

NAME

XCreateRegion, XSetRegion, XDestroyRegion - create or destroy regions

SYNTAX

```
Region XCreateRegion(void);
```

```
int XSetRegion(Display *display, GC gc, Region r);
```

```
int XDestroyRegion(Region r);
```

ARGUMENTS

display Specifies the connection to the X server.

gc Specifies the GC.

r Specifies the region.

DESCRIPTION

The **XCreateRegion** function creates a new empty region.

The **XSetRegion** function sets the clip-mask in the GC to the specified region. The region is specified relative to the drawable's origin. The resulting GC clip origin is implementation-dependent. Once it is set in the GC, the region can be destroyed.

The **XDestroyRegion** function deallocates the storage associated with a specified region.

SEE ALSO

XEmptyRegion(3), XIntersectRegion(3)

Xlib - C Language X Interface