MapRect Scale and reposition a rectangle

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

```
void    MapRect(theRect, srcRect, destRect );
Rect    *theRect ;      address of rectangle to map; receives result
Rect    *srcRect ;      address of Rect to convert from
Rect    *destRect ;     address of Rect to convert to
```

MapRect maps the corner points of a rectangle, converting them by a size ratio and offset of two other rectangles. Use this to scale or reposition an object that is being moved to a larger or smaller rectangle.

theRect is the address of an 8-byte Rect structure. On entry, it describes a rectangle within *srcRect* that you wish to remap. Upon return, its corner points have been recalculated relative to the size and position of *destRect* .

srcRect and . . .
destRect are the addresses of two 8-byte Rect structures. For typical operations, *theRect* is an element of an object enclosed by *srcRect* . It gets mapped to a similar position within *destRect* .

Returns: none

Notes: Use this function to resize and reposition a rectangle that you wish to expand or shrink as you move it from one rectangular area to another (typically smaller or larger) one.

theRect is expanded or shrunk by the ratio of the sizes of *srcRect* and *destRect*. It is moved to a similarly-located position within *destRect* . This is a purely mathematical operation and has no effect on the screen until *theRect* is subsequently drawn or filled.

This call is functionally equivalent to:

```
MapPt( & topleft(theRect), &srcRect, &destRect );
MapPt( & bottomRight(theRect), &srcRect, &destRect );
```