

Pt2Rect

Find smallest rectangle enclosing two points

#include <Quickdraw.h>

Quickdraw

```
void      Pt2Rect(pt1, pt2, resultRect );  
Point    pt1 ;           any two . . .  
Point    pt2 ;           . . . points  
Rect     *resultRect ;   receives coordinates of enclosing rectangle
```

Pt2Rect determines the coordinates of the smallest rectangle that will enclose the pixels represented by two points.

pt1 and . . .
pt2 are any two 4-byte Point structures.

resultRect is the address of an 8-byte Rect structure. Upon return it will contain the coordinates of a rectangle that encloses *pt1* and *pt2* .

Returns: none

Notes: If *pt1* or *pt2* have the same horizontal or vertical coordinate *resultRect* is set to the empty rectangle (0,0)(0,0).

The points may be in any order. The points are stored into the correct part of the Rect structure; i.e., the highest vertical coordinate of either point is stored as *resultRect.top*, and so forth.