

SProcRec structure

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

		<u>Size</u>	<u>Offset</u>	<u>Description</u>
typedef struct {				
SProcHndl	nxtSrch;	4	0	Handle to next SProcRec
<u>ColorSearchProcPtr</u>	srchProc;	4	4	Points to search procedure
} SProcRec ;		8		

```
typedef SProcRec *SProcPtr;
```

```
typedef SProcRec **SProcHndl;
```

Notes: Applications can all have their own search procedures, yet share the same gDevice. The search procedures form the elements in a linked list that starts in the device port's gdSearchProc field. The search procedures list can be any length and each search procedure on the list gets a chance to act or not.