XCreateRegion, XSetRegion, XDestroyRegion – create or destroy regions

Region XCreateRegion()

XSetRegion(display, gc, r)
   Display *display;
   GC gc;
   Region r;

XDestroyRegion(r)
   Region r;

(display) Specifies the connection to the X server.
(gc) Specifies the GC.
(r) Specifies the region.

The XCreateRegion function creates a new empty region.
The XSetRegion function sets the clip-mask in the GC to the specified region. The region is specified relative to the drawable’s origin. The resulting GC clip origin is implementation-dependent. Once it is set in the GC, the region can be destroyed.
The XDestroyRegion function deallocates the storage associated with a specified region.

XEmptyRegion(3X11), XIntersectRegion(3X11)
Xlib – C Language X Interface