

CopyPixPat Duplicate pixPat's structure to an existing region

#include <Quickdraw.h>

Color Quickdraw

```
void      CopyPixPat( srcPP, destPP );  
PixPatHandle    srcPP ;      pixel map to be copied  
PixPatHandle    destPP ;      pixel map to hold a duplicate of srcPP
```

CopyPixPat copies the data of one pixPat into another.

srcPP is the handle of an existing pixPat you wish to duplicate.

destPP is the handle of destination pixPat.

Returns: none

Notes: **CopyPixPat** copies the entire contents of the pixel pattern, including color table, data handle, expanded data handle, expanded map, and pixMap handle.