PinRect   Find point on a rectangle's border near point

#include <Windows.h>   **Window Manager**

long	**PinRect(** *theRect*, *thePoint* **)**;	
Rect	***** *theRect* ;	rectangle into which the point is pinned
Point	*thePoint* ;	the Point to pin
	returns	hiword=vertical coord; loword=horiz coord

PinRect returns the coordinates inside a rectangle that most-closely match the coordinates of a specified point. If the point is inside the rectangle, it is returned unchanged. If the point is outside the rectangle, the return value is a position on the border of the rectangle that is closest the point.

  theRect is a pointer to a rectangle.

  thePoint is any point (typically the position of a mouse-down event), in local window coordinates.

  Returns: a 32-bit long integer, defined as two 16-bit words that indicate the coordinates of the point, pinned to the rectangle. The return value may be cast as a Point; it is broken up as follows:

   high word   the vertical coordinate

   low word   the horizontal coordinate

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Notes: After a mouse-down event, you may use **PinRect** to determine if the point is inside *theRect* or to determine the point on the rectangle that is nearest to the mouse.

   This could be used when limiting mouse drawing to a defined area - if the mouse has moved outside of a specified area you can assume that the edge of the area was desired.

   Note that the return value is in the same order as a Point data type, so it may be cast as such for comparisons or for use in functions that need that type of parameter.