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QuickDraw: How It Does Pattern Alignment

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TOPIC -----

I need to know how QuickDraw aligns its patterns when it's drawing them. I'm using off-screen bitmaps to get patterns that always start in the same place, but a less memory-intensive solution would be nice. Is there a way to do this?

DISCUSSION -----

QuickDraw aligns patterns relative to the origin of the current GrafPort, which is usually a window. The origin of a window is the upper lefthand corner of the window. This causes a pattern to "shift" within a pattern-filled rectangle if that rectangle is placed in different locations within a window. The method of drawing a filled shape in an off-screen bitmap and then placing it in the current window is an acceptable method for forcing a pattern's placement within that filled shape.

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