TempNewHandle   Allocate a new relocatable block of temporary memory

#include <<u>Memory.h</u>>   **<u>Memory Manager</u>**

<u>Handle</u>   **TempNewHandle(***logicalSize, resultCode***);**
<u>Size</u>   *logicalSize*   indicates how many bytes you wish the block to
                                             contain

<u>OSErr</u>   **resultCode*   the result code from the function call

You use **TempNewHandle** to allocate a new relocatable block of temporary
memory. **TempNewHandle** returns a handle to a block of size Size. The first
parameter indicates how many bytes you wish the block to contain. The second
parameter contains the result code from the function call.

The resultCode parameter will return one of the following error codes:

                noErr   (0)   No error
          memFullErr   (-108) Not enough memory