

NAME

XpmCreateBuffer - create an XPM Buffer

SYNOPSIS

```
int XpmCreateBufferFromImage(Display *display , char **buffer_return,  
    XImage *image, XImage *shapeimage, XpmAttributes *attributes);
```

```
int XpmCreateBufferFromPixmap(Display *display, char **buffer_return,  
    Pixmap pixmap, Pixmap shapemask, XpmAttributes *attributes);
```

```
int XpmCreateBufferFromXpmImage(char **buffer_return, XpmImage *image,  
    XpmInfo *info);
```

ARGUMENTS

display

Specifies the connection to the X server.

buffer_return

Returns the buffer which is created.

image

Specifies the image.

shapeimage

Specifies the shape mask image.

attributes

Specifies the location of a structure containing information (or NULL).

info

Specifies the location of a structure to get possible information (or NULL).

DESCRIPTION**XpmCreateBufferFromPixmap**

XpmCreateBufferFromPixmap() creates an XPM buffer from a Pixmap. The

XpmCreateBufferFromPixmap() function works as **XpmWriteFileFromPixmap(3)**, it just calls

XpmCreateBufferFromImage() instead of **XpmWriteFileFromImage(3)**. Once again, the caller should free the buffer using **XpmFree(3)** when finished.

As a convenience, the **XpmReadFileToBuffer(3)** and **XpmWriteFileFromBuffer(3)** functions are provided to copy a file to a buffer and to write a file from a buffer. Thus for instance one may decide to use **XpmCreateBufferFromPixmap()**, **XpmWriteFileFromBuffer(3)**, and **XpmFree(3)** instead of **XpmWriteFileFromPixmap(3)**. On some systems this may lead to a performance improvement, since the processing will be performed in memory, but it uses more memory.

XpmCreateBufferFromImage

The **XpmCreateBufferFromImage()** function works as **XpmWriteFileFromImage(3)**, it just writes to a malloc'ed buffer instead of to a file. The caller should free the buffer using **XpmFree(3)** when finished.

XpmCreateBufferFromXpmImage.

To create an XPM buffer from an **XpmImage**, use **XpmCreateBufferFromXpmImage()**. The **XpmCreateBufferFromXpmImage()** function writes out the given image to a single block malloc'ed buffer in XPM format. If insufficient working storage is allocated, it returns **XpmNoMemory**, and returns **XpmSuccess** on success. If the passed **XpmInfo** structure pointer is not NULL, **XpmCreateBufferFromXpmImage()** looks for the following attributes: **XpmComments**, **XpmExtensions**, and **XpmHotspot**, and writes the related information out as well. The caller should free the buffer using **XpmFree(3)** when finished.

SEE ALSO

XpmFree(3), **XpmWriteFileFromBuffer(3)**, **XpmWriteFileFromImage(3)**,
XpmWriteFileFromPixmap(3)