62

typedef GDevice ***GDPtr**;
typedef GDevice ****GDHandle**;

Notes: The graphics devices themselves can be monitors, offscreen memory areas or printers. The gDevice record was created to match output devices with their associated drivers, describe the screen or print area of monitors and printers, define their color-display capabilities, locate monitors with respect to each other in a multiple screen setup and change the Color Manager's default matching routine when the output devices are of different types.