

## OffsetRgn

The **OffsetRgn** function moves a region by the specified offsets.

```
int OffsetRgn(  
    HRGN hrgn,          // handle of region  
  
    int nXOffset,        // offset along x-axis  
    int nYOffset         // offset along y-axis  
);
```

### Parameters

*hrgn*

Identifies the region to be moved.

*nXOffset*

Specifies the number of logical units to move left or right.

*nYOffset*

Specifies the number of logical units to move up or down.

### Return Value

The return value specifies the new region's complexity. It can be 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; region is unaffected.