UnionRect Find smallest rectangle enclosing two rectangles

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

```
void    UnionRect(rect1, rect2, resultRect );
Rect    *rect1 ;      addresses of two Rect ...
Rect    *rect2 ;      ... structures to find union
Rect    *resultRect ; receives union rectangle
```

UnionRect finds the smallest rectangle that will enclose two specified rectangles.

rect1 and . . .
rect2 are the addresses of two 8-byte Rect structures. They should use the same coordinate system.

resultRect is the address of a third Rect structure. Upon return, it will contain the coordinates of a rectangle that encloses both *rect1* and *rect2* .

Returns: none

Notes: The *resultRect* will define the minimum rectangle. It basically copies the topLeft coordinate of the highest, leftmost rectangle and the bottomRight coordinate of the lowest, rightmost rectangle. In the figures, the dotted-line rectangles represent the union of the two interior rectangles:

It is OK to specify *resultRect* as the same rectangle as either of *rect1* or *rect2* . For instance, the following code would find the union of rectangles A and B, and store its coordinates into rectangle A, overwriting the original value:

```
UnionRect( &rA, &rB, &rA );
```