

**GetNextDevice**                      Allocate new gDevice structure

#include <Quickdraw.h>

**Graphics Devices**

```
GDHandle        GetNextDevice( gdh );  
GDHandle        gdh ;                      Handle to gDevice  
                  returns        a handle leading to the next device in the list
```

**GetNextDevice** provide the location of the next gDevice and returns a NIL if the list doesn't have any more devices. It is often used with **GetDeviceList** and **TestDeviceAttribute** to determine the system's screen setup.

*gdh* is the handle to the next handle.

**Returns:** a GDHandle; a handle leading to the next device on the list, returns a NIL if the request fails.