NAME

PEXAnnotationText2D – 2D Annotation Text Primitive

SYNTAX

void PEXAnnotationText2D(Display **display*, XID *resource_id*, PEXOCRequestType *req_type*, PEXCoord2D **origin*, PEXCoord2D **offset*, int *length*, char **string*)

PARAMETERS

display	A pointer to a display structure returned by a successful **XOpenDisplay** call.
resource_id	The resource identifier of the renderer or structure.
req_type	The request type for the output command (**PEXOCRender, PEXOCStore, PEXOCRenderSingle** or **PEXOCStoreSingle**).
origin	The origin of the text string.
offset	The relative position of the text string from the origin.
length	The number of bytes in the text string.
string	A pointer to the text string.

RETURNS

None

DESCRIPTION

This function creates a 2D annotation text output primitive.

This primitive functions like **PEXAnnotationText**(3) except that the *origin* and *offset* positions are specified using only x- and y-components, and the z-component is always assumed to be zero. This primitive is two-dimensional only in that the z-component is implied, since geometry transformations are still carried out in three dimensions.

DATA STRUCTURES

See **PEXlib.h.**

ERRORS

BadPEXRenderer
The specified renderer resource identifier is invalid.

BadPEXStructure
The specified structure resource identifier is invalid.

SEE ALSO

PEXSetTextFontIndex(3)
PEXSetTextPrecision(3)
PEXSetCharExpansion(3)
PEXSetCharSpacing(3)
PEXSetTextColorIndex(3)
PEXSetTextColor(3)
PEXSetATextHeight(3)
PEXSetATextUpVector(3)
PEXSetATextPath(3)
PEXSetATextAlignment(3)

PEXSetATextStyle(3)
PEXSetTextBundleIndex(3)