NAME

PEXElementSearch – Element Search

SYNTAX

Status PEXElementSearch(Display **display*, PEXStructure *structure*, int *whence*, long *offset*, int *direction*, unsigned long *incl_count*, unsigned short **incl_list*, unsigned long *excl_count*, unsigned short **excl_list*, unsigned long **elem_offset_return*)

PARAMETERS

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

structure The resource identifier of the structure.

whence A value specifying, with *offset*, the offset at which the search is to begin (**PEXBeginning, PEXCurrent, PEXEnd**).

offset The offset from *whence* at which the search is to begin.

direction The direction of the search (**PEXForward** or **PEXBackward**).

incl_count The number of values in inclusion array.

incl_list An array of short integers specifying structure elements to be searched for.

excl_count The number of values in exclusion array.

excl_list An array of short integers specifying structure elements not to be searched for.

elem_offset_return
Returns the offset of the element located by the search.

RETURNS

Zero if unsuccessful, non-zero otherwise. The non-zero value will be either **PEXFound** or **PEXNotFound** depending upon the result of the search.

DESCRIPTION

This function searches for the first occurrence of the specified element type in the specified *structure.* The search always includes the starting element.

If the computed *offset* is less than zero, it is set to zero before the search is performed. If the computed *offset* is greater than the number of elements in the *structure,* it is set to the *offset* of the last structure element in the *structure.*

An element is selected if its element type is contained in inclusion list and is not contained in exclusion list. An element type of **PEXOCAll** causes all element types to match. If a structure element type is in both the inclusion and exclusion list, it is excluded.

The search terminates if a match is found or if the limits of the *structure* are reached. The search progresses from the start point in the specified *direction (* **PEXForward** or **PEXBackward**). This is a non-descending search; that is, the search does not include any structures referenced by "execute structure" elements. If the search finds a match, a return status of **PEXFound** and the *offset* of the matching element is returned. If the search is unsuccessful, a return status of **PEXNotFound** is returned.

The element pointer position of *structure* is not changed.

DATA STRUCTURES

typedef XID PEXStructure;

ERRORS

BadPEXStructure
The specified structure resource identifier is invalid.

BadValue
The specified value for *whence* or *direction* parameter is invalid.

SEE ALSO

PEXCreateStructure(3)