NAME

PEXMatchRenderingTargets - Return Information about Supported Rendering Targets

SYNTAX

Status PEXMatchRenderingTargets(Display ∗*display*, Drawable *drawable*, int *depth*, int *type*, Visual ∗*visual*, unsigned long *max_targets*, unsigned long ∗*count_return*, PEXRenderingTarget ∗∗*targets_return*)

PARAMETERS

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

drawable The drawable indicates which screen the application is interested in.

depth The depth of interest.

type The drawable type of interest (**PEXAnyDrawable, PEXWindowDrawable, PEXPixmapDrawable, PEXBufferDrawable**).

visual The visual of interest.

max_targets The maximum number of targets to return.

count_return Returns the actual number of targets in the return array.

targets_return Returns an array of rendering target information.

RETURNS

Zero if unsuccessful, non-zero otherwise.

DESCRIPTION

This function returns information about which drawable types the server supports.

A drawable is specified only to indicate the screen for which the returned information should apply. None of the other drawable attributes are used.

The depth value is specified to indicate the depth for which the returned information should apply. If the application wants information on all supported depths, a value of zero should be specified.

The drawable type is specified to indicate the type of drawable for which the returned information should apply. The type field of the **PEXRenderingTarget** data structure will have these same values with the exception of **PEXAnyDrawable .**

The *visual* is specified to indicate the *visual* for which the returned information should apply. If the application wants information on all supported visuals, a null pointer should be specified.

PEXlib allocates memory for the returned target values. **XFree** should be called to deallocate the memory.

DATA STRUCTURES

```
typedef struct {
        int       depth;
        int       type;     /* PEXWindowDrawable, PEXPixmapDrawable, PEXBufferDrawable */
        Visual    *visual;
} PEXRenderingTarget;
```

ERRORS

BadDrawable

The specified drawable resource identifier is invalid.

BadValue

The specified visual is invalid.