NAME

xgl_image – displays a block of pixels from an XGL Raster

SYNOPSIS

#include <xgl/xgl.h>

```
void  xgl_image (
        Xgl_ctx           dest_ctx,
        Xgl_pt_f{2,3}d    *position,
        /* f2d for 2D context, f3d for 3D context */
        Xgl_bounds_i2d    *rectangle,
        Xgl_ras           src_ras );
```

DESCRIPTION

This operator copies a rectangular block of pixels from the source Memory Raster *src_ras* to the Raster associated with the destination Context *dest_ctx*, which can either be a Memory Raster or a Window Raster. The area to be copied is specified by a rectangular region, *rectangle*, in the source Raster. The copy starts at a position specified by *position* in the destination Context.

The position must be a valid point in the Context's *model space*, and it is transformed according to the Context state. Nothing is copied if the position is clipped by model or view clipping. Otherwise, the source rectangle is copied into the Raster, after clipping to the intersection of Context DC viewport limits and active VDC clipping bounds (transformed into DC coordinates).

This operator performs the copy, taking into account the HLHSR state of the Context. Depending on the state of the Context attribute **XGL_3D_CTX_HLHSR_MODE**(3), *z* compare and *z* update may take place at the time of the copy, offering the application programmer the possibility of mixing raster images with 3D geometry. In this case, the *Z* value of the transformed position will be used for Z buffering the image.

If the rectangle is a NULL pointer, the maximum area from the source Raster is taken for the copy operation.

The ROP mode, plane mask, and the fill rule defined in the destination Context with the **XGL_CTX_ROP**(3), **XGL_CTX_PLANE_MASK**(3) and **XGL_CTX_RASTER_FILL_STYLE**(3) attributes are enforced during this operation. This operator is unaffected by the **XGL_CTX_RENDER_BUFFER**(3) and **XGL_RAS_SOURCE_BUFFER**(3) attributes. The source and destination buffers are always draw buffer.

This operator enables copying from any source Memory Raster to the device attached to the Context. If the destination Raster attached to the Context and the source Raster have different depths, XGL performs a conversion.

This operator behaves similarly to the **xgl_context_copy_buffer**(3) operator with the following exceptions:

- it restricts *src_ras* to be an XGL Memory Raster,
- its position is in model coordinates,
- the fill rule (**XGL_CTX_RASTER_FILL_STYLE**(3)) only support XGL_RAS_FILL_COPY (default) and XGL_RAS_FILL_STENCIL. The effect of other raster fill styles on this primitive is undefined.

- it accounts for the HLHSR state of the Context,
- the source and destination buffers are always draw buffer, and
- nothing is drawn when the position is clipped.

See **xgl_context_copy_buffer**(3) for more information.

RETURN VALUE

Nothing is returned.

SEE ALSO

xgl_context_copy_buffer(3)
XGL_3D_CTX_HLHSR_MODE(3)
XGL_CTX_PLANE_MASK(3)
XGL_CTX_RASTER_FILL_STYLE(3)
XGL_CTX_RENDER_BUFFER(3)
XGL_CTX_ROP(3)
XGL_RAS_SOURCE_BUFFER(3)