IconSuiteToRgn   Create a region from an icon mask

#include <Icons.h>   **Finder Interface**

OSErr   **IconSuiteToRgn (***theRgn, iconRect, alignment, iconSuite* **)** ;
RgnHandle   *theRgn* ;   receives region created from icon mask
Rect   *∗iconRect* ;   rectangle indicating icon to choose
short   *alignment* ;   alignment for icon
Handle   *iconSuite* ;   handle to an icon family
                 returns   Error Code; 0 = no error

  IconSuiteToRgn selects an icon from *iconSuite*, based on *iconRect*, and
  creates a region from the icon mask of that icon. The icon mask is aligned
  according to the *alignment* parameter. The region created is returned in
  theRgn. This allows you to do accurate hit testing and outline dragging of the
  icon in your application. *theRgn* must be allocated before calling
  IconSuiteToRgn.

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  Notes: This routine is not currently documented in MPW header files (hence, it is
           not in any THINK C or THINK Pascal header file either). The information
           given above comes from Macintosh Technical Note #306. This tech. note
           also gives the inline glue for the call as follows:

           pascal OSErr **IconSuiteToRgn (**RgnHandle theRgn, const Rect *iconRect,
                   short alignment, Handle theIconSuite)
                   = {0x303C, 0x0714, 0xABC9};