GetPixelsState   Get state of the pixel map's offscreen buffer

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

GWorldFlags   **GetPixelsState(** *pm* **)**;
PixMapHandle *pm* ;   Pixel map handle returned from a
                                                 GetGWorldPixMap call

                    returns   flags describing state of offscreen pixel map
                                           buffer

GetPixelsState returns the state of the pixel map's offscreen buffer. The
state can be a combination of the flags pixelsPurgeable, pixelsLocked and
keepLocal, which are members of GWorldFlags. Use **GetPixelsState** in
conjunction with **SetPixelsState** to save and restore the state of these flags.
You can save the flags, change any of them, and then restore their original state
by passing the result of **GetPixelsState** back to the **SetPixelsState**
procedure.