

GrafDevice

Set the device field for a GrafPort

#include <Quickdraw.h>**Quickdraw**

```
void      GrafDevice(theDevice );  
short    theDevice ;      device-specific code; 0=screen
```

GrafDevice is used in communications between Quickdraw and the Font Manager. It sets device-specific information that affects the way characters are drawn.

theDevice is a device specific value. It is broken into 2 bytes as follows:

high byte device driver reference number (always negative)
low byte device-dependent modifier code

Returns: none

Notes: This stores *theDevice* into the device field of the current GrafPort. You will not use this function in normal applications.