

InsetRect Shrink or expand a rectangle

#include <Quickdraw.h>

Quickdraw

```
void      InsetRect(theRect, distHoriz, distVert );
Rect      *theRect ;      address of 8-byte Rect structure
short     distHoriz ;      amount to inset (>0) or expand (<0) width
short     distVert ;      amount to inset or expand height
```

InsetRect expands or shrinks a rectangle by adjusting the horizontal and vertical coordinates by the 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 shrinkage or expansion. Positive values shrink the rectangle toward its center; negative values expand away from its center.

distVert specifies the desired vertical shrinkage or expansion. Positive values shrink the rectangle toward its center; negative values expand away from its center.

Returns: none

Notes: **InsetRect** provides a simple way to adjust the coordinates of a rectangle to expand or shrink it uniformly in all directions, toward or away from its center. If, after the call, the height or width of the resulting rectangle is less than 0, then *theRect* is set to the empty rectangle (0,0)(0,0).

This call changes the rectangle's width by ($2 * distHoriz$) and changes its height by ($2 * distVert$). It is functionally equivalent to:

```
theRect.left -= distHoriz;
theRect.top  -= distVert;
theRect.right -= distHoriz;
theRect.bottom -= distVert;
if ( EmptyRect( &theRect ) ) /* if width or height < 0 */
    SetRect( &theRect, 0,0,0,0 );
```

As with **OffsetRect**, this has no effect on the screen.