EqualRect   Find if two rectangles are equal

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

Boolean	**EqualRect(**_rect1_, _rect2_ **)**;	
Rect	***** _rect1_ ;	rectangles . . .
Rect	***** _rect2_ ;	. . . to compare
	**returns**	Are the rectangles the same size and position?

EqualRect compares the border coordinates of two rectangles and returns
TRUE if they are identical.   To be considered equal, the rectangles must be the
same size and position and be defined in the same coordinate system.

> _rect1_ and . . .
> _rect2_ are addresses of two rectangles, using the same coordinate system.

Returns: a Boolean value indicating whether or not the two rectangles are
identical. It is one of:

> FALSE   Not the same
> TRUE   Identical

───

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

```
if ( (r1.top==r2.top) && (r1.left==r2.left) &&
     (r1.bottom==r2.bottom) && (r1.right==r2.right) ) {
     ... they are equal ...
}
```

or the more efficient:

```
if ( (*(long *)&r1.top == *(long *)&r2.top) &&        /* top and left */
     (*(long *)&r1.bottom == *(long *)&r2.bottom) ) { /* btm, right*/
     ... they are equal ...
}
```

If the rectangles are expressed in two different coordinate systems, use
GlobalToLocal or **LocalToGlobal** for each corner point to convert
before comparing.