NAME

PEXEscapeWithReply-PEXSunEscIdGetExtRendAttr - PEX Get Extended Renderer Attributes

SYNTAX

char *PEXEscapeWithReply(Display **display*, unsigned long *escape_id*, int *length*, char **escape_data*, unsigned long **reply_length_return*)

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.

reply_length_return Returns the length, in bytes, of the reply data.

RETURNS

A pointer to the escape reply data; a null pointer if unsuccessful.

DESCRIPTION

To use the Sun GetExtendedRendererAttributes escape, the *escape_id* parameter should be set to **PEXSunEscIdGetExtRendAttr,** the *escape_data* parameter should be set to point to structure type *pexSunEscGetExtRendAttr,* and the *length* parameter should be set to the total length of *escape_data.*

This escape allows inquiry of one or more of the extended renderer attributes. The semantics of this escape are the same as those of **PEXGetRendererAttributes**(3)**.**

This escape returns a pointer to reply data in the following format:

unused[20 bytes]
value(1) [4 bytes]
¨...
value(n) [4 bytes]

where value(i) corresponds to the i-th bit of the renderer attribute set in the *itemMask.*

DATA STRUCTURES

```
typedef struct {
    pexEnumTypeIndex    fpFormat B16;
    CARD16              ununsed B16;
    XID                 id B32;        /* renderer id */
    CARD32              itemMask;
} pexSunEscGetExtRendAttr;
```

Values for *itemMask* are defined in **SunPEX.h** as listed below:

Symbol	Value	Explanation
PEXRDSunAAliasMode	0x00000001	Anti-aliasing mode attribute
PEXRDSunTranspMode	0x00000002	Transparency mode attribute
PEXRDSunStereoMode	0x00000004	Stereo mode attribute
PEXRDSunSilhouetteEdgeMode	0x00000008	Silhouette edge mode attribute

SEE ALSO

PEXEscape(3)
PEXEscapeWithReply(3)
PEXGetRendererAttributes(3)