NAME PEXTriangleStrip - 3D Triangle Strip Primitive

SYNTAX void PEXTriangleStrip(Display **display*, XID *resource_id*, PEXOCRequestType *req_type*, unsigned int *facet_attributes*, unsigned int *vertex_attributes*, int *color_type*, PEXArrayOfFacetData *facet_data*, unsigned int *count*, PEXArrayOfVertex *vertices*)

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**).
facet_attributes	A mask indicating the facet attributes provided (**PEXGANone, PEXGAColor, PEXGANormal**).
vertex_attributes	A mask indicating the vertex attributes provided (**PEXGANone, PEXGAColor, PEXGANormal**).
color_type	The type of color data provided (**PEXColorTypeIndexed, PEXColorTypeRGB, PEXColorTypeCIE, PEXColorTypeHSV, PEXColorTypeHLS, PEXColorTypeRGB8, PEXColorTypeRGB16**).
facet_data	An array of facet data.
count	The number of vertices.
vertices	An array of vertices defining the triangle strip.

RETURNS None

DESCRIPTION This function creates a triangle strip output primitive.

The triangle strip is created from the array of *vertices.* There are two less facets in the strip than the number of *vertices.* The first triangle in the strip is formed from the first three *vertices* in the list, the second triangle is formed by the second through the fourth *vertices* in the list, etc., up to the last triangle, which is formed by the last three *vertices* in the list. There must be an entry in the facet data array for each facet, if facet data is indicated by the facet attributes.

Normals are assumed to be unit length vectors. If not unit length, the result is implementation-dependent.

A triangle strip with fewer than three *vertices* is considered degenerate. It is stored in a structure, but when rendered, the primitive is ignored and has no visual effect.

All other aspects of this primitive are the same as **PEXFillAreaWithData**(3)**.**

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

PEXSetInteriorStyle(3)
PEXSetInteriorStyleIndex(3)
PEXSetSurfaceColorIndex(3)
PEXSetSurfaceColor(3)
PEXSetReflectionAttributes(3)
PEXSetReflectionModel(3)
PEXSetSurfaceInterpMethod(3)
PEXSetBFInteriorStyle(3)
PEXSetBFInteriorStyleIndex(3)
PEXSetBFSurfaceColorIndex(3)
PEXSetBFSurfaceColor(3)
PEXSetBFReflectionAttributes(3)
PEXSetBFReflectionModel(3)
PEXSetBFSurfaceInterpMethod(3)
PEXSetFacetCullingMode(3)
PEXSetFacetDistinguishFlag(3)
PEXSetPatternSize(3)
PEXSetPatternAttributes(3)
PEXSetPatternAttributes2D(3)
PEXSetInteriorBundleIndex(3)
PEXSetSurfaceEdgeFlag(3)
PEXSetSurfaceEdgeType(3)
PEXSetSurfaceEdgeWidth(3)
PEXSetSurfaceEdgeColor(3)
PEXSetSurfaceEdgeColorIndex(3)
PEXSetEdgeBundleIndex(3)