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SubPt

Subtract coordinates of one point from another

#include < Quickdraw.h>

Quickdraw

void SubPt(srcPt, destPt);

<u>Point</u> *srcPt*; first coordinate pair

<u>Point</u> * destPt; receives difference of destPt - srcPt

SubPt subtracts the coordinates of one <u>Point</u> from another, storing the result into the second.

srcPt is a 4-byte Point structure. Its low word is the horizontal coordinate and its high word is the vertical coordinate.

destPt is the address of a 4-byte <u>Point</u> structure. Upon return, it will contain the differences: (destPt.h-srcPt.h) and (destPt.v-destPt.v).

Returns: none

Notes: The **SubPt** operation separates the horizontal coordinate from the vertical coordinates before calculating the difference. It is functionally equivalent to:

```
destPt.h -= srcPt.h;
destPt.v -= srcPt.v;
```

Perhaps more useful is **<u>DeltaPoint</u>**, which returns the difference as the return value of the function.