NAME

PEXGetWorkstationDynamics - Get Workstation Attribute Modification Dynamics

SYNTAX

Status PEXGetWorkstationDynamics(Display **display*, Drawable *drawable*, PEXWorkstationDynamics **dynamics_return*)

PARAMETERS

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

drawable The resource identifier of a drawable.

dynamics_return Returns the dynamics of the specified workstation.

RETURNS

Zero if unsuccessful, non-zero otherwise.

DESCRIPTION

This function returns the dynamics of the specified PHIGS workstation resource. Each entry in the returned list has one of the following values: **PEXIMM, PEXCBS** or **PEXIRG. PEXIMM** means that modification of the corresponding attribute will result in the correct image displayed immediately without regeneration. **PEXCBS** means that modification of the corresponding attribute will result in a simulation displayed immediately if the display update mode is **PEXSimulateSome. PEXIRG** means that a regeneration is required for the change to be visible.

DATA STRUCTURES

```
typedef struct {
        unsigned char           view_rep;
        unsigned char           marker_bundle;
        unsigned char           text_bundle;
        unsigned char           line_bundle;
        unsigned char           interior_bundle;
        unsigned char           edge_bundle;
        unsigned char           color_table;
        unsigned char           pattern_table;
        unsigned char           wks_transform;
        unsigned char           highlight_filter;
        unsigned char           invisibility_filter;
        unsigned char           hlhsr_mode;
        unsigned char           structure_modify;
        unsigned char           post_structure;
        unsigned char           unpost_structure;
        unsigned char           delete_structure;
        unsigned char           reference_modify;
        unsigned char           buffer_modify;
        unsigned char           light_table;
        unsigned char           depth_cue_table;
        unsigned char           color_approx_table;
} PEXWorkstationDynamics;
```

ERRORS

BadDrawable
The specified drawable resource identifier is invalid.

BadMatch
The specified drawable is unsupported.

SEE ALSO

PEXGetWorkstationAttributes(3)