GetPort   Find which GrafPort is currently active

#include <Quickdraw.h>   **Quickdraw**

void   **GetPort(** *curPort* **)** ;
GrafPtr   *****savePort* ;   receives pointer to current active GrafPort

    GetPort copies a pointer to the current active GrafPort into a local variable.

      savePort is the address of a GrafPtr. Upon return, it will contain a copy of
          the global variable thePort (i.e., a pointer to the current active
          GrafPort).

    Returns: none

Notes: **GetPort** is often used to save the value of the current GrafPort before
        activating a different one. See **SetPort** for an example.

        You may prefer to access the global variable thePort directly:

        GetPort(&savePort);

          ... is synonymous with ...

        savePort = thePort;