



#15: Offscreen

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Versions:	1.00	April 1989
Components:	Offscreen.p Offscreen.incl.p	April 1, 1989 April 1, 1989

These routines provide a high-level interface to the QuickDraw and Color Manager routines which allow the creation and manipulation of off-screen bitmaps and pixel maps. They are designed to run on any machine with 128K or later ROMs (sorry 64K ROM fans).

Note that the design incorporates the idea that you can go along pretending there is an off-screen buffer, even when one could not be allocated, and the calls will do nothing.