PtInRgn   Check if a specified pixel is enclosed by a region

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

Boolean	**PtInRgn(** *thePt*, *theRgn* **);**	
Point	*thePt* ;	point identifying the pixel in question
RgnHandle	*theRgn* ;	handle of a region
	returns	Is *thePt* inside of *theRgn* ?

PtInRgn returns an indication of whether or not a point (actually, the pixel below and to the right of a mathematical coordinate) is enclosed by the outline of a region.

thePt is a Point, expressed in local or global coordinates.

theRgn is the handle of a region, in the same coordinate system as *thePt*.

Returns: a Boolean value indicating whether the point is inside of the region. It is one of:

FALSE   Not in the region

TRUE   In the region

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Notes: This is useful in determining if a mouse-down event has occurred while the cursor was positioned in the area of a region. Note that since the EventRecord.where field is expressed in global coordinates, so you may need to convert as follows:

```
GetNextEvent( everyEvent, &theEvent );
    .
    :
GlobalToLocal( &theEvent.where );
if (PtInRgn( theEvent.where, theRgn ) {
    ... /* yes, it was in that region */ ...
}
```