

PictureHeader structure

```
#include <Quickdraw.h>
```

	<u>Size</u>	<u>Offset</u>	<u>Description</u>
<u>short</u> version;	2	0	set to -2
<u>short</u> reserved1;	2	2	reserved for future use
<u>Fixed</u> hRes;	4	4	best horizontal resolution
<u>Fixed</u> vRes;	4	8	best vertical resolution
<u>Rect</u> srcRect;	8	12	source rectangle for best display at hRes, vRes resolution
<u>long</u> reserved 2;	4	20	reserved for future use
} PictureHeader ;	24		