NAME

XGL_CTX_RASTER_FPAT – defines the Memory Raster fill pattern used when xgl_-context_copy_buffer is invoked using a stipple fill

SYNOPSIS

#include <xgl/xgl.h>

Xgl_ctx ctx;

xgl_object_set(ctx, XGL_CTX_RASTER_FPAT, Xgl_mem_ras, 0);
xgl_object_get(ctx, XGL_CTX_RASTER_FPAT, Xgl_mem_ras ∗);

DESCRIPTION

This attribute specifies the Memory Raster that contains the pattern used when performing a *stipple fill* Raster-to-Raster copy. The operator **xgl_context_copy_buffer**(3) is used to do the copy. The **XGL_CTX_RASTER_FPAT**(3) Memory Raster must be 1-bit deep.

If the Context attribute **XGL_CTX_RASTER_FILL_STYLE**(3) is set to XGL_RAS_FILL_COPY, then XGL_CTX_RASTER_FPAT is ignored, and may be NULL.

The following fill patterns are predefined in XGL. They are 1-bit-deep Memory Rasters that are created when an XGL session begins.

xgl_fpat_hatch_horiz
xgl_fpat_hatch_vert
xgl_fpat_hatch_diag_45
xgl_fpat_hatch_diag_135
xgl_fpat_hatch_grid_r
xgl_fpat_hatch_grid_d
xgl_fpat_hatch_horiz_dbl
xgl_fpat_hatch_vert_dbl
xgl_fpat_hatch_diag_45_dbl
xgl_fpat_hatch_diag_135_dbl
xgl_fpat_hatch_grid_r_dbl
xgl_fpat_hatch_grid_d_dbl

If the Context attribute **XGL_CTX_RASTER_FILL_STYLE**(3) is set to either XGL_RAS_FILL_STIPPLE or XGL_RAS_FILL_OPAQUE_STIPPLE, then xgl_context_copy_buffer examines the XGL_CTX_-RASTER_FPAT Raster and uses it for stippling. The Raster is mapped to the destination Raster by the Context attribute **XGL_CTX_RASTER_FPAT_POSITION**(3)**.** When copying to the destination Raster, the xgl_context_copy_buffer routine checks the bit value of the pixel corresponding to the position of the destination pixel to determine stippling action. If the bit is 1, the source pixel is copied directly to the destination pixel. If the bit is 0, and the XGL_CTX_RASTER_FILL_STYLE is XGL_RAS_FILL_STIPPLE, the destination pixel is left untouched. Otherwise, if the bit is 0, and the XGL_CTX_RASTER_FILL_STYLE is XGL_RAS_-FILL_OPAQUE_STIPPLE, the color defined by the Context attribute **XGL_CTX_RASTER_-STIPPLE_COLOR**(3) is copied to the destination pixel.

The copy operation is also affected by the Context attributes **XGL_CTX_ROP**(3) and **XGL_-CTX_PLANE_MASK**(3)**.**

The default value is NULL.

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

SEE ALSO

xgl_object_set(3)
xgl_object_get(3)
xgl_context_push(3)
xgl_context_copy_buffer(3)
XGL_CTX_PLANE_MASK(3)
XGL_CTX_RASTER_FILL_STYLE(3)
XGL_CTX_RASTER_FPAT_POSITION(3)
XGL_CTX_RASTER_STIPPLE_COLOR(3)
XGL_CTX_ROP(3)