

OffsetRect

Move a rectangle horizontally and vertically

#include <Quickdraw.h>

Quickdraw

```
void      OffsetRect(theRect, distHoriz, distVert );  
Rect      *theRect ;      address of 8-byte Rect structure  
short      distHoriz ;      desired horizontal motion  
short      distVert ;      desired vertical motion
```

OffsetRect modifies a the contents of a rectangle structure by adjusting its horizontal and vertical coordinates a specified distance.

theRect is the address of an 8-byte Rect structure. Upon return, its four fields have been modified by the amounts specified by *distHoriz* and *distVert*.

distHoriz specifies the desired horizontal movement. Positive values move the rectangle toward the right; negative values toward the left.

distVert specifies the desired vertical movement. Positive values move the rectangle toward the bottom; negative values toward the top.

Returns: none

Notes: This function provides a simple way to adjust the coordinates of a rectangle by adding offsets to all of its fields. It is functionally equivalent to:

```
theRect.left += distHoriz;  
theRect.top += distVert;  
theRect.right += distHoriz;  
theRect.bottom += distVert;
```

The screen display is not changed; only the fields of the specified Rect structure are modified.