OffsetRgn   Move a region a specified distance

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

void	**OffsetRgn(***theRgn*, *distHoriz*, *distVert* **)** ;	
RgnHandle	*theRgn* ;	region to move
short	*distHoriz* ;	>0 to move right; <0 to move left
short	*distVert* ;	>0 to move down; <0 to move up

   OffsetRgn adjusts coordinates of a region, moving it a specified distance in the coordinate plane. The region retains its size and shape.

     theRgn is the handle of an existing region.

    distHoriz is the distance, in pixels, to move the region horizontally. Positive values move to the right; negative to the left.

     distVert is the distance, in pixels, to move the region vertically. Positive values move down; negative move up.

   Returns: none

_____

Notes: This repositions the region, relative to its current coordinates in the coordinate plane. Most coordinates in the region are stored relative to the region's enclosing rectangle so, normally, only the coordinates of theRgn. rgnBBox are changed by this call.

    You can use this call in translating a region's position between two different coordinate systems (see **GlobalToLocal**).