NAME
    XDrawString, XDrawString16 - draw text characters

SYNTAX
    int XDrawString(Display *display*, Drawable *d*, GC *gc*, int *x*, int *y*, _Xconst char **string*, int *length*);

    int XDrawString16(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
    Each character image, as defined by the font in the GC, is treated as an additional mask for a fill
    operation on the drawable. The drawable is modified only where the font character has a bit set to 1.
    For fonts defined with 2-byte matrix indexing and used with **XDrawString16**, each byte is used as a
    byte2 with a byte1 of zero.

    Both functions use these GC components: function, plane-mask, fill-style, font, subwindow-mode, clip-
    x-origin, clip-y-origin, and clip-mask. They also use these GC mode-dependent components:
    foreground, background, tile, stipple, tile-stipple-x-origin, and tile-stipple-y-origin.

    XDrawString and **XDrawString16** 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.

SEE ALSO

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