

SetPt Pack horizontal and vertical coordinates into Point

#include <Quickdraw.h>

Quickdraw

```
void      SetPt(thePoint, horiz, vert );  
Point    *thePoint ;      address of point to set  
short    horiz ;          horizontal coordinate  
short    vert ;           vertical coordinate
```

SetPt stores two coordinate values into a Point structure.

thePoint is the address of a 4-byte Point structure. Upon return, it will contain the coordinates specified by *horiz* and *vert*.

horiz and . . .

vert are coordinate values, ranging from -32767 to 32767. Negative values are upward and toward the left; positive values are downward and toward the right.

Returns: none

Notes: **SetPt** is functionally equivalent to the faster:

```
thePoint->h = horiz;  
thePoint->v = vert;
```