

**GetCWMgrPort** Obtain a pointer to the Window Manager port

#include <Windows.h>

**Window Manager**

void **GetCWMgrPort**(*wPort* );  
CGrafPtr \**wPort*; receives the pointer value

This function obtains a CGrafPtr to allow you access to the Window Manager's WMgrCPort.

\**wPort* is a pointer to a CGrafPtr. Upon return, it will contain a WMgrCPort value you can use to find out about the Window Manager's color graphics environment.

**Returns:** none

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Notes: When using 'WDEF' resources, all drawing is done in the WMgrCPort.