

**RectInIconSuite**

Hit test a rectangle against indicated icon

#include &lt;Icons.h&gt;

**Finder Interface**

<u>Boolean</u>	<b>RectInIconSuite</b> ( <i>testRect</i> , <i>iconRect</i> , <i>alignment</i> , <i>iconSuite</i> );
<u>Rect</u>	* <i>testRect</i> ;      rectangle to test
<u>Rect</u>	* <i>iconRect</i> ;      rect in which icon was last drawn
<u>short</u>	<i>alignment</i> ;      alignment with which icon was last drawn
<u>Handle</u>	<i>iconSuite</i> ;      handle to <u>icon family</u>
	<b>returns</b> <u>Boolean</u> ; <u>TRUE</u> = <i>testRect</i> intersects icon

**RectInIconSuite** returns TRUE if *testRect* intersects the icon mask of the appropriate member of *iconSuite*. *iconRect*, *alignment*, and the current GrafPort should be the same as when the icon was last drawn.

---

Notes: This routine is not currently documented in MPW header files (hence, it is not in any THINK C or THINK Pascal header file either). The information given above comes from Macintosh Technical Note #306. This tech. note also gives the inline glue for the call as follows:

```
pascal Boolean RectInIconSuite (const Rect *testRect,  
                                const Rect *iconRect, short alignment, short iconSuite)  
    = {0x303C, 0x0711, 0xABC9};
```