

MapPoly

Scale and reposition a polygon

#include <Quickdraw.h>

Quickdraw

```

void      MapPoly(thePoly, srcRect, destRect );
PolyHandle thePoly ;      handle leading to polygon to be mapped
Rect      *srcRect ;      address of Rect to convert from
Rect      *destRect ;      address of Rect to convert to

```

MapPoly resizes and repositions a polygon, converting its coordinates by the size-ratio and offset of two rectangles. Use this to scale and reposition a polygon.

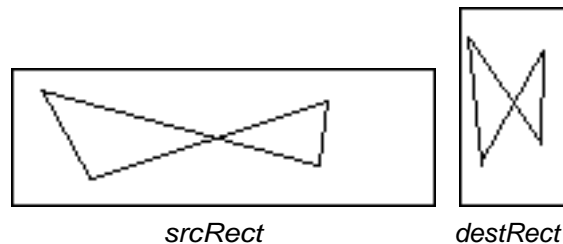
thePoly is a handle leading to a variable-length Polygon structure. On entry, it describes a polygon within *srcRect* that you wish to remap. Upon return, all its vertex coordinates have been recalculated relative to the size and position of *destRect*.

srcRect and . . .

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

Returns: none

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



thePoly 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 unless *thePoly* is subsequently drawn or filled.