

Re: RECT – Rectangle

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2006-01/msg00508.html>

- *From:* "Colin Neller" <cneller@xxxxxxxx>
 - *Date:* Wed, 4 Jan 2006 14:06:00 -0600
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Nicholas,

Are you sure about this? It seems at first glance that the Rectangle class uses left, top, *width*, *height* while RECT uses left, top, *right*, *bottom*. Also, I think I remember seeing strange behavior when I tried using the Rectangle class (changing to RECT fixed the problem.)

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Colin Neller

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"Nicholas Paldino [.NET/C# MVP]" <mvp@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in message news:%2367yqcWEGHA.1584@xxxxxxxxxxxxxxxxxxxxxxxx

> Mythran,

>

> Yes, you can use the System.Drawing.Rectangle structure in place of the
> RECT structure in interop calls. The structure layout is the same.

>

> Hope this helps.

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> --

> – Nicholas Paldino [.NET/C# MVP]

> – mvp@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

>

> "Mythran" <kip_potter@xxxxxxxxxxxxxxxxxxxxxxxx> wrote in message

> [news:uJ\\$1SIWEGHA.3820@xxxxxxxxxxxxxxxxxxxxxxxx](mailto:news:uJ$1SIWEGHA.3820@xxxxxxxxxxxxxxxxxxxxxxxx)

>>I have a question regarding the RECT structure required for PInvoke calls.

>>I was reviewing the Rectangle structure (System.Drawing.Rectangle) and it

>>occurred to me that I may be able to use this structure in place of

>>defining a RECT structure. I would create the RECT structure definition

>>the same as the Rectangle structure is defined. Is there any problems

>>with using Rectangle in place of RECT for the API functions?

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>> Thanks,

>> Mythran

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- *Follow-Ups:*
 - ◆ **Re: RECT – Rectangle**
 - ◇ *From:* Nicholas Paldino [.NET/C# MVP]

 - *References:*
 - ◆ **RECT – Rectangle**
 - ◇ *From:* Mythran
 - ◆ **Re: RECT – Rectangle**
 - ◇ *From:* Nicholas Paldino [.NET/C# MVP]

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