

**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*