NAME

PEXFetchElementsAndSend - Fetch Elements and Send to Display

SYNTAX

Status PEXFetchElementsAndSend(Display **src_display*, PEXStructure *structure*, int *whence1*, long *offset1*, int *whence2*, long *offset2*, Display **dst_display*, XID *resource_id*, PEXOCRequestType *req_type*)

PARAMETERS

display	A pointer to a display structure returned by a successful **XOpenDisplay** call.
structure	The resource identifier of the structure.
whence1	A value specifying, with *offset1*, the first limit of the range of elements to be fetched (**PEXBeginning, PEXCurrent, PEXEnd**).
offset1	The offset from *whence1* denoting the first limit of the range of elements to be fetched.
whence2	A value specifying, with *offset2*, the second limit of the range of elements to be fetched (**PEXBeginning, PEXCurrent, PEXEnd**).
offset2	The offset from *whence2* denoting the second limit of the range of elements to be fetched.
dst_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 commands (**PEXOCRender, PEXOCStore, PEXOCRenderSingle** or **PEXOCStoreSingle**).

RETURNS

Zero if unsuccessful, non-zero otherwise.

DESCRIPTION

This function is like **PEXFetchElements**(3) except that the list of output commands are not returned to the application but are sent directly to the specified destination display.

Calling this function is similar to calling **PEXFetchElements**(3)**,** and then sending the returned list of output commands by calling **PEXStartOC**(3)**, PEXCopyBytesToOC**(3) and **PEXFinishOCs**(3)**.**

If the destination display does not support the same floating point format as the format PEXlib is using with the source display, and if PEXlib can not convert to a format supported by the destination display, the function will return unsuccessfully.

Sending output commands to a *structure* whose editing mode is **PEXStructureReplace,** is not really useful. The behavior will be unpredictable unless a request type of **PEXOCStoreSingle** is used. And, if the request type is **PEXOCStoreSingle,** each output command will simply replace the previous one sent. Applications should ensure that the structure's editing mode is **PEXStructureInsert,** when sending multiple output commands. If it is intended to replace multiple elements, the application can delete those elements first, and then insert the new ones.

DATA STRUCTURES

typedef XID PEXStructure;

ERRORS

BadPEXStructure
The specified *structure* resource identifier is invalid.

BadValue
The specified value for whence parameter is invalid.

SEE ALSO

PEXFetchElements(3)