

CopyPixMap Duplicate pixMap's structure to an existing pixmap

#include <Quickdraw.h>

Color Quickdraw

```
void      CopyPixMap( srcPm, destPm );  
PixMapHandle  srcPm ;      pixel map to be copied  
PixMapHandle  destPm ;      pixel map to hold a duplicate of srcPm
```

CopyPixMap copies the data of one pixel map into another.

srcPm is the handle of an existing pixel map you wish to duplicate.

destPm is the handle of destination pixel map.

Returns: none

Notes: **CopyPixMap** copies the contents of the color table, giving the destination PixMap its own.

The image is not copied -- only the pointer that is the pixMap's baseAddr field (base address).