**NAME**

XGL_CTX_EDGE_PATTERN – specifies the Line Pattern used for patterned edges

**SYNOPSIS**

**#include <xgl/xgl.h>**

**Xgl_ctx ctx;**

**xgl_object_set(ctx, XGL_CTX_EDGE_PATTERN, Xgl_lpat, 0);**
**xgl_object_get(ctx, XGL_CTX_EDGE_PATTERN, Xgl_lpat ∗);**

**DESCRIPTION**

This attribute is used to set or get the handle of the Line Pattern object XGL uses when rendering surfaces with patterned edges. It is applicable only when the **XGL_CTX_EDGE_STYLE**(3) attribute is set to XGL_LINE_PATTERNED or XGL_LINE_ALT_PATTERNED.

A Line Pattern object, which defines a patterned line, contains an array of line segment lengths specifying which portions of a line are *on* and *off*. (For more information, see **xgl_object_create**(3) and **XGL_LPAT_DATA**(3)**.** ) The Line Pattern is specified in the coordinate system defined by the attribute **XGL_LPAT_COORD_SYS**(3)**.** The pattern wraps around over and over again along edges and around corners until the end of the edge is reached.

The application can either create its own Line Pattern object to be used for edges, or it can use one of the following XGL predefined line patterns.

| | |
|---|---|
| **xgl_lpat_dotted** | ............... |
| **xgl_lpat_dashed** | ----------- |
| **xgl_lpat_dashed_dotted** | ...__...__ |
| | |
| **xgl_lpat_cgm_dotted** | ........... |
| **xgl_lpat_cgm_dashed** | _ _ _ _ _ _ |
| **xgl_lpat_dash_dot** | ._._._._._ |
| **xgl_lpat_dash_dot_dotted** | _.._.._.._.. |
| **xgl_lpat_long_dashed** | __ __ __ __ |

For example, to specify edges using dashed lines, the application sets the edge pattern as follows:

```
xgl_object_set(ctx, XGL_CTX_EDGE_STYLE, XGL_LINE_PATTERNED, 0);
xgl_object_set(ctx, XGL_CTX_EDGE_PATTERN, xgl_lpat_dashed, 0);
```

The color of a patterned edge is specified by one or both of the two attributes **XGL_CTX_EDGE_COLOR**(3) and **XGL_CTX_EDGE_ALT_COLOR**(3)**.**

XGL_CTX_EDGE_PATTERN applies only to primitives capable of edge rendering.

The default value is xgl_lpat_dotted, a predefined Line Pattern of evenly spaced dots.

This attribute is pushed by **xgl_context_push**(3)**.**

**SEE ALSO**

**xgl_object_set**(3)
**xgl_object_get**(3)
**xgl_context_push**(3)
**xgl_object_create**(3)
**XGL_CTX_EDGE_COLOR**(3)
**XGL_CTX_EDGE_ALT_COLOR**(3)
**XGL_CTX_EDGE_STYLE**(3)
**XGL_LPAT_COORD_SYS**(3)
**XGL_LPAT_DATA**(3)