NAME

PEXEscapeWithReply-PEXSunEscIdGetMarkerDescr - PEX Get Marker Description Escape

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 GetMarkerDescription escape, the *escape_id* parameter should be set to **PEXSunEscIdGetMarkerDescr,** the *escape_data* parameter should be set to point to structure type *pexSunEscGetMarkerDescr,* and the *length* parameter should be set to the total length of *escape_data.*

This escape allows inquiry of a user-defined marker.

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

unused[20 bytes]
num_lists [4 bytes]
list(1)
¨...
list(num_lists)

Each list contains the following:

num_verts [4 bytes]
x(1) [float]
y(1) [float]
¨...
x[num_verts
y[num_verts]

DATA STRUCTURES

```
typedef struct {
    pexEnumTypeIndex    fpFormat B16;
    CARD16              ununsed B16;
    CARD32              marker_id;
} pexSunEscGetMarkerDescr;
```

SEE ALSO

PEXEscape(3)
PEXEscapeWithReply(3)