

SetDeviceAttribute Set the device's display characteristics

#include <Quickdraw.h>

Graphics Devices

```
void      SetDeviceAttribute( gdh, attribute, value );
GDHandle  gdh ;           Handle to a gDevice record structure
short     attribute ;      0/1 = gdDevType,
                           10 = ramInit,
                           11 = mainScreen,
                           12 = allInit,
                           13 = screenDevice,
                           14 = noDriver,
                           15 = screenActive
Boolean    value ;         TRUE = set
```

Use **SetDeviceAttribute** to set a device's display characteristics. This routine is rarely called by applications.

gdh is the handle that communicates with the gDevice record.

attribute is one of seven graphics device characteristics that can be on or off.

value is a Boolean value that indicates whether the specified attribute is set (TRUE) or not (FALSE) as follows:

gdDevType: TRUE = Color; FALSE = Monochrome
ramInit: TRUE = Device initialized from RAM
mainScreen: TRUE = Device is startup screen
allInit: TRUE = Device initialized from 'scrn' resource (see below)
screenDevice: TRUE = Device is a display monitor
noDriver: TRUE = No driver for device
screenActive: TRUE = Active device

Returns: none

For more information, see **The 'scrn' Resource**.