

**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_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](mailto:xcb@lists.freedesktop.org) for corrections and improvements.