NAME

PEXSetLocalTransform2D - Set Local Transformation 2D

SYNTAX

void PEXSetLocalTransform2D(Display **display*, XID *resource_id*, PEXOCRequestType *req_type*, int *composition*, 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**).
composition	The composition rule for combining the new matrix with the current local transform (**PEXPreConcatenate, PEXPostConcatenate, PEXReplace**).
transform	The new local transformation matrix.

RETURNS

None

DESCRIPTION

This function creates an output primitive attribute which modifies the local transformation matrix. This output command is similar to **PEXSetLocalTransform**(3) except that the local transformation matrix is specified as a 3×3 matrix. Before modification of the local 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

BadPEXOutputCommand
The output command contains an invalid value.

BadPEXRenderer
The specified renderer resource identifier is invalid.

BadPEXStructure
The specified structure resource identifier is invalid.

SEE ALSO **PEXSetLocalTransform**(3)