NAME

PEXSetWorkstationViewRep - Set Workstation View Representation

SYNTAX

void PEXSetWorkstationViewRep(Display **display*, PEXWorkstation *workstation*, unsigned int *view_index*, PEXViewEntry **values*)

PARAMETERS

display	A pointer to a display structure returned by a successful **XOpenDisplay** call.
workstation	The resource identifier of the workstation.
view_index	The view index.
values	A pointer to the view representation values.

RETURNS

None

DESCRIPTION

This function sets the specified view table entry of the requested view table in the specified *workstation.* If the dynamic modification for the view table is **PEXIMM,** the current view table entry is set to the specified view representation and the view update is set to **PEXNotPending;** otherwise, the view update is set to **PEXPending** and the current view table is not changed.

DATA STRUCTURES

```
typedef  XID      PEXWorkstation;

typedef struct {
        unsigned short          clip_flags;
        unsigned short          reserved;
        PEXNPCSubVolume         clip_limits;
        PEXMatrix               orientation;
        PEXMatrix               mapping;
} PEXViewEntry;

typedef struct {
        PEXCoord     min;
        PEXCoord     max;
} PEXNPCSubVolume;

typedef struct {
        float    x;
        float    y;
        float    z;
} PEXCoord;

typedef  float    PEXMatrix[4][4];
```

ERRORS

BadAlloc
The view table is full.

BadPEXWorkstation
The specified workstation resource identifier is invalid.