

**MovePortTo**

Change position of top-left corner of portRect

#include &lt;Quickdraw.h&gt;

**Quickdraw**

```
void      MovePortTo(leftGlobal, topGlobal);  
short    leftGlobal;      position for left edge (global coordinates)  
short    topGlobal;       position for top (global coordinates)
```

**MovePortTo** repositions the portRect of the current GrafPort. It is used by the Window Manager to reposition windows.

*leftGlobal* and . . .  
*topGlobal* are the desired coordinates for the top and left fields of the GrafPort's portRect.

**Returns:** none

---

Notes: This changes the position at which subsequent drawing will appear for the active GrafPort. It effectively moves the active area of the GrafPort by adding offsets to all fields of the portRect such that the top-left corner is moved to the global coordinate pair *leftGlobal* , *topGlobal* . The height and width of the portRect remain the same and the local coordinate system is not changed.

As with **PortSize**, this does not affect other fields of the GrafPort; drawing continues to be clipped to the intersection of portRect, visRgn, and clipRgn.

Unlike **SetOrigin**, this has no effect on the local coordinate system. It moves the port to a different part of the BitMap.