

XEmptyRegion, XEqualRegion, XPointInRegion, XRectInRegion – determine if regions are empty or equal

Bool XEmptyRegion(*r*)

Region *r*;

Bool XEqualRegion(*r1*, *r2*)

Region *r1*, *r2*;

Bool XPointInRegion(*r*, *x*, *y*)

Region *r*;

int *x*, *y*;

int XRectInRegion(*r*, *x*, *y*, *width*, *height*)

Region *r*;

int *x*, *y*;

unsigned int *width*, *height*;

r Specifies the region.

r1

r2 Specify the two regions.

width

height Specify the width and height, which define the rectangle.

x

y Specify the *x* and *y* coordinates, which define the point or the coordinates of the upper-left corner of the rectangle.

The **XEmptyRegion** function returns **True** if the region is empty.

The **XEqualRegion** function returns **True** if the two regions have the same offset, size, and shape.

The **XPointInRegion** function returns **True** if the point (*x*, *y*) is contained in the region *r*.

The **XRectInRegion** function returns **RectangleIn** if the rectangle is entirely in the specified region, **RectangleOut** if the rectangle is entirely out of the specified region, and **RectanglePart** if the rectangle is partially in the specified region.

XCreateRegion(3X11), XIntersectRegion(3X11)

Xlib – C Language X Interface