

UnlockPixels

Unlock the buffer used by an offscreen graphics world

#include <Quickdraw.h>

Graphics Devicesvoid **UnlockPixels**(*pm*);PixMapHandle *pm* ;

Pixel map handle returned from a

GetGWorldPixMap call***returns***

none

UnlockPixels unlocks the offscreen buffer. Call **UnlockPixels** as soon as the application finishes drawing to or from the offscreen pixel map. You don't need to call **UnlockPixels** if **LockPixels** returned FALSE, because **LockPixels** doesn't lock purged pixels. However, calling **UnlockPixels** on purged pixels does no harm.

Returns: an Error Code. It is one of:

noErr	(0)	No error
paramErr	(-50)	Illegal parameter