

FrameRgn

The **FrameRgn** function draws a border around the specified region by using the specified brush.

```
BOOL FrameRgn(  
    HDC  hdc,           // handle of device context  
    HRGN hrgn,         // handle of region to be framed  
    HBRUSH hbr,        // handle of brush used to draw border  
    int  nWidth,         // width of region frame  
    int  nHeight        // height of region frame  
);
```

Parameters

hdc

Identifies the device context.

hrgn

Identifies the region to be enclosed in a border. The region's coordinates are presumed to be in logical units.

hbr

Identifies the brush to be used to draw the border.

nWidth

Specifies the width, in logical units, of vertical brush strokes.

nHeight

Specifies the height, in logical units, of horizontal brush strokes.

Return Value

If the function succeeds, the return value is TRUE.

If the function fails, the return value is FALSE.