

**EmptyRect**

Determine if a rectangle is empty

#include <Quickdraw.h>Quickdraw

Boolean      **EmptyRect**( *theRect* );  
Rect          \**theRect* ;      rectangle to test  
                 **returns**      Is *theRect* empty?

**EmptyRect** tests to see if a rectangle is empty; i.e., if the bottom border is less than or equal to the top, or the right border is less than or equal to the left.

*theRect* is the address of an 8-byte Rect structure.

**Returns:** a Boolean indicating whether the rectangle is empty. It is one of:

FALSE Not empty; encloses at least one pixel

TRUE Empty

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Notes: This is functionally equivalent to the following equality test:

( (theRect.bottom <= theRect.top) || (theRect.right <= theRect.left) )

When a Toolbox function returns "the empty rectangle", it returns a rectangle with borders (0,0)(0,0). However, in this function, the meaning is broader, including all rectangles not enclosing any pixels.