NAME

xmag_multivis – magnify parts of the screen

SYNOPSIS

xmag_multivis [–**display** *display*] [–**geometry** *geom*] [–**source** *geom*] [–**mag** *magfactor*] [–**bw** *pixels*] [–**bd** *color*] [–**bg** *colorpixelvalue*] [–**fn** *fontname*] [–**z**]

DESCRIPTION

The **xmag_multivis** program allows you to magnify portions of the screen. If no explicit region is specified, a square centered around the pointer is displayed indicating the area to be enlarged. Once a region has been selected, a window is popped up showing a blown up version of the region in which each pixel in the source image is represented by a small square of the same color. Pressing Button1 on the pointer in the enlargement window pops up a small window displaying, in hexadecimal notation, the position, pixel value, and RGB value of the pixel under the pointer until the button is released. Pressing the space bar or any other pointer button removes the enlarged image so that another region may be selected. Pressing ''q'', ''Q'', or ''^C'' in the enlargement window exits the program.

On displays that export multiple Visuals, the selected region is first examined for overlaps by windows of differing depth, visual or colormap. If the selected region does contain such windows, the image displayed in the enlargement window is constructed by compositing the images from the various windows under the selected region. In this case, the composite image will only be displayed in a TrueColor 24 bit deep window, provided such a window can be created on that screen. The image displayed in the enlargement window will exhibit true colors for every pixel in the composite image, regardless of the Colormap state (Installed/UnInstalled) of any of the windows within the selected region.

OPTIONS

–**display** *display*

This option specifies the X server to use for both reading the screen and displaying the enlarged version of the image.

–**geometry** *geom*

This option specifies the size and/or location of the enlargement window. By default, the size is computed from the size of the source region and the desired magnification. Therefore, only one of –**source** *size* and –**mag** *magfactor* options may be specified if a window size is given with this option.

–**source** *geom*

This option specifies the size and/or location of the source region on the screen. By default, a 64x64 square centered about the pointer is provided for the user to select an area of the screen. The size of the source is used with the desired magnification to compute the default enlargement window size. Therefore, only one of –**geometry** *size* and –**mag** *magfactor* options may be specified if a source size is given with this option.

–**mag** *magfactor*

This option specifies an integral factor by which the source region should be enlarged. The default magnification is 5. This is used with the size of the source to compute the default enlargement window size. Therefore, only one of

–**geometry** *size* and –**source** *geom* options may be specified if a magnification factor is given with this option.

–**bw** *pixels*
This option specifies the width in pixels of the border surrounding the enlargement window.

–**bd** *color*
This option specifies the color to use for the border surrounding the enlargement window.

–**bg** *colororpixelvalue*
This option specifies the name of the color to be used as the background of the enlargement window. If the name begins with a percent size (%), it is interpreted to be an absolute pixel value. This is useful when displaying large areas since pixels that are the same color as the background do not need to be painted in the enlargement. The default is to use the BlackPixel of the screen.

–**fn** *fontname*
This option specifies the name of a font to use when displaying pixel values (used when Button1 is pressed in the enlargement window).

–**z** This option indicates that the server should be grabbed during the dynamics and the call to XGetImage. This is useful for ensuring that clients don't change their state as a result of entering or leaving them with the pointer.

X DEFAULTS

The **xmag_multivis** program uses the following X resources:

geometry (class **Geometry**)
Specifies the size and/or location of the enlargement window.

source (class **Source**)
Specifies the size and/or location of the source region on the screen.

magnification (class **Magnification**)
Specifies the enlargement factor.

borderWidth (class **BorderWidth**)
Specifies the border width in pixels.

borderColor (class **BorderColor**)
Specifies the color of the border.

background (class **Background**)
Specifies the color or pixel value to be used for the background of the enlargement window.

font (class **Font**)
Specifies the name of the font to use when displaying pixel values when the user presses Button1 in the enlargement window.

SEE ALSO

xwd(1), **xmag**(1)

BUGS

On displays that export multiple visuals, if the selected region needs to be composited from each window, **xmag_multivis** insists on a TrueColor 24 bit window to display the selected region, and exits with a failure if such a window cannot be created. It would be nice, instead if **xmag_multivis** would determine the best possible visual to display the image, or instead tried to display the image in a visual selected by the user in a command line option.

Because the window size equals the source size times the magnification, you only need to specify two of the three parameters. This can be confusing.

Being able to drag the pointer around and see a dynamic display would be very nice.

Another possible interface would be for the user to drag out the desired area to be enlarged.

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MultiVisual code: Milind Pansare, Sun Microsystems, Inc.