

NAME

paperinit, paperdone – begin and end using the paper library

SYNOPSIS

```
#include <paper.h>
```

```
void paperinit(void)
```

```
void paperdone(void)
```

DESCRIPTION

paperinit() initializes the paper library, allocating any resources that are necessary for its use. This function must be called before any other function of the paper library is used.

paperdone() frees any resources that were allocated for the paper library. No function of the library should be called after a call to this function.

SEE ALSO

defaultpapername(3), **paperinfo(3)**

papersize(5)