

**GetMaskTable**

Get table of masks from ROM

#include &lt;Quickdraw.h&gt;

**Quickdraw**Ptr**GetMaskTable( );**

**GetMaskTable** returns a pointer to a ROM table containing the following useful masks:

0x0000, 0x8000, 0xC000, 0xE000    Table of 16 right masks  
0xF000, 0xF800, 0xFC00, 0xFE00  
0xFF00, 0xFF80, 0xFFC0, 0xFFE0  
0xFFF0, 0xFFF8, 0xFFFC, 0xFFFE

0xFFFF, 0x7FFF, 0x3FFF, 0x1FFF    Table of 16 left masks  
0x0FFF, 0x07FF, 0x03FF, 0x01FF  
0x00FF, 0x007F, 0x003F, 0x001F  
0X000F, 0x0007, 0x0003, 0x0001

0x8000, 0x4000, 0x2000, 0x1000    Table of 16 bit masks  
0x0800, 0x0400, 0x0200, 0x0100  
0x0080, 0x0040, 0x0020, 0x0010  
0x0008, 0x0004, 0x0002, 0x0001

**Returns:** a pointer to a table of 48 masks