CGrafPort   structure

#include <Quickdraw.h>

typedef struct **CGrafPort**{

		Size	Offset	Description
short	device;	2	0	Device-specific info; 0=screen
PixMapHandle	portPixMap;	4	2	port's pixel map
short	portVersion;	2	6	High bits set
Handle	grafVars;	4	8	Handle to additional fields
short	chExtra;	2	12	Widen text and numeric characters, see **TextSize**
short	pnLocHFrac;	2	14	Fractional horizontal pen position
Rect	portRect;	8	16	Writeable interior, for more information
RgnHandle	visRgn;	4	24	Portion not covered by other windows
RgnHandle	clipRgn;	4	28	User-definable clipping region, see **SetClip**
PixPatHandle	bkPixPat;	4	32	Color background pattern see **BackPat**
RGBColor	rgbFgColor;	6	36	requested foreground color see **MakeRGBPat**
RGBColor	rgbBkColor;	6	42	requested background color see **MakeRGBPat**
Point	pnLoc;	4	48	Pen location in local coords see **MoveTo**
Point	pnSize;	4	52	.v=height, .h=width of pen see **PenSize**
short	pnMode;	2	56	see **PenMode**
PixPatHandle	pnPixPat;	4	58	Color pen pattern used in drawing, see **PenPat**
Pattern	fillPixPat;	4	62	Color fill pattern
short	pnVis;	2	66	If <0, pen is invisible
short	txFont;	2	68	Font; 0=system, 1=application see **TextFont**
Style	txFace;	1	70	Text style; see **TextFace**
char	**filler**;	1	71	
short	txMode;	2	72	Transfer Mode
short	txSize;	2	74	Text size in points
Fixed	spExtra;	4	76	Spacing for full justification
long	fgColor;	4	80	Old-model color for foreground see **ForeColor**
long	bkColor;	4	84	Old-model color for background, see **BackColor**
short	colrBit;	2	86	Old-model color plane
short	patStretch;	2	88	Used internally; printer aspect ratio adjustment
Handle	picSave;	4	92	PicHandle if pict being saved.
Handle	rgnSave;	4	96	RgnHandle if region is being saved.
Handle	polySave;	4	100	PolyHandle if polygon being saved.
CQDProcsPtr	grafProcs;	4	104	Addr of struct with addresses of custom routines

} **CGrafPort**;   108

typedef CGrafPort ***CGrafPtr**;
typedef CGrafPtr **GWorldPtr**;

Notes: The CGrafPort structure is used indirectly in virtually every Color
Quickdraw, Window Manager, Dialog Manager, etc. function.   A CGrafPtr is
used directly in calls to:

InitCPort   CloseCPort

Calls to **NewCWindow** (**GetNewCWindow**) and **NewCDialog**
(**GetNewDialog**) et al., allocate and initialize a CGrafPort as part of a
CWindowRecord.

The Quickdraw variable thePort is a pointer to the current active
CGrafPort.

A NIL (0) value in picSave, rgnSave, or polySave indicates that no picture
(or region or polygon) recording is currently taking place. A NIL value in
cGrafProcs indicates that the standard routines will handle all Quickdraw
functions.