

PAPERINIT(3)

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**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)**

