NAME

XmbDrawText, XwcDrawText, Xutf8DrawText - draw text using multiple font sets

SYNTAX

void XmbDrawText(Display *display*, Drawable *d*, GC *gc*, int *x*, int *y*, XmbTextItem *items*, int
nitems);

void XwcDrawText(Display *display*, Drawable *d*, GC *gc*, int *x*, int *y*, XwcTextItem *items*, int
nitems);

void Xutf8DrawText(Display *display*, Drawable *d*, GC *gc*, int *x*, int *y*, XmbTextItem *items*, int
nitems);

ARGUMENTS

d   Specifies the drawable.

display   Specifies the connection to the X server.

gc   Specifies the GC.

items   Specifies an array of text items.

nitems   Specifies the number of text items in the array.

x

y   Specify the x and y coordinates.

DESCRIPTION

The **XmbDrawText**, **XwcDrawText** and **Xutf8DrawText** functions allow complex spacing and font set
shifts between text strings. Each text item is processed in turn, with the origin of a text element
advanced in the primary draw direction by the escapement of the previous text item. A text item delta
specifies an additional escapement of the text item drawing origin in the primary draw direction. A
font_set member other than **None** in an item causes the font set to be used for this and subsequent text
items in the text_items list. Leading text items with a font_set member set to **None** will not be drawn.

XmbDrawText, **XwcDrawText** and **Xutf8DrawText** do not perform any context-dependent rendering
between text segments. Clients may compute the drawing metrics by passing each text segment to
XmbTextExtents, **XwcTextExtents**, **Xutf8TextExtents** or **XmbTextPerCharExtents**,
XwcTextPerCharExtents. **Xutf8TextPerCharExtents**. 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 **Xutf8DrawText** 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**.

STRUCTURES
    The **XmbTextItem** structure contains:
    typedef struct {
        char *chars;   /* pointer to string */
        int nchars;   /* number of bytes */
        int delta;   /* pixel delta between strings */
        XFontSet font_set;   /* fonts, None means don't change */
    } XmbTextItem;
    The **XwcTextItem** structure contains:
    typedef struct {
        wchar_t *chars; /* pointer to wide char string */
        int nchars;   /* number of wide characters */
        int delta;   /* pixel delta between strings */
        XFontSet font_set;   /* fonts, None means don't change */
    } XwcTextItem;

SEE ALSO
    XDrawImageString(3), XDrawString(3), XDrawText(3), XmbDrawImageString(3), XmbDrawString(3)
    Xlib - C Language X Interface