NAME

PEXExtendedCellArray - Extended 3D Cell Array Primitive

SYNTAX

void PEXExtendedCellArray(Display **display*, XID *resource_id*, PEXOCRequestType *req_type*, PEXCoord **point1*, PEXCoord **point2*, PEXCoord **point3*, unsigned int *col_count*, unsigned int *row_count*, int *color_type*, PEXArrayOfColor *colors*)

PARAMETERS

display	A pointer to a display structure returned by a successful **XOpenDisplay** call.
resource_id	The resource identifier of the renderer or structure.
req_type	The request type for the output command (**PEXOCRender, PEXOCStore, PEXOCRenderSingle** or **PEXOCStoreSingle**).
point1	The first cell array definition point.
point2	The second cell array definition point.
point3	The third cell array definition point.
col_count	The number of cell columns (number of cells in the X direction).
row_count	The number of cell rows (number of cells in the Y direction).
color_type	The type of color for the cell colors (**PEXColorTypeIndexed, PEXColorTypeRGB, PEXColorTypeCIE, PEXColorTypeHSV, PEXColorTypeHLS, PEXColorTypeRGB8, PEXColorTypeRGB16**).
colors	An array of colors specifying the color of each cell.

RETURNS

None

DESCRIPTION

This function creates a 3D cell array output primitive.

This function is similar to **PEXCellArray**(3), except the colors are passed as either indexed color values or direct color values, depending on the color type.

DATA STRUCTURES

```
typedef union {
        PEXColorIndexed      *indexed;
        PEXColorRGB          *rgb;
        PEXColorHSV          *hsv;
        PEXColorHLS          *hls;
        PEXColorCIE          *cie;
        PEXColorRGB8         *rgb8;
        PEXColorRGB16        *rgb16;
} PEXArrayOfColor;
```

See also **PEXlib.h.**

ERRORS

BadPEXOutputCommand
The output command contains an invalid value.

BadPEXRenderer
The specified renderer resource identifier is invalid.

BadPEXStructure
The specified structure resource identifier is invalid.