

**EqualPt**

Check if two points are identical

#include &lt;Quickdraw.h&gt;

**Quickdraw**

<u>Boolean</u>	<b>EqualPt</b> ( <i>point1</i> , <i>point2</i> );	
<u>Point</u>	<i>point1</i> ;	points to . . .
<u>Point</u>	<i>point2</i> ;	. . . compare
	<b>returns</b>	Are the points identical?

**EqualPt** compares the coordinates of two points and returns an indication whether they are identical. This function is used if you have no need whatsoever of execution speed.

*point1* and . . .  
*point2* are 4-byte Point structures.

**Returns:** a Boolean indicating whether the points are identical. It is one of:

FALSE Not the same

TRUE Exactly the same

Notes: **EqualPt** can be used to make your code more readable. The sequence:

```
if (EqualPt( point1, point2 ) {
    ... they are equal ...
}
```

is functionally equivalent to:

```
if ( (pt1.h == pt2.h) && (pt1.v==pt2.v) ) {    /* compare shorts twice
*/
    ... they are equal ...
}
```

or the more efficient:

```
if ( *(long *)&pt1 == *(long *)&pt2) {        /* compare longs once */
    ... they are equal ...
}
```