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HyperCard: Script to Check for Clicked Object (7/92)

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TOPIC ---

This function takes a point and tells you which object is at that location.
If you pass it the point returned by the clickLoc function, you can tell
which object the user clicked on.

DISCUSSION --

```
function hitTest point
  repeat with i = 1 to the number of card buttons
    if point is within rect of card button i
    then return "card button id " & short id of card button i
  end repeat
  repeat with i = 1 to the number of card fields
    if point is within rect of card field i
    then return "card field id " & short id of card field i
  end repeat
  repeat with i = 1 to the number of bkgnd buttons
    if point is within rect of bkgnd button i
    then return "bkgnd button id " & short id of bkgnd button i
  end repeat
  repeat with i = 1 to the number of bkgnd fields
    if point is within rect of bkgnd field i
    then return "bkgnd field id " & short id of bkgnd field i
  end repeat
  if globalPoint(point) is within rect of card window
  then return "card id " & short id of this card
  return empty -- no such object
end hitTest
```

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