NAME

xgl_gcache_stroke_text – builds a Gcache of a text string

SYNOPSIS

```
#include <xgl/xgl.h>

void  xgl_gcache_stroke_text (
          Xgl_gcache        gcache,
          Xgl_ctx           ctx,
          void              *str,
          Xgl_pt_f{2,3}d    *pos,
          Xgl_pt_f3d        dir[] );
```

DESCRIPTION

This operator caches the polyline representation of the text string *str* in the Gcache *gcache*. The text attributes in the Context *ctx* are used when building the cached representation of the text string. The parameters *str*, *pos*, and *dir* have the same meaning as they do in **xgl_-stroke_text**(3)**.**

A Gcache of stroke text can contain 2D or 3D data, so the Context *ctx* can be either a 2D or 3D Context. The attribute XGL_GCACHE_USE_APPL_GEOM is ignored for stroke text. The dimension of the context used to write text to the gcache must match the dimension of the context used to display it. For example, if you write 2d stroke text (using a 2d context), you must use a 2d context (although it doesn't have to be the same one).

The following attribute values are used to compute the polyline representation of the text string and are also saved in the Gcache for later validation:

XGL_CTX_SFONT_0
XGL_CTX_SFONT_1
XGL_CTX_SFONT_2
XGL_CTX_SFONT_3
XGL_CTX_STEXT_ALIGN_HORIZ
XGL_CTX_STEXT_ALIGN_VERT
XGL_CTX_STEXT_CHAR_EXPANSION_FACTOR
XGL_CTX_STEXT_CHAR_HEIGHT
XGL_CTX_STEXT_CHAR_SLANT_ANGLE
XGL_CTX_STEXT_CHAR_SPACING
XGL_CTX_STEXT_CHAR_UP_VECTOR
XGL_CTX_STEXT_PATH
XGL_CTX_STEXT_PRECISION
XGL_3D_CTX_MODEL_CLIP_PLANE_NUM
XGL_3D_CTX_MODEL_CLIP_PLANES /* if MODEL_CLIP_PLANE_NUM > 0 */

The Gcache contains the polyline version of the text in model coordinates (MC). Therefore, the display of the Gcache is affected by the full transformation and clipping pipeline. The Gcache does not save the value of the parameters (*str*, *pos*, and *dir*), however. The application is responsible for building a new Gcache with the new values of these parameters.

RETURN VALUE

Nothing is returned.

SEE ALSO

xgl_object_create(3)
xgl_context_display_gcache(3)
xgl_stroke_text(3)
XGL_GCACHE_USE_APPL_GEOM(3)