

InvertRgn

The **InvertRgn** function inverts the colors in the specified region.

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

Parameters

hdc

Identifies the device context.

hrgn

Identifies the region for which colors are inverted. 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.

Remarks

On monochrome screens, the **InvertRgn** function makes white pixels black and black pixels white. On color screens, this inversion is dependent on the type of technology used to generate the colors for the screen.