NAME

XSetTile, XSetStipple, XSetTSOrigin - GC convenience routines

SYNTAX

int XSetTile(Display **display*, GC *gc*, Pixmap *tile*);

int XSetStipple(Display **display*, GC *gc*, Pixmap *stipple*);

int XSetTSOrigin(Display **display*, GC *gc*, int *ts_x_origin*, int *ts_y_origin*);

ARGUMENTS

display	Specifies the connection to the X server.
gc	Specifies the GC.
stipple	Specifies the stipple you want to set for the specified GC.
tile	Specifies the fill tile you want to set for the specified GC.
ts_x_origin	
ts_y_origin	Specify the x and y coordinates of the tile and stipple origin.

DESCRIPTION

The **XSetTile** function sets the fill tile in the specified GC. The tile and GC must have the same depth, or a **BadMatch** error results.

XSetTile can generate **BadAlloc**, **BadGC**, **BadMatch**, and **BadPixmap** errors.

The **XSetStipple** function sets the stipple in the specified GC. The stipple must have a depth of one, or a **BadMatch** error results.

XSetStipple can generate **BadAlloc**, **BadGC**, **BadMatch**, and **BadPixmap** errors.

The **XSetTSOrigin** function sets the tile/stipple origin in the specified GC. When graphics requests call for tiling or stippling, the parent's origin will be interpreted relative to whatever destination drawable is specified in the graphics request.

XSetTSOrigin can generate **BadAlloc** and **BadGC** errors.

DIAGNOSTICS

BadAlloc The server failed to allocate the requested resource or server memory.

BadGC A value for a GContext argument does not name a defined GContext.

BadMatch Some argument or pair of arguments has the correct type and range but fails to match in some other way required by the request.

BadPixmap A value for a Pixmap argument does not name a defined Pixmap.

SEE ALSO

XCreateGC(3), XQueryBestSize(3), XSetArcMode(3), XSetClipOrigin(3), XSetFillStyle(3), XSetFont(3), XSetLineAttributes(3), XSetState(3)
Xlib - C Language X Interface