

NAME

`xcb_damage_subtract` - Remove regions from a previously created Damage object.

SYNOPSIS

```
#include <xcb/damage.h>
```

Request function

```
xcb_void_cookie_t xcb_damage_subtract(xcb_connection_t *conn, xcb_damage_t damage,  
    xcb_xfixes_region_t repair, xcb_xfixes_region_t parts);
```

REQUEST ARGUMENTS

conn The XCB connection to X11.

damage The ID you provided to `xcb_create_damage`.

repair TODO: NOT YET DOCUMENTED.

parts TODO: NOT YET DOCUMENTED.

DESCRIPTION

This updates the regions of damage recorded in a a Damage object. See <https://www.x.org/releases/current/doc/damageproto/damageproto.txt> for details.

RETURN VALUE

Returns an `xcb_void_cookie_t`. Errors (if any) have to be handled in the event loop.

If you want to handle errors directly with `xcb_request_check` instead, use `xcb_damage_subtract_checked`. See **xcb-requests(3)** for details.

ERRORS

This request does never generate any errors.

SEE ALSO

xcb-requests(3)

AUTHOR

Generated from damage.xml. Contact xcb@lists.freedesktop.org for corrections and improvements.