GetPixel Find whether a specified pixel is black or white

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

```
Boolean     GetPixel(horiz, vert );
short       horiz ;      horizontal position, in local coordinates
short       vert ;       vertical coordinate
            returns      Is the point black?
```

GetPixel returns an indication of whether a pixel associated with a coordinate pair is black or white.

horiz and . . .
vert identify the pixel in question (which hangs below and to the right of the specified point). These are expressed in the coordinate system of the current GrafPort.

Returns: a Boolean value. It is one of the following:

FALSE White (by convention, "off")
TRUE Black (other than the foreground color)

Notes: **GetPixel** is not sensitive to the size of the GrafPort's portRect and doesn't check to see if the point is in the visRgn; i.e., if an overlapping window covers the coordinates. Thus, this function may return information about a pixel that is not part of the current GrafPort (though the return value is always correct with respect to the visible screen).

To check whether a point is owned by the current GrafPort, use:

```
Point   thePoint;

thePoint.h=horiz;
thePoint.v=vert;
if ( PtInRgn( thePoint, thePort->visRgn ) ) {
    . . . it's in the region . . .
}
```

Use **FindWindow** to determine which window owns the pixel. Use **GetCPixel** to obtain the RGB of a pixel of a color GrafPort.