

## CQDProcs structure

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

typedef struct <b>CQDProcs</b> {		<u>Size</u>	<u>Offset</u>	<u>Description</u>
<u>Ptr</u>	textProc;	4	0	Addr of text-drawing proc <b><u>StdText</u></b>
<u>Ptr</u>	lineProc;	4	4	Addr of line-drawing proc <b><u>StdLine</u></b>
<u>Ptr</u>	rectProc;	4	8	Addr of rectangle-drawing proc <b><u>StdRect</u></b>
<u>Ptr</u>	rRectProc;	4	12	Addr of roundRect-draw proc <b><u>StdRRect</u></b>
<u>Ptr</u>	ovalProc;	4	16	Addr of oval/circle-draw proc <b><u>StdOval</u></b>
<u>Ptr</u>	arcProc;	4	20	Addr of arc-drawing proc <b><u>StdArc</u></b>
<u>Ptr</u>	polyProc;	4	24	Addr of polygon-drawing proc <b><u>StdPoly</u></b>
<u>Ptr</u>	rgnProc;	4	28	Addr of region-drawing proc <b><u>StdRgn</u></b>
<u>Ptr</u>	bitsProc;	4	32	Addr of bit transfer proc <b><u>StdBits</u></b>
<u>Ptr</u>	commentProc;	4	36	Addr pict comment handler <b><u>StdComment</u></b>
<u>Ptr</u>	txMeasProc;	4	40	Addr of text width measurer <b><u>StdTxMeas</u></b>
<u>Ptr</u>	getPicProc;	4	44	Addr of picture retrieval proc <b><u>StdGetPic</u></b>
<u>Ptr</u>	putPicProc;	4	48	Addr of picture saving proc <b><u>StdPutPic</u></b>
<u>Ptr</u>	opcodeProc;	4	52	New fields all reserved for future expansion
<u>Ptr</u>	newProc 1;	4	54	reserved
<u>Ptr</u>	newProc 2;	4	56	reserved
<u>Ptr</u>	newProc 3;	4	58	reserved
<u>Ptr</u>	tnewProc4;	4	60	reserved
<u>Ptr</u>	newProc 5;	4	62	reserved
<u>Ptr</u>	newProc 6;	4	64	reserved
} <b>CQDProcs</b> ;		68		

```
typedef CQDProcs * CQDProcsPtr ;
```

```
typedef char * CQDPtr ;            same as Ptr; address of a Byte
```

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Notes: The CQDProcs structure completely replaces the QDProcs structure for Color QuickDraw. Do not use the **SetStdProcs** routine in a CGrafPort since that will return a QDProcs record (one without a stdOpcodeProc) and your system will likely crash when you bring up a color picture.

The last seven fields are new. The rest are the same as a **QDProcs** record.