GetDeviceList   Provides a handle to the first gDevice in the DeviceList

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

GDHandle   **GetDeviceList( );**
                    returns   handle to gDevice record structure

GetDeviceList can be used to show which device is first on the Device list.

Returns: a GDHandle; a handle to the first gDevice.

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Notes: A handle to the first item in the device list can be found in the
                DeviceList global variable.