GetGWorldDevice   Get a handle to the device attached to the offscreen world

#include <QDOffscreen.h>   **Graphics Devices**

GDHandle   **GetGWorldDevice(** *offscreenGWorld* **)**;
GWorldPtr   *offscreenGWorld* ;   offscreen GWorld

            returns   handle to device attached to offscreen world

GetGWorldDevice returns a handle to the device attached to the offscreen
world specified by the offscreenGWorld parameter. This device is generally the
offscreen device created by **NewGWorld**. If offscreenGWorld was created with
the noNewDevice flag set, the attached device is one of the screen devices or the
device was passed to **NewGWorld** or **UpdateGWorld**.

If the offscreenGWorld parameter points to a regular GrafPort or CGrafPort,
GetGWorldDevice returns the current device.