NAME

PEXEscape-ES_ESCAPE_DBLBUFFER - E & S Double-Buffering Request

SYNTAX

void PEXEscape(Display **display*, unsigned long *escape_id*, int *length*, char **escape_data*)

PARAMETERS

display	A pointer to a display structure returned by a successful **XOpenDisplay** call.
escape_id	The escape identifier.
length	The length, in bytes, of data for the escape request.
escape_data	A pointer to data for the escape request.

RETURNS

None

DESCRIPTION

To use the E & S DoubleBufferingRequest escape, the *escape_id* parameter should be set to **ES_ESCAPE_DBLBUFFER ,** the *escape_data* parameter should be set to point to structure type *esEscapeDblBuffer,* and the *length* parameter should be set to the total length of *escape_data.*

Sending this escape when the RendererState is *Rendering* will have an effect that is implementation-dependent.

This escape is not meant to be used for mixing X and PEX graphics. Attempts to do so when the renderer is in double-buffer mode will produce implementation-dependent results.

Note: As stated in Chapter 2 and Chapter 3 of the **Solaris PEX Implementation Specification** manual, PEX does not interoperate with the MBX extension.

DATA STRUCTURES

```
typedef struct {
        Drawable        drawable;
        unsigned long   bufferMode;
} esEscapeDblBuffer;
```

Values for *bufferMode* are listed below:

Symbol	Value	Action
ES_RENDERER_DBLBUFFER	1	Allocate a back (undisplayed) buffer. Drawing commands directed at drawable will be written into the back buffer. If drawable is already double-buffered, this will have no effect.
ES_RENDERER_SINGLEBUFFER	0	Deallocate the back buffer. If drawable is already single-buffered, this will have no effect.

ERRORS

BadValue

The specified *vendorId* or *escapeType* are not supported by the server.

BadValue

Returned if *bufferMode* is neither **ES_RENDERER_SINGLEBUFFER** nor

ES_RENDERER_DBLBUFFER.

BadDrawable
The specified Drawable resource ID is invalid.

BadAlloc
The second buffer cannot be allocated.

SEE ALSO

PEXEscape(3)