

**NAME**

XIntersectRegion, XUnionRegion, XUnionRectWithRegion, XSubtractRegion, XXorRegion, XOffsetRegion, XShrinkRegion - region arithmetic

**SYNTAX**

```
int XIntersectRegion(Region sra, Region srb, Region dr_return);
```

```
int XUnionRegion(Region sra, Region srb, Region dr_return);
```

```
int XUnionRectWithRegion(XRectangle *rectangle, Region src_region, Region dest_region_return);
```

```
int XSubtractRegion(Region sra, Region srb, Region dr_return);
```

```
int XXorRegion(Region sra, Region srb, Region dr_return);
```

```
int XOffsetRegion(Region r, int dx, int dy);
```

```
int XShrinkRegion(Region r, int dx, int dy);
```

**ARGUMENTS**

*dest\_region\_return*

Returns the destination region.

*dr\_return*

Returns the result of the computation.

*dx*

*dy*

Specify the x and y coordinates, which define the amount you want to move or shrink the specified region.

*r*

Specifies the region.

*rectangle*

Specifies the rectangle.

*sra*

*srb*

Specify the two regions with which you want to perform the computation.

*src\_region*

Specifies the source region to be used.

**DESCRIPTION**

The **XIntersectRegion** function computes the intersection of two regions.

The **XUnionRegion** function computes the union of two regions.

The **XUnionRectWithRegion** function updates the destination region from a union of the specified rectangle and the specified source region.

The **XSubtractRegion** function subtracts srb from sra and stores the results in dr\_return.

The **XXorRegion** function calculates the difference between the union and intersection of two regions.

The **XOffsetRegion** function moves the specified region by a specified amount.

The **XShrinkRegion** function reduces the specified region by a specified amount. Positive values shrink the size of the region, and negative values expand the region.

**SEE ALSO**

XCreateRegion(3), XDrawRectangle(3), XEmptyRegion(3)

*Xlib - C Language X Interface*