PtInRect Find if a point is enclosed by a rectangle

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

```
Boolean     PtInRect(thePoint, theRect );
Point       thePoint;       point of interest
Rect        *theRect ;      rectangle to query
            returns         Is thePoint  inside of theRect ?
```

PtInRect returns TRUE if a specified point (actually the pixel below and to the right of the point) is enclosed by a specified rectangle.

thePoint is any point on the coordinate plane, in either local or global coordinates.

theRect is the address of a rectangle structure, using the same coordinate system as *thePoint* .

Returns: a Boolean value indicating whether or not *thePoint* is enclosed by *theRect* . It is one of:

FALSE	Not enclosed
TRUE	Is enclosed.

Notes: If *thePoint* is on the bottom or rightmost border of *theRect*, this function returns FALSE, since the mathematical border of the rectangle is infinitely thin and thus, is not part of the pixels enclosed by the rectangle.

If you use this function often in time-critical code, you may wish to avoid the trap overhead and use a series of integer comparisons instead; e.g.:

```
if ( (p.h > r.top) && (p.h < r.bottom)
    && (p.v > r.left) && (p.v < r.right) ) . . .
```

Use **PinRect** to move a point from outside to inside a rectangle.