

EmptyRgn

Determine if a Region is empty

#include <Quickdraw.h>**Quickdraw**

<u>Boolean</u>	EmptyRgn (<i>theRgn</i>);	
<u>RgnHandle</u>	<i>theRgn</i> ;	handle of Region to check
	returns	Is <i>theRgn</i> empty?

EmptyRgn returns an indication of whether a region is empty.

theRgn is the handle of a region, in local or global coordinates.

Returns: a Boolean value indicating whether the region is empty. It is one of:

FALSE Not empty, encloses at least one pixel

TRUE Empty

Notes: Use this after performing region calculations. For instance:

```
SectRgn( srcRgnA, srcRgnB, destRgn );  
if ( EmptyRgn( destRgn ) ) {  
    .  
    . ... no intersection ...  
    .  
}
```

This is also useful after **InsetRgn** to see if the region has been shrunk infinitely small. Or, you might use this to check up on GrafPort structure fields such as visRgn or clipRgn.