

Rect Object Type

Rect accepts numeric pixel values to describe how far to extend a rectangular area. These values are added to the original area's size to expand it.

Example

```
{
  bottom: 20,
  left: null,
  right: undefined,
  top: 50
}
```

Keys and values

bottom

TYPE	REQUIRED
number, null, undefined	No

left

TYPE	REQUIRED
number, null, undefined	No

right

TYPE	REQUIRED
number, null, undefined	No


top

TYPE	REQUIRED
number, null, undefined	No

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