

IntersectClipRect

The **IntersectClipRect** function creates a new [clipping region](#) from the intersection of the current clipping region and the specified [rectangle](#).

```
int IntersectClipRect(  
    HDC hdc,           // handle of device context  
    int nLeftRect,     // x-coordinate of upper-left corner of rectangle  
    int nTopRect,      // y-coordinate of upper-left corner of rectangle  
    int nRightRect,    // x-coordinate of lower-right corner of rectangle  
    int nBottomRect    // y-coordinate of lower-right corner of rectangle  
);
```

Parameters

hdc

Identifies the device context.

nLeftRect

Specifies the logical x-coordinate of the upper-left corner of the rectangle.

nTopRect

Specifies the logical y-coordinate of the upper-left corner of the rectangle.

nRightRect

Specifies the logical x-coordinate of the lower-right corner of the rectangle.

nBottomRect

Specifies the logical y-coordinate of the lower-right corner of the rectangle.

Return Value

If the function succeeds, the return value specifies the new clipping region's type and can be any one of the following values:

Value	Meaning
NULLREGION	Region is empty.
SIMPLEREGION	Region is a single rectangle.
COMPLEXREGION	Region is more than one rectangle.
ERROR	An error occurred. (The current clipping region is unaffected.)

Remarks

The lower and rightmost edges of the given rectangle are excluded from the clipping region.