NAME

PEXGSE-PEXSunGseIdSetStrokeAAliasParams - PEX Set Stroke Anti-Aliasing Parameters

SYNTAX

void PEXGSE(Display **display*, XID *resource_id*, PEXOCRequestType *req_type*, long *id*, int *length*, char **data*)

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**).

id The identifier of the GSE.

length The length, in bytes, of the GSE data.

data A pointer to the GSE data.

RETURNS

None

DESCRIPTION

To use the Sun SetStrokeAntiAliasingParameters GSE, the *id* parameter should be set to **PEXSunGSEIdSetStrokeAAliasParams,** the *data* parameter should be set to point to structure type *pexSunGseStrokeAAlias,* and the *length* parameter should be set to the total length of *data.*

This GSE is used to control stroke anti-aliasing for subsequent stroke primitives of width equal to one.

DATA STRUCTURES

```
typedef struct {
        CARD32          prim;
        INT32           blend_eq;
        INT32           filter_width;
        INT32           filter_shape;
} pexSunGseStrokeAAlias;
```

The *prim* field specifies the type of primitive for which this anti-aliasing specification applies. Values for *prim* are defined in **SunPEX.h** as listed below:

Symbol	**Value**	**Explanation**
PEXSunAAliasPrimLine	0x00000001	Anti-alias all polyline primitives.
PEXSunAAliasPrimMarker	0x00000002	Anti-alias all polymarker primitives.
PEXSunAAliasPrimText	0x00000004	Anti-alias all text primitives.
PEXSunAAliasPrimHollowSurf	0x00000008	Anti-alias hollow surfaces.
PEXSunAAliasPrimEdge	0x00000010	Anti-alias all edges.
PEXSunAAliasPrimAll	0xffffffff	Anti-alias all of the above.

Values for *blend_eq* are defined in **SunPEX.h** as follows:

Symbol	Value	Explanation
PEXSunAAliasBlendNone	0	Do not anti-alias.
PEXSunAAliasBlendArbitBG	1	Blend to an arbitrary background, blending on each pixel.
PEXSunAAliasBlendConstBG	2	Blend to a constant background color 0.
PEXSunAAliasBlendAddToBG	3	Blend by adding to the background.

The following value is defined for *filter_shape* in **SunPEX.h** as follows:

Symbol	Value	Explanation
PEXSunAAliasFiltShapeGaussian	0	Use a Gaussian filter.

SEE ALSO **PEXGSE**(3)