

Region structure

```
#include <Quickdraw.h>
```

```
typedef struct Region {      Size Offset Description
    short      rgnSize;      2      0      Size of structure, in bytes
    Rect      rgnBBox;      8      2      Rectangle enclosing entire region
                                   n      10      Description data (if not a simple rectangle)
} Region;                  10+n      (variable-length structure)
```

```
typedef Region * RgnPtr;
```

```
typedef Region ** RgnHandle;
```

Notes: The Region structure or a RgnHandle is used in:

<u>CloseRgn</u>	<u>FrameRgn</u>	<u>PaintOne</u>	<u>SetRectRgn</u>
<u>CopyRgn</u>	<u>GetClip</u>	<u>PaintRgn</u>	<u>StdRgn</u>
<u>DiffRgn</u>	<u>InsetRgn</u>	<u>PtInRgn</u>	<u>UnionRgn</u>
<u>DisposeRgn</u>	<u>InvalRgn</u>	<u>RectInRgn</u>	<u>UpdtControl</u>
<u>DragGrayRgn</u>	<u>InvertRgn</u>	<u>RectRgn</u>	<u>UpdtDialog</u>
<u>EmptyRgn</u>	<u>LUpdate</u>	<u>ScrollRect</u>	<u>ValidRgn</u>
<u>EqualRgn</u>	<u>MapRgn</u>	<u>SectRgn</u>	<u>XorRgn</u>
<u>EraseRgn</u>	<u>NewRgn</u>	<u>SetClip</u>	
<u>FillRgn</u>	<u>OffsetRgn</u>	<u>SetEmptyRgn</u>	

The Quickdraw function **OpenRgn** records region information into the rgnSave handle maintained in the GrafPort.