NAME

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

SYNTAX

Bool XEmptyRegion(Region *r*);

Bool XEqualRegion(Region *r1*, Region *r2*);

Bool XPointInRegion(Region *r*, int *x*, int *y*);

int XRectInRegion(Region *r*, int *x*, int *y*, unsigned int *width*, unsigned int *height*);

ARGUMENTS

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.

DESCRIPTION

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.

SEE ALSO
　　XCreateRegion(3), XIntersectRegion(3)
　　Xlib - C Language X Interface