RectInRgn Check if a rectangle intersects a region

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

```
Boolean     RectInRgn(theRect, theRgn );
Rect        *theRect ;      address of 8-byte Rect structure
RgnHandle   theRgn ;        handle of the region of interest
            returns         Is any part of theRect inside of theRgn ?
```

RectInRgn returns an indication of whether any pixel enclosed by a specified rectangle intersects with a specified region.

theRect is the address of an 8-byte Rect structure, defined in local or global coordinates.

theRgn is a handle to a region. It should be defined in the same coordinate system as *theRect* .

Returns: a Boolean value indicating whether the rectangle intersects with the region. It is one of:

FALSE	No intersection
TRUE	At least one pixel is in both areas

Notes: Remember that the outlines of *theRect* and *theRgn* are infinitely thin, so just sharing a line or point does not constitute an intersection. This returns TRUE when a pixel (the dot below and to the right of the point coordinates) is enclosed by both areas.

An error in the early ROMs occasionally causes this function to incorrectly return TRUE when the enclosing coordinates overlap (even though they do not share any pixels). You may need to convert the rectangle to a region (**RectRgn**) and intersect the regions (**SectRgn**) to be real sure of the answer here. Later versions of the ROMs work correctly.