

**NAME**

XmbDrawString, XwcDrawString, Xutf8DrawString - draw text using a single font set

**SYNTAX**

```
void XmbDrawString(Display *display, Drawable d, XFontSet font_set, GC gc, int x, int y, _Xconst
char *string, int num_bytes);
```

```
void XwcDrawString(Display *display, Drawable d, XFontSet font_set, GC gc, int x, int y, _Xconst
wchar_t *string, int num_wchars);
```

```
void Xutf8DrawString(Display *display, Drawable d, XFontSet font_set, GC gc, int x, int y, _Xconst
char *string, int num_bytes);
```

**ARGUMENTS**

- |                   |  |
|-------------------|--|
| <i>d</i>          | Specifies the drawable.                                    |
| <i>display</i>    | Specifies the connection to the X server.                  |
| <i>font_set</i>   | Specifies the font set.                                    |
| <i>gc</i>         | Specifies the GC.  |
| <i>num_bytes</i>  | Specifies the number of bytes in the string argument.      |
| <i>num_wchars</i> | Specifies the number of characters in the string argument. |
| <i>string</i>     | Specifies the character string.                            |
| <i>x</i>          |  |
| <i>y</i>          | Specify the x and y coordinates.                           |

**DESCRIPTION**

The **XmbDrawString**, **XwcDrawString** and **Xutf8DrawString** functions draw the specified text with the foreground pixel. When the **XFontSet** has missing charsets, each unavailable character is drawn with the default string returned by **XCreateFontSet**. The behavior for an invalid codepoint is undefined.

The function **Xutf8DrawString** is an extension introduced by The XFree86 Project, Inc., in their 4.0.2 release. Its presence is indicated by the macro **X\_HAVE\_UTF8\_STRING**.

**SEE ALSO**

XDrawImageString(3), XDrawString(3), XDrawText(3), XmbDrawImageString(3), XmbDrawText(3)

*Xlib - C Language X Interface*