NAME

PEXCreateWorkstation – Create Workstation

SYNTAX

PEXWorkstation PEXCreateWorkstation(Display **display*, Drawable *drawable*, PEXLookupTable *line_bundle*, PEXLookupTable *marker_bundle*, PEXLookupTable *text_bundle*, PEXLookupTable *interior_bundle*, PEXLookupTable *edge_bundle*, PEXLookupTable *color_table*, PEXLookupTable *pattern_table*, PEXLookupTable *font_table*, PEXLookupTable *depth_cue_table*, PEXLookupTable *light_table*, PEXLookupTable *color_approx_table*, PEXNameSet *highlight_incl*, PEXNameSet *highlight_excl*, PEXNameSet *invisibility_incl*, PEXNameSet *invisibility_excl*, int *buffer_mode*)

PARAMETERS

display	A pointer to a display structure returned by a successful **XOpenDisplay** call.
drawable	The resource identifier of a drawable.
line_bundle	The resource identifier of the line bundle lookup table.
marker_bundle	The resource identifier of the marker bundle lookup table.
text_bundle	The resource identifier of the text bundle lookup table.
interior_bundle	The resource identifier of the interior bundle lookup table.
edge_bundle	The resource identifier of the edge bundle lookup table.
color_table	The resource identifier of the color lookup table.
pattern_table	The resource identifier of the pattern lookup table.
font_table	The resource identifier of the text font lookup table.
depth_cue_table	The resource identifier of the depth cue lookup table.
light_table	The resource identifier of the light lookup table.
color_approx_table	The resource identifier of the color approximation lookup table.
highlight_incl	The name set used as the highlight inclusion set.
highlight_excl	The name set used as the highlight exclusion set.
invisibility_incl	The name set used as the invisibility inclusion set.
invisibility_excl	The name set used as the invisibility exclusion set.
buffer_mode	The workstation buffering mode (**PEXSingleBuffer** or **PEXDoubleBuffer**).

RETURNS

The resource identifier of the newly-created workstation.

DESCRIPTION

This function creates a PHIGS workstation resource and returns its resource identifier. The drawable specified is associated with the newly-created workstation resource. The named tables and name sets are also bound to the workstation resource for use during rendering. A view table that supports current and requested view table entries is allocated for the workstation automatically at creation time. The requests

PEXSetWorkstationViewRep(3) and **PEXGetWorkstationViewRep**(3) are used to modify and inquire the PHIGS workstation view table.

If the workstation is to operate in double-buffered mode and double-buffering is supported (see **PEXGetImpDepConstants**(3)), an additional image buffer will be created for the drawable in an implementation-dependent fashion. If the specified drawable is a pixmap, no double-buffering will be performed.

DATA STRUCTURES

```
typedef  XID     PEXWorkstation;
typedef  XID     PEXLookupTable;
typedef  XID     PEXNameSet;
```

ERRORS

BadAlloc
The server failed to allocate the resource, or the server failed to allocate resources needed for double-buffering.

BadDrawable
The specified drawable resource identifier is invalid.

BadMatch
The specified drawable is unsupported, or a specified lookup table resource was not created with a compatible drawable.

BadPEXLookupTable
The specified lookup table resource identifier is invalid.

BadPEXNameSet
The specified name set resource identifier is invalid.

BadValue
The specified buffer mode is invalid.

SEE ALSO

PEXFreeWorkstation(3)
PEXGetImpDepConstants(3)