NAME

PEXCreateLookupTable – Create Lookup Table

SYNTAX

PEXLookupTable PEXCreateLookupTable(Display **display*, Drawable *drawable*, int *table_type*)

PARAMETERS

display — A pointer to a display structure returned by a successful **XOpenDisplay** call.

drawable — The resource identifier of a drawable.

table_type — The type of lookup table to be created (see the *Description* section).

RETURNS

The resource identifier of the newly-created lookup table.

DESCRIPTION

This function creates a lookup table resource of the specified type and returns the resource identifier of the new lookup table. The returned identifier is used to refer to the created lookup table. The type of lookup table to be created must be one of the following:

PEXLUTColorApprox
PEXLUTColor
PEXLUTDepthCue
PEXLUTEdgeBundle
PEXLUTInteriorBundle
PEXLUTLight
PEXLUTLineBundle
PEXLUTMarkerBundle
PEXLUTPattern
PEXLUTTextBundle
PEXLUTTextFont
PEXLUTView

The newly-created lookup table can only be used with drawables having the same depth and root as the specified drawable.

DATA STRUCTURES

```
typedef  XID    PEXLookupTable;
```

ERRORS

BadAlloc
The server failed to allocate the resource.

BadDrawable
The specified drawable resource identifier is invalid.

BadMatch
The specified drawable is unsupported.

BadPEXLookupTable
The specified table type is unsupported.

BadValue

The specified table type is invalid.

SEE ALSO

PEXFreeLookupTable(3)