NAME

PEXSetGlobalTransform2D - Set Global Transformation 2D

SYNTAX

void PEXSetGlobalTransform2D(Display **display*, XID *resource_id*, PEXOCRequestType *req_type*, PEXMatrix3x3 *transform*)

PARAMETERS

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

resource_id The resource identifier of the renderer or structure.

req_type The request type for the output command (**PEXOCRender, PEXOCStore, PEXOCRenderSingle** or **PEXOCStoreSingle**).

transform The new global transformation matrix.

RETURNS

None

DESCRIPTION

This function creates an output primitive attribute which replaces the current global transformation matrix with the specified matrix. This output command is similar to **PEXSetGlobalTransform**(3) except that the global transformation matrix is specified as a 3×3 matrix. Before replacement of the global transformation matrix, the 3×3 matrix represented by

$$\begin{bmatrix} a & b & c \\ d & e & f \\ g & h & j \end{bmatrix}$$

is expanded to a 4×4 matrix as follows:

$$\begin{bmatrix} a & b & c \\ d & e & f \\ g & h & j \end{bmatrix} \rightarrow \begin{bmatrix} a & b & 0 & c \\ d & e & 0 & f \\ 0 & 0 & 1 & 0 \\ g & h & 0 & j \end{bmatrix}$$

DATA STRUCTURES

See **PEXlib.h.**

ERRORS

BadPEXRenderer
The specified renderer resource identifier is invalid.

BadPEXStructure
The specified structure resource identifier is invalid.

SEE ALSO

PEXSetGlobalTransform(3)