

PtInIconSuite

Hit test a point against indicated icon

#include <Icons.h>

Finder Interface

<u>Boolean</u>	PtInIconSuite	(<i>testRect</i> , <i>iconRect</i> , <i>alignment</i> , <i>iconSuite</i>);
<u>Point</u>	<i>testPoint</i> ;	point to test
<u>Rect</u>	<i>*iconRect</i> ;	rect in which icon was last drawn
<u>short</u>	<i>alignment</i> ;	alignment with which icon was last drawn
<u>Handle</u>	<i>iconSuite</i> ;	handle to <u>icon family</u>
	returns	<u>Boolean</u> ; <u>TRUE</u> = <i>testRect</i> intersects icon

PtInIconSuite returns TRUE if *testPoint* is in the icon mask of the appropriate member of *iconSuite*. *iconRect*, *alignment*, and the current GrafPort should be the same as when the icon was last drawn.

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 Boolean PtInIconSuite (Point testPoint,
    const Rect *iconRect, short alignment, short iconSuite)
    = {0x303C, 0x070E, 0xABC9};
```