**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*