NAME

XGL_LPAT – a Line Pattern object

OVERVIEW

XGL_LPAT is the *type* parameter value for a Line Pattern.

A Line Pattern object can be used to draw patterned lines and edges. To use the Line Pattern, it must first be attached to a Context by setting the attribute **XGL_CTX_LINE_PATTERN**(3) to the handle of the pattern object returned by the operator **xgl_object_create**(3). If the Line Pattern is to be used for edges, the attribute **XGL_CTX_EDGE_PATTERN**(3) should be set.

To draw patterned lines, set the Context attribute **XGL_CTX_LINE_STYLE**(3) to XGL_LINE_PATTERNED or XGL_LINE_ALT_PATTERNED.

To draw patterned edges, set the Context attribute **XGL_CTX_EDGE_STYLE**(3) to XGL_LINE_PATTERNED or XGL_LINE_ALT_PATTERNED.

The Context attribute **XGL_CTX_LINE_COLOR**(3) determines what the color of the line will be. If XGL_CTX_LINE_STYLE is set to XGL_LINE_ALT_PATTERNED, the line is patterned alternately with dashes of **XGL_CTX_LINE_ALT_COLOR**(3) and XGL_CTX_LINE_COLOR (edge colors are handled in an analogous fashion using the attributes **XGL_CTX_EDGE_COLOR**(3) and **XGL_CTX_EDGE_ALT_COLOR**(3)).

The application can either create its own Line Pattern object to be used for lines, or it can use one of the predefined Line Patterns (see **XGL_CTX_LINE_PATTERN**(3)).

After creating the Line Pattern, using **xgl_object_create**(3), the application can inquire about the values of its attributes by using the **xgl_object_get**(3) operator.

The following is a brief description of the attributes associated with Line Pattern objects. For more information, see the man page for each attribute.

XGL_LPAT_BALANCED_DASH(3)
: The attribute to set to define the Line Pattern balance.

XGL_LPAT_DATA(3)
: The array that defines the on/off segment lengths of the Line Pattern.

XGL_LPAT_DATA_SIZE(3)
: The length of the XGL_LPAT_DATA data array.

XGL_LPAT_DATA_TYPE(3)
: The data type of the elements within the XGL_LPAT_DATA data array.

XGL_LPAT_OFFSET(3)
: The location within the XGL_LPAT_DATA data array where XGL will begin using the Line Pattern data.

XGL_LPAT_STYLE(3)
: The attribute to set to define the Line Pattern style.

XGL_OBJ_APPLICATION_DATA(3)
: This attribute allows the application program to store its own data with an object.

XGL_OBJ_SYS_STATE(3)
: This read-only attribute returns the System State that was used to create the

object.

XGL_OBJ_TYPE(3)
This read-only attribute defines the type of an XGL object.