

**SetPort**                      Activate a GrafPort

#include <Quickdraw.h>

**Quickdraw**

```
void      SetPort( whichPort );
GrafPtr  whichPort ;    pointer to a GrafPort
```

**SetPort** makes the specified GrafPort (or WindowPtr or DialogPtr, et.al.) into the active GrafPort. It stores *whichPort* into the global variable thePort.

*whichPort* is a pointer to a previously opened 108-byte GrafPort structure you now want to activate.

**Returns:** none

Notes: All Quickdraw activities are performed based upon values in the current active GrafPort and use its local coordinate system. All drawing is performed on the BitMap . thePort->portBits.

This function is typically used to restore a previously-active GrafPort after switching to another. For instance, a window update activity may be surrounded by **GetPort** and **SetPort**, as follows:

```
GrafPtr savePort; /* temporary storage */

GetPort( &savePort );           /* save current GrafPort */
SetPort ( myWindow );           /* select local one */
.
. ... do some updating on the local window ...
.
SetPort(savePort);              /* restore previous GrafPort */
```