



**Full credit is given to the above companies including the Operating System (OS) that this PDF file was generated!**

### ***Rocky Enterprise Linux 9.2 Manual Pages on command 'XtAddExposureToRegion.3'***

***\$ man XtAddExposureToRegion.3***

XtAddExposureToRegion(3)                    XT FUNCTIONS                    XtAddExposureToRegion(3)

#### NAME

XtAddExposureToRegion - merge exposure events into a region

#### SYNTAX

```
#include <X11/Intrinsic.h>
```

```
void XtAddExposureToRegion(XEvent *event, Region region);
```

#### ARGUMENTS

event    Specifies a pointer to the Expose or GraphicsExpose event.

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

#### DESCRIPTION

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).

SEE ALSO

X Toolkit Intrinsic - C Language Interface

Xlib - C Language X Interface

X Version 11

libXt 1.2.1

XtAddExposureToRegion(3)