NAME PEXCreatePipelineContext – Create Pipeline Context

SYNTAX PEXPipelineContext PEXCreatePipelineContext(Display **display*, unsigned long **value_mask*, PEXPCAttributes **values*)

PARAMETERS

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

value_mask A pointer to an array of three unsigned long.

values A pointer to values to override default attribute values in the new pipeline context.

RETURNS The resource identifier of the newly-created pipeline context.

DESCRIPTION This function creates a pipeline context and returns its resource identifier. The value mask indicates the *values* specified. Attribute values not specified will be initialized to the default values shown in the table below. **PEXSetPCAttributeMask**(3) and **PEXSetPCAttributeMaskAll**(3) can be called to setup the value mask.

Attribute Name	Default Value
PEXPCMarkerType	PEXMarkerAsterisk
PEXPCMarkerScale	1.0
PEXPCMarkerColor	{PEXColorTypeIndexed, 1}
PEXPCMarkerBundleIndex	1
PEXPCTextFont	1
PEXPCTextPrecision	PEXStringPrecision
PEXPCCharExpansion	1.0
PEXPCCharSpacing	0.0
PEXPCTextColor	{PEXColorTypeIndexed, 1}
PEXPCCharHeight	0.01
PEXPCCharUpVector	<0.0, 1.0>
PEXPCTextPath	PEXPathRight
PEXPCTextAlignment	{PEXHAlignNormal, PEXVAlignNormal}
PEXPCATextHeight	0.01
PEXPCATextUpVector	<0.0, 1.0>
PEXPCATextPath	PEXPathRight
PEXPCATextAlignment	{PEXHAlignNormal, PEXVAlignNormal}
PEXPCATextStyle	PEXATextNotConnected
PEXPCTextBundleIndex	1
PEXPCLineType	PEXLineTypeSolid
PEXPCLineWidth	1.0
PEXPCLineColor	{PEXColorTypeIndexed, 1}
PEXPCCurveApprox	{1, 1.0}
PEXPCPolylineInterp	PEXPolylineInterpNone
PEXPCLineBundleIndex	1
PEXPCInteriorStyle	PEXInteriorStyleHollow

Attribute Name	Default Value
PEXPCInteriorStyleIndex	1
PEXPCSurfaceColor	{PEXColorTypeIndexed, 1}
PEXPCReflectionAttr	{1.0, 1.0, 1.0, 0.0, 0.0, {PEXColortypeIndexed, 1} }
PEXPCReflectionModel	PEXReflectionNone
PEXPCSurfaceInterp	PEXSurfaceInterpNone
PEXPCBFInteriorStyle	PEXInteriorStyleHollow
PEXPCBFInteriorStyleIndex	1
PEXPCBFSurfaceColor	{PEXColorTypeIndexed, 1}
PEXPCBFReflectionAttr	{1.0, 1.0, 1.0, 0.0, 0.0, {PEXColortypeIndexed, 1} }
PEXPCBFReflectionModel	PEXReflectionNone
PEXPCBFSurfaceInterp	PEXSurfaceInterpNone
PEXPCSurfaceApprox	{1, 1.0, 1.0}
PEXPCCullingMode	PEXNone
PEXPCDistinguishFlag	False
PEXPCPatternSize	<1.0, 1.0>
PEXPCPatternRefPoint	<0.0, 0.0, 0.0>
PEXPCPatternRefVec1	<1.0, 0.0, 0.0>
PEXPCPatternRefVec2	<0.0, 1.0, 0.0>
PEXPCInteriorBundleIndex	1
PEXPCSurfaceEdgeFlag	PEXOff
PEXPCSurfaceEdgeType	PEXSurfaceEdgeSolid
PEXPCSurfaceEdgeWidth	1.0
PEXPCSurfaceEdgeColor	{PEXColorTypeIndexed, 1}
PEXPCEdgeBundleIndex	1
PEXPCLocalTransform	Identity matrix
PEXPCGlobalTransform	Identity matrix
PEXPCModelClip	PEXNoClip
PEXPCModelClipVolume	NULL
PEXPCViewIndex	0
PEXPCLightState	NULL
PEXPCDepthCueIndex	0
PEXPCASFValues	PEXIndividual
PEXPCPickID	0
PEXPCHLHSRIdentifier	0
PEXPCNameSet	NULL
PEXPCColorApproxIndex	0
PEXPCRenderingColorModel	0
PEXPCParaSurfCharacteristics	{1, NULL}

DATA STRUCTURES

typedef XID PEXPipelineContext;

See also **PEXlib.h.**

ERRORS

BadAlloc
The server failed to allocate the resource.

BadPEXColorType
The specified color type is invalid or unsupported.

BadPEXNameSet
A specified name set resource identifier is invalid.

BadValue
A specified value is out of range, or an invalid bit is set in the value mask.

SEE ALSO

PEXFreePipelineContext(3)