MoveTo   Set pen location without drawing

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

```
void           MoveTo( horiz, vert );
short          horiz ;              desired horizontal position
short          vert ;              desired vertical position
```

    MoveTo moves the pen to the specified location, in local coordinates. This does no drawing.

        horiz and . . .
         vert are a location in local coordinates of the current <u>GrafPort</u>.

    Returns: none

Notes: The pen is repositioned at the selected point without performing any drawing. The position is "absolute" as it relates to the origin of the current <u>GrafPort</u>. Use **Move** to move the pen to a position relative to its current position.

Use **Line** or **LineTo** to draw a line as the pen is moved.