

PixPatChanged

Set the patXValid flag to -1

#include <QDOffscreen.h>

Color QuickDraw

```
void      PixPatChanged(ppat);  
PixPatHandle  ppat;          a handle to the pixel pattern record
```

Call **PixPatChanged** after modifying either the pixel pattern record specified by the *ppat* parameter or any of its substructures (pattern map or pattern data records). **PixPatChanged** sets the *patXValid* flag to -1 and notifies **QuickDraw** of the change.

ppat the pixel pattern record handle

Returns: none

Notes: If your application changes the *pmTable* field of the pattern map's pixel pattern, it should call **PixPatChanged**. However, if your application changes the *content* of the color table referenced by the pixel map's pmTable field, it should call **CTabChanged** as well.