

NAME

XpmCreatePixmap - create a pixmap

SYNOPSIS

```
int XpmCreatePixmapFromData(Display *display, Drawable d,  
    char **data, Pixmap *pixmap_return, Pixmap *shapemask_return,  
    XpmAttributes *attributes);
```

```
int XpmCreatePixmapFromBuffer(Display *display, Drawable d,  
    char *buffer, Pixmap *pixmap_return, Pixmap *shapemask_return,  
    XpmAttributes *attributes);
```

```
int XpmCreatePixmapFromXpmImage(Display *display, Drawable d,  
    XpmImage *image, Pixmap *pixmap_return, Pixmap *shapemask_return,  
    XpmAttributes *attributes);
```

ARGUMENTS

display

Specifies the connection to the X server.

d Specifies which screen the pixmap is created on.

buffer

Specifies the location of the buffer.

pixmap_return

Returns the pixmap which is created if the color None.

shapemask_return

Returns the shape mask pixmap which is created if the color None is used.

attributes

Specifies the location of a structure to get and store information.

image

Specifies the XpmImage.

DESCRIPTION**XpmCreatePixmapFromData**

To create a Pixmap from an XPM data, use **XpmCreatePixmapFromData()**. The **XpmCreatePixmapFromData()** function creates X images using **XpmCreateImageFromData(3)** and thus returns the same errors. In addition on success it then creates the related pixmaps, using **XPutImage(3)**, which are returned to *pixmap_return* and *shapemask_return* if not NULL, and finally destroys the created images using **XDestroyImage(3)**. Do not forget to free the returned pixmaps, the colors, and possibly the data returned into the XpmAttributes structure when done.

XpmCreatePixmapFromBuffer

To create a Pixmap from an XPM buffer, use **XpmCreatePixmapFromBuffer()**. The **XpmCreatePixmapFromBuffer()** function works the same way as **XpmReadFileToPixmap(3)**, it just calls **XpmCreateImageFromBuffer(3)** instead of **XpmReadFileToImage(3)**.

XpmCreatePixmapFromXpmImage

XpmCreatePixmapFromXpmImage() creates X images calling **XpmCreateImageFromXpmImage(3)** with the given XpmImage and XpmAttributes, then it creates the related pixmaps which are returned to *pixmap_return* and *shapemask_return* using **XPutImage(3)**. Finally it destroys the X images with **XDestroyImage(3)**. When finished the caller must free the pixmaps using **XFreePixmap(3)**, the colors using **XFreeColors(3)** or the application equivalent function when the standard Xlib functions are not used, and possibly the data returned into the XpmAttributes using **XpmFreeAttributes(3)**.

SEE ALSO

XpmCreateImageFromData(3), **XpmCreateImageFromXpmImage(3)**, **XpmFreeAttributes(3)**, **XpmReadFileToPixmap(3)**