NAME

PEXRenderElements - Render Elements

SYNTAX

void PEXRenderElements(Display **display*, PEXRenderer *renderer*, PEXStructure *structure*, int *whence1*, long *offset1*, int *whence2*, long *offset2*)

PARAMETERS

display	A pointer to a display structure returned by a successful **XOpenDisplay** call.
renderer	The resource identifier of a renderer resource.
structure	The resource identifier of a structure resource.
whence1	A value specifying, with *offset1*, the first limit of the element range (**PEXBeginning, PEXCurrent PEXEnd**).
offset1	An offset from *whence1* specifying the first limit of the element range.
whence2	A value specifying, with *offset2*, the second limit of the element range (**PEXBeginning, PEXCurrent PEXEnd**).
offset2	An offset from *whence2* specifying the second limit of the element range.

RETURNS

None

DESCRIPTION

This function processes all output commands in the specified element range of the specified *structure.* Output primitives in *structure* are rendered using the specified *renderer.* If the *renderer* is not rendering or picking, the request will be ignored. Structures referenced through execute structure output commands are also processed.

The first limit of the range is defined by *whence1* and *offset1* and the second limit of the range is defined by *whence2* and *offset2.* The whence values describe how to interpret the corresponding offset. **PEXBeginning** means the element position is the value of offset (i.e. the offset from the beginning of the structure). **PEXCurrent** means the element position is the value of the current element pointer position plus the value of offset (i.e. the offset from the current element pointer). **PEXEnd** means the element position is the value of the last element position in the structure plus the value of offset (i.e. the offset from the end of the structure). Offsets can be negative values. If after computing an element position, it is less than zero, the position will be set to zero. If after computing an element position, it is greater than the number of elements in the *structure,* it will be set to the last structure element in the *structure.*

DATA STRUCTURES

```
typedef XID    PEXRenderer;
typedef XID    PEXStructure;
```

ERRORS

BadPEXRenderer
The specified renderer resource identifier is invalid.

BadPEXStructure
The specified structure resource identifier is invalid.

BadValue

The specified value for *whence* was invalid.

SEE ALSO

PEXBeginRendering(3)
PEXCreateStructure(3)
PEXCreateRenderer(3)