

XtAddExposureToRegion – merge exposure events into a region

void XtAddExposureToRegion(*event*, *region*)

XEvent **event*;

Region *region*;

event Specifies a pointer to the **Expose** or **GraphicsExpose** event.

region Specifies the region object (as defined in <**X11/Xutil.h**>).

The XtAddExposureToRegion function computes the union of the rectangle defined by the exposure event and the specified region. Then, it stores the results back in region. If the event argument is not an **Expose** or **GraphicsExpose** event, **XtAddExposureToRegion** returns without an error and without modifying region.

This function is used by the exposure compression mechanism (see Section 7.9.3).

X Toolkit Intrinsic – C Language Interface

Xlib – C Language X Interface