NAME

XGL_STREAM − a Stream Device object

OVERVIEW

XGL_STREAM is the type of an object representing a Stream. It is used as the *type* parameter value for **xgl_object_create**(3)**.**

The XGL Stream device provides protocol-independent stream pipelines, for creating formatted output such as Computer Graphics Metafile (CGM). The XGL Stream Device maintains no protocol itself, but instead relies on an instantiated third-party device pipeline to implement the appropriate output protocol data format.

A Stream Device object is created using the **xgl_object_create**(3) operator. The application must specify XGL_STREAM as the value of the *type* parameter to **xgl_object_create**(3)**.** In addition, the application must also supply the *desc* parameter, which is a pointer to an *Xgl_obj_desc* union. The application needs to supply the information in the *stream* field of the *Xgl_obj_desc* union. The *stream* structure consists of two fields: *name*, which is the name identifying the specific device pipeline, and *desc*, which is a pointer to device specific information that may be required by this particular device pipeline.

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

A Stream Device object has all the Device attributes and possibly additional attributes provided by the specific device pipeline.

A brief overview of the generic Stream Device attributes follows. For more information, see the man page for each attribute.

XGL_DEV_COLOR_MAP(3)
Specifies the Color Map Object used by the Stream Device object.

XGL_DEV_COLOR_TYPE(3)
Specifies the color type (that is, the color model) of the Device. It can be set only once, when the Stream Device object is created. The two alternatives are: XGL_-COLOR_INDEX and XGL_COLOR_RGB.

XGL_DEV_CONTEXTS(3)
XGL_DEV_CONTEXTS_NUM(3)
These attributes return the Context object handles used by the Stream Device object.

XGL_DEV_MAXIMUM_COORDINATES(3)
Returns the maximum coordinate values for the Stream Device object.

XGL_DEV_PICK_BUFFER_SIZE(3)
Returns the maximum pick buffer size that a Stream Device object can support efficiently.

XGL_DEV_REAL_COLOR_TYPE(3)
Specifies the real color space used by the Stream Device object.

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.

SEE ALSO

XGL_CGM(3)