

GetPixBaseAddr Get a pointer to the beginning of the pixel map's pixels

#include <QDOffscreen.h>

Graphics Devices

Ptr **GetPixBaseAddr**(*pm*);
PixMapHandle *pm* ; Pixel map handle returned from a
 GetGWorldPixMap call.

returns 32-bit pointer to offscreen pixel map pixels

GetPixBaseAddr returns a 32-bit pointer to the beginning of the pixel map's pixels. Your application should always call **GetPixBaseAddr** before accessing the pixels of an offscreen pixel map directly. Then your application should switch to 32-bit mode, access the pixels, and switch back to 24-bit mode (if that's the mode you were in). Your application should never access the baseAddr field of the pixel map directly.

If the offscreen buffer has been purged, **GetPixBaseAddr** returns NULL.

If QuickDraw is called after **GetPixBaseAddr**, the contents of the offscreen buffer are not guaranteed to be accurate.