

**NAME**

tclgd\_newGDObjectAttach – Attach an existing GD image pointer to a new tclgd object command

**SYNOPSIS**

**tclgd\_newGDObjectAttach** (Tcl\_Interp \*interp, char \*name, gdImagePtr im);

**DESCRIPTION**

*tclgd\_newGDObjectAttach* takes a Tcl interpreter, a command name, and a *gdImagePtr* pointing to a gd "graphics draw" library image buffer and creates a new tclgd object command to access it.

It is the responsibility of the caller to destroy the *gdImagePtr* when done with it -- tclgd will not destroy the buffer if or when the newly created command is deleted.

**SEE ALSO**

tclgd