

Pixmap32Bit Determine if Pixmap requires 32-bit addr mode to access its pixels

#include <QDOffscreen.h>

Graphics Devices

Boolean **Pixmap32Bit**(*pm*);

PixmapHandle *pm* ; Pixel map handle returned from a
GetGWorldPixmap call

returns boolean, 0 if 32-bit addressing not required

Pixmap32Bit returns TRUE if the specified pixel map requires 32-bit addressing mode for access to its pixels.