

## TKinRect

XFCN

No. 4432

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TKInRect reports true if two rectangle intersect. This is useful in conjunction with TKSquare to see if the rects of objects fall within the rectangle selected with TKSquare. It can also be used in simple games to see if collisions occur between moving objects.

 $\partial$ 

## Examples

```
ÔËget TKinRect(rect of cd btn "Size",rect of fld "Info")
```

```
get TKinRect("0,0,100,100",rect of cd btn "Truck")
```

```

    if TKinRect(bldingRect,planeRect) then doPlaneCrash

```

## Parameters

### Parameter 1 and 2 - Rects

Two rects, literal ("0,0,100,100") or by reference (rect of cd btn "Plane") for testing to see if they intersect (touch anywhere).

## Requirements

ÓÈnone

## Return Values

ÓÊTrue if rectangles intersect, false if they do not.

## Related Topics

ÓÊTKsquare

## More Information

ÔThe real reason this XCMD was created was for the ToolKit™ alignment tools group selection routine. Using TKsquare to "drag" a selection rectangle over several HyperCard™ objects provided a selection RECT. By testing the rect of each object on the card to see if it fell within, or, was even touched (intersected) by the selection RECT allowed me to determine if it was a "selected" object.

ÊÊThis could also be used with the rects of objects in a game to see if collisions occurred.

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