NAME

PEXGetStructureInfo - Get Structure Information

SYNTAX

Status PEXGetStructureInfo(Display **display*, PEXStructure *structure*, int *float_format*, unsigned long *value_mask*, PEXStructureInfo **info_return*)

PARAMETERS

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

structure The resource identifier of the structure.

float_format The floating point format to use when computing element sizes (**PEXIEEE_754_32, PEXDEC_F_Floating, PEXIEEE_754_64, PEXDEC_D_Floating**).

value_mask A mask indicating which values to return.

info_return Returns information about the *structure* resource.

RETURNS

Zero if unsuccessful, non-zero otherwise.

DESCRIPTION

This function returns information about the specified *structure* resource. The value mask is constructed by OR'ing together the following constants:

PEXEditMode
PEXElementPtr
PEXHasRefs
PEXLengthStructure
PEXNumElements

The length of the structure is given in the number of 4-byte units, and is based upon the specified floating point format.

DATA STRUCTURES

```
typedef  XID      PEXStructure;

typedef struct {
        unsigned long   element_count;
        unsigned long   size;
        Bool            has_refs;
        unsigned short  edit_mode;
        unsigned long   element_pointer;
} PEXStructureInfo;
```

ERRORS

BadPEXFloatingPointFormat
The specified floating point format is invalid or unsupported.

BadPEXStructure
The specified structure resource identifier is invalid.

BadValue
An invalid bit is set in the value mask.

SEE ALSO

PEXCreateStructure(3)