NAME PEXQueryEncodedTextExtents - Query Encoded Text Extents

SYNTAX PEXTextExtent *PEXQueryEncodedTextExtents(Display **display*, XID *resource_id*, unsigned int *font_table_index*, int *path*, double *expansion*, double *spacing*, double *height*, int *halign*, int *valign*, unsigned long *count*, PEXListOfEncodedText **encoded_text*)

PARAMETERS

display	A pointer to a display structure returned by a successful **XOpenDisplay** call.
resource_id	The resource identifier of either a renderer, a workstation or a text font table.
font_table_index	The text font table index.
path	The text path (**PEXPathRight, PEXPathLeft, PEXPathUp, PEXPath-Down**).
expansion	The text character expansion factor.
spacing	The text character spacing factor.
height	The text character height.
halign	The text horizontal text alignment (**PEXHAlignNormal, PEX-HAlignLeft, PEXHAlignCenter, PEXHAlignRight**).
valign	The text vertical text alignment (**PEXVAlignNormal, PEXVAlignTop, PEXVAlignCap, PEXVAlignHalf, PEXVAlignBase, PEXVAlignBot-tom).**
count	The number of encoded text strings.
encoded_text	An array of encoded text strings.

RETURNS An array of text extents; a null pointer if unsuccessful.

DESCRIPTION This function is like **PEXQueryTextExtents**(3)**,** except that multiple encoded text strings are specified. Each text string in the encoded text list has a character set, a character set width, an encoding state, and a list of characters. (See **PEXEncodedTextData.)**

The character set is an index into the current font group. Font groups have individual fonts which are numbered starting at one; a value of three would select the third font in the font group currently being used. If a character set is not available in the current font group then the default font group is used. If a character set value is not available in the default font group then the result is implementation-dependent. The character set width indicates the width or size of characters in the strings. Valid values for character set width are **PEXCSByte, PEXCSShort** and **PEXCSLong.** The encoding state is provided for use by the application and is not interpreted by the PEX server.

All other aspects of this function are the same as **PEXQueryTextExtents**(3)**.**

DATA STRUCTURES

```
typedef struct {
        unsigned short          count;   /* number of encodings */
        PEXEncodedTextData      *encoded_text;
} PEXListOfEncodedText;

typedef struct {
        unsigned short          character_set;
        unsigned char           character_set_width;
        unsigned char           encoding_state;
        unsigned short          reserved;
        unsigned short          length;
        char                    *ch;
} PEXEncodedTextData;

typedef struct {
        PEXCoord2D    lower_left;
        PEXCoord2D    upper_right;
        PEXCoord2D    concat_point;
} PEXTextExtent;

typedef struct {
        float    x;
        float    y;
} PEXCoord2D;
```

ERRORS

BadMatch
The specified resource identifier identifies a table of type other than a text font table.

BadValue
A specified value for one or more text attributes is invalid, or the specified resource identifier does not identify a valid renderer, workstation or lookup table resource.

SEE ALSO

PEXQueryTextExtents(3)