

NAME

XpmCreateXpmImage - create an Xpm image

SYNOPSIS

```
int XpmCreateXpmImageFromData(char **data, XpmImage *image,  
    XpmInfo *info);
```

```
int XpmCreateXpmImageFromBuffer(char *buffer, XpmImage *image,  
    XpmInfo *info);
```

```
int XpmCreateXpmImageFromImage(Display *display,  
    XImage *image, XImage *shapeimage,  
    XpmImage *xpmimage, XpmAttributes *attributes);
```

```
int XpmCreateXpmImageFromPixmap(Display *display,  
    Pixmap *pixmap, Pixmap *shapemask,  
    XpmImage *xpmimage, XpmAttributes *attributes);
```

ARGUMENTS

data

Specifies the location of the data.

image

Specifies the image structure location.

info

Specifies the location of an XpmInfo structure to get and store information (or NULL).

display

Specifies the connection to the X server.

image

Specifies the X image used as the source.

shapeimage

Specifies the shape mask image, if any.

xpmimage

Specifies the XPM image which is created.

attributes

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

DESCRIPTION

XpmCreateXpmImageFromBuffer

To create an XpmImage from an XPM buffer, use **XpmCreateXpmImageFromBuffer()**. The **XpmCreateXpmImageFromBuffer()** function reads the given buffer to fill in the given XpmImage structure. If the buffer does not contain valid XPM data, it returns **XpmFileInvalid**. If insufficient working storage is allocated, it returns **XpmNoMemory**. On success it returns **XpmSuccess**. If the passed XpmInfo structure pointer is not NULL, **XpmCreateXpmImageFromBuffer()** looks for the following attributes: XpmReturnComments and XpmReturnExtensions, and sets possibly the XpmHotspot attribute when returning. As specified in the table (page 28), if the data related to the attributes XpmReturnComments and XpmReturnExtensions cannot be returned as requested because of insufficient memory storage, **XpmCreateXpmImageFromBuffer()** will change the valuemask to mention this and will try to continue. So the caller should check on this before accessing requested data.

Note: The valuemask of the passed XpmInfo structure must be set to some valid value, at least zero, otherwise unpredictable errors can occur.

XpmCreateXpmImageFromData

To create an XpmImage from an XPM data, use **XpmCreateXpmImageFromData()**. **XpmCreateXpmImageFromData()** fills in the given XpmImage structure from the given data. If the data does not contain valid XPM data, it returns **XpmFileInvalid**. If insufficient working storage is allocated, it returns **XpmNoMemory**. On success it returns **XpmSuccess**. If the passed XpmInfo structure pointer is not NULL, **XpmCreateXpmImageFromData()** looks for the following attributes: XpmReturnExtensions, and sets possibly the XpmHotspot attribute when returning. As specified in the table (page 28), if the data related to the attribute XpmReturnExtensions cannot be returned as requested because of insufficient memory storage, **XpmCreateXpmImageFromData()** will change the valuemask to mention this and will try to continue. So the caller should check on this before accessing requested data.

Note: The valuemask of the passed XpmInfo structure must be set to some valid value, at least zero, otherwise unpredictable errors can occur.

XpmCreateXpmImageFromImage

To create an XpmImage from an XImage, use **XpmCreateXpmImageFromImage()**. From the given X images and XpmAttributes if not NULL, **XpmCreateXpmImageFromImage()** creates an XpmImage following the same mechanism as **XpmWriteFileFromImage(3)**.

XpmCreateXpmImageFromPixmap

To create an XpmImage from a Pixmap, use **XpmCreateXpmImageFromPixmap()**. From the given pixmaps and XpmAttributes if not NULL, **XpmCreateXpmImageFromPixmap()** gets the related XImages by calling XGetImage, then it gives them to **XpmCreateXpmImageFromImage()** to create an XpmImage which is returned to *xpmimage*. Finally it destroys the created X images using **XDestroyImage(3)**.

SEE ALSO

XpmFreeXpmImage(3), **XpmReadFileToBuffer(3)**, **XpmReadFileToData(3)**,
XpmReadFileToImage(3), **XpmReadFileToPixmap(3)**, **XpmWriteFileFromImage(3)**