

Picture structure

```
#include <Quickdraw.h>
```

```
typedef struct Picture {
    short    picSize ;
    Rect    picFrame ;
                n
                10
                10+n
} Picture ;

typedef Picture *PicPtr;
typedef Picture **PicHandle;
```

	<u>Size</u>	<u>Offset</u>	<u>Description</u>
<u>short</u> picSize ;	2	0	Size, in bytes, of this structure
<u>Rect</u> picFrame ;	8	2	Area in which picture is drawn, in local coords
<i>n</i>		10	(picture definition; internal format)
10+ <i>n</i>			(variable length structure)

Notes: A Picture structure may need to be accessed in order to determine its unscaled original size; eg, after reading it from a resource. A PicHandle is used in the following system calls:

DrawPicture **GetPicture** **KillPicture** **OpenPicture**
GetWindowPic **SetWindowPic**

The **ClosePicture** function completes the operation of recording a picture which is started via **OpenPicture** (the picture data is accumulated in the picSave handle in the current active GrafPort). **PicComment** lets you insert custom data into the picture's definition. A picture can be stored in a type 'PICT' resource.

The picSize field may be inaccurate. Use **GetHandleSize** to obtain the actual size.

A PicHandle may reside in the windowPic field of a WindowRecord, in which case the picture is assumed to be the entire contents of a window.