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

XIntersectRegion(*sra***,** *srb***,** *dr_return***)**
  Region *sra***,** *srb***,** *dr_return***;**

XUnionRegion(*sra*, *srb*, *dr_return*)
  Region *sra*, *srb*, *dr_return*;

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

XSubtractRegion(*sra*, *srb*, *dr_return*)
  Region *sra*, *srb*, *dr_return*;

XXorRegion(*sra*, *srb*, *dr_return*)
  Region *sra*, *srb*, *dr_return*;

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

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

dest_region_return Returns the destination region.

dr_return	Returns the result of the computation. ds Dy move or shrink
dx	
dy	Specify the x and y coordinates, which define the amount you want to 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.

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.

XCreateRegion(3X11), XDrawRectangle(3X11), XEmptyRegion(3X11)
Xlib − C Language X Interface