

# QuickDraw GX Debugging

---

## Contents

About QuickDraw GX Debugging	4-3
Debugging Version of QuickDraw GX	4-5
QuickDraw GX Errors, Warnings, and Notices	4-5
Application-Defined Error, Warning, and Notice Handlers	4-5
The Drawing Error Function	4-6
Validation Functions	4-6
MacBug and GraphicsBug	4-7
Using QuickDraw GX Debugging	4-8
Analyzing Drawing Problems	4-8
Using Validation Functions	4-15
Controlling Validation	4-15
Validating Objects	4-20
Analyzing the Cause of Validation Errors	4-21
Distinguishing Between Application Bugs and QuickDraw GX Bugs	4-22
Detecting Corrupted Objects	4-22
Debugging With GraphicsBug	4-23
Analyzing a Picture Shape	4-25
QuickDraw GX Debugging Reference	4-28
Constants and Data Types	4-28
Drawing Errors	4-29
Validation Levels	4-31
Functions	4-33
Obtaining Drawing Errors	4-33
GXGetShapeDrawError	4-33
Setting and Getting Validation Options and Errors	4-34
GXSetValidation	4-34
GXGetValidation	4-35
GXGetValidationError	4-35
Validating Objects	4-36

GXValidateShape	4-36
GXValidateStyle	4-36
GXValidateInk	4-37
GXValidateTransform	4-38
GXValidateColorSet	4-38
GXValidateColorProfile	4-39
GXValidateTag	4-39
GXValidateViewDevice	4-40
GXValidateViewPort	4-40
GXValidateViewGroup	4-41
GXValidateGraphicsClient	4-42
GXValidateAll	4-43
Summary of QuickDraw GX Debugging	4-44
Constants and Data Types	4-44
Functions	4-47