Rect can be used in combination with a window, a sprite, or a cast member.

Set the rect of window “My Window” = rect(20, 20, 120, 120)
Set the rect of member “My Square” = rect(20, 20, 120, 120)
Set the rect of sprite “Target Area” = rect(20, 20, 120, 120)

Rect can be a list of four coordinates or two points.

Set the rect of window “My Window” = rect(20, 20, 120, 120)
Set the rect of window “My Window” = rect(point(20, 20), point(120,120))

The four points in a rect refer to Left, Top, Right, and Bottom.

Set the left of the rect of window “My Window” = 20
Set the top of the rect of window “My Window” = 20

The coordinates of a rect are always in reference to the top or the left of the stage.

put the desktopRectList
-- [rect(0, 0, 800, 574)]

put the rect of the stage
-- rect(80, 47, 720, 527)

put the stageRight
-- 720

put the stageLeft
-- 80

put the stageTop
-- 47

put the stageBottom
-- 527

Reset the rect to a smaller size (smaller than the size of the movie playing in the window) in order to crop a movie playing in a window.

Use drawRect to scale, zoom or pan a movie.

Use sourceRect to restore the original size and position.

Use moveToFront and moveToBack to change the stacking order of windows.

The Lingo term windowList refers to a list of currently active windows. The stage (the window of the root movie) is never included on the windowList and cannot be changed in the same ways that a window can be.