AddPt   Add coordinates of two points

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

void	**AddPt(** *srcPt*, *destPt* **) ;**	
Point	*srcPt* ;	first coordinate pair
Point	***** *destPt* ;	second coordinate pair; receives sum

AddPt adds the coordinates of two Points, 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 Point structure. Upon return, it will contain the sums (srcPt.h+destPt.h) and (srcPt.v+destPt.v).

Returns: none

Notes: **AddPt** is functionally equivalent to:

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

Use **SubPt** or **DeltaPoint** to calculate the difference between two Points.