PtToAngle Obtain angle between point and rectangle center

#include <Quickdraw.h> **Quickdraw**

```
void    PtToAngle(theRect, thePt, angle );
Rect    *theRect ;      rectangle of interest
Point   thePt ;         point, inside or outside of the rectangle
short   *angle ;        receives angle measurement; 0-359
```

PtToAngle determines an angular measure between the vertical center of a rectangle and a specified point.

theRect is the address of an 8-byte Rect structure.

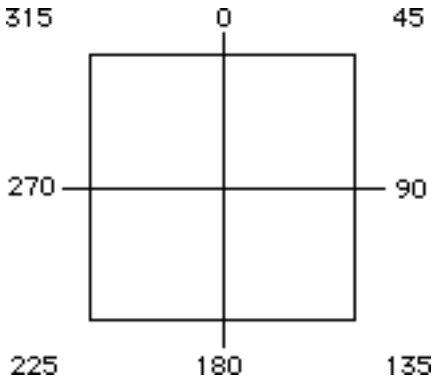
thePt is a point, in the same coordinate system as *theRect* .

angle is the address of an integer. Upon return, it will contain an angle measured from a line extending from the center of *theRect* to the middle of its top line. See the diagram, below.

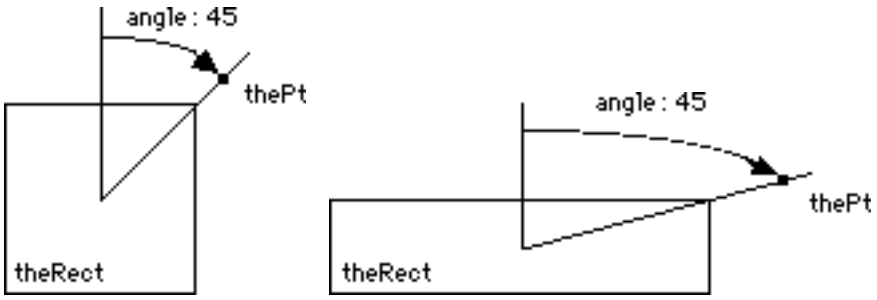
Returns: none

Notes: This can be used to obtain an angle value for use in any of the arc paint and fill functions that require an angle parameter.

The *angle* is not a true mathematical angle in circular degrees; as with arc and wedge functions, all angles are based on the corners of a rectangle as shown:



Thus, the angles are distorted to match the shape of the rectangle. For instance:



In the figures, both "angles" are 45°, even though the one on the right is

obviously less acute.