PlotCIconHandle Display an icon image with System 7 icon resource types

#include <Icons.h> **Finder Interface**

```
OSErr     PlotCIconHandle(theRect, align, transform , theResID);
Rect      *theRect ;      rectangle to draw in, in local coordinates
short     alignment ;     icon alignment type
short     transform;      icon transform type
short     theCIconH;      color icon handle.
```

PlotCIconHandle plots an icon image in the current GrafPort at local coordinates specified by a rectangle.

theRect is the address of an 8-byte Rect structure, expressed in local coordinates.

alignment alignment method used in case the icon does not exactly fit the rectangle give. See the Notes section below.

transform desired appearance of the icon on the screen. See the Notes section belwo

theCIconH handle to a standard QuickDraw color icon. Use **GetCIcon** to load a color icon. Don't forget to dispose of it when you are done with **DisposCIcon** (sometimes they can take up quite a bit of memory).

Returns: error code

Notes: **PlotCIconHandle** takes a parameter which specifies the aligment of the icon in the destination rectangle. Most icons do not fully fill their rectangle, and it is sometimes necessary to draw the icon relative to other data (like menu text). For this reason, you can specify one of these standard alignment values for the *alignment* parameter. You can add a vertical alignment to a horizontal alignment to create a composite alignment value.

atNone
atVerticalCenter
atTop
atBottom
atHorizontalCenter
atLeft
atRight

The *transform* parameter specifies the mode or "transform" in which the icon should be drawn. Transforms are analogous to certain Finder states for the icons. For example the transform that you would use to show an icon of a disk that has been ejected is ttOffline. The following transforms are available.

ttNone
ttDisabled
ttOffline
ttOpen
ttSelected

ttSelectedDisabled
ttSelectedOffline
ttSelectedOpen

Note that the ttSelected transform can be added to any of the other transform types.

Macintosh Technote #306 states that the actual appearance of the icon drawn by each transform type may vary with future system software, so you should always try to use the transform type that best fits the state it represents in your application.

Additional transform types exist for displaying the icon of a file inside your application that use the Finder's label colors to color the icon. To determine the proper lable for a file's icon, you can check bits 1-3 of the fdFlags in the file's Finder Info (obtained using **GetFInfo** or **PBGetFInfo**). The bits contain a number from 0 to 7. Simply add the corresponding ttLabel value to the transform that you pass to **PlotCIconHandle**. The label values are

ttLabel0	ttLabel4
ttLabel1	ttLabel5
ttLabel2	ttLabel6
ttLabel3	ttLabel7

PlotCIconHandle chooses the appropriate icon based primarily on size; once the proper icon size is determined (based on the destination rectangle), the present member of that size with the deepest bit depth that the current device can use is selected. A size category is considered present if the black and white member (with mask) wis present, 'ICN#', 'ics#', or 'icm#'. **PlotCIconHandle** can be used for both picture accumulation and printing.

This routine is not currently documented in MPW header files (hence, it is not in any THINK C or THINK Pascal header file either). The information given above comes from Macintosh Technical Note #306. This tech. note also gives the inline glue for the call as follows:

```
pascal OSErr PlotCIconHandle (Rect * theRect, short alignment,
        short transform, CIconHandle theResID)
        = {0x303C, 0x061F, 0xABC9};
```