Macintosh
Sample Code Notes

Developer Technical Support

#16:   OffSample

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Versions:	1.00	April 1989
Components:	`OffSample.p`	April 1, 1989
	`OffSample.r`	April 1, 1989
	`OffSample.h`	April 1, 1989
	`POffSample.make`	April 1, 1989
Required:	`Offscreen.p`	April 1, 1989
	`Offscreen.incl.p`	April 1, 1989
	`UFailure.p`	November 1, 1988
	`UFailure.incl.p`	November 1, 1988
	`UFailure.a`	November 1, 1988

OffSample demonstrates the usage of the Offscreen unit. It shows how to use off-screen bitmaps and pixel maps to produce flicker-free updating with a minimum of code restructuring. OffSample attempts to reduce the amount of "knowledge" it has of the off-screen structure so as to minimize its dependence upon that unit.

OffSample emphasizes using the Offscreen unit; it is not intended to be viewed as a complete application on which to base some larger effort. Instead, its method of using off-screen bitmaps and pixel maps should be studied and adapted to other applications that desire features like flicker-free updating.