

OffsetPoly

Move a polygon

#include <[Quickdraw.h](#)>**[Quickdraw](#)**

```
void      OffsetPoly(thePoly, distHoriz, distVert );  
PolyHandle thePoly ;      handle leading to Polygon to relocate  
short      distHoriz ;      <0 = towards the left, >0 = to the right  
short      distVert ;      <0 = upward, >0 = downward
```

OffsetPoly modifies a polygon's definition, moving it in any direction on the coordinate plane. Note that this does not have any visible effect on the screen, until such time as the polygon is drawn or filled.

thePoly is a handle leading to a variable-length [Polygon](#) structure. It is typically a value obtained via **[OpenPoly](#)**.

distHoriz specifies the horizontal distance, in pixels, to move the polygon. Positive values move to the right; negative to the left.

distVert specifies the vertical distance, in pixels, to move the polygon. Positive values move downward; negative upward.

Returns: none

Notes: The polygon retains its shape and size. Use **[MapPoly](#)** to shrink or expand the polygon.

This is an especially efficient operation, since it changes only the value in the [polyBBox](#) field of the [Polygon](#) structure; all endpoints that make up the bulk of the data are stored relative to first point.