Move   Move the pen relative to its current location

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

void	**Move(** *distHoriz*, *distVert* **)**;	
short	*distHoriz* ;	distance, in points to move horizontally
short	*distVert* ;	distance, in points to move vertically

Move moves the pen a specified distance from its current location. It does not
perform any drawing.

distHoriz is the distance, in pixels, to move the pen horizontally. Positive
values move to the right; negative to the left.

distVert is the distance, in pixels, to move the pen vertically. Positive
values move down; negative move up.

Returns: none

Notes: **MoveTo** is functionally identical to:

MoveTo(thePort->pnLoc.h**+***distHoriz*, thePort->pnLoc.v**+***distVert*);

This does not do any drawing. Use **Line** or **LineTo** draw as the pen is
moved.