NAME
     XDrawImageString, XDrawImageString16 - draw image text

SYNTAX
     int XDrawImageString(Display *_display_, Drawable _d_, GC _gc_, int _x_, int _y_, _Xconst char *_string_, int
          length);

     int XDrawImageString16(Display *_display_, Drawable _d_, GC _gc_, int _x_, int _y_, _Xconst XChar2b *_string_,
          int _length_);

ARGUMENTS
     _d_   Specifies the drawable.

     display   Specifies the connection to the X server.

     _gc_   Specifies the GC.

     length   Specifies the number of characters in the string argument.

     string   Specifies the character string.

     _x_

     _y_   Specify the x and y coordinates, which are relative to the origin of the specified
                      drawable and define the origin of the first character.

DESCRIPTION
     The **XDrawImageString16** function is similar to **XDrawImageString** except that it uses 2-byte or 16-bit
     characters. Both functions also use both the foreground and background pixels of the GC in the
     destination.

     The effect is first to fill a destination rectangle with the background pixel defined in the GC and then to
     paint the text with the foreground pixel. The upper-left corner of the filled rectangle is at:

     [x, y - font-ascent]

     The width is:

     overall-width

The height is:

font-ascent + font-descent

The overall-width, font-ascent, and font-descent are as would be returned by **XQueryTextExtents** using gc and string. The function and fill-style defined in the GC are ignored for these functions. The effective function is **GXcopy**, and the effective fill-style is **FillSolid**.

For fonts defined with 2-byte matrix indexing and used with **XDrawImageString**, each byte is used as a byte2 with a byte1 of zero.

Both functions use these GC components: plane-mask, foreground, background, font, subwindow-mode, clip-x-origin, clip-y-origin, and clip-mask.

XDrawImageString and **XDrawImageString16** can generate **BadDrawable**, **BadGC**, and **BadMatch** errors.

DIAGNOSTICS

BadDrawable   A value for a Drawable argument does not name a defined Window or Pixmap.

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

BadMatch   An **InputOnly** window is used as a Drawable.

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.

NOTES

Unlike XDrawString and XDrawString16, these functions send no more than 255 characters at a time to the server. When the total number of characters to be sent is larger than 255, these functions split the string into chunks up to 255 characters. After sending each chunk, these functions query the server to determine the actual text extent.

SEE ALSO

XDrawString(3), XDrawText(3), XLoadFont(3), XTextExtents(3)
Xlib - C Language X Interface