**NAME**

PEXGetElementInfo - Get Element Information

**SYNTAX**

Status PEXGetElementInfo( Display **display*, PEXStructure *structure*, int *whence1*, long *offset1*, int *whence2*, long *offset2*, int *float_format*, unsigned long **count_return*, PEXElementInfo ***info_return*)

**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 queried elements ( **PEXBeginning, PEXCurrent, PEXEnd** ). |
| *offset1* | The offset from *whence1* denoting the first limit of the range of queried elements. |
| *whence2* | A value specifying, with *offset2*, the second limit of the range of elements to be queried ( **PEXBeginning, PEXCurrent, PEXEnd** ). |
| *offset2* | The offset from *whence2* denoting the second limit of the range of elements to be queried. |
| *float_format* | The floating point format to use when computing element sizes ( **PEXIEEE_754_32, PEXDEC_F_Floating, PEXIEEE_754_64, PEXDEC_D_Floating** ). |
| *count_return* | Returns the number element info records returned. |
| *info_return* | Returns an array of element info records describing the elements in the specified range. |

**RETURNS**

Zero if unsuccessful, non-zero otherwise.

**DESCRIPTION**

This function returns information about a range of elements from the specified structure.

If a computed offset is less than zero it is set to zero before obtaining the element information. If a computed offset is greater than the number of elements in the structure, it is set to the offset of the last structure element in the structure. The element pointer attribute of structure is not affected by this command.

Information returned about the list of inquired elements includes the type of each element and its size. The size of each element is based upon the specified floating point format. No information is returned for inquires on element offset zero. The element pointer is not affected by this function.

PEXlib allocates memory for the return value. **XFree** should be called to deallocate the memory.

**DATA STRUCTURES**

```
typedef  XID      PEXStructure;

typedef struct {
        unsigned short          type;
        unsigned short          length;
} PEXElementInfo;
```

**ERRORS**

**BadPEXFloatingPointFormat**
The specified floating point format is invalid or unsupported.

**BadPEXStructure**
The specified *structure* resource identifier is invalid.

**BadValue**
The specified value for *whence* parameter is invalid.

**SEE ALSO**

**PEXCreateStructure**(3)