

PaintRgn

The **PaintRgn** function paints the specified region by using the brush currently selected into the device context.

```
BOOL PaintRgn(  
    HDC  hdc,          // handle of device context  
    HRGN hrgn         // handle of region to be painted  
);
```

Parameters

hdc

Identifies the device context.

hrgn

Identifies the region to be filled. The region's coordinates are presumed to be logical coordinates.

Return Value

If the function succeeds, the return value is TRUE.

If the function fails, the return value is FALSE.