

DisposCCursor Dispose all structures allocated by **GetCCursor**

#include <Quickdraw.h>

Color Quickdraw

void **DisposCCursor**(*cCrsr*);
CCrsrHandle *cCrsr* ; address of color cursor data structure

DisposCCursor removes all CCrsr data structure's created by **GetCCursor**.

cCrsr is the address of a CCrsr data structure containing the
 information this routine eliminates.

Returns: none