NAME

XcmsAllocColor, XcmsAllocNamedColor - allocate colors

SYNTAX

Status XcmsAllocColor(Display **display*, Colormap *colormap*, XcmsColor **color_in_out*, XcmsColorFormat *result_format*);

Status XcmsAllocNamedColor(Display **display*, Colormap *colormap*, _Xconst char **color_string*, XcmsColor **color_screen_return*, XcmsColor **color_exact_return*, XcmsColorFormat *result_format*);

ARGUMENTS

display Specifies the connection to the X server.

colormap Specifies the colormap.

color_exact_return
Returns the color specification parsed from the color string or parsed from the corresponding string found in a color-name database.

color_in_out Specifies the color to allocate and returns the pixel and color that is actually used in the colormap.

color_screen_return
Returns the pixel value of the color cell and color specification that actually is stored for that cell. Specifies the color string whose color definition structure is to be returned.

result_format Specifies the color format for the returned color specification.

DESCRIPTION

The **XcmsAllocColor** function is similar to **XAllocColor** except the color can be specified in any format. The **XcmsAllocColor** function ultimately calls **XAllocColor** to allocate a read-only color cell (colormap entry) with the specified color. **XcmsAllocColor** first converts the color specified to an RGB value and then passes this to **XAllocColor**. **XcmsAllocColor** returns the pixel value of the color cell and the color specification actually allocated. This returned color specification is the result of converting the RGB value returned by **XAllocColor** into the format specified with the result_format argument. If there is no interest in a returned color specification, unnecessary computation can be bypassed if result_format is set to **XcmsRGBFormat**. The corresponding colormap cell is read-only. If this routine returns **XcmsFailure**, the color_in_out color specification is left unchanged.

XcmsAllocColor can generate a **BadColor** errors.

The **XcmsAllocNamedColor** function is similar to **XAllocNamedColor** except that the color returned can be in any format specified. This function ultimately calls **XAllocColor** to allocate a read-only color cell with the color specified by a color string. The color string is parsed into an **XcmsColor** structure (see **XcmsLookupColor**), converted to an RGB value, and finally passed to **XAllocColor**. If the color name is not in the Host Portable Character Encoding, the result is implementation-dependent. Use of uppercase or lowercase does not matter.

This function returns both the color specification as a result of parsing (exact specification) and the actual color specification stored (screen specification). This screen specification is the result of converting the RGB value returned by **XAllocColor** into the format specified in result_format. If there is no interest in a returned color specification, unnecessary computation can be bypassed if result_format is set to **XcmsRGBFormat**. If color_screen_return and color_exact_return point to the same structure, the pixel field will be set correctly, but the color values are undefined.

XcmsAllocNamedColor can generate a **BadColor** errors.

DIAGNOSTICS

BadColor A value for a Colormap argument does not name a defined Colormap.

SEE ALSO

XcmsQueryColor(3), XcmsStoreColor(3)
Xlib - C Language X Interface