NAME PEXGetRendererAttributes - Get Renderer Attribute Values

SYNTAX PEXRendererAttributes *PEXGetRendererAttributes(Display **display*, PEXRenderer *renderer*, unsigned long *value_mask*)

PARAMETERS

display A pointer to a display structure returned by a successful **XOpenDisplay** call.

renderer The resource identifier of the renderer to be queried.

value_mask A mask indicating attributes to be returned from the renderer.

RETURNS A pointer to the renderer attribute values; a null pointer if unsuccessful.

DESCRIPTION This function returns attribute values from the specified *renderer* resource. The value mask indicates the attribute values to be returned. The value mask is constructed by OR'ing together the following constants:

PEXRABackgroundColor	**PEXRAInvisibilityIncl**
PEXRAClearImage	**PEXRALightTable**
PEXRAClearZ	**PEXRALineBundle**
PEXRAClipList	**PEXRAMarkerBundle**
PEXRAColorApproxTable	**PEXRANPCSubVolume**
PEXRAColorTable	**PEXRAPatternTable**
PEXRACurrentPath	**PEXRAPickExcl**
PEXRADepthCueTable	**PEXRAPickIncl**
PEXRAEchoMode	**PEXRAPickStartPath**
PEXRAEdgeBundle	**PEXRAPipelineContext**
PEXRAHLHSRMode	**PEXRARendererState**
PEXRAHighlightExcl	**PEXRATextBundle**
PEXRAHighlightIncl	**PEXRATextFontTable**
PEXRAInteriorBundle	**PEXRAViewTable**
PEXRAInvisibilityExcl	**PEXRAViewport**

PEXlib allocates the memory for the returned *renderer* attribute values. **PEXFreeRendererAttributes**(3) should be called to deallocate the memory.

DATA STRUCTURES

```
typedef XID          PEXRenderer;
```

See also **PEXlib.h.**

ERRORS

BadPEXRenderer
The specified *renderer* resource identifier is invalid.

BadValue
An invalid bit is set in the value mask.

SEE ALSO

PEXCreateRenderer(3)
PEXChangeRenderer(3)
PEXGetRendererDynamics(3)
PEXFreeRendererAttributes(3)