

**SetPortPix** Replaces a portPixMap of the active CGrafPort with a handle

#include <Quickdraw.h>

**Color Quickdraw**

void **SetPortPix**( *pm* );  
PixMapHandle *newPixMap* ; handle to a portPixMap structure

**SetPortPix** replaces the portPixMap field of the active CGrafPort with a new value, effectively changing the entire contents of the port.

**Returns:** none

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Notes: This is the Color Quickdraw equivalent of the **SetPortBits** procedure that QuickDraw uses on GrafPorts. **SetPortPix** cannot be used at all on old-style GrafPorts. Conversely, a **SetPortBits** call used in conjunction with a cGrafPort, will likewise yield nothing.

Like its predecessor, **SetPortPix** is useful for performing off-screen drawing. For instance, you can use a series of Color Quickdraw calls to create an image in an off-screen memory buffer, then use **CopyBits** to copy the bit-mapped image into the normal screen.