







1).









Allows a window's graphics state object to be used as a source of sample data. dict must be an im only those keys listed in the following table are significant:















1. The framebuffer transfer describes the relationship between the framebuffer values of the display and the values produced to drive the monitor.

The initial four operands define the transfer procedures: Monochrome devices use grayproc (but some color devices use the others). The procedures must be allocated in shared virtual memory. In addition, the system assumes that the framebuffer values are directly proportional to screen brightness. This is important for dithering, compositing, and similar calculations.

The default transfer for NeXT Color Displays is









