
SetGWorld Set the current graphics world

#include <QDOffscreen.h>

Graphics Devices

```
void      SetGWorld( port, gdh );  
CGrafPtr port ;           grafPort to make the current port  
GDHandle  gdh ;           make the current device
```

```
      returns           none
```

SetGWorld sets the current graphics world. **SetGWorld** can be used with a port parameter of type GrafPtr, CGrafPtr, or GWorldPtr (with proper type coercion).

If the port parameter is of type GrafPtr or CGrafPtr, the current port is set to the port specified by the port parameter, and the current device is set to the device specified by the gdh parameter.

If the port parameter is of type GWorldPtr, the current port is set to the port specified by the port parameter, and the current device is set to the device attached to the given graphics world. The gdh parameter will be ignored.