

**QDProcs** structure

```
#include <Quickdraw.h>
```

```
typedef struct QDProcs { Size Offset Description
    QDPtr    textProc;    4    0    Addr of text-drawing proc StdText
    QDPtr    lineProc;    4    4    Addr of line-drawing proc StdLine
    QDPtr    rectProc;    4    8    Addr of rectangle-drawing proc StdRect
    QDPtr    rRectProc;   4    12   Addr of roundRect-draw proc StdRRect
    QDPtr    ovalProc;    4    16   Addr of oval/circle-draw proc StdOval
    QDPtr    arcProc;     4    20   Addr of arc-drawing proc StdArc
    QDPtr    polyProc;    4    24   Addr of polygon-drawing proc StdPoly
    QDPtr    rgnProc;     4    28   Addr of region-drawing proc StdRgn
    QDPtr    bitsProc;    4    32   Addr of bit transfer proc StdBits
    QDPtr    commentProc; 4    36   Addr pict comment handler StdComment
    QDPtr    txMeasProc;  4    40   Addr of text width measurer StdTxMeas
    QDPtr    getPicProc;  4    44   Addr of picture retrieval proc StdGetPic
    QDPtr    putPicProc;  4    48   Addr of picture saving proc StdPutPic
} QDProcs;                52
```

```
typedef QDProcs *QDProcsPtr;
```

```
typedef char *QDPtr;      same as Ptr; address of a Byte
```

---

Notes: The QDProcs structure is used in calls to **SetStdProcs**. Call that function to fill the structure with addresses of the standard Quickdraw bottleneck routines, then set one or more fields to point to your own custom handlers. See **StdComment**, et al. for descriptions of parameters.