

TestDeviceAttribute Check whether or not an attribute is set

#include <Quickdraw.h>

Graphics Devices

<u>Boolean</u>	TestDeviceAttribute (<i>curDevice</i> , <i>attribute</i>);
<u>GDHandle</u>	<i>curDevice</i> ; Handle to a <u>GDevice</u> record structure
<u>short</u>	<i>attribute</i> ; <u>gdDevType</u> , <u>ramInit</u> , <u>mainScreen</u> , <u>allInit</u> , <u>screenDevice</u> , <u>noDriver</u> , <u>screenActive</u>
	returns Is this a monitor, is it set?

TestDeviceAttribute returns an indication as to what kind of gDevice you have and whether or not it is set.

curDevice is the handle that leads to the device being tested in the gDevice record.

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

Returns: a Boolean value indicating the status of a particular attribute. It is one of:

<u>FALSE</u>	Not set
<u>TRUE</u>	Attribute set

Notes: Scanning through a device list, **TestDeviceAttribute** tells you if your device is a display and if it's active. It does not necessarily tell if the monitor is turned on, or if there is a monitor attached to the card.