

DisposeGWorld Dispose of a GDevice structure and substructures

#include <QDOffscreen.h>

Graphics Devices

void **DisposeGWorld**(*offscreenGWorld*);
GWorldPtr *offscreenGWorld* ; offscreen GWorld

returns none

If an offscreen graphics device was created, **DisposeGWorld** disposes of its GDevice structure and substructures.

Call **DisposeGWorld** only when the application no longer needs the offscreen buffer. If the current device was the offscreen device attached to offscreenGWorld, the current device is reset to the device stored in the global variable MainDevice.