NAME

PEXMapWCToDC - Map World Coordinate Points to Device Coordinate Points

SYNTAX

Status PEXMapWCToDC(Display **display*, PEXWorkstation *workstation*, unsigned long *wc_count*, PEXCoord **wc_points*, unsigned int *view_index*, unsigned long **dc_count_return*, PEXDeviceCoord ***dc_points_return*)

PARAMETERS

display	A pointer to a display structure returned by a successful **XOpenDisplay** call.
workstation	The resource identifier of the workstation.
wc_count	The number of world coordinate points.
wc_points	An array of world coordinate points.
view_index	The view index to use in transforming the world coordinate points.
dc_count_return	Returns the number of device coordinate points.
dc_points_return	Returns an array of device coordinate points.

RETURNS

Zero if unsuccessful, non-zero otherwise.

DESCRIPTION

This function maps the world coordinate points to device coordinate points using the specified workstation and view index. The points are transformed to device coordinates by passing them through the view transform associated with the view index. Points that are clipped will not be returned, so the number of points returned may be less than the number sent.

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

DATA STRUCTURES

```
typedef  XID      PEXWorkstation;

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

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

ERRORS

BadPEXWorkstation
The specified *workstation* resource identifier is invalid.

SEE ALSO

PEXMapDCToWC(3)
PEXSetWorkstationViewPriority(3)