NAME

PEXQueryTextExtents - Query Text Extents

SYNTAX

PEXTextExtent *PEXQueryTextExtents(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*, PEXStringData **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 text strings.
text	An array of text strings.

RETURNS

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

DESCRIPTION

This function returns the text extents, in the local 2D text coordinate system, of each specified text string. If the resource identifier is a renderer or PHIGS workstation, then the text font table associated with the renderer or workstation is used. If the resource identifier is a text font lookup table, it is used directly. The specified font group provides the index of the entry that is to be used to obtain the font group. The first character set in the font will be used.

Stroke precision is assumed. The text position is (0,0) in the local 2D text coordinate system. The extent of each string is computed independent of the other strings.

If a specified font has no defined default glyph, then undefined glyphs are taken to have all zero metrics.

The extent data is returned in memory allocated by PEXlib. **XFree** should be called to deallocate the memory.

DATA STRUCTURES

```
typedef struct {
        unsigned short          length;
        char                    *ch;
} PEXStringData;

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

PEXQueryEncodedTextExtents(3)