NAME

XGL_CTX_LINE_PATTERN – defines the pattern used for patterned lines

SYNOPSIS

```
#include <xgl/xgl.h>
Xgl_ctx          ctx;
xgl_object_set(ctx, XGL_CTX_LINE_PATTERN, Xgl_lpat, 0);
xgl_object_get(ctx, XGL_CTX_LINE_PATTERN, Xgl_lpat *);
```

DESCRIPTION

This attribute is used to set or get the handle of the Line Pattern object XGL uses when rendering patterned lines or curves. It is applicable only when the **XGL_CTX_LINE_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 lines, curves, and around corners until the end of the line is reached.

The application can either create its own Line Pattern object to be used for lines, 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 lines or curves that are dashed, the application sets the line pattern as follows:

```
xgl_object_set(ctx, XGL_CTX_LINE_STYLE, XGL_LINE_PATTERNED, 0);
xgl_object_set(ctx, XGL_CTX_LINE_PATTERN, xgl_lpat_dashed, 0);
```

The color of a patterned line is specified by one or both of the two attributes **XGL_CTX_LINE_COLOR**(3) and **XGL_CTX_LINE_ALT_COLOR**(3)**.**

XGL_CTX_LINE_PATTERN applies only to primitives rendering line segments. Surface edges have their own set of attributes.

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_LINE_COLOR(3)
XGL_CTX_LINE_ALT_COLOR(3)
XGL_CTX_LINE_STYLE(3)
XGL_LPAT_COORD_SYS(3)
XGL_LPAT_DATA(3)