

## Chapter 19 QuickDraw II

Quickdraw has had two changes made to it so that it will now function faster. We have improved the low level pattern drawing routines so that objects drawn faster. We have also added support for 16x8 patterns in 640 mode.

Since quickdraw must be passed 32 bytes for a pattern, and 640 mode only used to use 16 bytes of them, we decided to allow larger pattern definitions in 640 mode to take advantage of all 32 bytes. To utilize the larger pattern sizes in 640 mode, set the high bit of the ArcRot word in the grafport, quickdraw will then use all 32 bits of the passed pattern. Since openPort and InitPort clear this bit, existing applications should not have any behavior changes.

