LockPixels   Lock the offscreen buffer in memory for duration of a draw

#include <QDOffscreen.h   **Graphics Devices**

Boolean   **LockPixels(** *pm* **);**
PixMapHandle *pm* ;   Pixel map handle returned from a
                                                          GetGWorldPixMap call

                  returns   boolean, 0 if buffer has moved (error state)

LockPixels should be called before drawing to or from an offscreen graphics
world. In the pm parameter pass the pixel map handle returned from a
GetGWorldPixMap call. **LockPixels** locks the offscreen buffer in memory
for the duration of the drawing.

If the offscreen buffer is purgeable and has been purged, **LockPixels**
returns FALSE to signal that no drawing can be made to the buffer memory. At
that point, the application should either call **UpdateGWorld** to reallocate the
buffer or draw directly in the window it represents.

If the offscreen buffer hasn't been purged or is not purgeable, **LockPixels**
returns TRUE.

As soon as the drawing is completed, you should call **UnlockPixels**.

        Returns: a Boolean value; It will be one of:
                  TRUE buffer is in memory (either not purged or not purgeable)
                  FALSE buffer has been purged