NAME

PEXGetWorkstationAttributes - Get Workstation Attribute Values

SYNTAX

PEXWorkstationAttributes ∗PEXGetWorkstationAttributes(Display ∗*display*, PEXWorkstation *workstation*, unsigned long ∗*value_mask*)

PARAMETERS

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

workstation The resource identifier of the workstation.

value_mask A mask indicating which workstation attribute values to return.

RETURNS

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

DESCRIPTION

This function returns the specified workstation's attributes. The value mask indicates which attributes are to be returned. **PEXSetPWAttributeMask**(3) or **PEXSetPWAttributeMaskAll**(3) should be used to setup the value mask.

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

DATA STRUCTURES

```
typedef XID     PEXWorkstation;

typedef struct {
        short                   drawable_update;
        int                     visual_state;
        int                     drawable_surface;
        int                     view_update;
        PEXListOfView           defined_views;
        int                     wks_update;
        PEXNPCSubVolume         req_npc_subvolume;
        PEXNPCSubVolume         cur_npc_subvolume;
        PEXViewport             req_workstation_viewport;
        PEXViewport             cur_workstation_viewport;
        int                     hlhsr_update;
        PEXEnumTypeIndex        req_hlhsr_mode;
        PEXEnumTypeIndex        cur_hlhsr_mode;
        Drawable                drawable;
        PEXLookupTable          marker_bundle;
        PEXLookupTable          text_bundle;
        PEXLookupTable          line_bundle;
        PEXLookupTable          interior_bundle;
        PEXLookupTable          edge_bundle;
        PEXLookupTable          color_table;
        PEXLookupTable          depth_cue_table;
        PEXLookupTable          light_table;
        PEXLookupTable          color_approx_table;
```

```
        PEXLookupTable              pattern_table;
        PEXLookupTable              text_font_table;
        PEXNameSet                  highlight_incl;
        PEXNameSet                  highlight_excl;
        PEXNameSet                  invisibility_incl;
        PEXNameSet                  invisibility_excl;
        PEXListOfPostedStructure    posted_structures;
        unsigned long               count_priorities;
        int                         buffer_update;
        int                         req_buffer_mode;
        int                         cur_buffer_mode;
} PEXWorkstationAttributes;

typedef struct {
        unsigned short      count;          /* number of views */
        PEXTableIndex       *views;
} PEXListOfView;

typedef  unsigned short PEXTableIndex;

typedef struct {
        PEXCoord      min;
        PEXCoord      max;
XNPCSubVolume;

typedef struct {
        float    x;
        float    y;
        float    z;
} PEXCoord;

typedef struct {
        PEXDeviceCoord      min;
        PEXDeviceCoord      max;
        PEXSwitch           use_drawable;
        unsigned char       reserved[3];
} PEXViewport;

typedef struct {
        short    x;
        short    y;
        float    z;
} PEXDeviceCoord;

typedef  unsigned char   PEXSwitch;
```

```
typedef short   PEXEnumTypeIndex;
typedef XID     PEXLookupTable;
typedef XID     PEXNameSet;

typedef struct {
        unsigned long          count;          /* number of posted structures */
        PEXPostedStructure     *structures;
} PEXListOfPostedStructure;

typedef struct {
        PEXStructure   sid;
        float          priority;
} PEXPostedStructure;

typedef XID     PEXStructure;
```

ERRORS

BadPEXWorkstation
The specified workstation resource identifier is invalid.

BadValue
An invalid bit is set in the value mask.

SEE ALSO

PEXGetWorkstationDynamics(3)
PEXSetPWAttributeMask(3)
PEXSetPWAttributeMaskAll(3)