

# Technical Note TN1034

## Inside Macintosh: QuickDraw GX Graphics Errata

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This Technical Note discusses known errors and omissions in *Inside Macintosh: QuickDraw GX Graphics* .

### Important for all Apple Printing and Graphics Developers:

The information in this Technote is still relevant up to and including [Mac OS 7.6](#) with QuickDraw GX 1.1.5. Beginning with the release of Mac OS 8.0, however, Apple plans to deliver a system which incorporates QuickDraw GX graphics and typography **only**. QuickDraw GX printer drivers and GX printing extensions will **not** be supported in Mac OS 8.0 or in future Mac OS releases. Apple's goal is to simplify the user experience of printing by unifying the Macintosh graphic and printing architectures and standardizing on the classic Printing Manager.

For details on Apple's official announcement, refer to [</technotes/gxchange.html>](/technotes/gxchange.html)

Correction to Other Functions Applicable to Geometric Shapes section, February 1996

Correction to Index:  
GXGetShapeStyleAttributes Entry, February 1996

Updated: [Feb 1 1996]

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## Chapter 2 - Geometric Shapes

### Correction to Other Functions Applicable to Geometric Shapes section, p. 2-1032

The last two paragraphs have incorrect *Inside Macintosh* references. The paragraphs reading:

You may apply any of the shape-based functions described in the chapter "Ink Objects" in *Inside Macintosh: QuickDraw GX Typography* to geometric shapes. These functions include `GXSetShapeColor`, `GXSetShapeTransfer`, `GXSetShapeInkAttributes`, and so on.

You may apply any of the shape-based functions described in the chapter "Transform Objects" in *Inside Macintosh: QuickDraw GX Typography* to geometric shapes. These functions include `GXSetShapeClip`, `GXSetShapeMapping`, `GXSetShapeHitTest`, and so on.

should read:

You may apply any of the shape-based functions described in the chapter "Ink Objects" in *Inside Macintosh: QuickDraw GX Objects* to geometric shapes. These functions include `GXSetShapeColor`, `GXSetShapeTransfer`, `GXSetShapeInkAttributes`, and so on.

You may apply any of the shape-based functions described in the chapter "Transform Objects" in *Inside Macintosh: QuickDraw GX Objects* to geometric shapes. These functions include `GXSetShapeClip`, `GXSetShapeMapping`, `GXSetShapeHitTest`, and so on.

## Index

### Correction to GXGetShapeStyleAttributes function Entry Page IN-42

The index should reference page 3-112 as the reference.

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