SetPixelsState   Set state of the pixel map's offscreen buffer

#include <QDOffscreen.h>   **Graphics Devices**

void	**SetPixelsState(** *pm, state* **)**;	
PixMapHandle	*pm* ;	Pixel map handle returned from a **GetGWorldPixMap** call
GWorldFlags	*state* ;	Lock and purge attributes for offscreen pixel map buffer

           returns   none

SetPixelsState sets the lock and purge states of the pixel map's offscreen buffer to the given flags by calling **LockPixels** or **UnlockPixels** and **AllowPurgePixels** or **NoPurgePixels**. Pass the pixel map handle returned from a **GetGWorldPixMap** call, and a setting of 0 or 1 for the GWorldFlags, pixelsPurgeable and pixelsLocked.

You can also use **SetPixelsState** to set the keepLocal flag: pass keepLocal as a state parameter to specify that the offscreen graphics world stays in main memory rather than being checked on an accelerator card. A graphics world that has already been cached will be brought back to main memory. Clearing the flag will again allow caching. Use this setting carefully, as keeping graphics world local surrenders the benefits of graphics accelerators.