HandToHand   Create new Handle and copy Handle data to it

#include <<u>OSUtils.h</u>>   **<u>Operating System Utilities</u>**

<u>OsErr</u>   **HandToHand(** *theHandle* **)** ;
<u>Handle</u>   ***** *theHandle* ;   address of Handle to copy; receives new Handle
                    returns   memory-related <u>Error Code</u>; 0=no error

   HandToHand creates a new Handle (see **<u>NewHandle</u>**) and copies data from an
   existing Handle into the new one.

      theHandle is the address of an existing Handle. On entry, it is a <u>Handle</u> leading
              to data you wish to copy. On return, it is overwritten by a
              newly-created <u>Handle</u> that leads to a relocatable block containing a
              copy of the data.

      Returns: an <u>OSErr</u>; an integer <u>Error Code</u>. It will be one of:
                    noErr   (0)   No error
              memFullErr   (-108)   Not enough room in heap for new Handle
              nilHandleErr   (-109)   theHandle was invalid on entry
               memWZErr   (-111)   Attempt to operate on a free block

   Notes: Since **HandToHand** cleverly overwrites the original value of *theHandle*,
           the normal technique is to make a copy of the original before the call; e.g:

           <u>Handle</u> srcHandle, destHandle;

           srcHandle=**<u>GetResource</u>**('CURS', <u>watchCursor</u> **)**;
           destHandle = srcHandle;

           if (HandToHand(&destHandle)) {
               . . . an error occurred . . .
           }   . . . else, a copy of watchCursor is now in destHandle . . .