

**NAME**

XvPutImage, XvShmPutImage - display an XvImage

**SYNOPSIS**

```
#include <X11/extensions/Xvlib.h>
```

```
int XvPutImage (Display *dpy, XvPortID port,  

Drawable d, GC gc, XvImage *image,  

int src_x, int src_y,  

unsigned int src_w, unsigned int src_h,  

int dest_x, int dest_y,  

unsigned int dest_w, unsigned int dest_h);
```

```
int XvShmPutImage (Display *dpy, XvPortID port,  

Drawable d, GC gc, XvImage *image,  

int src_x, int src_y,  

unsigned int src_w, unsigned int src_h,  

int dest_x, int dest_y,  

unsigned int dest_w, unsigned int dest_h,  

Bool send_event);
```

**ARGUMENTS**

*dpy* Specifies the connection to the X server.

*port* The port id of a port on an XvImage capable adaptor.

*d*

*gc* the graphics context specifying the clip mask to use, if any.

*image* A pointer to the XvImage to be displayed.

*src\_?* The portion of the XvImage to be displayed.

*dest\_?* The portion of the destination drawable to be filled by the image.

*send\_event*

Indicates whether or not an XShmCompletionEvent should be sent. If sent, the event's major\_code and minor\_code fields will indicate the Xv extension's major code and XvShmPutImage's minor code.

**DESCRIPTION**

**XvPutImage(3)** is similar to **XPutImage(3)**. **XvShmPutImage(3)** is similar to **XShmPutImage(3)**. The library will allocate the XvImage structure and fill out all fields except for *data*. *Width* and *height* may be enlarged in some YUV formats. The size of the data buffer that needs to be allocated will be given in the *data\_size* field in the XvImage. Image data is not allocated by this function. The client may pass a pointer to the preallocated memory as *data* or may allocate the memory and fill in the XvImage structure's data field after the *data\_size* field has been filled out by the server. The XvImage structure may be freed by **XFree(3)**.

**DIAGNOSTICS**

[XvBadPort]

Generated if the requested port does not exist.

[XvBadAlloc]

Generated if the X server was unable to allocate resources required to complete the operation.

[BadMatch]

Generated if incompatible arguments were supplied, such as a port that isn't capable of displaying XvImages.

[BadShmSegCode]

Generated if an invalid shared memory segment is specified.

**SEE ALSO**

**XvListImageFormats(3)**, **XvCreateImage(3)**, **XvShmCreateImage(3)** **XPutImage(3)**, **XShmPutImage(3)**