

GetGWorldPixMap Get a handle to the pixel map for an offscreen graphics world

#include <QDOffscreen.h>

Graphics Devices

PixMapHandle **GetGWorldPixMap**(*offscreenGWorld*);
GWorldPtr *offscreenGWorld* ; offscreen GWorld
returns a pointer to the pixel map of an offscreen
graphics world.

GetGWorldPixMap returns a handle to the pixel map created for an offscreen graphics world. Use **GetGWorldPixMap** whenever you need to address the pixel map record created for an offscreen graphics world, rather than dereferencing the GWorldPtr, to ensure compatibility on systems that have the offscreen graphics world routines but are running the original QuickDraw (not Color QuickDraw).

For example, you should use this function before calling **CopyBits** when copying from the pixel map of an offscreen graphics world:

```
pixBase = GetGWorldPixMap(offscreenGWorld );  
CopyBits(*pixBase,myWindow->portBits,&aRect,&otherR,srcCopy,NULL);
```

Use the **GetGWorldPixMap** function with offscreen graphics world routines, such as **LockPixels**, **AllowPurgePixels** and **GetPixelsState**, that use a handle to a pixel map.